

Session/Game: Eldritch Earth: 5 Hacks Deep
Episode 15: Welcome to Frogtown

Date: January 3rd, 2021

Campaign Date: June 22nd - June 23rd 1130 AD

Characters

Angus McNasty, Scottish Barbarian - 3 (Bob)
Wulfric of Ascalon, English Knight - 2 (Dave N.)
Father Siegfried the Small, Frankish Cleric - 2 (Jason)
Welshie (aka Tom Jones), Welsh Ranger - 2 (Jason)
Tariq al-Khibaz, Moorish Venturer - 2 (Quinton)
Father Calen Kildare, Irish Cleric - 1 (Quinton)
Lady Rousel Adele Osouf, Norman Knight - 1 (Marlon)
Hamish McChop, Scottish Barbarian - 1 (Robert)

Judge: Andrew Smith

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The heroes arrive on the North end of Frogtown. They announce themselves with a horn blast from Wulfric. They meet with some of the workers who are idle. Many of the people are not able to communicate in English and clearly only know German. The more affluent members of the village live to the South and East side of the ridge that makes up Frogtown, while the less advantaged live in the huts to the North and West. They bring the Reeve and his men to meet their leader.

They take the heroes to meet with Sir Clovis, the leader of the settlement. He is an older knight in the service of Lord Ulfwin, perhaps a former Crusader from the old world. While he owns a farm including a barn for his warhorses he spends most of his time in the alien, black Atlantean tower that oversees the falls of Fishing Creek. He leads five mercenary retainer soldiers posted there. The Reeve is disappointed to learn that the village

pledged to Lord Ulfwin just last January. The poorer citizens of Frogtown fear to venture into the swamps because they believe the place is haunted after finding some of their colleagues turned to stone.

They have some time while they send Welshie back for Father Siegfried and Father Kildare to help root out any spiritual taint. They decide to idle at the Coked Crock. There they meet Fraulein Rubeta. She gossips about a nasty piece of work she believes to be a witch who lives in the swamps just North of Fishing Creek by Sweet Pond. As proof, Rubeta insists that the witch "is Irish." Wulfric seems to agree with her assessment.

The heroes meet Father Luther and his aide Sister Katarena. They live in one of the simple huts just like the other simple villagers in the middle of the village. Luther has just buried the three petrified victims who were found in the swamps. Luther insists that the Pfaltzgraffs allow him to hold services in the impressive pottery making warehouse on the East side of the village. After some misunderstanding on how to address Reeve McNasty, the men of the Hill Camp Hundred come to understand that neither Luther nor Katarena are possessed. Katarena excuses herself to chase down two orphans who live with the two church people.

Leaving Tariq behind, the men travel to the Witch's House in the swamps. Although tragically dilapidated over the years, this beautiful home boasts beautiful woodworking and care in choice of materials. A sizable graveyard of child-sized tombstones stands behind a weeping willow tree along with a fenced-in herb garden along with a chicken coop.

Reeve McNasty directs Wulfric to blow his horn again. Old Mary emerges with Hansel and Gretyl. Old Mary is very blind, but remains a midwife and an accomplished herbalist. She has experienced this petrification in the past when she would see a singular Spined Quail in these same swamps. She fears that there has been some sort of event that has increased the number of these monsters.. She offers a dose of Felwort to each of the Reeve's men to help try to protect them from the sting of these abominations.

Next, the heroes head toward the clay pits. There, they see a strange monolith standing in the middle of it. The horses balk at going down into the clay pits. They dismount and investigate. On the monolith they see hieroglyphics of a mighty Atlantean wizard who builds enormous sky-scraping buildings of stone and steel aided by his three companions. One of the three companions has a plant or a weed as a hand. Another has the head of a cow. The third appears to breathe fire and clomps around in comically large boots.

Father Kildare tries to read some of the Atlantean script, but the figures would almost seem to jump and wiggle in his peripheral vision and it never seemed constant. The confusion clearly took its toll on the churchman, but luckily he was able to fend off any threat of taint or possession.

The Reeve's men glimpse a misty door in the side of the monolith. Through it, they see a night time sky over a jungle of alien plants and exotic flowers. The arrangement of the stars themselves look unfamiliar and two moons hang in the sky. After a moment, the glimpse ends and the soldiers' attentions are turned to the ground where the raw clay bubbles up like dirty water exposing over a dozen insect / bird / snake monstrosities covered in poisonous spines. They all immediately do their best to aim for Father Siegfried as the least armored of the bunch.

Immediately, the church man goes down. As he fights for breath, his body locks up and he is petrified into rock. Luckily, before the spined quail can finish the job and consume their rocky prize the others manage to beat all the monsters to death.

The heroes send Father Siegfried off for recovery and they are once again joined by Welshie. Next, they travel to Bonecrusher Pond. They find the remains of many large animals, along with some evidence of some large beast that lives nearby.

They set watches at the beginning of the night. The first watch goes smoothly, but during the second watch two vampire spider swarms attack Lady Osouf and Hamish. They dive into the fire to burn the monsters off. Reeve McNasty beats them up more as he knocks the swarms off their bodies. Hamish is hurt badly - mostly by his comrades rather than the spiders.

Just as the spiders are dealt with, a giant, misshapen trollish figure emerges from the depths of the pond and strides off. It is heedless of the Reeve and his men and even brushes off an arrow shot by Welshie.

Lady Osouf has a great idea to dredge Bonecrusher pond using a rope and crowbar. She manages to bring up several scorpion sculptures. Thinking that perhaps they don't know the entire depth of Bonecrusher pond, Father Kildare strips down and searches with his Atlantean light just as the trollish giant returns. He brings up a chest of orbs and baubles.

They escape into the morning. On the way from the pond, they discover that once again they have been watched by a single lizard folk being from nearby. They swing by the clay pits once more and find that the obelisk has disappeared, leaving just an empty socket where it had poked up out of the mud. They then return to the village and make plans for how they might work with the people and industry of Frogtown to enrich themselves.