

Session/Game: Eldritch Earth: 5 Hacks Deep
Episode 24: Settling the Irish Treehouse (Part Two)
Campaign Date: October 7th - 9th, 1130 AD

Date: April 11th, 2021

Characters

Tariq al-Khibaz, Moorish Venturer - 4 (Quinton)
Symeon, Byzantine Laborer - 3 (NPC)
Kahlid Mulino, Moorish Teamster - 1 (NPC)
Welshie (aka Tom Jones), Welsh Ranger - 4 (Jason)
Reeve Angus McNasty, Scottish Soldier - 3 (Bob)
Johnny Venice, Italian Venturer - 3 (Dave N)

Sean the Irish Bastard Irish, Templar - 3 (Bob)
Lady Rousel Adele Osouf, English, Knight - 2 (Marlon)

Judge: Andrew Smith

October 2nd, 1130

As the evening meal approaches, Johnny Venice gets a message from Pietro - one of the guards he employs as part of the brick business. "Hey Capo, there is someone to see you in the alchemy shop. Some kinda woman." Intrigued, Johnny puts down his fork and knife and rushes back to his shop. He finds the door ajar. Inside, a hooded figure sits at his workbench. This humanoid appears slight and frail, with delicate hands and soft chin like that of a comely woman, but a musical baritone voice echoes from behind the shadows of the cowl. In flawless Venetian Italian, Johnny hears the words "Giovanni Venezia, I am here on behalf of my masters."

"Who are you? What do you want?" Johnny says, slowly reaching for the dirk at his hip. "How did you get here?"

"The rulers of Dill's Burg have another offer for the Reeve of Worm's Ferry. A small favor for which he and his men will be well-compensated." The figure gestures at the shop. "All of this must cost a lot of Atlantean gold. Wouldn't it be grand to continue this lifestyle?"

"What favors could the murderous bandit Dill require," Johnny sneers. "We won't go against our words of honor!"

"Have no worries, citizen," the slender shape growls. "Instead, we require vengeance against one of our own. The sorcerer Dimensio has snubbed the masters of the Dillswood. He has stolen our resources and killed our men in pursuit of his own priorities. Since our treaty with the Reeve, he has moved beyond our reach deep into the mines East of the village you call

Shepherd's Hollow. Find him, and kill him. If you do so, we will pay you a bounty of an additional four-hundred Atlantean bricks to be delivered on the subsequent new moon."

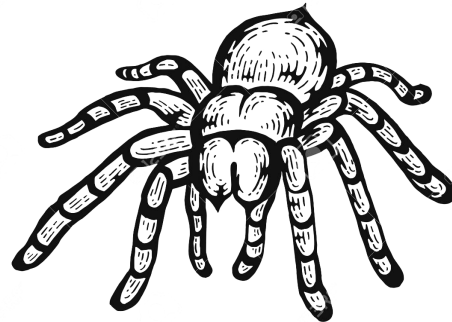
The eldritch figure produces a set of three milky-white unburnt candles, wrapped in twine. "Once the sorcerer has been put into the ground, light one of these candles in a darkened space and concentrate on it. When it turns green, it will be as if you are in the same room as one of the rulers of the bandit's village and you may communicate freely and securely." The figure places the candles on the floor of the workshop. "Farewell."

Johnny glances down at the candles. When he looks back the strange figure has disappeared. He takes the trio of tapers, and prepares to share this with the Reeve once he returns from the Earl's moot.

October 7th, 1130

Following the discovery of the dark druid who tends to the Ironwood grove near the Irish Treehouse, the hue and cry of rampage goes up from the mighty men of Worm's Ferry.

Tariq is interested in starting his own business in the ruins of the "Irish Treehouse." It would be an ideal spot for a lumber harvesting business as the nearby Yellow Britches creek could be dammed to power a lumber mill. Toward that end, Tariq recruited Welshie and met a helpful Hermit named Darby O'Gill to explore the wooded hill nearby.



The party identified a valuable grove of Ironwood trees left over from a previous civilization as well as a pit leading to a cavern of monstrous spiders. Inside that pit, a mysterious being who identified himself as the druidic protector of the ancient grove threatened the party with powerful magics and huge, demonic spiders. It is only right that the Reeve's men return to the pit of arachnid sorcery and remove any trace of threat. With that in mind, Tariq returns the next day with Welshie, Johnny Venice, his protegee Prostitutta, and Reeve Angus himself.

Symeon and Khalid wait outside the pit, looking for any signs or counter attack as the Reeve and his men enter the pit of the spider-druid. The attack goes well for the Reeve and his men at first. The large, hairy giant spiders guarding the mysterious druid who hides in the shadows fall under the party's blades. However, the druid begins his counter-attack, causing agonizing anguish and pain as the party perceives their flesh withering and putrefying in front of their eyes. A magic trap of webbing holds Johnny and Angus in place for a bit, keeping them from confronting the sinister man further.

Welshie shoots into the darkness, wounding the evil druid. Prostitutta lobs an Atlantean light rod deeper into the shadow to expose the monster that once was an Irishman. Now, his body is covered in thick, black hairs and he crawls across the ceiling like a bug. His head now twists one-hundred and eight degrees around to look down at the party, and six solid black compound eyes now sprout from his forehead and skull. After catching the entire party in yet another blight of magic, the druid is engaged by Angus and shot dead by Welshie with a barbed arrow. The party recovers the monstrous Irishman's treasures and burns his body and those of the sinister spiders.

October 8th, 1130

The heroes of the Hill Camp hundred rest and recover from their challenges near the Irish Treehouse. They give their confession and receive blessings from Father Seigfried. Johnny shares what he knows about the offer from the bandits of the Dillswood, Reeve Angus decides to take them up on their offer the very next day. Angus sends out his templar lackey Sean in his stead, and Lady Osouf joins the expedition in place of Tariq.

October 9th, 1130

The band journeys to the edge of Shepherd's Hollow, toward the mines where the heroes had journeyed before. They hire two of Duda's men for extra support. They find the entrance a shambles of what it looked like before, strewn with broken barricades and dead bandits who rise as undead to challenge the party. Sean turns them away with the compelling power of Jesus' love.

As the party descends into the mine, they find more evidence of the bandits' demise at the hands of Dimensio. They also begin to hear the echoing of a young woman's scream of pain and anguish from further down. At several points, Sean encounters an apparition of a ghostly bride. She appears in his peripheral vision only to disappear immediately when he turns to look.



Near the bottom of the mine, the party discovers Dimensio's things. They collect much of it which includes tomes and a bag of gems he was turning into Soul Gems. The Reeve's men hear another womanly scream from nearby and investigate. A titanic scorpion tail lashes out, impaling one of Duda's men. A second later, two scorpion claws attack scissoring off the head of the other soldier hired on from Duda and another tearing at Johnny.

The party descend into the lowest level where they confront Dimensio himself along with two unturnable undead guards. Dimensio manages to get the best of the party early, grievously wounding Sean and nearly slaying Welshie until Johnny stabs the sorcerer and ends his miserable life. The party grabs as much as they can and flee while the giant scorpion tries its best to reach and kill them.

Deary Due's Hoard

Unsold Items

Scroll of Spider Climb
Scroll of Husk
Zodiac of Babylon - book
The Hyperboread - book
12 applications of Vampire Spider venom

Items sold for cash

Spider Silk - 3600gp worth
Rare Spices and Ointments from the orient -
2000
1200gp in various coins

Tariq puts the Zodiac of Babylon in the library.

Dimensio's Hoard

Items sold for cash

Coins: 40gp
Raw Olichalcum ore - 3000gp
Amber (60 gp)
Aquamarine (300 gp)
Aquamarine (500 gp)
Banded Agate (9 gp)
Bloodstone (70 gp)
Blue Quartz (11 gp)
Blue Quartz (14 gp)
Chalcedony (50 gp)
Deep Green Spinel (110 gp)
Deep Green Spinel (120 gp)
Fiery Yellow Corundum (1300 gp)
Golden Yellow Topaz (400 gp)
A moldy leather mantle, perhaps magical (18 gp)
A well-made statue made of marble, it has bloodstains (70 gp)
A puppet made of velveteen with pearl buttons for eyes (1100 gp)

An alluring figurine made of Ironwood, but it has a crack (100 gp)
A cloth wig (25 gp)

A worn anklet made of willow (20 gp)
An Atlantean fork made of garnet set with three moonstones (1000 gp)
A vestments made of gold thread with
A small stone tiara set with three bloodstones (705 gp)
A carved ewer made of cypress (60 gp)
A mug made of alabaster, but it has a crack (50 gp)
An Italian wine goblet made of crystal (30 gp)
A jeweled jerkin made of cotton adorned with bloodstones (1700 gp)
A tattered doll made of cloth with intricate inscriptions (50 gp)
A traditional stone bust of a dragon (75 gp)

Unsold Books

The Cyranides
Devilkin
Laboratory Findings of Brahmagupta

Possible Magic items Unsold:

Dagger of venom
An arrow made of crystal with detailed symbols, perhaps magical (500 gp)
Five soul gems each worth 100gp each
Olichalcumm buttons, perhaps magical (2800 gp)

Angus receives 1700gp
Tariq receives 1700gp
Lady Osouf receives 2622gp
Sean receives 2622gp
Johnny and Welshie each receive 4322gp