

Session/Game: Rampage/Virkon #1

Date: September 24th, 2023

Lost Virkon Episode 1: The Fate of the Steady Scouts

Campaign Date: September 24th, YOR 2032

Characters:

Balleth Holdmare, Human Fighter - 4 (Travis)

Blunt Hammerstrike, Dwarf Fighter/Jack - 3 (Craig)

Gummo Ughface, Half-Ogre Fighter 4 (Bob)

Ivo, Human Fighter - 4 (Quinton)

Stavanger, Human Fighter/Cleric - 3 (Dave)

Toby Pockets, Halfling Jack - 4 (Pete)

Judge: Andrew

Log:

To pay off their debts, the party has been hired by Sir Wymer, the Marshall of the Brotherhood of Victory to help explore and clear out the Pine Wood. In preparation for their services, Wymer gifts the heroes the use of a busted-up guildhall once owned by his previous band of adventurers known as the Steady Scouts.

While exploring the guild hall, there is a terrible smell coming from below the building. They investigate and find signs of a terrible struggle. The party encounters a few mindless sickness victims. The party identifies one with a magic greatsword as Erulom, a member of the Steady Scouts. They surmise that the Steady Scouts were sickened and then attacked, and were turned into mindless, rubbery servants of an unknown power.

The Steady Scouts

Gregor Ganalmath

Erulom

Delvia

Six Coil (Six)

Nalzt Tanor'Tharran

Vadhan Wildcarver Muthaligo

Dicria Oakenheart

In the next room, some Red Goo bubbles up from the sewers to attack. The fight takes a lot out of Stavanger who decides to go back upstairs and take a nap. While the Initiate of Crom does that, Gummo leads the party through the next door. In this room, a thing that was once the Steady Scout Nalzt Tanor'Tharran "cooks" the bodies of humans in a vat filled with some sort of living, green, glorp. The party charges the room, clearing the thoughtless corpses and burning the green goo with acid.

The party moves on to the final battle to clear out the basement of the guild house. A pair of red goos emerge from the sewers while a half-dozen more rubbery corpses engage, supported by more dead members of the Steady Scouts. The party discovers the sickening corpse shell of Six Coil and the half-elven wizard Delvia are working with a being of ooze who calls itself a Tentacloid named Tentaclyde.

Using some clever tactics including the “Four Fingers of Crom” the party counter-attacks. Gummo presses forward, barely escaping the backstab attack of Six Coil. He crushes zombies left and right as he progresses. Blunt, Ivo, and Stavanger destroy the red goo that moves to attack while Toby once again burns the green ichor that bubbles in a corner creating more zombies.

Gummo locks down the Tentacloid mage, and busts him up good. The party attacks Tentaclyde and kill him. The heroes clear out the first level of the basement below the Steady Scouts Guild Hall. They find some magic items and await their first mission shortly.

