

Session/Game: Rampage/Virkon #10

Date: February 11th, 2024

Lost Virkon Episode 10: The Temple of Sword and Staff

Campaign Date: February 1st YOR 2032 - February 11th, YOR 2033

Characters:

Moonshadow, Half-Ogre Fighter/Mage (Craig)

Thomas of the Two Destinies, High Elf Cleric (NPC)

Chummo AKA Alasandro de le Rosa, Half-Ogre Fighter (Bob)

Ivo, Human Fighter (Quinton)

Sister Sabine, Human Cleric (NPC)

Walker, Pine Woods Ranger, Human Jack (Dave)

The Dirty Quad, Human Mercenary Diggers (NPC)

Toby Pockets, Halfling Jack (Pete)

Borazz, Human Fighter (NPC)

Judge: Andrew

February 1st - Feb 3rd, YOR 2033

The Half-Gross heroes return to Algart. Balleth decided to participate in the celebration of the "Superb Owl" in Algart, so he was not able to make the trip back to the Pine Woods. After buying up supplies the party returns to the Pine Woods.

February 4th-6th, YOR 2033

The party leaves Algart arriving in Planks. There they find that the small logging village has added more Brotherhood mercenaries.

February 7th-8th, YOR 2033

The Half-Gross heroes leave Planks, heading toward the Temple of Sword and Staff. Along the way, they find evidence of a group of gnome travelers slain in the woods by axes, swords and hammers. This suggests that another group of humanoids are in the woods who use weaponry and techniques like the party.

February 9th, YOR 2033

The heroes find the Temple, a green ruin. Discovering absolutely no ambush set outside the rotting, mossy edifice that once housed the mighty Knights of St. Reynard - a group of Old Virkon's most celebrated defenders.

The heroes walk right up to the front door and enter. Inside they fight a squad of mercenary goblins and three grey men who appear to be among the Chorus of St. Reynard. However, their power seems corrupted and stunted. Chummo hacks two down easily. The others fight the goblins while one grey Chorister escapes downstairs.

On the second level, the remaining goblin mercenary guards rally to create an ambush for the heroes. A big battle ensues in which all the goblins are slain. The corrupted Knights of St. Reynard, embittered at Virkon's destruction and thirsty for blood are covered by a Dirt Pile dropped by Moonshadow. As the knights fight to escape, they are slain. The heroes find a pile of garbage in a side room, but don't search through it. They also discover a locked door guarded by a magical trap of some sort. They discuss perhaps breaking through a wall hastily bricked in when they hear more of the defenders digging back through the dirt pile. The battle is rejoined. This time, the knights rely on their champion along with the support of the chanting choristers and the heroes are pushed back on their heels. Despite slaying the majority of the knights the heroes are forced to retreat temporarily and re-supply.

February 10-11th, YOR 2033

The party arrives back in Planks.

