

Session/Game: Rampage/Virkon #18

Date: June 30th, 2024

Lost Virkon Episode 18: Shrine of Mugdulglub

Campaign Date: June 13th - June 17th, YOR 2033

Characters:

Balleth Holdmare, Human Fighter (Travis)

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

Ivo, Human Fighter (Quinton)

Sylvanus, Elven Fighter (NPC)

Moonshadow, Half-Ogre Fighter/Mage (Craig)

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

Toby Pockets, Halfling Jack (Pete)

Borazz, Human Fighter (NPC)

Walker, Pine Woods Ranger, Human Jack (Dave)

Judge: Andrew

June 13th - June 16th, YOR 2033

Seeking the source of the ooze curse, the heroes travel from the edge of the Pine Wood toward Bittermold Keep.

June 17th, YOR 2033

The Half-Gross heroes assault the temple of Mugdulglub found below an old Virkonian fortress. They easily clear away the initial rotten zombies, and manage to crush the goliaths that lurk deeper within the temple. Walker scouts ahead. He locates a spur passage that he rightly surmises is lousy with Ebon Ooze. Chummo charges into the main temple, and the battle is joined by Tentacloids and rotten magi. Chummo's witch-slaying blade does serious work, hewing through these monsters. Walker tries a second side-passage, but runs into another Tentacloid and a mass of rotten zombies. Toby begins to invisibly make his way across the temple and realizes that he is not alone. A titanic creature made of eyes, teeth, and tentacles becomes visible, nearly filling the space with its putrid awfulness. This is Mugdulglub.

The heroes deal with several challenges. A veritable flood of Red Goo comes from another spur. More Ebon Ooze is neutralized by a well-placed Dirt Pile from Moonshadow. Balleth and Ivo's arrows continue to find target after target. Walker manages to revive Chummo after he succumbs to a flurry of blows, and the two of them hold a spur. The demonic ooze Mugdulglub nearly slays Sylvanus and Borazz, but they escape - at least for a tiny bit. Borazz is eventually consumed by the acid of another Ebon Ooze.

The battle turns once the heroes begin to destroy the alien altars found throughout the complex. After the final one is destroyed, the titanic Mugdulglub shrinks in size, and the Half-Gross heroes are able to finish it. Chummo rushes it and crushes it with a final titanic swing, saving the Algart area from the Curse of Mugdulglub.