

Session/Game: Rampage/Virkon #6

Date: December 3rd, 2023

Lost Virkon Episode 6: The 9:37 Ambush

Campaign Date: November 25th - Dec 3rd YOR 2032

Characters:

Balleth Holdmare, Human Fighter (Travis)

Moonshadow, Half-Ogre Fighter/Mage (Craig)

Gummo Ughface, 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)

Judge: Andrew

November 25th, YOR 2032

The Half-Gross Heroes start in Algart. They buy some healing potions.

November 26th-27th, YOR 2032

The heroes arrive in Planks after two days of travel. A new company of soldiers have arrived from Algart. They are also under the command of Sir Wymer the Stranger. They are led by Warden Haynes, the dog-faced man. Haynes is a fanboy of Walker's. They also meet a villager named Jakoff who offers them a place to stay.

November 28th, YOR 2032

The next day, the heroes travel into the Pine Wood following along the creek. They figure that they make for Bittermold Keep and see what they find along the way. The day goes surprisingly calm.



November 29th, YOR 2032

The heroes discover the keep of the Perp Azholez, a group of bugbears supported by a slew of mercenary ogres and at least two giants. The group makes plans to shoot up the keep. They kill all the guards at the entrance to the keep before the bugbears take cover. The heroes snipe from the forest ridge for a bit, with Ivo taking hits and falling unconscious before fleeing.

Later that day, the Half-Gross Heroes take another position in the forest to shoot at the keep. Some bugbears led by an ogre sally forth, but they are slain Gummo and Moonshadow before Walker can reach the fight.

November 30th, YOR 2032

At precisely at 9:37 in the morning, right when the bugbears are least expecting it, the heroes make a guerrilla attack, slaying two archers and an ogre on the southeast corner of the keep.

That evening, they sidled up under leaf-covered blankets. After illuminating the fortress with a light rock they shoot three more archers dead and make a run for it before the counter-attack can be mustered.

Unbeknownst to the heroes, they happened to nearly cross paths with a sleeping invisible ogre mage posted to keep watch for just such an occurrence.

December 1st, YOR 2032

The heroes discuss casting the "Dirt Pile" spell to create a mound and just run right up and over the low fifteen-foot wall to slaughter the archers. However, they are discovered by some wandering monsters. Three owlbears attack, but are dispatched by the group working as a team. Walker leads the party back to the Owlbears' lair, where they find more gold just lying on the ground of the cave nest.



December 2-3rd, YOR 2032

The heroes return to Algart.