

Session/Game: Rampage/Virkon #8

Date: January 14th, 2024

Lost Virkon Episode 8: Plan of All Plans

Campaign Date: Dec 21st, YOR 2032 - Jan 14th, YOR 2033

Characters:

Balleth Holdmare, Human Fighter (Travis)

Moonshadow, Half-Ogre Fighter/Mage (Craig)

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

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)

Toby Pockets, Halfling Jack (Pete)

Borazz, Human Fighter (NPC)

Judge: Andrew

December 21th, YOR 2032

The Half-Gross heroes wake in Planks. Plopper the blind Cyclops is left in Planks to work as a plough horse. The heroes hike into the Pine Wood. They are attacked by a scouting force of ogres and bugbears, but they easily turn the attack away.

December 22nd, YOR 2032

The Half-Gross heroes arrive at the fallen Temple of St. Reynard. Their plan to lure out some of the Cyclopes and Gorgons seems to work at first, but by alerting the whole place to their presence the counter-attack is brutal. Particularly when the Gorgon spellcasters get involved, the Half-Gross heroes are outmatched and are forced to flee.

December 23rd, 2032 - January 7th, 2033

The party returns to Algart to collect some items to become invisible as well as see in the dark. They take out some loans to make the final preparations then return to the Temple of St. Reynard.

January 7th, YOR 2033

It is the "plan of all plans" to explore invisibly and goes off more or less flawlessly. Toby and Walker explore the populated section of the complex first. They manage to discover the Gorgons' treasury and empty it quickly. They return out with the loot, then dive right back in to the uninhabited side of the complex. There, they manage to stay away from the murderous wildlife that calls parts of that place home while uncovering the Drawers of Squire Batjak and discovering the secret door to the Crown Chamber where they locate the Forgotten Chronicles as well as the Crested Seals of old Virkon.

January 8th - January 12th 2023

The Half-Gross heroes return these relics and loot to Algart.

Epilog:

The Crown Chamber: Deep within the heart of the temple, the adventurers discover a concealed chamber. At its center lies a dusty pedestal, upon which rests a magnificent crown adorned with intricate filigree and precious gemstones. Though dulled by centuries of neglect, the crown unmistakably bears the emblem of Virkon. Engravings around the pedestal tell of the order's sacred duty to protect the city and its monarch, a duty they vowed to uphold until the end of days.

Forgotten Chronicles: Scattered throughout the chapter house's hidden chambers are ancient tomes and scrolls, remnants of the Order's once-proud library. Within the pages, the adventurers find accounts of the city's former glory, detailing its grandeur and the honor with which the knights of St. Reynard served. These chronicles speak of a time when the crown symbolized not just authority but a sacred pact between the order and the monarchy.

Virkonian Relics: Among the shattered artifacts and scattered armory, the adventurers stumble upon a collection of Virkonian relics – ceremonial swords, royal insignias, and regal garments. These relics, though now weathered and worn, bear the unmistakable craftsmanship of Virkon. It becomes evident that the Order of St. Reynard once held these items in great reverence, and their corruption stemmed from the heartbreak of seeing their beloved city fall to ruin.

Faded Murals: Adorning the walls of the chapterhouse are faded murals depicting scenes of valor and unity between the knights of St. Reynard and the citizens of Virkon. The murals portray the order defending the city against external threats, emphasizing the bond between the crown and its protectors. However, as the adventurers progress, they notice newer, more sinister depictions overlaying the original artwork, depicting the order's descent into darkness and betrayal.

Crested Seals: In a hidden vault, the adventurers come across a collection of wax seals bearing the Virkonian crest. These seals were once used to authenticate important documents and treaties between the order and the city. Some of the documents suggest diplomatic ties and alliances with elven envoys, hinting at a time when Virkon faced external threats from multiple fronts.