

**Session/Game:** D&D Wilderlands 6

**Date:** April 3, 2016

## **Episode 6: The Charm is on the Other Foot (Harpy Hunt Part Two)**

**Campaign Date:** May 17-31, 4433 BCCC

### **Characters:**

The Pastor, human, mystic-3, neutral (Marlon Kirton)

Stanley Clapton, bard-1, neutral (henchman)

Blastocles, human, magic-user-3, neutral (Jason Liebert)

Ludwig von Ore, dwarf-1, neutral (henchman)

Kurt Crowbane, bard-4, neutral (Chuck Fleurie)

Wandering Frank, fighter-2, chaotic good (henchman)

Tarvindulus, cleric-3, neutral (NPC for Tim Moyer)

Mister X, illusionist-2, neutral (NPC)

**Judge:** Dave Nelson

## **Log: (The Wilderlands and Viridistan, May 17-31, 4433 BCCC)**

### **May 17-18, A Brief Rest**

It seemed like an easy way to wrap things up. What could possibly go wrong? The party rests at Shelter Haven for 2 days, after delivering the two rescued elf prisoners to their homes. They find a goodly supply of healing herbs for sale in the village and stock up on those and other supplies.

### **May 19: Harpies at Last**

Marching overland, the party returns to the abandoned district where the harpies were operating. A group of 11 hobgoblins attempt to ambush them, but their surprise attack fails. Pastor, Frank and Tarvindulus take some injuries from the hobgoblins before Blastocles manages to put 5 of them to sleep. The remaining goblins are killed quickly. Blastocles charms one of the sleeping hobgoblins, but he doesn't speak common, which makes commands difficult. The party executes the other 4 raiders. Tarvindulus manages to restore most of the injured party members to health.

Reaching the harpies' lair, a place called by the elves "Singing Hall," They incautiously wander up to the front door, and all except Mister X are Enthralled by the singing of a harpy hiding there. She lures in and charms several party members before Mister X hypnotizes her and "suggests" that she "Shut Up." This releases the enthralled members of the party, but Tarvindulus, Pastor and the Hobgoblin remain charmed and attempt to protect the harpy from attack. Frank and Ludwig manage to severely injure the harpy, and Blastocles finishes her off with a dart.

The party moves forward into a corridor beyond, where they are ambushed by another harpy, who charms The Pastor and orders him to guard the doorway. She escapes back into the living quarters. Stumped and unable to overcome the Pastor in the narrow corridor without serious loss of life, the party retreats. Eventually, Mister X

uses an illusion of the harpy beckoning to lure the Pastor out of the building. The rest of the party charges the corridor into the main harpy lair.

In the lair, they are confronted by 4 prepared harpies who attack from ambush. They cut down Ludwig and charm Blastocles and Frank. Things are looking grim when Kurt Crowbane steps forward and uses a Color Spray spell to drop all four harpies at once. They quickly kill the unconscious beasts, freeing their charmed comrades. A good dose of Liver Squeezings revives Ludwig. From one of the harpies, who fought with a berserker like fearlessness, they recovered a magic ring.

Pushing forward, they find the Harpy Queen and kill her with remarkable rapidity. They recover some gems from her hair and a talking magic sword called "Dwarf's Eye" from her chamber.

The remaining chamber in the ruin contained a Xorn. This creature demands all the coins that the party possesses, or it would attack. The party attempts to fight, but finds itself over-matched. Tarvindulus almost has his coin purse chewed off his body, but wriggles free. Mister X produces an illusion of a pile of gold, which distracts the Xorn, allowing the party to flee for their lives.

After collecting the left wings of the dead harpies for their bounty, the party hustles off to the previously cleared "Hold of Harvest" and rests overnight in safety.

### **May 20-22: The Trip Home**

The party marches west to the rice-growing village of Quickbog and spends the night there. The next morning they use their letter of transit, provided by Mister X, to hop on a barge heading downriver. They arrive at Virdistan in the late afternoon of May 22.

### **May 23-31: Rest, Resupply, and Allocation of Loot**

The party splits up the collection of items and gems they have collected and split up to dispose of their takings. Blastocles gets his hands on the magic sword, and sells it in the market for 7000gp. The Pastor donates a large star ruby to his monastery (yielding 4000xp). He also gets the berserking harpy's ring, which Blastocles identifies as a ring of regeneration. (Both Blastocles and the Pastor reach level 4). Among other things, Tarvindulus gets a suit of hobgoblin plate mail, which can be resized to fit him for 100gp.

### **May 23-June 30: Epilogue: Blastocles attempts to rip-off Kurt Crowbane**

As soon as he returns to town, Blastocles says that he needs time to do some work with his spell book. Buying a supply of magic ink, he copies into his book all the spells from the spell book captured from Mant Fildo several months ago. This wipes the book clean. Doing so, he completely broke the deal he had with Kurt Crowbane to share the book (copying and wiping the book being significantly less expensive than copying by scroll-making, preserving the original book). Kurt confronts Blastocles who admits he was attempting to rip him off, but buys him off by giving him the blank spell book which at least can be sold for a goodly sum (and which Blastocles was intending to sell off himself, crossing Kurt even further). In any case, Blastocles will spend all of June copying spells.