

**Session/Game:** D&D Wilderlands 5

**Date:** March 13, 2016

## **Episode 5: Charmed to Death (Harpy Hunt Part One)**

**Campaign Date:** May 1-May 16, 4433 BCCC

### **Characters:**

The Pastor, human, mystic-3, neutral (Marlon Kirton)  
Stanley Clapton, bard-1, neutral (henchman)  
Blastocles, human, magic-user-2, neutral (Jason Liebert)  
Ludwig von Ore, dwarf-1, neutral (henchman)  
Kurt Crowbane, bard-3, neutral (Chuck Fleurie)  
Wandering Frank, fighter-2, chaotic good (henchman)  
Tarvindulus, cleric-3, neutral (Tim Moyer)  
Old Silas Flur, fighter-1, neutral (henchman)  
Mister X, illusionist-2, neutral (NPC)

**Judge:** Dave Nelson

## **Log: (The Wilderlands near Quickbog, May 1-16, 4433 BCCC)**

### **May 1-3, Preparations in Viridistan**

It seemed like an easy plan. What could possibly go wrong? At their temporary headquarters, a suite of rooms at the Morning Star Inn, Blastocles and The Pastor were re-joined by Tarvindulus (who had donated the scroll of the scarab to his temple and sold off a golden mace) and Kurt Crowbane (who had sold off a silver breastplate and donated some gems). Blastocles informed the crew that he thought that they could score some cash by hunting down some Harpies who were preying on the boatmen's guild traffic on the upper courses of the great river.

They all shuffled down to the Boatmen's Guild and one by one alienated the clerk on duty until Tarvindulus managed to get an appointment with the guild master (the clerk being a devotee of Thoth). Not only did the guild master offer a 75gp per harpy bounty, but a stranger calling himself Mister X offered to pay for transport to the site in exchange for being dealt in as partner in the expedition. The party agreed to the deal and decided to take a few days to prepare.

Tarvindulus wasted a day in the Temple of Thoth library researching harpies, but Kurt was able to provide some interesting information about the beasts (from an extract of the song "Who's Having Harpies for Dinner?"). The rest of the crew laid in a goodly supply of travel rations and some extra equipment. On the third of May, they informed Mister X that they were ready to go, and he said the riverboat would be ready the next day.

### **May 4-9: The Trip Upriver**

The riverboat headed upriver slowly, since it had to be rowed against the current. The trip itself was largely uneventful, except when an owlbear charged onto the boat on

the 9<sup>th</sup>. It was killed without too much difficulty, and its liver was harvested for “liver squeezings.”

### **May 10-12: The Ogre Bandit’s Lair**

Arriving at an abandoned dock along the river, the party disembarked, set up their tent, and set watches for the night. During the first watch, a crazed were-rat charged the camp and cut down Tarvindulus with a single sword stroke. Mister X responded by using hypnosis to cause the raider to turn around and flee back into the forest. Tarvindulus was treated and saved from death, soon, with magical help and liver squeezings, making a full recovery.

After a late start the next morning, the party finds a stout stone building. Scouting it, they discover a small party of orcs inside and kill them quickly. In the main room, they are confronted by a large squad of kobolds. Battle is quickly joined and Blastocles is cut down brutally when some of them open another door and catch the party in the flank. A few are knocked unconscious by Mister X’s phantasmal force spell. The Pastor takes some serious hits from the kobolds, but keeps on fighting. When the kobolds are pushed back, the leader of the defenders, an Ogre brigand, bursts out of his room and begins to pound on Wandering Frank, whose shield is broken to splinters. Tarvindulus uses his Scarab of Rigor Mortis to freeze the ogre’s muscles, and they party manages to finish off the kobolds and the paralyzed ogre. After Blastocles is tended and healed, he uses charm spells to ensnare the two kobold prisoners they had taken.

Having been beaten up badly in the fight, the party decides to rest a whole day. They have the henchmen drag out the corpses and rest securely in the ogre lair for the entire day of the 12<sup>th</sup>. Searching the lair, they find a locked treasure chest. Opening it proves to be a great challenge, until Kurt finds the key on top of the door jam in the ogre’s room. Inside they find some coins and a platinum necklace.

### **May 13-14 The Screaming Sanctuary**

Heading for a set of low hills to the south east, the party discovers a sacked market village with a single sturdy building in the middle. The charmed kobolds say that their leader’s cousin lives there now. The party explores the entry room, to be met by two shriekers (incredibly loud giant mushrooms). Confronted by the alarming noise, the party withdraws outside. They send the two kobolds back in to chop up the mushrooms, but they are surprised by an angry ogre who kills them both immediately. The ogre then charges outside and hacks down Tarvindulus. The rest of the party inflicts some wounds on the ogre and then Blastocles charms it into calm. They heal Tarvindulus and question the ogre who reveals that he “rents” out the place to “jerks” who give him people to eat.

Some of the jerks (a group of 5 hobgoblins) sally forth, but are quickly put down in the entry way. After carefully questioning the ogre and scouting, they figure out where the rest of the hobgoblin band are waiting. While Blastocles and Ludwig keep the charmed ogre outside and out of earshot, the rest of the party bursts into the hobgoblin lair. Old Silas, Tarvindulus and Frank form a shield-wall, but the hobgoblin leader orders his guys to ignore it and swarm The Pastor instead. 5 hobgoblins surround the Pastor, chop him up good and leave him for dead. They then turn the wall

and kill Old Silas Flur. Mister X uses a spell to knock out 2 of the hobgoblins, but then is forced to use another to put up an illusionary wall to allow him to escape. A long, slow slog finally sees the rest of the hobgoblins slain. Tarvindulus heals the Pastor and the area searched.

The party realizes that there is a large section of the building which does not seem to have a access. They spend a very long time searching and find a secret door to a merchant's vault inside. There is a sturdy iron chest, but it is unlocked. Blastocles gets the charmed ogre to open the chest, but it is poisoned by a trap and dies. The chest contains a nice haul of cash and gems, plus a map to a place called the Holding of Harvest to the south.

Blastocles uses a charm spell once again to ensnare the hobgoblin leader, who had been rendered a prisoner by Tarvindulus in the battle. They all settled down and spend the next day in recovery.

### **May 15-16: The Holding of Harvest**

Down the road, they find an old peasant's crop storage Hold, with thick stone walls and sturdy timber roof. Entering, they meet a party of 3 orcs, who manage to kill the charmed hobgoblin before all being killed. The orcs had 2 elf prisoners: Ivy Ivy Mist Generosity and Thorn Roger Rings Temperance whom they set free. They also recover some special grape seeds, prized by vintners.

In the cask room nearby, Frank is ambushed by a huge spider, but survives the poison attack. The rest of the crew kill the spider pretty quickly. They discover 4 casks of water and 1 cask of expensive wine.

Finally, in the grain storage room they are attacked by a Boring Beetle which savages Ludwig Von Ore. The party strives mightily against the beetle, trying to stop it before it can make another one of its high damage attacks. Mister X finally finishes it with a well-place dart. They discover a cache of 5 garnets in the room.

After a quick discussion, they decide to let Ivy Ivy Mist Generosity and Thorn Roger Rings Temperance lead them back to the elf village Shelter Haven to rest and take stock.