

# Session 30: Going over the walls

**Date:** Oct 22nd, 2025

## Summary

The party found themselves at the city wall, debating their next move while carrying the bodies of their fallen enemies in their bag of holding. Tark proudly showed off his winged boots, which had become a constant topic of conversation during their journey. The group faced a dilemma: they could either confront the guards at the gate and risk creating more witnesses, or find an alternative route into the city. After much discussion, they decided to use Tark's magical boots to ferry everyone over the forty-foot wall, avoiding the guards entirely. Before attempting their aerial crossing, the party retreated to a safe distance to examine the bodies they had been carrying. They pulled out the corpses of two powerful spellcasters - one from the Silver Order and another from the Queen's Men - along with a skilled thief. The search yielded valuable treasures including spell books from a formidable ninth-level caster, a substantial amount of gold, and various magical items. Among their discoveries was a wand of magic missiles, forgery tools, a peculiar tankard of sobriety, and an enchanted cloak of many fashions. Most concerning was a sending stone found in one of the bodies' pockets, which they quickly stored away separately, recognizing its potential as a tracking device. With their looting complete, the party prepared for their daring wall crossing. Tark used his winged boots to carry three companions while Yazzy employed her boots of levitation to transport Syndle. The group successfully flew over the imposing city wall near the ruins of the Black Ivory Inn, a structure that had been destroyed by a meteorite fifteen years prior. Their plan seemed flawless as they descended on the other side, but their celebration was short-lived. As the party crested the wall, five hideous harpies emerged from two large dead trees, their vulture bodies and aged feminine features creating a terrifying sight. These creatures possessed devastating mental abilities that quickly turned the tide against the adventurers. The lead harpy unleashed a vexing screech that sent waves of psychic energy through several party members, leaving them incapacitated and reeling from the mental assault. Another harpy began singing a hypnotic luring song that charmed multiple companions, forcing them to move helplessly toward their tormentor despite their best efforts to resist. The battle intensified as a third harpy cast a spell that created crackling psychic static in the air, further muddling the thoughts of those caught in its radius. Ned managed to retaliate with the newly acquired wand of magic missiles, sending bolts of energy into the nearest creature. Syndle entered a rage and discovered his weapons had been infused with otherworldly force, allowing him to leap high into the air and strike at the airborne enemies. Yazzy used her levitation abilities to engage the harpies directly, while

Xakarium unleashed a devastating lightning bolt that killed one harpy instantly and severely wounded another. Despite their initial success, the party found themselves struggling against the harpies' mental domination. The queen harpy turned invisible while continuing her mesmerizing song, making her nearly impossible to target. Several party members were forced to move against their will toward the singing creature, while others remained incapacitated by the various psychic effects. The harpies pressed their advantage with cursed bolts and vicious claw attacks, with Ned falling unconscious from the sustained assault. Gradually, the party began to break free from the mental effects through sheer determination and magical resistance. Tark shook off his incapacitation and flew directly at the invisible queen, landing solid blows despite being unable to see his target clearly. Oiroa provided crucial healing to keep her companions in the fight while also striking back with necrotic magic. As more party members regained their faculties, they began to turn the tide of battle through coordinated attacks and tactical positioning. The harpies, realizing they were losing their advantage, attempted to flee the battlefield. Several tried to turn invisible and escape, but the party was ready for them. Yazzy managed to perceive the movement of one fleeing harpy and struck it down with a precise attack, while Xakarium used his magical abilities to shock another with lightning as it tried to escape. The remaining harpies, seeing their sisters fall, abandoned the fight entirely and disappeared into the sky, leaving the party victorious but battered. In the aftermath of the battle, Oiroa used her healing magic to tend to the wounded, gradually restoring the party to fighting condition over several minutes of careful treatment. The group took time to recover from their ordeal and assess their situation, now finding themselves inside the city walls but aware that their method of entry had been far from subtle. They discussed their next moves, planning to locate the underground tunnel system they had learned about and dispose of the bodies they still carried. The encounter had taught them valuable lessons about the dangers that lurked within the city, but it had also revealed new depths to their own abilities as they had grown stronger through their trials, reaching new heights of power and capability that would serve them well in the challenges ahead.

# Scenes

## Planning the Wall Crossing

The party discusses their options for crossing the city wall while avoiding witnesses and dealing with the bodies they're carrying.

- Party debates whether to kill the guards at the gate or find another way through
- Discussion about using Tark's winged boots to ferry everyone over the 40-foot wall
- Planning to backtrack and loot the bodies they're carrying before crossing
- Consideration of using the tunnel system to create an alibi for their presence

# Looting the Bodies

The party moves away from potential witnesses and searches through the bodies they've been carrying in their bag of holding.

- Party pulls out bodies of two spellcasters (one Silver Order, one Queen's Men) and a thief
- Discovery of spell books from a 9th level caster
- Found 450 gold pieces, forgery tools, and a wand of magic missiles with 8 charges
- Discovery of a sending stone from one of the bodies, which they quickly store away
- Found a tankard of sobriety and cloak of many fashions
- Syndle attempts to secretly take the cloak but is caught by the party
- All items and bodies are returned to the bag of holding

# Flying Over the Wall

The party uses magical flight abilities to cross the city wall, with Tark carrying multiple party members using his winged boots.

- Tark uses winged boots to carry three party members while Yazzy levitates with Syndle
- Party successfully flies over the 40-foot city wall
- Tark deposits the party members on the ground and pulls others down from the air
- Party positions themselves near the Black Ivory Inn ruins area
- Five harpies emerge from dead trees as the party crests the wall

# Harpy Ambush

A fierce battle erupts as five harpies use devastating mental abilities against the party.

- Five harpies emerge from dead trees as the party flies over the wall
- Ned uses wand of magic missiles, firing five bolts at the closest harpy for 20 damage
- Oiroa casts toll the dead on injured harpy but it passes the save
- Syndle rages and gains intangible spirit ability, making weapons force damage with thrown properties

- Syndle jumps 10 feet up and attacks harpy twice with thrown weapons for 15 and 10 damage
- Yazzy levitates up and stabs harpy with psychic blades for 17 damage
- Xakarium casts lightning bolt, killing one harpy and damaging another for 26 damage
- First harpy uses vexing screech - Xakarium, Tark, and Ned fail charisma saves, taking 21 psychic damage and becoming incapacitated
- Second harpy uses luring song - multiple party members fail wisdom saves and become charmed, forced to move toward the harpy
- Third harpy casts synaptic static - Tark and Syndle fail intelligence saves, taking psychic damage and gaining muddled thoughts debuff
- Fourth harpy attacks incapacitated Tark with claws but misses
- Queen harpy goes invisible while continuing to sing

## Breaking Free and Counterattack

The party gradually breaks free from harpy mental effects and fights back effectively.

- Party members begin making saving throws to break free from various effects
- Tark breaks free from screech and synaptic static effects
- Oiroa is forced to move toward the singing harpy due to luring song but breaks free at turn's end
- Syndle eventually breaks free from the luring song using advantage from Sacrament of Falling Fire
- Yazzy and Xakarium break free from charm effects
- Tark rages and flies to attack the queen harpy for 20 damage
- Oiroa casts healing word on Tark for 6 hit points and toll the dead on queen for 13 necrotic damage
- Ned is knocked unconscious by harpy cursed bolts dealing 21 damage
- Queen harpy moves away invisibly, prompting opportunity attacks
- Yazzy successfully perceives invisible harpy movement and makes opportunity attack
- One harpy uses vexing screech again, affecting only Tark
- Remaining harpies attack with claws and cursed bolts

## Victory and Escape

The party defeats several harpies and forces the survivors to flee.

- Syndle throws his axe at a harpy in the tree
- Yazzy launches herself at a harpy with levitation boots and psychic blades for 16 damage

- Xakarium breaks free from incapacitation effects
- One harpy turns invisible and tries to flee
- Yazzy kills the fleeing harpy with an opportunity attack dealing 20 damage
- Xakarium casts shocking grasp as opportunity attack on another fleeing harpy for 11 lightning damage
- Remaining harpies turn invisible and fly away from the battle

## Post-Combat Recovery and Leveling

After defeating the harpies, the party heals up and unexpectedly levels up to 8th level.

- Oiroa casts aura of vitality for sustained healing over multiple rounds
- Ned is healed from near death to 29 out of 47 hit points
- Xakarium receives healing bringing him to 45 out of 47 hit points
- DM has the party roll d10s for a leveling mini-game
- Ned matches the DM's roll of 4, causing the entire party to level up to 8th level
- Leveling up acts as a full heal for all party members
- Party discusses their plan to find the tunnel entrance and dispose of bodies
- Party realizes they now have powerful 8th level abilities to face future challenges
- Discussion about future tactics including using silence spells and ranged attacks against flying enemies

## Npcs

### Harpies

Five vulture-bodied creatures with women's torsos, described as having old lady features, creepy gizzard necks, and various appearances. They possess devastating mental abilities including vexing screech (incapacitation and psychic damage), luring song (charm and forced movement), synaptic static (psychic damage and muddled thoughts), and cursed bolts (psychic damage and disadvantage). The queen harpy can turn invisible and has slightly higher AC. They nest in dead trees near the city wall and attack anyone flying over, but flee when the battle turns against them.

## Locations

### City Wall

A 40-foot tall, 5-foot wide defensive wall surrounding the city. The party flies over this wall using magical boots to avoid guards, but encounters harpies nesting in dead trees on the other side.

## Black Ivory Inn Ruins

The ruins of an inn destroyed by a meteorite 15 years ago, now open to the sky with its basement exposed. The party uses this location as a reference point near where they cross the wall and plan to access the underground tunnel system.

## Dead Tree Area

An area just inside the city wall featuring two large dead trees where harpies nest and launch their ambush against flying intruders. The trees provide cover and nesting spots for the creatures.

# Spells

## Magic Missile

Cast through the wand of magic missiles by Ned, firing 5 bolts that automatically hit the closest harpy for 20 total damage. The spell was enhanced by using 3 charges from the wand to create the maximum number of missiles.

## Toll the Dead

Cast by Oiroa multiple times during combat, requiring DC 16 wisdom saves from targets. Deals 8 necrotic damage to uninjured targets or 13 to injured ones. Successfully used against the harpy queen and creates a dolorous bell sound.

## Lightning Bolt

Cast by Xakarium in a line formation that hit two harpies, requiring DC 15 dexterity saves. Dealt 26 lightning damage to those who failed their saves, instantly killing one harpy that had been previously damaged.

## Healing Word

Cast by Oiroa as a bonus action to heal Tark for 6 hit points during combat, bringing him back into the fight after taking significant psychic damage from harpy abilities.

## Aura of Vitality

Cast by Oiroa after combat to provide sustained healing over nine rounds, restoring 2d6 hit points per round to various party members. Used to heal Ned from near death to 29 hit points and bring

the party back to near full health.

## Shocking Grasp

Cast by Xakarium as an opportunity attack using the Warcaster feat, dealing 11 lightning damage to a fleeing invisible harpy and preventing it from taking reactions. The spell caused the harpy's skeleton to appear comically in the air.

## Vexing Screech

A harpy ability that forces charisma saves (DC 13), dealing 21 psychic damage and incapacitating targets until the end of the harpy's next turn. Successfully affected multiple party members including Xakarium, Tark, and Ned.

## Luring Song

A magical harpy ability requiring wisdom saves (DC 16) that charms and incapacitates targets, forcing them to move toward the singing harpy on their turns. Multiple party members were affected but gradually broke free through repeated saving throws.

## Synaptic Static

A harpy spell cast in a 20-foot radius requiring intelligence saves (DC 13). Deals psychic damage and causes muddled thoughts, forcing targets to subtract d6 from attacks, ability checks, and concentration saves for up to a minute.

## Cursed Bolt

A harpy ranged attack that deals psychic damage and imposes disadvantage on the target's attacks, ability checks, and saving throws until after the harpy's next turn. Used to knock Ned unconscious and debuff other party members.

# Items

## Spell Books

Two spell books recovered from the bodies of slain spellcasters - one from a 9th level Queen's Men mage and another from a Silver Order Arcane Knight. The Queen's Men mage book contains powerful spells including ice storm and cone of cold.

## Wand of Magic Missiles

A magical wand with 8 charges remaining, capable of casting magic missile spells. Found on one of the deceased spellcasters and used by Ned during the harpy battle to fire 5 bolts for 20 damage total.

## Sending Stone

One half of a paired sending stone found in the pocket of Master Deep, one of the deceased enemies. The party recognizes it as a communication device that could be used for tracking and quickly stores it separately in their bag of holding.

## Cloak of Many Fashions

A magical cloak that can change its appearance, found on one of the bodies. The party considers it too traceable and potentially unique to the Drakenheim area, ultimately deciding to leave it in the bag of holding rather than use it.

## Tankard of Sobriety

A magical drinking vessel that removes the intoxicating effects from any alcoholic beverage poured into it, making the drinker unable to become drunk. Found among the possessions of the deceased enemies.

## Forgery Tools

A set of tools used for creating false documents and forging signatures, recovered from the thief's body and added to the party's equipment.

## Winged Boots

Magical boots worn by Tark that grant a fly speed without requiring an action to activate. Used to transport three party members over the 40-foot city wall, capable of carrying up to 800 pounds and providing two hours of flight per day.

## Boots of Levitation

Magical boots worn by Yazzy that allow levitation and can be used to carry other party members. Used to transport Syndle during the wall crossing and provide vertical mobility in combat against the airborne harpies.

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Revision #1

Created 22 October 2025 14:26:20 by admin

Updated 22 October 2025 14:27:33 by admin