

# Session 45: Crimson Countess and Friends

**Date:** Mar 10th, 2026 (Guest appearance Don as the Corvus-Lamias)

## Summary

The party had barely settled into their short rest in the basement of the Rose Theater when Yazzy spotted a pair of black hind legs moving slowly through the corridors beyond a crack in the wall. The group crept forward to investigate, but before they could get a clear look, Syndle the kobold launched himself through the air with his oversized metal boots and sent a massive creature crashing to the ground. The beast was a Corvus-Lamia — a horrifying fusion of a woman's torso, raven's wings, and the body of a great black lion draped in dark feathers. As the creature hit the floor, Syndle followed up with a flurry of axe strikes, drawing first blood in what would become a desperate and chaotic battle.

It quickly became clear the party was not facing just one Corvus-Lamia. A second appeared on the same level, and a third lurked on the roof above, while a large Minotaur was spotted crawling out from the edge of a nearby pool of water. Ned hurled a fireball between two of the Lamias, scorching them both in a roiling bloom of fire. Oiroa called upon divine power to bless Syndle, Yazzy, and Xakarium, strengthening their resolve and sharpening their aim. Xakarium lined up two of the Lamias and unleashed a crackling bolt of lightning that tore through them both, leaving them smoldering and staggering.

Before the party could press their advantage, a new threat descended. A red-feathered harpy with furry crimson legs appeared on the wall behind them and unleashed a thunderous blast that rattled bones and shook the air. Then, from somewhere high in the theater's stands, a second harpy — regal and terrible — began to sing. The melody was hauntingly beautiful and deeply wrong, and both Syndle and Tark felt their minds go slack as the song wound its way into their thoughts. Charmed and incapacitated, they were compelled to move toward the singer, helpless against her pull. Oiroa acted swiftly, centering a sphere of magical silence directly on the Countess, cutting off her song and freeing her companions from its grip — though not before the damage had been done.

The Harpy Countess proved to be something far beyond an ordinary foe. She moved with terrifying speed and purpose, acting after each of the party's turns as though the battle itself bent to her will. Her lightning crackled through the air in great arcs, striking Ned, Xakarium, and Oiroa in a

devastating bolt that dropped Ned to the ground, where he lay still and played dead. She hurled a javelin of living lightning at Syndle, though it missed, and the weapon reappeared in her hand as though it had never left. She unleashed a frightful screech that sent psychic pain lancing through Yazzy's mind and filled her with such terror that she was forced to flee. An aura of crackling electricity surrounded the Countess at all times, zapping anyone who drew near at the start of their turn.

Tark raged and took to the air, slamming into a Corvus-Lamia with such ferocity that the blow nearly ended the creature outright. Oiroa called down a bolt of radiant energy from her own chest and drove it into the Countess, blinding her in a flash of searing light. With the Countess unable to see, Syndle pressed the attack, his axe biting deep into a Corvus-Lamia — and then something strange happened. When he swung at the Minotaur, his foot passed straight through it as though it were made of smoke. The great beast was an illusion, conjured by the Lamias to terrorize and distract the party. The revelation came too late to spare anyone the fear it had caused, but at least the creature could do no real harm.

The Corvus-Lamia witch, still airborne and furious, retaliated by dropping a fireball directly onto Xakarium, Oiroa, and even the Countess herself in a desperate and indiscriminate act of destruction. Both Xakarium and Oiroa were knocked unconscious by the blast, and the Countess herself was scorched by the flames. The remaining Lamias pounced on Syndle and Oiroa, pinning them beneath four heavy paws each, grappling and restraining them against the stone floor. The situation looked grim — multiple party members were down, others were restrained, and the Countess still loomed over the battlefield.

But the tide turned in the final moments. Tark swept through the air and cut down one of the remaining Lamias with a savage blow, and Syndle, breaking free of his restraints, finished the last one standing. Yazzy rushed to Oiroa's side and poured healing energy into her, pulling the cleric back from the edge of death. Oiroa immediately healed her dying companion just in time. The Countess, blinded and battered, made her decision. She disengaged and flew away into the darkness above the open theater, her voice echoing back as she went: "I will see you again." Still catching their breath, the party noted the irony of a blind woman promising to see anyone at all. The party was alive — barely — and the Rose Theater was quiet once more, though none of them felt any safer for it.

## Memorable Moments

"Syndle the kobold opens the battle by launching a flying boot attack at a Corvus-Lamia, knocking the massive lion-bodied creature prone before following up with devastating axe strikes."

—

A tiny kobold barbarian with oversized metal boots initiates combat against a creature many times his size, setting the tone for the chaotic fight.

"The Minotaur that had been stomping over fallen party members is revealed to be an illusion when Syndle's attack passes straight through it, leaving the party stunned."

—

After the party feared the Minotaur for much of the fight, Syndle's boot slices through it like it isn't there, exposing the Lamias' deception.

"Why is it always got to be about color?"

— Syndle Little Dragon

Said after the DM confirmed the black lion-bodied Corvus-Lamias indeed black, prompting the kobold to question the racial implications.

"I will see you again."

— Crimson Countess

The blinded and battered Countess declares this as she disengages and flies away — prompting Oiroa to note the irony of a blind creature promising to 'see' them again.

## Scenes

### Ambush in the Rose Theater Basement

While short resting in the Rose Theater basement, the party is ambushed by mysterious creatures. Syndle initiates combat with a flying boot attack, knocking one prone.

- Yazy spots black hind legs moving slowly through the corridors via a crack in the wall, alerting the party.
- The party stealths out to investigate, and Syndle launches a flying boot attack, knocking over a creature described as having the torso of a woman, the wings of a raven, and the body of a black lion covered in raven wings — a Corvus-Lamia.
- Syndle follows up with axe attacks against the prone Corvus-Lamia, dealing significant damage.

- A second Corvus-Lamia is revealed on the same level, and a third is spotted on the roof.
- The party struggles with tracking combatants across multiple maps representing different elevations of the theater.

## Spells Fly and New Threats Emerge

The party engages the Lamias with spells and attacks, while new threats — including a Minotaur and a Harpy Countess — emerge to complicate the battle.

- Ned casts a fireball between two Lamias, dealing significant fire damage to both.
- Oiroa casts Bless on Syndle, Yazzy, and Xakarium, granting them a bonus to attack rolls and saving throws.
- Syndle attacks a Corvus-Lamia, dealing damage with the benefit of Bless.
- Ned casts Hold Dead on a Corvus-Lamia, dealing necrotic and radiant damage.
- Xakarium casts Lightning Bolt, lining up two Lamias and striking them both.
- A large Minotaur is spotted crawling out from the edge of the water, though it is medium-sized in appearance.
- A new creature — a red-feathered harpy with furry legs — appears on a wall behind the party and unleashes a loud burst of thunder, requiring a Constitution saving throw from Tark, Xakarium, and Yazzy. Only Tark takes the full thunder damage.

## The Countess's Luring Song

The Harpy Countess uses a melodic luring song to charm Syndle and Tark, forcing them to move toward her, while the party scrambles to counter her abilities.

- Tark flies toward and attacks a Corvus-Lamia, dealing massive damage and severing its vocal cords.
- The Harpy Countess unleashes a melodic magical song; Syndle and Tark fail their Wisdom saving throws and become charmed, incapacitated, and compelled to move toward her.
- Yazzy casts Frenzy Bolt, dealing acid damage that jumps to additional targets, including the Countess.
- Ned casts Frenzy Bolt as well, dealing damage to the Countess and nearby enemies.
- Oiroa casts Silence centered on the Countess's square, creating a 20-foot radius of silence that prevents the Countess from singing and ends the charm effect on Syndle and Tark.

- The Countess attempts to use a lightning ability against Ned, Xakarium, and Oiroa; Ned attempts Counterspell as a reaction but discovers the ability is not a spell and cannot be countered.
- The Countess's lightning ability strikes Ned, Xakarium, and Oiroa, dealing heavy lightning damage. Ned falls prone and plays dead. Xakarium takes reduced damage due to his storm sorcery and dragon heritage resistances.
- Tark rages, flies to a Corvus-Lamia, and attacks with reckless abandon, dealing devastating damage.
- The Countess throws a lightning javelin at Syndle, but it misses. The javelin reappears in her hand.

## Epic Actions and Desperate Fighting

The Countess uses her epic actions to act after each player's turn, while the party fights desperately against Lamias, a Minotaur, and the Countess herself.

- The Countess uses a frightful screech, dealing psychic damage to Yazzy and frightening her, forcing Yazzy to dash away from the Countess on her turns.
- Oiroa is zapped by lightning at the start of her turn from an aura surrounding the Countess.
- Oiroa casts Silence centered on the Countess, preventing her from using vocal abilities.
- Xakarium is zapped by lightning at the start of his turn from the Countess's aura.
- Xakarium uses a bonus action to spend sorcery points and recover a spell slot.
- The Countess flies behind Ned and uses a lightning bolt ability — not a spell — striking Ned, Xakarium, and Oiroa for heavy lightning damage.
- Ned, nearly dead, falls prone and plays possum.
- Tark rages, flies to a Corvus-Lamia, and attacks, dealing significant damage.
- The Countess, using an epic action, throws a lightning javelin at Syndle, which misses.
- Yazzy, frightened, dashes away from the Countess.
- Syndle takes lightning damage from the Countess's aura and, still charmed, moves toward her.

## Minotaur Revealed as Illusion and Lamias Grapple the Party

The Minotaur charges and stomps over fallen party members, but Syndle's attack passes through it, revealing

it to be an illusion. Lamias grapple and restrain Oiroa and Syndle.

- The Minotaur charges and fake-stomps over Oiroa, who is on the ground.
- A Corvus-Lamia leaps and tramples Oiroa, grappling and restraining her with four paws.
- Tark gets an attack of opportunity as the Corvus-Lamia passes, dealing significant damage.
- Another Corvus-Lamia leaps and tramples Syndle, grappling and restraining him.
- Oiroa uses a bolt of lightning from her chest, dealing radiant damage and blinding the Countess.
- Oiroa uses Draconic Cry — actually Syndle uses Draconic Cry — granting allies advantage on attacks against a Corvus-Lamia and the illusory Minotaur.
- Syndle attacks a Corvus-Lamia, dealing significant damage, and his foot passes through the Minotaur, revealing it to be an illusion.
- Syndle slays the Corvus-Lamia with a follow-up attack.
- The Corvus-Lamia witch casts a fireball targeting Xakarium, Oiroa, and the Countess, knocking Xakarium and Oiroa unconscious and dealing fire damage to the Countess.
- The Minotaur is unaffected by the fireball, further confirming it is an illusion.

## Countess Retreats and the Party Tends to the Fallen

The Countess, blinded and damaged, disengages and flies away. The surviving party members scramble to stabilize their fallen companions.

- The Countess, blinded and unable to see, disengages and flies away, declaring 'I will see you again.'
- The Countess drops her luring song as she retreats, uncharming any remaining charmed party members.
- Ned and Oiroa make death saving throws; Xakarium and Ned automatically lose a death save due to the Countess's lingering lightning aura.
- The Countess goes invisible while retreating.
- Tark takes lightning damage at the start of his turn from the Countess's aura.
- Tark swoops in and attacks a remaining Corvus-Lamia, dealing significant damage and slaying it.
- Syndle slays the second remaining Corvus-Lamia.
- Yazy moves to Oiroa and casts Healing Word, bringing her back from unconsciousness.
- Ned uses a healing potion on Oiroa as well, further stabilizing her.

- The party discusses the chaotic nature of the fight, noting the Countess's epic actions and powerful abilities nearly caused a total party kill.

# NPCs

## Corvus-Lamia

Creatures with the torso of a woman, the wings of a raven, and the body of a black lion covered in raven feathers. They attack with claws and an intoxicating touch, and are capable of multi-attacks, leaping, trampling, and grappling. Multiple Lamias are encountered — one knocked prone by Syndle's initial boot attack, others engaging the party throughout the battle. One acts as a spellcasting 'Corvus-Lamia witch,' casting fireballs. All are eventually slain or driven off.

## Minotaur

A large bull-headed creature that emerges from the edge of the water during the battle. Despite appearing threatening and charging at party members, it is eventually revealed to be an illusion when Syndle's attack passes straight through it. It is presumed to have been conjured by one of the Lamias.

## Crimson Countess

A powerful harpy-like creature with red feathers and furry red legs who appears on a wall during the battle. She possesses epic actions, allowing her to act after each player character's turn. Her abilities include a thunder blast, a melodic luring song that charms and incapacitates targets, a lightning aura that automatically damages nearby creatures at the start of their turns, a lightning bolt ability (not a spell, immune to Counterspell), a lightning javelin that reappears in her hand after being thrown, a frightful screech that deals psychic damage and frightens targets, and the ability to turn invisible. She is blinded by Oiroa during the fight and ultimately disengages and flies away, vowing to return.

# Locations

## Rose Theater Basement

A multi-level subterranean theater space where the party was short resting. Features corridors with cracks in the walls, a stage, stairs rising 20 feet above the stage in two tiers, and a roof open enough for flying creatures to enter. A pond or water feature is present at ground level. The site of a chaotic and nearly lethal battle against Lamias, a Minotaur illusion, and the Harpy Countess.

# Items

## Lightning Javelin

A magical weapon wielded by the Harpy Countess that transforms into a lightning bolt when thrown. After being hurled — whether it hits or misses — it reappears in her hand, making it a reusable magical projectile.

## Amethyst Shroud

A cloak worn by Xakarium that provides protection when targeted by an enemy's spell. During the session it was determined that it cannot absorb energy from the Countess's lightning ability, as that ability is not classified as a spell.

## Ring of Spell Storing

A magical ring discussed during the session. It was clarified that casting a spell from the ring does not require any components, making it a flexible tool for spellcasters.

## Tainted Healing Potion

A healing potion carried by Xakarium, noted by the party as being 'compromised' in some way, suggesting it may have unusual or unpredictable effects when consumed.

# Spells

## Fireball

A powerful area-of-effect explosion of fire cast multiple times during the session. Ned cast it early in the fight, targeting two Lamias between the theater levels. Later, the Corvus-Lamia witch cast

her own fireball targeting Xakarium, Oiroa, and the Countess, knocking two party members unconscious and dealing fire damage to the Countess herself. The spell has a 20-foot radius and a DC 16 Dexterity saving throw.

## Bless

A divine spell cast by Oiroa on Syndle, Yazzy, and Xakarium, granting them a d4 bonus to attack rolls and saving throws for one minute. The bonus proved useful throughout the fight, allowing near-misses to connect.

## Hold Dead

A spell cast by Ned targeting a Corvus-Lamia, dealing necrotic damage and additional radiant damage. The spell's damage was reduced against an already-injured target.

## Lightning Bolt

A line of lightning unleashed by Xakarium, striking two Lamias lined up in the theater. Both took significant lightning damage from the blast.

## Silence

Cast by Oiroa, centered on the Harpy Countess's position, creating a 20-foot radius sphere of magical silence. This prevented the Countess from using her luring song and other vocal abilities, and also prevented Tark from screaming within the area.

## Counterspell

Attempted by Ned as a reaction when the Countess used her lightning ability. It failed to work because the Countess's lightning was determined to be a supernatural ability rather than a spell.

## Frenzy Bolt

A chaotic spell cast by Yazzy that deals a random type of elemental damage and can jump to additional targets within range. During the session it dealt acid damage, then poison damage, then psychic damage as it jumped between targets including the Countess and nearby Lamias. The damage type changes each time it hits a new target.

# Greater Invisibility

Cast by Tark to render himself invisible during combat, allowing him to move and attack without being easily targeted. He used this to reposition and strike at the Harpy Countess.

# Healing Word

A bonus action healing spell cast by Yazzy on Oiroa, restoring enough hit points to bring the cleric back from unconsciousness during the desperate final moments of the battle.

# Draconic Cry

An ability used by Syndle that grants all allies advantage on attack rolls against targeted enemies within 10 feet. Used multiple times during the session to boost the party's offensive output against Lamias.

# Shadowy Tendrils

An ability used by Oiroa that causes shadowy tendrils to lash out at creatures within 30 feet, forcing them to make a Constitution saving throw or take necrotic damage.

# Bolt of Lightning

An ability used by Oiroa that shoots a bolt of lightning from her chest at a creature within 30 feet, dealing radiant damage and blinding the target on a failed Constitution saving throw. Used to blind the Harpy Countess, significantly hampering her effectiveness.

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Revision #1

Created 11 March 2026 14:56:50 by admin

Updated 11 March 2026 14:57:29 by admin