

Mariner Session One

2020.10.18 9:00-12:00

Player Characters

Amock - Green Elf Paladin 2 / Warlock 1 (John)
Azriel Davalnath - Triton Hexblade Warlock 3 (Quinton)
Kyaran Viberos - Elven Diplomat Rogue 1 / Celestial Warlock 2 (Kayla)
Paulson - Human Battlemaster Fighter 3 (Justin)
Red "Danger" Bronson - Human Barbarian 1 / Warlock 2 (David)
Rixa - Eladrin Arcane Archer Fighter 3 (Casey)
Dahlia - Tiefling Swashbuckler Rogue 3 (Molly)
Horace the Wise - Aarakocra Cleric 2 / Fighter 1 (Miles)
Skamos - Tiefling Storm Sorcerer 2 / Warlock 1 (Brad)

Campaign Date

Bounty 15th, 930 - Bounty 18th, 930 (Early Fall)

Log

The crew of the Mariner's Razor approach the docks of Juntandria - the oldest human city on the continent of Radavan. Captain Pricketts cajoles his crew to bring the ship into the port. Red grasps his lines firmly. He's been with Pricketts the longest, and knows that while the captain rewards hard work he is a vengeful master. He calls to Dahlia, Rixa, Amock, and the greenhorn Azriel to help bring the older galleon into the harbor. As they pass the lighthouse of Juntandria, Rixa thinks about the history of ships like the Mariner's Razor. Vessels of this design were popular long before the continent of Radavan was settled by the three heritages, and harkens back to an older time when the empire of the elves ruled the waves and those that dared ply the seas needed ships that could outrun even the biggest and fastest elven vessels.

Once the ship has docked, Pricketts leaves with his first mate Clubby, named for his misshapen foot. Clubby is always saying that his strange gait only affects him when he is on land, so he does his best to stay on the ocean. Meanwhile, the rest of the crew take some much needed shore leave and prepare for their next voyage to the Imperial city of Dunhall on the island of Auria to the East. Perry the smart mouth, honest actor Krooks, strong back Horsely, and Nesbit round out the crew along with the halfling fellow Wee Wildo who acts as the ship's cook.

After two weeks or so, the ship is set to sail again. The crew is relieved at the anemic amount of cargo they have to load. Some are concerned that they don't take on enough supplies, but Red

and Dahlia know the captain manages to always have some food on hand even if it doesn't seem possible. The crew knows that the captain is a mage of some power. He has some sort of a magic greatsword hilt that he sticks into the helm to control the ship. When he takes the hilt out, it continues to steer itself and won't let anyone else mess with the rudder while he's away. Rixa has even seen the captain casting spells to make the food which she presumes to be some sort of duplication magic.

The captain stands ready to welcome the passengers that have come on for the three-week crossing. The first guest is a group of three birdfolk travelling together. Their leader, Horace is nobility. He and his charges immediately take the most splendid of the staterooms and lock themselves away within, refusing to socialize.

A starry-eyed tiefling hermit named Skamos arrives next. Once his fare is paid he is penniless, and spends most of his time quietly watching the skies once the sun has gone down. During most of the daylight hours, Skamos is in his cell, the smallest stateroom looking over his astrological charts and drinking strong tea to keep awake. He seems jittery and worried, but keeps to himself.

A masked human soldier is next. His voice echoes hollowly in his plague doctor armor, and he seems unfeeling and distant as if he's forgotten something. He introduces himself to Pricketts as Paulson. The captain shows a moment of recognition, and then welcomes the damned soldier onto the ship.

Finally, an Imperial emissary named Kyaran arrives. She is bubbly and clever, doing her best to socialize with all those she meets. She has a thick Radavanian accent. She makes a show of being generous with the captain and takes her place among the passengers on the Mariner's Razor.



With no further delay, the ship moves out of port of Juntandria, passing through the inner sea of Radavan and out into the greater ocean. On the first night as lanterns are lit, the crew relaxes on board while the passengers are invited to an evening meal with the captain. Horace does not attend, claiming he has a crippling case of sea-sickness. Skamos does not leave the deck of the ship, instead transfixed by the stars. Kyaran and Paulson join the captain. A comment from Paulson prompts an arrow from Rixa as a show of skill. The meeting with the captain is cut short after a quick meal.

On the second evening out of port, a dark and forbidding storm kicks up in the path of the Marnier's Razor. Pricketts calls for the ship to tack three times, but the tempest seems to almost chase the ship for a bit, spreading out and swirling as the vessel travels East. As the maelstrom grows closer, the captain gets progressively more agitated. There is a loud noise that echoes through the hull. Black spined tentacles thick as tree trunks grab the stern of the ship and hold it fast. Captain Pricketts pulls the hilt of the ship from the wheel. He drops it at the heroes' feet and blurts out "Good luck, suckers." He disappears, leaving everyone else to fight off all of the monster that starts reaching on to the deck of the ship to hold it still and eat the crew.



Azriel recognizes this monster as "The Hunger" and attacks. He is slapped down, by a critical hit from the tentacle bunch on the stern of the ship. He escapes into the water and tries to free the ship with eldritch bolts from his magic trident, Moloch. Red charges the nearest tentacle, yelling his problematic battle cry "shake hands with danger!" Kyaran and Paulson emerge from beneath the decks, and co-ordinate in some clever attacks on whipping tentacles that cross the main deck. At the fore of the ship, Dahlia and Skamos join crewman Nesbit fighting off another grasping tentacle. At first, Rixa's magical arrows seem to be ineffectual, but she dials up her magic and strikes the tentacles true. Crewman Nesbit is torn in half by two tentacles, leaving a thick, bloody mess on the deck, and another thick tentacle ending in a man-sized suckered mouth emerges to try to snag and chew crewman Krooks.

Amock charges the tentacles holding the ship fast at the stern. His compelling strike causes the tentacles holding the ship to release and slither back under the waves. Azriel rejoins the crew, and between his magic and Red's blows, another tentacle is cut free from the monster and slides off the deck. Kyaran realizes what the greatsword hilt used to control the ship is for and regains control of the vessel by locking it into place on the helmsman's wheel. Amock pulls the main sheet, and the heroes manage to gradually outrun "The Hunger" to safety.

In the aftermath of the attack, Horace runs up from the bowels of the ship and heaves what is left of his guts off the side of the ship. He is sunken and green. "What was all the commotion earlier?" he croaks to the others. Azriel tells the group that he believes that "The Hunger" is seeking him because of his magic trident, Moloch. This discovery makes Paulson remark out loud that he plans to keep an eye on the Triton's activities aboard the ship.

Rixa is elected as the captain because of her acumen and seaworthiness, with Clubby staying on as the first mate positioned at Rixa's elbow to take over control of the ship at a moment's notice. Amock's job is to move heavy things and control the mainsail, while Red's post is on the aft deck manning the ballista and minding the mizzenmast sail. Dahlia's post is at the prow of

the ship minding the spiritsail, and Amock's regular post is on the main deck helping with the foresail. Skamos is unanimously elected as the ship's navigator because of his knowledge of the heavens. Kyaran offers herself as the negotiator and emissary for the group.

The group takes stock of their stores and realizes that they don't have enough supplies to make the entire trip to Dunhall. Rixa found a map that Pricketts had left in his cabin. It points to an island along the way to Dunhall. It looks to her eye as though the former captain had planned on stopping there. She believes the party can find water and provisions there, and the newly formed crew makes sail.

Ship's Hold

The following is a list of all the items found in the ship's hold and hidden in the Captain's quarters:

Twelve lanterns
A cask of lantern oil

Scores of wooden rope stay pins
A score of tarpaulins
Two warning bells (one aft, one fore)
Two dozen buckets for bailing and fires
A dozen oilcloth coats for the crew
Three telescopes of various sizes (small, medium, and large)
Two sextants and navigating tools
Charts and maps
Paper and ink

Thirty-Six arrows
Eleven ballista bolts
Three shortbows
Six cutlasses (short swords)

Spare anchor chain
Mooring ropes
Three dinghies & twelve oars
Two sets of spare sails
A small crane to lift things in the hold

Three shovels
Pickaxe

Four wooden hammers
Three casks of lubricating grease
Three brooms
Four mop and bucket sets
A cask of black paint and paint brushes
A cord of lumber for making repairs
Two pounds of carpenter's nails
Three casks of pitch for sealant
Pitch brushes
Twenty pounds of iron fittings

Three pearls of 100gp value
Seven owl feathers
Eight scrolls of Identify
A jar of brimstone / sulfur
Four caterpillar cocoons
Small brass brazier
Brass scales and weights
A score of empty potion bottles
100gp incense
20gp fine lamp oil
Four charcoal sticks
A dozen strips of white cloth
Sealed crystal vial of phosphorescent material
50gp diamond dust
Pouch of fleece
A piece of fur
Pouch of bat guano
Small vial of mercury
Small box of funeral Oils and Unguents with 25gp
A purse of dried rose petals and sand
A small vial with legs of crickets
A small vial with eyes of bats
A fingerless glove made of snakeskin
A small vial of dried spiders