

# Mariner Session Two

2020.11.01 9:00-12:00

## Player Characters

**Amock** - Green Elf Paladin 2 / Warlock 1 (John)  
**Azriel Davalnath** - Triton Hexblade Warlock 3 (Quinton)  
**Horace the Wise** - Aarakocra Cleric 2 / Fighter 1 (Miles)  
**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)

## Campaign Date

Hallow 2nd, 930 - Hallow 4th, 930 (Early Fall)

## Log

Going through the captain's things in the hold, Red finds a fancy jeweled greatsword sheath discarded in an old, dusty crate. On it, there is an array of magical runes in different configurations written in Aquan. However, you see one word in a passage that he can identify - the name "Mariner's Razor."

While taking stock of the staterooms Amock makes a similar discovery. A doorway that Captain Pricketts had forbidden the crew to enter opens to a hidden room with a secret door inside the ship. The seam to the door is impossible for it to lead to any actual space, and there are no seams on the other side for it to just be an oddly placed secret door. The door appears to be magically locked with no key or latch.

Red and Amock share this information with Captain Rixa. Together, the three of them surmise that perhaps the ship is also a sword. Or there is a missing sword that belongs to the ship? In any case, they agree that perhaps experimenting with what could be a magical ship while they sail it is a bad idea and agree to test their theories another day.

Finally, Captain Rixa found a map to a hidden island along the way to Dunhall Pricketts had hidden. She believes the party can find water and provisions there, and so the crew sets their sails for the village marked on the map. Once there, the village chief refuses to provide water and provisions out of fear. A "powerful witchdoctor" has returned, and threatens the entire island with his army of frog monsters. The chief says the witchdoctor returned to investigate the star

that fell from the sky in the past six weeks. The witchdoctor took the chief's son as a hostage, threatening to kill him if natives pursue him. The village has lived in fear of the murderous frog monsters and their future ever since. After some negotiation thanks to Kyaran, the village promises to provide fresh water and provisions for the remainder of the trip to Dunhall if the chief's son is returned safely.



The adventurers explore inland, following the natives' directions toward where the cannibal frog monsters have made their village. They are ambushed by giant frogs, backed by the man-sized bipedal frog-monstrosities with shields and spears. Captain Rixa and Horace both quickly find themselves overwhelmed by the monsters. Paulson engages some of the massive frogs to the right while Amock and Red charge the frogstrosities to the left. As Kyaran disengages after a sneak attack, a small child appears on the battlefield that resembles her in some subtle ways. The frogstrosities attack the child with no success, and the elven ambassador manages to slip away from close combat. Amock arrives to drive the monsters away from Rixa, and Red charges maniacally into the fray to free his companions.

Suddenly, the frog atrocities all turn tail and flee. Horace takes to the sky and sees a gigantic

abomination of beaks and tentacles approaching. It seems to be an unstoppable killing machine, so the heroes also flee to higher ground. There, once they feel safe from the monsters of the island they set up camp for the night. Captain Rixa shares a few healing beers that she had found in the captains' quarters, keeping some for herself. The group sets three watches, and rests for the night.

Kyaran and Rixa take the first watch. The two elves are quiet at first. Rixa is uncomfortable discussing her background since she never knew the power of the high elven Empire growing up. As an imperial ambassador, Kyaran stays cheery but aloof with her thick Radavianian accent. Rixa takes the opportunity to ask Kyaran about the child who appeared on the battlefield earlier. Kyaran explains that sometimes she is aided by the mysterious child and that calling on the child is part of her magic. Rixa, having seen many alien magics before, takes Kyaran at her word and the rest of the watch proceeds without incident.

As the elves enter into their trance, the next watch is taken by Red and Amock. Red comments on how the meat of the giant frogs that the group cooked for their meal is so alike to that of the northern walrus but so very unlike it as well. He goes on to refer to the giant frogs as "Tropical Walrus" and that butchering the meat was very alien to that of a "Proper Walrus." Amock agrees, and shares his stories about how the green elves of his tribe hunt. Red calls on Amock to quiet himself. The noble paladin does just that, explaining in exhaustive detail just how good

he is being quiet in all circumstances. The discussion of the virtues of silence on watches and the taste of “Proper Walrus” continues until the watch ends without incident.

The final watch included Azriel, Horace, and Paulson. Their discussion of the situation took on a surreal turn because both Azriel and Horace are outsiders in the world of the three heritages, as Paulson himself struggles with the new reality of his situation. Horace pilfers a small bag of bird seed from Kyaran, reasoning that anything is “common property” if it can be reached. Horace mistakes Paulson for another type of birdfolk because of his intricate mask. Azriel asks a whole bunch of questions of the soldier. Paulson does his best to answer the others’ questions, and ultimately gives up.



The next day, the crew of the Mariner’s Razor arrive at their destination - the village of the cannibalistic frogstrosities. They find the settlement completely empty for the most part. There are still corpses of humans left to eat, and lots of skulls that look as though they’ve been bashed in. They find a series of pits where more frogstrosities are grown from the corpse of a giant frog, brain matter of a human, and a sprinkling of blasphemous magic. The heroes burn all of these embryonic monsters out, and raze the village while they are at it. Next, they move to investigate a point in the forest a little farther off where smoke rises.

Right as the sun sets, the group approaches the entire host of frogstrosities chatting and cavorting around a tremendous rock that sits in a smoking crater thirty feet across. In it, a mysterious human seems to be doing some sort of magical experiment on it while frogstrosities and more arcane witch-frogstrosities look on and assist. Near the edge of the jungle, the chief's son lies drugged and tied to a giant rock next to a series of crates and boxes that look like the mysterious wizard's baggage.



The crew comes up with a plan. Most of them will attack to try and pull the bulk of the frog-monsters away from the rock while Horace flies in and frees the youth. Once he is freed, they will make a break for safety from the slower frogstrosities. With the plan in place, the heroes attack.

Azriel blinds the mysterious human mage and witch-frogstrosities with a bank of magical fog. Kyaran, Paulson, and Red make an attack just by the sacrificial rock while Amock makes a disturbance farther off. Rixa fires magical arrows from cover while Horace lines up his move.

As the attack begins, but before they are overwhelmed by numbers, the crew realizes that the wizard chipping away at the rock is in fact their old captain, Pricketts. The sailor mage exits the bank of magical fog and curses at them. "What is this? Oh! You lot? I thought you died along with the curse I so cleverly saddled you all with." He waves his hand dismissively at his former crew. "No matter. Minions, kill them. I must attend to my research now." He returns to his work chiseling away at the meteor.

The frogstrosity witches join the battle as well, grievously wounding Paulson. Horace makes his move, braving the spears of the monsters to drag the native youth from the rock into the sky. Amock sends his healing spirit to help Paulson. The crew gives as good as they get, and after surviving an explosive magical attack from Pricketts Amock leads the heroes in their escape. As they do so, Rixa manages to scoop up the small chest she recognizes as being the treasury of the Mariner's Razor.



The heroes return the youth and quickly load the promised provisions into their ship. Inside the chest Rixa finds the following items:

- 2000 gp in coins
- Embroidered silk napkins and tablecloth set (100gp)
- Small gold bracelet (150gp)
- Potion of Greater Healing (4D4+4 HP regained)
- Spell Scroll (1st) - Protection From Evil and Good
- Spell Scroll (1st) - Disguise Self
- Spell Scroll (1st) - Bless
- Spell Scroll (1st) - Cure Wounds
- Spell Scroll (2nd) - Spiritual Weapon

As the Mariner's Razor pulls away from shore, the heroes have a discussion about Captain Pricketts. What was he doing? What did he mean by what he said? Rixa reveals that she has been holding on to a secret. She herself has been cursed. The rest of the heroes confirm that they are also similarly cursed. An open sore that does not heal has appeared underneath her left arm. She describes how that is a mark she has seen in her past. The crew realizes that the curse will take effect in a few months, ultimately killing them - painfully. Until they can break this curse, they should stick together and fight collectively lest they find themselves dead separately.