

Mariner Session Three

2020.11.15 9:00-12:00

Player Characters

Azriel Davalnath - Triton Hexblade Warlock 4 (Quinton)

Kyaran Viberos - Elven Diplomat Rogue 1 / Celestial Warlock 3 (Kayla)

Paulson - Human Battlemaster Fighter 4 (Justin)

Red "Danger" Bronson - Human Barbarian 2 / Warlock 2 (David)

Rixa - Eladrin Arcane Archer Fighter 4 (Casey)

Amock - Green Elf Paladin 2 / Warlock 1 (Run as an NPC for John)

Campaign Date

Hallow 18th, 930 - Hallow 19th, 930 (Early Fall)

Log

Two weeks after resupplying on the island of the frogstrosities, the Mariner's Razor seems to have hit a temporary lull for the past three days. The sails have emptied, and the seas are calm. While this sort of thing is concerning, it is not uncommon for sea voyages across the waves of Kyor.

As night falls, Amock and Red conspire below decks about Kyaran. Just this morning Amock heard the strangest noise from the staterooms. It sounded a bit like a hissing cat. Upon investigation, he realized that the soft raspy noise was in fact from Kyaran - gently snoring in her sleep.

At first Amock was confused. As an Eladrin, Rixa never sleeps. Instead she falls into a kind of thoughtful trance. Maybe not all Eladrin do trances? As Amock turned to leave, he noticed some papers cleverly hidden. He took a peek at what he surmised to be Kyaran's current orders from the Empire. Once the Mariner's Razor reached Dunhall, the Imperial Emissary's mission is to take some sort of payload and deliver it to the hag-queen Graeae.

Although she was never specific, both Red and Amock know that Captain Rixa has a huge problem with Graeae. Rixa has suggested several times that Graeae is perhaps the source of the curse you are all under that Pricketts mentioned.

Red abruptly freezes his banter with Amock, listening. Over his many years as a sailor he's learned what all the noises on a ship mean. He could pick out Captain Pricketts' stride from way

below decks because of his wooden leg. When Rixa is at the helm, Red can tell her sailing techniques from that of first mate Clubby. However, the noise Red hears in his ship shakes him to the core. Something is climbing aboard the ship.

Above decks, Azriel was having a sailing lesson from Krooks the sailor. Kyaran looks worried, quietly sitting by herself as if in prayer. Rixa has been anxiously scanning the horizon. She recognizes this lull as a possible attack from the minions of Graeae, because she once served in the hag-queen's navy. She served on a ship named the Witchbeard, a ghost-craft of the condemned that only floats because of the magic that holds the rotten and dilapidated vessel together. She served along with Aelo Hate, another high elven arcane archer. Unlike Rixa, Aelo relished the opportunity to harm others and loved the look of fear on victims' faces as she maimed and murdered them. When she served in the hag-queen's navy on the Witchbeard, Rixa had seen this technique at work many times. The target ship would fall into a magical lull, followed by an attack from waves of zombies to soften things up, then the Witchbeard itself would sail in to clean up the mess.

It was only a matter of time. Rixa literally smells the zombies before she actually sees them. She tells Clubby to ring the alarm bells, draws her longbow and shoots the first frozen animated corpses as they cross the rail of the Mariner's Razor. These monsters exude a dangerous freezing cold, harming anyone who stays close to them for too long. Red, Amock, and Paulson emerge from below decks and the battle is joined. Krooks the sailor is mauled by these icy corpses. They tear his arm off, and his blood splatters and freezes into dark red ice crystals in proximity to these abominations. Red charges into battle screaming his battle cry "Come get some!" while Amock blocks the monsters' progress astern toward Captain Rixa and Clubby. Azriel wades into battle, confident that his resistance to the cold of the deep and the hunger of Moloch will allow him to win the day. Paulson and Kyaran work together mid-ship to destroy the monsters. Kyaran summons a wicked oversized spiked club that magically attacks with a satirical squeak toy noise. Paulson directs traffic, his rapier breaking the zombies like a rapid-fire icepick. Rixa finishes off the last icy corpse, and then addresses her crew.



The captain explains that her fears have come true. Her former mistress Graeae has laid a trap for the Mariner's Razor and the next attack will be coming soon - perhaps even from the Witchbeard. She fears that perhaps she will meet her damned "sister" Aelo Hate later that evening. The view of the torn sails and cracked hull of a damned ship on the horizon confirms her fears.

Azriel confronts Paulson about what he hopes to do in Dunhall. The soldier manages to mumble some sort of an explanation regarding coming from . Kyaran accuses Azriel of breaking protocol and tinkering with the other passengers' things. As head of HR she does not condone these

actions. Azriel denies the allegations. Red agrees in all cases with the last person who spoke. Amock stays silent, unsure about Kyaran but confident that at the very least the Imperial Emissary is threatened by the same danger they all are in.



The crew begin to plan a strategy to counter the upcoming attack. The spare lubricant would be spread across the bow of the ship to keep zombies from making it onto the deck. Amock rigs two of the dinghies to swing aft to fore to knock boarding undead off. The mops and brooms are snapped into stakes and placed in the hold. A flimsy tarp is thrown over one of the hold doors in the deck to hide the fact that it is now a deadly pit trap.

Finally, the crew moves some of the empty barrels from the hold onto the deck to provide places for them to hide and ambush the attack they expect any moment now from the doomed hag-ship that approaches closer and closer.

As dawn breaks, the damned ship of the hag's navy moves to attack. Rixa identifies it as the Crooked Star from its flags that she sees clearly from the crow's nest of the Mariner's Razor. The Captain sees a familiar face on board the enemy ship.

Aelo Hate calls from the crow's nest of the Crooked Star. "Where is that thieving worm Pricketts? Show yourself! The curse tells me you're aboard this ship." She gestures toward the score of undead standing slack on the deck. "Corpses of the Deep! Bring his head to me!"

The undead attack. The dangerous freezing corpses climb the fore of the Mariner's Razor while new zombies packed with dangerous tentacles emerging from their chest cavity quickly scale the ship in the mid-deck. Large, pus-filled animated corpses slowly swim toward the aft.

The trap is sprung. The cold zombies are not able to get a firm footing on the greased foredeck and provide ample opportunities as sitting ducks. The tentacled corpses are engaged, with some success, and Amock releases the starboard dingy knocking the first wave of pus-monstrosities back into the sea. Rixa begins to trade arrows with Aelo Hate and her first mate Valking.

"Is that you Rixa? So it is true! The disobedient daughter is found and punished."

"You monster, Rixa! You are no sister of mine. I'll save you for last so that we can torture you until you beg for release. You'll learn that the one true pain is defying Graeae!"

Paulson, Kyaran, and Red, finish off the tentacled monstrosities and begin to engage the dangerous cold corpses. Paulson manages to lure one on top of the pit, dropping it into the hold to its death. Kyaran slips from target to target making sneak attacks and casting dangerous spells. Azriel and Amock struggle aft with the pus-filled corpses once they start spewing caustic streams of acid! Red makes a charge aft to help them finish off those waterlogged zombies.

Meanwhile, the duel between Rixa and Aelo Hate has gotten serious. Rixa wounds Hate, who drains a healing potion and returns fire. Rixa burns Aelo's crow's nest with a firebolt, and the witch-queen's charge deftly slides down the mast of the Crooked Star to the deck. Paulson takes careful note of the enemy captain, and when the opportunity is just right he calls up to Rixa, "Take the shot at her now!" Rixa's magical bowshot tears through the throat of Aelo Hate and she is slain.

The crew of the Mariner's Razor manages to make short work of the remaining undead. As the Crooked Star loses its magic and begins to sink beneath the waves, the crew begins to strip it of valuables.

Rixa takes Aelo Hate's necrotic bow and her fancy spyglass, both gifts from Graeae and meant to act as a symbol of status in the coven's navy. Azriel finds a lucky stone. A magical glaive is retrieved for Amock and some enchanted boots worn by the first mate of the Crooked Star makes its way onto Red's feet. A chest full of coin and gems is also retrieved.

The crew finds the island that had been used to trap them and disables the beacon. With the wind restored, the Mariner's Razor sets sail for their original destination - the Imperial outpost of Dunhall on the island of Auria.

