

# Mariner Session Four

2020.11.29 9:00-12:00

## Player Characters

**Azriel Davalnath** - Triton Hexblade Warlock 4 (Quinton)

**Charlotte Foxtrot (aka Kyaran)** - Elven Rogue 1 / Trickery Domain Cleric 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 3 / Warlock 1 (John)

## Campaign Date

Hallow 21st, 930 - 23rd, 930 (Early Fall)

## Log

It has been three days of travel since the zombie's attack on the Mariner's Razor. As the ship nears a fog bank a day out, they are ambushed by two small sloops filled with blood-goblin pirates led by a taskmaster who calls himself the "Gayegoyle." The goblins board the ship using grapples, and are immediately crushed by the crew of the Mariner's Razor. The second sloop flees without even trying to board, intimidated by Rixa's dark threats shouted from the crow's nest. Following the attack, the heroes have a goblin named "Dak" as well as the taskmaster "Gayegoyle" as their prisoners. They also possess the pirates' sloop.

Amock claims this ship for his own and re-christens the "Blue Scimitar." The crew realize from their prisoners that their ship The Mariner's Razor is in fact wanted by the Empire.



Captain Rixa heard some disturbing news from Amock and Red about Kyaran. Amock managed to sneak a peek at Kyaran's current orders from the Empire. Once at your destination of Dunhall, the Imperial Emissary's mission is to take some sort of payload and deliver it to Graeae. Is she the one bringing the hag's wrath down on the ship?

Kyaran has been a valuable member of the team. She honestly seemed just as disgusted by the machinations of the witch-queen as the rest of the crew. It is also odd that she has a thick Radavanian accent. A high-ranking elf such as Kyaran shouldn't even be travelling on a ship like the Mariner's Razor unless something was amiss. It was time for an intervention, and some answers.

The elven emissary comes clean, and admits that she is in fact not Kyaran the Eladrin Imperial representative but instead Charlotte, a bronze elf urchin who had stolen all of Kyaran's possessions. Charlotte, who goes by the nickname "Charlie" gets the crew's buy-in to thwart the orders of the high elven emissary once they reach Dunhall.

Last night Paulson had yet another disturbing dream. In it, he was tortured by visions of Captain Pricketts and his former master for his failures. He awakens, swearing revenge on the six-fingered Imperial officer hiding somewhere near Dunhall who caused his pain.

The mysterious Skamos emerges from his cell. He reveals that he has come to Dunhall to visit the observatory to get answers. As everyone knows, there is a planet in the sky representing each of the seven new gods. As an astrologer, Skamos was shocked when The Mariner didn't appear when it was supposed to several weeks ago.

After some discussion, Red remembers that he once asked Captain Pricketts what the "magic words" were to which the pirate wizard replied "sod off." Unbelievably, that exact phrase is the one that is used to convert the Mariner's Razor from a ship to a great sword and back again. The crew makes a plan to sail to Dunhall on the newly christened "Blue Scimitar" rather than take their chances on their wanted vessel.





The crew arrives at Dunhall, a city built on the side of a cliffside waterfall on the SouthWest corner of the great island of Auria. There are a few districts the heroes can visit. The docks is a great place to find work or hire workers for any sort of job. The slums house the lower classes who serve the Imperial military and are a good place to find black-market items or covert information. The market provides a number of shops, and is a good source of finished goods and services such as smithies or dry goods. The village is a more verdant part of the city where most of the raw materials are gathered. Here, miners and farmers toil under the Empire's watch. Finally, the keep district holds The Dunhall itself - an unattractive imposing keep that sits atop the waterfall and watches over scores of lesser military buildings and a housing district for the more well to do.

Upriver of the falls is the Observatory Obscura. Korm's Fall is located near Dunhall to the East along the great cliffs of Auria. The Observatory is the single best institution for astrologers and oracles this far West of the Imperial island of Albion. Although the majority of the custodians of the observatory are of high elven descent, and they provide accurate magical weather and communications services to the Empire, the observatory itself is an independent institution not beholden to the Conclave. If anything were amiss in the heavens, the custodians of the observatory would know. The proud and bright mountaintop castle of Korm's Fall along the

southern highlands of Auria is one of the few homes of the flighty Bird Folk. The only heir to this wealthy domain is the comely and thoughtful Princess Skye and her family.

Paulson asks around about any “six-fingered elves” and is immediately rewarded with information. Count Rugen is a nobleman who has lived in Dunhall for a bit noteworthy for his skill in dueling. His older brother is actually a member of the Conclave itself.

Almost two years before, Red had spent some time in Dunhall on shore leave. Just before he shipped out he gambled late into the night with two green elf dockworkers, two off-duty sailors, and a silver elf named Romantic Strevio. One thing led to another, and Red realized that he had been cheated out of his father’s old lucky axe. Because of this, Red spent much of that first day just walking around the docks and slums calling the name “Romantic Strevio” at the top of his lungs.

Posing as the emissary Kyaran, Charlie visits the marketplace with some other crew members. As she approaches, shopkeepers close their doors and do their best to avoid eye contact at all costs. Those Charlie does talk to are very obsequious and do their best to appease the urchin at all costs. Their continued submission makes Charlie both uncomfortable and empowered at once. Charlie and Azriel visit a parrot shop named “Pet Tricks” where Charlie purchases a bright red bird named “Rodrigo” who says several very saucy things including the old mariner’s riddle “What’s made of wood and filled with seamen?”

The others buy clothes in an attempt to blend in with the Dunhall crowd. Rixa purchases a service uniform while most of the others buy finery to appear to be mercenaries perhaps assigned to help “Kyaran” with her assignment. Red purchases a new codpiece which he nicknames the “blue scimitar.”

A trip to the keep district allows Charlie to locate Kyaran’s luxury apartments. Using her key and following the lead of those who see her and do their best to avoid her, she makes her way to edifice 103 Suite 2 - a beautiful series of rooms, each with a view from the heights of the cliffs over the waterfall of Dunhall. Everything is militantly cheerful, beginning with the door mat at the front of the door that reads “Live, Laugh, Love.” Charlie learns that Kyaran is distantly related to some of the highest levels of Imperial nobility, and from her diary finds that she is obsessed with none other than Count Rugen. From her entries, it seems that she must stalk the elven duelist oftentimes in his daily rounds through the city. She hopes to have the opportunity

to meet him “in person” when the village has its harvest festival on the 28th - five days from now.

Amock meets up with his old clan-mate Kels Gren, while Charlie and Red meet their mutual acquaintance Justime Zephyr. Between these two contacts, the crew works out that they can easily find Romantic Strevio working as a busker in the village district at night.

In an elaborate sting operation, the crew manages to lure Romantic Strevio to the basement of the tavern for an illicit card game. There, the crew disables the sneaky silver elf and bind him. Red is merciful and offers Strevio a measure of barbarian justice. Instead of hanging by the Empire for theft and lying, Red merely crushes the hands of the card cheat. With his father's axe back in his hands, Red is happy to let Strevio live and not report him. The silver elf curses the northman and slinks out into the night bloody but alive.

That morning, the heroes are rejoined by Skamos. He has learned some interesting news from the Observatory Obscura about a phenomenon that started on Resplendence 7th when the Mariner failed to reappear. Seven meteors have fallen over a few weeks, and he has managed to locate where they landed and in which order. The first one fell in Mortu, probably in the Plaguelands which Graeae rules. The second came a day later, but it burnt out and was stuck in the void. The meteor's shadow is still visible in the sky as a dark spot. Three more fell simultaneously. One landed in the East of Auria, another in the Frostlands, and a third fell on a small island in the ocean. Skamos indicates that the one that fell on the island was surely the meteor the crew saw on the island of the frogstrosities. That detail makes the crew wonder whether Captain Pricketts is seeking these meteors for himself for some reason.

Finally, after several weeks of a break two more meteors fell together. One fell out into the sea while another landed near the Imperial Island of Albion. Azriel immediately recognizes the place in the ocean that Skamos points out. This meteor must have landed right by the Royal City of the Tritons just a few weeks ago.

The crew makes plans to help foil Kyaran's plans to send orphans to Graeae, find and kill the six-fingered elf, and attend Horace's upcoming nuptial celebration.