

Mariner Session Six

2020.12.27 9:00-12:00

Player Characters

Azriel Davalnath - Triton Hexblade Warlock 5 (Quinton)

Charlotte Foxtrot (aka Kyaran) - Elven Rogue 1 / Trickery Domain Cleric 4 (Kayla)

Horace the Wise - Birdfolk Noble Fighter 1 / Life Cleric 4 (Miles)

Paulson - Human Battlemaster Fighter 5 (Justin)

Red "Danger" Bronson - Human Barbarian 3 / Warlock 2 (David)

Rixa - Eladrin Arcane Archer Fighter 5 (Casey)

Campaign Date

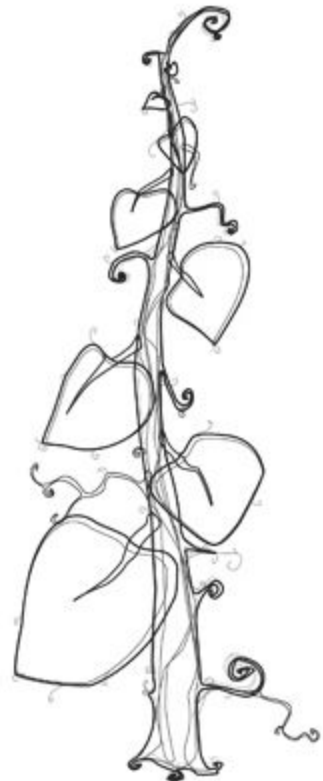
Hallow 28th, 930 - Thanksgiving 8th, 930 (Mid Fall)

Log

The past few days, the sore spots the heroes carry have been burning a little more bitterly. The curse is slowly taking its toll. The crew feels their life force slowly backed toward a metaphysical cliff, and soon many fear they will find their immortal souls tumbling toward eternal damnation if the heroes aren't able to reverse this powerful magic that Graeae has wrought.

The crew take some time for themselves. Red seeks out and purchases a whole sack of "magic beans" from a desperate man looking for a milky-white cow. Rixa investigates why the Mariner's Razor is wanted by the Empire, and finds that the bounty was placed at the behest of Graeae. Azriel also does some research about the forces of Graeae arrayed against the crew. Facing existential dread, Paulson and Horace spend time feeding the birds in the park.

Posing as Kyaran, Charlie approaches the "Happy Faces Orphanage and Workhouse" to collect the 103 children and two helpful orphan teens. Ostensibly, they are destined for a life in service to Graeae. Kyaran initially has trouble with the matron of the orphanage. Mother Olbyara finds Kyaran's scheme skeptical, and does not initially believe that she has the best intentions toward



helping the Empire. Another elven nun appears, Sister Somnem. She locks eyes with Charlie and begins to talk in Thieves Cant.

“Awful weather we’re having. Things were so calm before but it looks like strange fog is rolling in,” she says. In Charlie’s brain, she immediately hears the underlying code of the strange statement. “You aren’t the same woman. Where are you taking these children?”

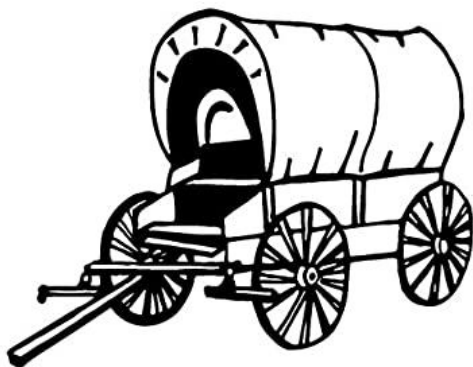
Charlie explains the situation using her own clumsy Thieves Cant. Charlie has never left Juntandria, and is a little out of her element. She is trying to give these children a better life amongst the green elves to the east of Auria.

Mother Olbyara tells sister Somnem she is an idiot, but the elven nun continues. “It is just amazing how thunder echoes off the walls of the cliffs of Auria. Just so familiar” once again holding Charlie’s gaze a hint too long. Through the Thieves Cant of the Siblings, Charlie hears the message “Are you family? Do you know Echo?”

Now emboldened, Charlie continues her clandestine discussion with Sister Somnem. Not only does she know Echo, she was just about raised by her! Charlie promises to do her very best by the orphans.

“Well, I can offer you some shelter from this coming storm. My advice is to find cover as soon as possible” Sister Somnem says. Mother Olbyara snaps at her servant. “What are you talking about you simpleton!” but Charlie has already gotten the message. “I’ll handle this one (Mother Olbyara) if you can get these children to freedom.”

With the conversation over, Charlie begins to load the over a hundred orphans into a wagon, piloted by Rixa disguised as an Imperial officer. Unfortunately, there is not enough room for all the orphans.

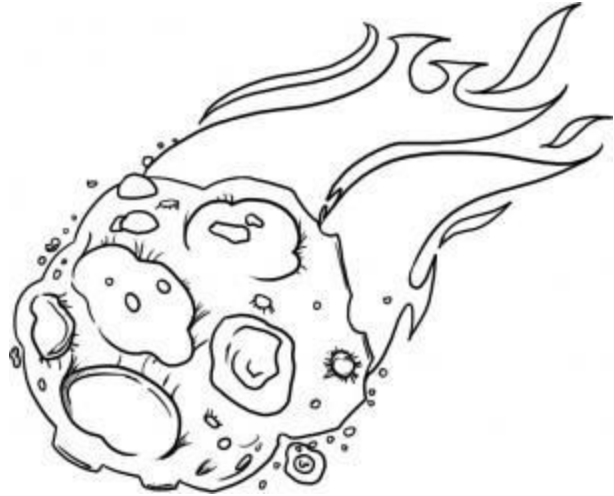


Red appears in another wagon covered in a sheet turned inside-out which once read “Bean Express.” Azriel appears behind them pulling a rickshaw. Horace pulls up on a bicycle made for seven. The orphans are all loaded aboard, and the crew make their way down the winding road switching back and forth alongside the great waterfalls of Dunhall toward the docks.

Soon, they witness the real Kyaran. She is red with anger, with several secret police in tow. The crew begin to flee in earnest. Red spills his magic beans, watering them liberally with a handy bucket of beer. The beans sprout into full-grown plants, blocking the chase. The heroes launch their conveyances off the road into the falls themselves. As they plummet, children screaming and carts careening, Red calmly summons the ship. All are protected within the hull of the vessel as it hits the ocean below. It fully submerges for a

moment, then bobs back to the surface. Moments later, Rixa makes her way to the wheel of the ship where she once again stores the ship in the extradimensional space within the blade and then water walks over to The Blue Scimitar piloted by Amock and Kels Gren. They calmly sail off with the Empire not knowing a thing.

After about a day's sail, the crew once again recall the Mariner's Razor and make sure to take care of the children. They sail up an estuary to meet Amock's clan. Rixa is once again reunited with Grenyld, Amock's nephew she saved from the hag queen. He can't thank her enough and says he wants to grow up to be just like her one day. Unfortunately, the heroes' work is not done. Now a new threat brought by the fall of a meteor from the sky must be dealt with. The clan has been attacked a few times by marauding alien beings from another world - fiends. The heroes agree to take on the task of dealing with these beings, perhaps driven by curiosity about the meteor's origin.



As the crew makes their way inland toward the site of the meteor crash, they see a strange glow on the horizon. They manage to attack a scouting group of devils with snake-beards led by a flame-tossing spiny alien. The crew easily wins the fight, but the spined fiend manages to escape.

By dusk, the crew makes their way to a blasted glen flattened by the recent impact of the meteor. The crater still glows with an alien heat. Several trollish giants mill about, helping a group of gold-robed cultists and more barbed fiends. The heroes spring their sneak attack on the camp.



Red tries to launch his last magic bean at the crater to perhaps bring up the glowing meteor, but his fingers slip and the bean grows to a thick stalk short of the target - perhaps creating some cover. He and Charlie then plunge into the thick of the fight against the giants while Paulson and Horace hold out against another three of these monsters. Azriel locks many of the fiends and cultists in an alien spell of tentacles and teeth, while the head magical cultist trades arrows and fireballs with Rixa who has climbed the beanstalk to slay any stray fiends.

With the exception of the leading sorcerous cultist, who escapes the heroes manage to fight off the remaining trollish giants and burn their corpses. They drive off the remaining fiends, and Azriel's magic from the void tears through the remaining cultists.

The heroes realize that the meteor is made of sedimentary ocean rock, which is strange in that it emerged from the void of the sky. It carried within its cocoon of sea rock what looks like a mold for a kind of spine or phalange. Azriel looks at it and immediately feels a throb and a growl

from Moloch. The meteors must each hold a piece of a trident, and Pricketts is traveling across Kyor in search of the pieces.

Graeae is the one who has summoned the fiends, and the cultists are her people “on the ground.” They are looking for clues to locate the “Teeth of the Mariner.” There is a little idle conversation about the death curse that was laid on “three elves, a tiefling, a birdfolk, an undersea noble, a bunch of useless humans, and Pricketts himself.”

As the crew re-board the Mariner’s Razor after successfully leaving the orphans in a better place, Azriel stands at the rail looking somberly out at the sea. He wonders what is going on beneath the waves. His family is in exile from the Royal City of Tritons. Just at that moment, two Tritons familiar to Azriel break the surface of the water. Loki and Azriel’s beloved Kratos shout up to the crew of the Mariner’s Razor, “We need your help to oppose Graeae!”