

Mariner Session Nine

2021.02.07 9:00-12:00

Player Characters

Azriel Davalnath - Triton Hexblade Warlock 6 (Quinton)

Charlotte Foxtrot (aka Charlie) - Elven Rogue 2 / Trickery Domain Cleric 4 (Kayla)

Horace the Wise - Birdfolk Noble Fighter 1/ Life Cleric 5 (Miles)

Paulson - Human Battlemaster Fighter 6 (Justin)

Red "Danger" Bronson - Human Barbarian 4 / Warlock 2 (David)

Rixa - Eladrin Arcane Archer Fighter 6 (Casey)

Campaign Date

Jubilee 21st, 931 (Winter)

Log

For six weeks long, the heroes traveled South from the Frostlands toward the equatorial Coven States of Mortu. The bitter cold they felt in the wizard's menagerie gave away to a stale sweaty malaise as they approached the entrance to Graeae's sea maze. This series of half-flooded caves and passages are the only entrance to the subterranean city of Greyhollow.

As they approach the entrance to the sea-caves, they are challenged by guards at the entrance. "What business do you have in the underground city of Graeae's Greyhollow?" Rixa and Charlie meet the query, and manage to give the guards the right information. They continue into the maze. Rixa's memory is flawless at first, and the crew manage to guide the ship in the right direction. However, one false slip brought the crew to a less-used passage. There, they are attacked by several strange aberrations. These beings of eyes, mouths, pseudopods and limbs come out of the darkness of the sea tunnels and from underwater to crush the ghost-ship the Eastwind. The crew abandoned the vessel, and fought off the aberrations, only to find themselves trapped and lost in the sea caves. They continue their journey on foot, still relying on Rixa's knowledge.



The crew takes a rest once they find a safe side-cavern in the tunnels below Mortu. During the downtime, Rixa explains to the party more about Greyhollow. Horace is focused on finding his bride, Skye. Paulson and Red explore what sorts of things they should do once they arrive in the city. As the crew makes their way through the tunnels toward the city, they encounter a group of Graeae's cultists being attacked by

Charlie helps the murderous cultists of Graeae escape from more of the aberrations appearing in the passages of the sea maze. These beings named Steve the trollish giant, Steven, McSteve, and Evets join the party and help the crew make their way through the sea maze. Once they arrive in the city of Greyhollow, they ask the cultists for their help identifying where Skye, Horace's bride might be found. The crew of the Mariner's Razor learn from the cultists that Skye has been held underneath the vice den of Rao the Hag where the princess is to become part of a sinister magical experiment.



Greyhollow is a cavern city and subterranean port. It has smelters and foundries mingling among stalagmites. The air smells acid and is filled with industrial sounds: fire, steam, and iron ringing. The city is lit mostly by firelight. The cavern slopes toward the waters to the south which connects to the great expanse of Kyor's oceans through a series of caves and tunnels known as the "Sea Maze" of Greyhollow.

The Great Hollow splits the city in half. One half near the waters are for industry and military functions while the Northern end connects to the cracked under dark of Mortu and is meant for more administrative functions. Bridges connect the higher city to the lakeside districts.

The city hosts visiting merchants and pirates. Foreigners are required to obtain writs of passage for passage through the city (beyond the docks district) and its territories. On the black market these writs of passage can generally be obtained for 200 gold per person.

Products of the city include metal armor, arrowheads, fish, locks, mining equipment, smithing equipment, and other tools. The dwarven lower-class citizens are generally serious and somber and not friendly at all. To outsiders they can be ruthless and contemptuous, but are by nature

pragmatic in their dealings with others. These dwarves are far more interested in using others to their advantage, such as enslaving them, rather than killing them. The aristocracy is made up mostly of the human and elven officers of Graeae. The dead served as the lowest rank of citizenry, and are often worked until their bodies completely disintegrate.

This particular guild call themselves the "Apocalypse Guild" and are stout servants of the hag-queens. They believe strongly in the ethic of hard work and tend to prefer earning success and status through labor rather than scheming against a rival. Their second love after gold is ale. There are several large establishments built simply for the entertainment of the stout dwarven workers.



The heroes make their way to the market, where they find an appropriate black market store to purchase a writ of passage for each of them. They then make their way toward the vice den of Rao the Hag in hopes of freeing Skye. Charlie is stopped by a haggard older woman who speaks in Thieves' Cant. "I'm expecting you to honor your favor," she essentially tells Rixa through Charlie as an interpreter. "Pomphredo will be counting on you soon. This attack from

the Aberrations is her doing.” Rixa reveals that Pomphredo, the Matron of the Dusk was instrumental in her escape from Greyhollow the first time. Rixa owes this other hag a favor for her help. Rixa reveals to the other crew members that perhaps they can take advantage of this coming attack on Greyhollow to locate Graeae and reverse the curse that is slowly taking their lives.

The crew arrives at the lair of Rao the Hag, a vice den run by a protege of Graeae herself. The heroes make their way in and sneak into a basement where they find Skye trapped behind an iron gate. As they work to free her, another gate opens and a horrible monster with heads of a lion, goat, and a dragon appears. The heroes crush the beast in short order, free the princess, and escape into the city once more.