

Mariner Session Ten

2021.02.21 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)

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 27th - 29th, 931 (Winter)

Log

The cursed crew of the Mariner's Razor has spent almost a week in the underground city of Greyhollow, finding rumors and learning more about the upcoming threat of attack on the city by a rival hag named Pomphredo, Matron of the Dusk and her armies of aberrations. They have all done their very best to determine the best way to find and attack Graeae, but they've had little success so far. Their only break is a rumor about a green elf who was cursed himself, but lived to tell the tale. He's done his very best to stay out of sight, but Paulson managed to track this fellow named Hudo to a bizarre establishment known only as the "Medium Rare Torture Bistro and Bakery." The crew decides to try and question Hudo, to learn any important clues about removing the magic that threatens all their lives.

Since Rixa arrived in Greyhollow she has had some terrible flashbacks of the rare times she spent here on shore leave. The smoke. The infighting. The general callousness of this place puts a knot in her stomach. Her contempt for everyone here from the dwarves to the hags and elven officers raised from children to do Graeae's bidding has grown as the curse begins to infect her soul. Graeae's eye burns invisibly whenever it is near, like radiation poisoning or a lingering cough. Even in a backpack or bag, Rixa is hounded by its power. She decides to buy a bag of holding from a magic shop, to keep the poisonous eye away from her person.

Pomphredo has reached Rixa again through an intermediary. The hag identifies the tower by the docks as the keystone of Graeae's defenses. Pomphredo wishes for Rixa and the crew to destroy it. Pomphredo's intermediary explains that the tower has a magic artifact that is called the Luminous Pool of Fortification. This fountain of magic must be fouled to allow Pomphredo to pour the full weight of her magic onto Graeae. Invade that tower, soil the pool with dirt/ink/glue

and Rixa's debt is lifted. Pomphredo would then thank Rixa for her service, and the attack on Greyhollow will begin in earnest.

Meanwhile, Charlie finds that Rodrigo the Parrot is being nosy. The parrot has always been odd, creepy, and quiet. Now, he seems particularly curious about goings-on here in the city of Greyhollow. Charlie bought this creature from a pet store named "Pet Tricks." Maybe there is more to this bird than the crew thinks? They decide to put the bird in a box, but not kill it while looking for some sort of bird cage that prevents magic from escaping or something. The mage-smiths of Greyhollow are baffled by this request, so Charlie is forced to keep the bird in the box.

Charlie has been very busy this week. She believes that even just in this one week, she has made a real difference in their lives through kind words, clever direction, and healing magic. Echo would be so proud of Charlie and how she's grown! Charlie and Azriel have even hinted at the crisis to come, and made sure that those who can't defend themselves are not the targets of Pomphredo's aberrations. Some will flee through the sea-maze, while others will escape into the underdark or make their way to the blasted surface of Mortu. Rixa and Charlie led the way to make arrangements for the orphans to be safe as well.



During Paulson's time with Lord Streckript, which may have been imagined or not, he believes he heard a story from the Unflinching Lord about a wizard who specialized in Abjuration magic who called himself "The Mercurial Mason." This individual had sold his soul to be able to create the most powerful of all wards against magical clairvoyance and teleportation. He would methodically construct mighty fortresses of arcane force. Paulson's master had mused that before his groundbreaking work some of even the most powerful magi were always living in fear of a tactic known as "scry and fry."

Lord Streckript had worked with "The Mason" and exchanged ideas. Some of that magic was incorporated into his own work. However, the Unflinching Lord bristled in anger at the end of this story. Apparently, "The Mercurial Mason" had betrayed Streckript, and was now working for his greatest enemy. In passing, Lord Streckript mentioned that just about any powerful being out there would provide patronage to someone who managed to

capture or kill "The Mason." That element has been echoing in Paulson's head after hearing a separate rumor in Greyhollow that this same being now serves Graeae in some capacity.

The tower by the docks has also been a topic of Red's dreams. In the early days following his meeting with his fey patron Dreadwulf, he saw a vision of that very tower. Deadwulf knows it as a magical defense against scrying and teleportation, with the ability to slip between time and space. Destroying this tower would be a prize that Deadwulf would love to have. Red learns that somewhere in that tower there are three mirrors. If all three are broken, the tower will begin to fade from this plane of existence and disappear.

The crew decides to make their way to the Vice District and investigate the "Medium Rare Torture Bistro and Bakery." There, Charlie is able to make a real impression on the hostess, a snaggletoothed crone with a single zombie sentry. The crew is let in just as a torture show is about to begin. A condemned man is led to a torture rack while the torturer and a motley jester muck about demonstrating how they might disembowel the victim and crack his bones. There is chatter amongst the patrons with a single GreyHollow officer, several dwarven patrons, a drunk...and none other than Kyaran of Dunhall. The elven emissary looks up from her discussion with a dwarven mage as she spots Charlie. "You! I'll kill you!" she screams.

Mass chaos breaks out. Rixa shoots the officer dead. Paulson trips a waitress and stabs at Kyaran from on top of her table. Red takes his anger out on the torturer, disemboweling him instead and then removing the fool's feet. "Now isn't that funny?" he yells over the commotion at the macabre jester. Azriel stabs at the zombie guard and the dwarven mage, while Charlie does her level best to get the Greyhollow guard to not enter the room when they show up to investigate.

Paulson and Rixa track down Hudo in the kitchen of this establishment. "I had to sacrifice something I loved very much," Hudo says. "It was painful, but I was able to keep living. She has a magic cauldron somewhere. If you pour your sacrifice there - be it a thing or an idea or a painful memory that you want to disassociate yourself from - the curse will fade."



The crew slips away into the night, and takes a day of rest. During this time they do a little more snooping and find a number of other rumors as well that adds uncertainty to their immediate attack on Graeae.

“Lady Graeae has not been seen in public in weeks! What could she be doing?”

“There was an attack in the sea caves by strange aberrations!”

“Lady Graeae is no longer at the palace. She has left on secret business.”

“The Mercurial Mason is a powerful lich that serves Graeae as a defense minister. I believe that the monster lives in a vault below the arcane tower by the docks. “

“The living don’t dare visit the arcane tower by the docks because it is used to create and control all the mindless undead throughout the city of Greyhollow.”

“Grek, the matron of the Ministry of Arms is quietly pulling troops across the bridges to the fancy section of town. Something is going to happen soon. Maybe there is an insurrection afoot?”

“There is a hidden cavern below the city within the Grey Hollow itself.”

The crew decides that their best course of action is to attack this strange tower, drive it into another dimension, and give Pomphredo the ability to lead her attack. During the commotion, the crew could find the cauldron and escape as well.

Toward that end, the heroes head to the Market Quarter to ask how they might get past the guards on the quay that leads to the tower. The first shopkeeper is so lazy, he can't even be bothered to answer the question. "Just head over to the Silver Hamster. They know what's what." When Paulson addresses the proprietor of that establishment, he is met with a true eccentric who is obsessed with all things hamster. He eventually manages to convince her to allow him to take a message to "The Mason" about their shared love of all things hamster. The crew is now set to take the fight to the tower. They walk right past the dwarven guards right up to the door of the Mason's tower. "Knock knock" Red says and cuts the cultist greeter in half as the crew of the Mariner's Razor lead a surprise attack on the facility!



The Mercurial Mason himself sits in a throne on the first floor, flanked by zombies with tentacles hanging out of their chest cavities and the acid-vomiting shambling corpses. Above the first floor in a gallery, a cultist mage lobbs fireballs at the party. Azriel and Red lock up with The Mason and begin to make him pay. They quickly realize that there is more to this man than meets the eye. His flesh is dry and pasty and he doesn't seem to weaken with hits like a mortal. The master of

the tower disappears through a conjured Dimension Door and all the zombies and cultists on the first two floors are slain.

As the party continues upward, they find all sorts of helpful artifacts and notes. In the library there are several books and scrolls to be found. They include:

- Scroll of Protection (vs. Undead) (rare, dmg 199)
- Spell Scroll (Cure Wounds) (common, dmg 200)
- Spell Scroll (Feign Death) (uncommon, dmg 200)
- Spell Scroll (Flame Strike) (rare, dmg 200)
- Spell Scroll (Hold Person) (uncommon, dmg 200)
- Spell Scroll (Hypnotic Pattern) (uncommon, dmg 200)
- Spell Scroll (Leomund's Secret Chest) (rare, dmg 200)
- Spell Scroll (Nystul's Magic Aura) (uncommon, dmg 200)
- Spell Scroll (See Invisibility) (uncommon, dmg 200)
- Spell Scroll (Suggestion) (uncommon, dmg 200)
- Spell Scroll (Fireball) (rare, dmg 200)
- Spell Scroll (Revivify) (rare, dmg 200)

There are several valuable books that they pick off the shelves as well:

- The Infernal Fragments of Broci: This libram is bound in stained glass plates. When used in research, this tome provides a +1 bonus to Intelligence (History) checks.
- Mahark's Articles: This large book is bound in leather. It is written in Sylvan.
- The Bori Tablets: This libram is written upon paper and bound in platinum plates and locked. When used in larceny, this tome provides a +1 bonus to checks using a disguise kit.
- Husosag's Folio: This compendium is written upon linen pages and bound in steel plates. It is written in an archaic form of Goblin. When used in vocation, this tome provides a +1 bonus to checks using painter's supplies.
- Coemge's Parchments: This set of inscribed bones is bound by a fine chain. It is locked by magic, and can be opened only within magical Silence.
- The Book of the Apocalypse: This set of engraved agate slates is bound by leather cords. A list of dates, both past and future, has been added near the back of the tome.
- The Baatorian Manuscripts of Fari: This ancient libram is bound in gold plates set with platinum. Whenever it is opened using an action, any other spells affecting the reader cease functioning and they are Stunned until they make a DC12 Wisdom check.
- The Norio Incunabulum: This book is written in blood upon paper and bound in monstrous hide trimmed with bone. It is locked by magic, and can be opened only by a maiden's kiss.
- The Nacha Incunabulum: This compendium is bound in cedar plates inlaid with gold.
- The Elmag Esoterica: This flawless tome is written upon parchment and bound in copper plates. It is locked by magic, and can be opened only by tracing a pattern inscribed upon it. It contains information on making specific types of extra-tough zombies using electricity and necromancy.

The crew continues up the tower, and discovers a study. Here, they find some notes that include information about Graeae's exact whereabouts in a hidden vault located in the bottom of the Grey Hollow itself. There, Graeae's great cauldron burns continually over molten lava. It is here that her powers to curse and take vengeance are greatest. Armed with the knowledge of where they need to go to finish the job, the crew takes a short rest. Should they leave the Mason? They decide to press on to assure Pomphredo's attack is triggered. They run up to the top level and discover that there are several copies of the Mason. No one can tell which is the real one. Red begins cracking the mirrors in the room which makes copies of the Mercurial Mason disappear. The Mason temporarily removes his mask to reveal a moist skeletal face with lidless eyes peering back at them. The Mason is more than a wizard, he is also an undying lich!



Magic acid and fire flies everywhere, but eventually Azriel pins the Mercurial Mason against the wall with his superior fighting. The demon-spear roars for the mason's blood, but instead spells rain down on the heroes. Rixa lines up the perfect shot, skewering the Mercurial Mason and causing him to stumble. Paulson and Charlie join Azriel and Red just to trip and beat the addled lich-necromancer to bits. He disappears in an ugly greasy puff of smoke, leaving only his cursed mask.

