

Mariner Session Eight

2021.01.24 9:00-12:00

Player Characters

Azriel Davalnath - Triton Hexblade Warlock 5 (Quinton)

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

Yule 5th, 930 (Late Fall)

Log

The Frostlands is an arctic continent, populated by hearty northern tribes of barbarians. The crew of the Mariner's Razor are here in search of the Eastwind - an abandoned ghost ship that will allow them to pass undetected through the hag's sea maze to reach her capital city of Greyhollow.

The piece of the Mariner's Trident taken from the meteor is an interesting artifact. It has its own power, but as it is combined with other portions of the trident it could become a powerful weapon. Skamos muses that perhaps its ultimate power is the ability to raise the deific Mariner himself back into the heavens or perhaps empower a powerful mortal to re-shape the very fabric of the universe.

Since the crew arrived in the Frostlands, their collective curse burns even more furiously. Amock has fallen ill, saddled with the same crippling pain that both Skamos and Dahlia feel. As the bitter winter arrives to the seas of Kyor, the entire crew feels the same gripping curse pulling the life force from their bones and condemning their very souls to a never ending torment of the pit.

Luckily, the crew successfully found the location that the Warlord Tipstreck described. The Eastwind is buried beneath an ancient glacier that is said to contain a deserted arcane workshop or museum of some sort that once belonged to a mighty wizard. The adventurers believe that this ship is somehow stored inside.



The crew enters the wizard's arcane menagerie through a mystical ice cave deep beneath the massive glacier. In the first room they immediately see an oversized statue of a young girl about eight or nine years old. Skeletal remains are piled in the corners of this room. As Rixa approaches the statue, all the crewmembers fall into a brief reverie.

In their minds, they see the young woman portrayed in the statue playing with a younger version of a man who looks exactly like Captain Pricketts who calls himself Lord Steckript. While they are the picture of joy, the girl's mother who is named Lady Grey with her back turned speaks with her two judgmental sisters. As the reverie ends, the ossified remains form into skeletons to attack.

The crew easily beats back these initial guards. However, unbeknownst to the adventurers the heavy glacier had sealed the entrance shut behind them and the cloying magical cold was permeating the bones of these interlopers. They would not be able to take a long rest until they managed to free themselves from the dungeon.

The heroes proceed, but are trapped between two falling iron gates. Horace is trapped ahead and Charlie behind. A secret door opens up and two of the same barbed fiends they saw in Auria. The fiends are dispatched and the gates lifted. Inside the secret room is another oversized statue of a guard. Again, the party falls into another vision in their minds' eye. A guard

has just slain two women - the two judgemental sisters. Behind him, he hears a scream of pain and anguish from his master. The reverie ends. They find a chest full of loot in the room.

The party proceeds to the center of the frozen dungeon. There, they see a bridge over half-frozen water towards another oversized statue. This art piece depicts the same young girl now grown into a young woman. The girl now grown into a somber young woman studies hard at a library. Her father Steckript gives her pointers while her mother Lady Grey complains and throws a tantrum that she has taken after her father. The girl shelves magical books and studies. Another flashback depicts the young woman named Laetitia taking after her mage father, causing some strain in the marriage between the young bride and her mage husband. A torn oil painting behind her demonstrates her mother's disdain for wizardry.

The heroes continue through the dungeon. They discover a door leading to a wizard's laboratory tended by a ghost. After a fight, they manage to destroy the incorporeal ghost and move on to a room with several alcoves. At the end of this room, they find another oversized statue, this time of a bride. They see a young bride and her husband, who looks just like a younger Pricketts sailing from the continent of Radavan to the Frostlands. Rixa remarks just how much the bride looks like Graeae, despite being younger having two eyes. Azriel finds a book on the weapons of the Upside-Down, in particular a blade known as Blackrazor which is related to Moloch his own demon-spear.



The heroes continue, and find a giant ice elemental guarding another oversized statue. This one is of Maedusa - another ruler of one of the Coven States of Mortu. As the party approaches, they see in their minds' eye a negotiation involving an older and broken Captain Pricketts. Maedusa wants certain concessions, and Steckript eventually gives in to get revenge against a woman who Rixa identifies as Graeae - now the leader of her own state. Lord Steckript agrees to the demon-hag's terms and agrees to have the toe of his right foot cut off to create clones using the magic left over from the Radavanian madman Corvax. Again, the crew collect treasure and magic items.

The heroes continue. They find an abandoned room with another statue of a jilted Graeae who pledges vengeance for Pricketts' treachery. Lord Steckript has kicked her out of the Frostlands, and her daughter is estranged. She plots with her sisters to murder that which her ex-husband loves most. All is silent. The heroes continue.

They find a locked door, but continue through the last open avenue. They find another room with an oversized statue of young Graeae dancing. As they approach this statue they are attacked by flame elementals and a trap causes Paulson to dance uncontrollably. Rixa puts the elementals all down with arrows.

The heroes reverie from this statue depict Graeae and Pricketts falling in love. They exchange letters and Lady Grey dances carefree with her eyes closed beneath a full moon on a summer's evening. The heroes find a secret door that opens to a final room. There, an oversized statue of an assassin provides the vision of Graeae and Steckript's daughter Laetitia being murdered and disintegrated just as Steckript arrives. The assassin is destroyed but Lord Steckript the Unflinching weeps ugly tears over the horrific act. He finds a single eye of his former bride in the assassin's hand, and swears to the very Daeva themselves that he will have his revenge. The heroes find this very eye among the treasure in this room along with a key to open the final upper level.

The crew follows the path up toward the top of the glacier. They are surprised by a wild man dressed in rags with a crazy beard and unkempt hair. He looks exactly like Paulson and Steckript, only older and wilder. "Oh, it's you" he says. He turns and walks away calmly from the party. Across the cavern, the crew sees the same ship they saw in the visions that the happy couple traveled in after their marriage, but now decrepit and marooned. It is the Eastwind, the ghost ship they have been looking for.

The crew follow and ask questions. They come to understand that not all of Pricketts / Steckript's clones have free will. This one is trapped as the caretaker of the menagerie. He can not leave and is destined to be replaced once he dies with a clone growing in a block of ice from the right foot of the master. He is tired and bitter, and begs for release. "I will tell you anything you want to know if you just kill me." After some questioning, Paulson plunges his rapier into his twin's body. "Thank you" the clone croaks as he collapses. Rixa boards the Eastwind and triggers its sail command. The glacier melts, buoying the ship and carrying it to the sea. The crew sails off to the South toward Graeae's sea maze of Greyhollow.