

Grimwald's chronicles part 85

While keeping an eye on Ella I notice that the Tiefling's attentions are quite the torment for her. I hope she will learn to respect the sanctity of the mind from this. Alas we are not safe yet for the lookout spots sails on the horizon. I may become needed to fight above deck so I call for Felina so she can secure the prisoner so she won't escape during the battle.

I ask Cuura and Jay to secure the crate so no mages teleporting in will blindside us.

The captain is quite worried since the other ships are using wave magic to gain on us and five against one is not a good proposition. Kendalan has a few lightning strikes, but not enough to even the odds. Snake is in favor of luring them in and then ambushing them, but the captain and I feel we should try to avoid a bloody confrontation if possible by making pursuit hard for them.

Kendalan's lightning can probably take out one ship. By praying for *righteous might* I should be strong enough to break the masts of a second ship, but three to one is still a dangerous situation. We are forced to turn to Ella to see if she can aid us. She claims to have no knowledge of any pirates and I am inclined to believe her. She would be willing to cast four *fireballs* at our pursuers which should stop them in their tracks. She could tip the balance in our favor if she is to be trusted. I take the matter up with the captain who is willing to release her into our custody.

But what to do with these would be killers? I suddenly find myself the judge, but justice needs to be balanced by mercy so I invite Reed to join me so we can set an appropriate punishment. After I put the matter to Reed she declares she wishes to let them go after a tenday. I am stunned, this cannot be justice, but on the other hand who am I to argue with the Voice of the Gods? I ask if she is sure, but there is no doubt or hesitation. I struggle for a moment before placing my faith in the Voice of the Gods, earthly justice will have to yield to the heavenly will. Although I decide to confiscate their possessions as a fine.

Ella agrees to this arrangement and we prepare our defense on the bridge when suddenly a wave washes over the deck. When the water recedes the lightweights among us have been swept away. Ella, Reed and Kendalan have been washed overboard. Immediately I pray for the *footsteps of the divine* and run over the air after them and quickly find Kendalan. As I go over to him a big fish jumps out of the water and breaks its teeth on my armor. I love my armor. A strange man riding the fish then slaps his paw onto my shoulder and a violent sputtering hiss erupts. He looks shocked and falls beneath the waves. Ha he probably did not expect anyone to have a decent armor here at sea! I look at my shoulder where the pristine deep blue hue of the *Blueshine* has peeled off. He left his filthy paw print on MY armor!!!! Enraged at this assault on my craft I call upon Moradin's *spiritual hammer* to smite the enemy of metal!

Kendalan meanwhile has freed himself from the sea and we rush to see if we can aid Reed and Ella, but they are still underwater. If only I could shield them! Ella is my responsibility but my armor won't sink and swimming is one of the few things it isn't suited for. I pray to Moradin asking him to empower my devotion to protecting them. Then the big fish shows up and Kendalan casts a *ray of stupidity* at it to stun it and I shoot arrows at it. But then there is a sudden flash of light and a sea of bubbles rises up from where the fish was. What happened? Can't have been Reed since her magic does not harm animals. Does fire magic work underwater? Did Ella do something? The seafolk man who was riding the fish points at me and pain sears through my body and the a wave hides him from view. I feel the rage of my ancestors come to my aid, cold, patient and implacable granting me focus for a *furios counterstrike*. I wait, become one with the motion of the sea, feeling the right time for the right action. His head bobs up at the tip of a wave and I sink an arrow in his throat, that will teach him! He dives to escape but Moradin's *spiritual hammer* beats the defiler of metal repeatedly until he uses the foul power of his watery domain to disrupt the tool of divine justice.

Reed takes Ella back to the ship and soon Ella and Kendalan release their vengeance upon the enemy ships. As we expected two of their ships are crippled and quite spectacularly so. One of them disintegrates while the other is slowly sinking beneath the waves. We fly towards the main ship so I can break it's masts, but our magical onslaught has broken their morale and they turn tail. They are beaten! Kendalan is overcome by his rage again, now I know why elves are sometimes called feral, and starts hounding the retreating enemy with lightning strikes.

I turn towards the sinking ship and try to gather the remaining crew so they can be rescued, but in their panic they run and hide. I call over Kendalan who quickly calms their tempers and persuades them to come forward into a circle and receive a *water breathing*. A raging storm at one moment and a gentle breeze another, truly magnificent and terrible creatures both these elves. If only they would stick to it they might accomplish more things. Still I am afraid Kendalan might turn into a crazed grudgebearer someday like the elf we encountered at the princess' tower.

Nethander and Felina at first go ahead alone toward the enemy fleet. No doubt Felina got sucked in by Nethander's greed and lust for new souls to devour. Apparently he needs to make the kill himself since he has little interest in those already dead. The plight of the drowning sailors however breaks Felina's heart and Snake is too cowardly and smart to go on alone.

The captain wants to know what is causing all these attacks and wishes to open the crate. The *omen of peril* however shows there is NOTHING. A rather strange reading of all runes coming up blank. Reed however also gets the same finding. Although I am intensely curious I dare not deny this message of the gods, so we wait and wait and wait.

When finally we come to Waterdeep the captain sends for some experts. Finally a mage steps from a teleport stone, deconstructs several traps and the crate to reveal a piece of NOTHING. It is sucking in all light and seems a bottomless pit, but then worse since a pit is at least something. I shudder at the thought of what damage it could cause if it got loose. How does one fight NOTHING?