

## **The Serene Expanse: The Demonic Island of the Naughty Titan's Tears**

### **Characters:**

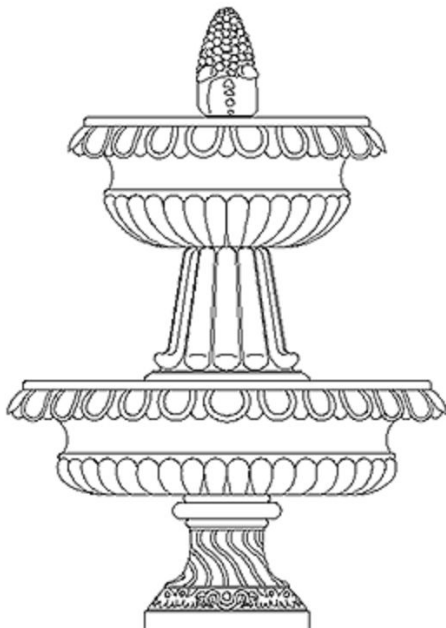
Rear Admiral Nigel Ramsbottom, half-elf rogue/warlock - 5/4 (Quinton Laughman)

Powerful Austin, gnome arcane trickster - 9 (Dave "Dr. Skull" Nelson)

**DM:** Andrew Smith

### **Log:**

Nearly a year after the events at Salt Temple, Nigel auspiciously met with a gnome named Powerful Austin. The two of them began to talk business, and Nigel realized that Austin has been looking for a fountain of some sort on an island in the Serene Expanse. After some discussion Nigel realizes that it could only be the one Nigel's mother, Willow Aeofel would hide supplies in the past.



For years, Powerful Austin had collected stories about a deserted island in the Serene Expanse that holds an underground fountain with magical properties. It's located in a burial catacombs hidden beneath the jungle of the island. There are several different legends Austin had heard about this pool:

- The waters of the magic pool turn to pure platinum once removed from the island.
- The waters of the magic pool are the tears of a titan trapped in Elysium, sobbing for eternity. Drinking an entire amphora of these tears increases physical attributes on time, but drinking a second time brings a foul curse instead.
- The waters of the magic pool are fuel for the creation of demonic followers of Bezos the Vendor, eager to sell out our world for profit in the abyss.

Thinking back, Nigel realizes that at one point as a boy he had been in these catacombs. The first room held a trapdoor beneath which the crew of "The Banshee" would store supplies in case they needed to resupply in an emergency.

There, past the burial niches of a long-forgotten civilization, Nigel saw a rivulet of silver-gold liquid seeping from a stone eye into fountain that stretched into a long, glorious pool. Nigel

never ventured further into the cavern, and his mother admonished him to never talk about the cavern since she feared her crew might come and steal the provisions in the future.

The adventure started with Nigel leading the odd couple into the tunnel into the island catacombs. The air rushes by them, changing from the warm tropical heat to a cooler dampness with some wisps of smoke and mold.

The two enter a circular room. A few patches of mossy green mold covers the floor. In the center of the room is a square trapdoor. Nigel recognizes it as the one that holds the emergency supplies. Nigel checks the trapdoor for traps, and discovers that it is protected by an explosive runes spell. Austin and Nigel manage to dispel the runes and they open the trapdoor. Inside are several casks of rum and a chest of salted meats. The pair continue deeper into the catacombs.



Next they venture into the burial chamber. Here, the skeletal remains of a race of native warriors are stood up in niches in the walls. The pair slip past this room, and make their way to the chamber of the pool. Here, a stone eye on the wall looks down over a round, tiered dry pool. The pool then extends thirty feet or so to cross the length of the room. The entire pool is completely dry until Nigel urinates into the basin.

The duo make their way to a rough-hewn room. Above them, the cavern reaches toward the surface here because the smoke from the embers of a fire reach up and disappear in the darkness above. A yellow demon appears on a raised platform at one end of the chamber. After a struggle the demon is destroyed and evaporates into mustard-colored smoke.

The heroes next encounter a circular room with seven stone tables. Each table is carved with the visual representation of a story. In it, the child of a forgotten god is given a race of mortals to watch over. The child, a primordial titan is petty and wants only worship from these mortals. He terrorizes them, and warps them into an evil and tyrannical race. The forgotten god returns only to find that his titanic son has not taken care of the mortal gift. The titan is sent away to a "time out" of sorts where he sits on the backs of three angelic elephants sobbing in an eternal temper tantrum at what has transpired.

In the center of the room, a circle of salt keeps a massive red demon from escaping into the prime material plane. It is clearly mighty and could cause much damage. However, next to this beast are four amphorae, each marked with the symbol of Bezos - a sinister frown that could also be mistaken for an arrow. The gigantic demon makes a deal, that in exchange for its

freedom it will allow the duo to have the four jugs. Nigel breaks the line of salt and the demon immediately vanishes with a sinister laugh and a cloud of brimstone.

With the four amphorae secured, Austin has finally satisfied his curiosity. What does the liquid do? The two of them chug the contents of one jug each. Nigel finds that he has gained even more skill and dexterity bringing him to an inhuman level. Meanwhile, Austin appears to be marginally more charismatic. Nigel dumps one amphorae out into the pool, but nothing happens. He does his best to get the golden liquid back into the jug when the two hear something from the rooms beyond.



They investigate and find a sacrificial altar, with the body of an adventurer laying bloodied and dead on the stairs below it. Nigel investigates the corpse, and is attacked by a mad wizard who had taken up residence in this forgotten catacombs. The necromancer hits the pair with a few powerful blighting spells, but ultimately he falls dead under the barrage of spells and sneak attacks. After looting all the treasure he had hidden under his dirty cot, the pair sail back to Highport. Along the way, they find the liquid in their amphorae have stopped sloshing and has in fact turned into an ingot of platinum. With newfound riches, the two decide they would most certainly adventure together again in the future.

### Notes:

We ran this game in an hour and a half over Roll20. It benefitted from hand waving the exposition, and I appreciate Quinton and Dave taking that in stride to get right to the catacombs. However, the Roll20 video chat technology is not ready for prime time. We could see but not hear Quinton, and Dave's computer produced a terrible echo as it recorded my voice and sent it back to me on a three-second delay. If we were to play again, we would use a separate voice channel and make sure everyone on it used a headset of some sort so that there was no echo.