**Wreck of the Star Goddess**

A wooden vessel is caught high in the tree branches, broken into three chunks. It resembles a ship, but there are differences that mark it clearly as not a seagoing vessel. The stern is the lowest piece, hanging precariously by its rigging about 50 feet above the round. The middle section appears to be 15 feet higher, and the bow section is firmly wedged into a nest of branches another 10 feet above that.

On the ground level you see a small group of ghouls feeding on dead bodies, while a few zombies shuffle around aimlessly.

A weak voice calls out from the treetops, “h-hello. Can you help us?”

Oloma shouts back, “Captain - you’re alive!”

All of the ghous’ heads snap up and begin looking around.

One round after PCs climb the tree to the ship, the Girallion zombies approach from the East.

You hear the sounds of a rumbling groan, then several more join in. The entire tree seems to move and rumble.

From out of the darkness, three of the four-armed, white-furred apes approach. They lack the normal swinging grace of gorillas however as they lumber through the trees. You soon see why - ripped flesh and exposed bones. Undead Girllaons! The survivors begin to cry out.

Oloma: You’re alive! Some of you at least. Oh gods this is all a nightmare.

Captain Bravewing: “Keep...keep it together First Mate Authdamar. We are still here representing H-Halruaa.”

Oloma: Fuck all that! You don’t know what I’ve been through, the things I had to….Anyway if it weren’t for these people none of this would be possible.”

Captain Bravewing: “You have my deepest thanks.

We came in from the West. We passed over a Bay. There was a ship down there, patrolling around as if guarding something, and we saw another come in and out from a large cliff. We made notes about it but I fear they’re lost. Not too far on the other side of the bay was some sort of temple, it looked like it was built out of a grand ship that had crashed right into the beach.

Loot:

Searching the middle section of the ship wreckage will result in two balloon packs.

Buried under crushed wood and ripped cloth are two large backpacks with large pull chords. The backpack is stuff with a decompressed sack that begins to inflate as soon as you open it, and you can see a swirling air elemental inside. You quickly shut it.

Balloon Pack - Deploy it as an Action to get the benefits of the levitate spell for 10 minutes (no concentration). Levitate = rise in the air 20 feet. Can’t manuver without pusing or pulling against an object. Up to 20 feet of flight per turn. After 10 minutes float gently to the ground.

Or use it as a reaction while falling to gain the effects of feather fall for 1 minute (rate of falling slows to 60 feet per round. If you land before the spell ends, you take no falling damage and land on your feet.)

Once used in either case the air elemental escapes its confinement and the balloon pack becomes inert.

Tabaxi and Inete taking the survivors back to camp vengeance, then port nyanzaru.