

Lines of Poison Longitude

Lines of Poison Longitude set the stage for a pivotal journey on the open sea, where a group of sailors faces mounting challenges under increasingly perilous circumstances. Sol, in her efforts to gain her grandfather Griff's approval, continuously provides food and tries to keep the mood light, but a sense of dread looms over the crew. Griff, a man with dreams of grand adventures in the past, remains a figure of complexity, bringing to the table his fantasies of living the life of an astronaut and claiming a place among the stars. As Griff takes control of the ship, his lack of practical sailing knowledge becomes immediately apparent. Despite his lofty ambitions, he stumbles with basic nautical commands, unable to properly navigate, leading to the boat veering off course multiple times, creating chaos and confusion among the crew. The once calm and idyllic atmosphere on the boat begins to unravel, and Sol's attempts to help her grandfather are met with increasing frustration.

As the day continues and the weather begins to worsen, Griff becomes more determined to assert his competence, attempting to show off his knowledge of weather forecasting. His home-made almanac, filled with predictions about future weather conditions, demonstrates his confidence, but the rapidly deteriorating weather conditions make his efforts increasingly futile. The winds pick up, and the seas grow rougher, causing Griff to spiral into panic, unable to manage the crisis he's created. His stress leads to a dangerous mistake when he opens the intake valve, nearly flooding the boat and threatening to capsize them all. The tension on board reaches a breaking point, with the crew fearing for their safety, but Sol's quick thinking saves the day. She swiftly shuts off the intake, preventing disaster and bringing temporary relief to the crew. Though the immediate danger is averted, the group remains shaken and uncertain about what comes next, their nerves frayed by the ordeal.

The night is filled with anxiety as the crew battles rough seas, unable to find any rest. The weight of the storm, combined with Griff's deteriorating physical condition, exacerbates the sense of unease among the group. Griff, already fragile, succumbs to the stress, his health failing him as he loses consciousness. The protagonist looks on helplessly as Griff's state worsens, and the crew struggles to stay afloat in the tumultuous waters. With no end to the storm in sight, their journey grows darker, and hope is a fleeting feeling. However, as dawn breaks, the sight of land provides a brief moment of solace. They spot an island on the horizon, offering the promise of shelter from the storm and a potential safe haven for the weary crew. But the arrival of this island brings with it a new threat: a ship anchored nearby. The appearance of this unfamiliar vessel casts a shadow over their brief relief, as the ship's presence adds an ominous tone to the already dire situation.

The mysterious ship raises the stakes for the crew, triggering a sense of foreboding among them. Its weathered and decaying exterior suggests it has been abandoned or left to deteriorate, adding to the unease felt by the crew. As the crew surveys the ship from a distance, their instincts tell them that danger lies ahead. Among the figures aboard the ship is Tom Skint, a man the crew recognizes from previous encounters, whose appearance heightens the sense of impending conflict. Skint's presence suggests that the crew is not yet free from their past troubles, and his connection to the mysterious ship only fuels the tension. The chapter closes on a note of anticipation, with the crew unsure of the intentions of those aboard the ship, but certain that the coming confrontation will be inevitable. The once promising idea of finding sanctuary now seems distant, replaced by the looming uncertainty of what this new development means for their journey.