

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 08/12/2012

TODAY'S EPISODE: RANA MOR

Our heroes are far away from their usual stomping grounds in Varisia. They have been tracking Captain Morgan Baumann and her ship, the *Black Bunyip*, to collect a bounty. That chase has led them to the Azlant Islands, specifically an island settled by the Andoran Sun Temple Colony. Navigation hazards and an ancient Azlanti Flying Death-Ray Lens have forced them to explore the island on foot. Naturally, this has pushed them further from their goal: they have made peace one faction of the Andoran Colony, made enemies of the Sun Temple faction and their White Robe enforcers, made new friends (Lefty and Xiola), discovered that the Sun Temple itself is based on ancient secrets, and finally sought out the origin of said secrets in the Temple-Labs to Zura which lie beneath the Sun Temple itself. The *Black Bunyip* is seemingly forgotten. Our heroes are:

- ♣ Captain Sindawe H'kilata Narr, the fist-punchin' Mwangi monk (Chris).
- ♣ First Mate Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
- ♣ Gunnery Mate Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ♣ Hatshepsut, monk and high priestess of a lost civilization who doesn't savvy much Common and her cobra Naja.
- ♣ Samaritha, the wand-blastin' serpentfolk wizard in the guise of a pretty half-elf, and now Serpent's wife!
- ♣ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue (was Kevin, now an NPC).
- ♣ Lavender Lil, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
- ♣ With them are the pirates of the *Teeth of Araska*, some 20+ souls consisting of:
 - ♣ Survivors from the ship's previous pirate crew
 - ♣ Ex-slaves escaped from their Chelish owner (Martino Marcellano) and recruited from their castaway island home
 - ♣ Various other recruits, some willing, some not.
 - ♣ Daphne, a female sorcerer kidnapped from the coastal town Hollobrae and dominated by Samaritha into compliance and friendly spell casting.
 - ♣ JJ, an aquatic homunculus, whose master may be dead.

♣ Current temporary allies:

- ♣ Xiola Chelman, a sorceress belonging to the Andoran colony's Sun Temple faction. She's asked her priest too many questions and is now on the run from his White Robes.
- ♣ Narbus Smeet, aka Lefty, son of Elder Adara Smeet, member of the Andoran colony's purist faction, and fire blob inhabited turncoat/spy for the Sun Temple faction.

FIRST CONTACT IN THE TEMPLE-LABS

Serpent, Wogan, Sindawe, Xiola, and Lefty have fought their way through twenty or so undead soldiers, monks, and clerics. One of the last undead lead the pirates on a short chase further into the temple-lab complex to a room with a summoning rope next to its only other exit. The pirates have just finished dispatching the undead and searching the area for loot (none) when the door next to the pull cord opens.

In steps a pale skinned, scantily clad woman. She is hot in that way only achievable by supernatural creatures or male fantasy artists.

Sindawe whispers to his friends, "I'm going to take the bullet on this one and sleep with her. Just hang back and play it cool." Wogan rolls his eyes.

At the stripper's side is a large tiger. Her face has a skull painted upon it. She looks imperiously upon each pirate and their hangers on. She then looks back to Sindawe and says with a purr, "Mogaba. Have you returned to us?"

Sindawe winces upon hearing his father's name, imagining the relationship that existed between his father and the supernatural stripper. Any thought of banging her flees his head.

Wogan whispers to Sindawe, "Mogaba? That's your dad, right? Does that mean this thing is your mom?"

Sindawe whispers back, "No! Dude, I am not white."

Wogan replies, "I don't think she's white, I think she's undead."

Serpent says very loudly, "Sindawe, do you know this woman?"

Sindawe answers Serpent, "No." Then to the woman, "Mogaba was my father. He left me instructions on how to get here."

A long conversation ensues wherein the pirates try to get information out of the stripper, while she offers vague answers and "employment". She explains that she is high priestess of this place, named Rana Mor, a temple to Zura from back in the pre-Earthfall days.

The skull faced stripper smiles. "I want the *Flame of Guidance*. Or for it to be destroyed - that would work too. The Lens keeps me from venturing to the surface. In return you get the *Azlantian Sealstone*."

Serpent asks, "What does the *Sealstone* do?"

She replies, "It allows you to bypass all manner of Azlantian seals, wards, and curses."

Sindawe asks, "At any Azlantian site? Or just this place? And where is the *Flame of Guidance*?"

The stripper answers, "Any Azlantian site. Their fire god priest has the flame... I suppose."

The pirates fall into a huddle to discuss the merits of this deal. Mostly they come up with "a skull-faced stripper in a dungeon doesn't seem like a good bet", "we have more questions than we're getting answers to", and "why do we want to get sucked into the stripper's problems"?

The stripper interrupts their conversation with, "Give me Xiola... and I'll take care of your questions and problems." Xiola looks nervous.

Wogan offers, "That sounds like a bad deal for Xiola and for us."

Sindawe decides to try a lesser partnership. "We don't have any reason to trust you, so I think you should demonstrate the seal for us. How about a single mission, wherein we can see the

seal in action and earn some loot. If you don't screw us or with us, then we can work out a deal for the *Flame* and *Seal*."

The stripper's skull-painted face smiles. "We have a vast amount of treasure in this temple. Azlanti treasures. Dispose of the Azlanti high priest defending the inner temple and I'll give you access to the treasures. In order to get to him I will have to open some doors using the seal."

Wogan asks, "Why do you want him killed? I thought all of you undead were on the same side."

She replies, "I am the high priestess. The rest are heretics. They did not worship Zura properly so they died and rose as undead... Huecuva, if you must know the proper undead definition." Wogan quickly scribbles notes.

The pirates carefully refrain from pointing out that the stripper's own minions were undead. Instead, they eventually agree to the "establish trust and demonstrate the *Sealstone*" plan.

Camping outside the Stripper's Chamber

The pirates decide to settle in for some much needed rest and to recover spells for the next day. Rather than travel back to their ship through the monster-infested ruins, they opt for the supposed safety of the stripper's domain... they camp just outside her bedchamber.

Wogan checks the party again for diseases and other alignments inflicted by the undead. He finds that both Lefty and Xiola have contracted Filth Fever. Both are feverish. Wogan explains, "Curing them is going to delay our job with the stripper. I don't want to go into danger without a full bag of spells."

Sindawe nods, "I'll ask the stripper for help." He knocks on her open door, then enters. Her chambers contain teak furniture, artworks featuring dark landscapes and foreboding temples, and tribal weavings. She is touching up her skull face make-up in a mirror. Her tiger stares balefully at Sindawe.

She turns and says, "Allow me to introduce myself. My name is Saeng Ki."

Sindawe nods, "Can you cure diseases? Several of my companions contracted Filth Fever. If you can help us out we can get started in the morning. Otherwise, we'll have to wait several days."

Saengki pretends to listen. "You seem to be pragmatist of the group. Give me the woman and I'll give you the help you need."

Sindawe sighs, "The answer is still 'no'. If you want someone so badly, I'll get you someone I don't care about. What is your preference?"

Saengki answers, "I like them pretty." But she doesn't accept Sindawe's offer.

Sindawe returns to his camp. The pirates take turns standing guard. Lefty and Xiola suffer fitful fevered sleep.

The Next Morning

The pirates awaken, pray/learn new spells, break their fast, etc... An hour later Saeng Ki and her tiger emerge from her chambers. She sashays over to the sick Xiola and Lefty, then uses her magic to cure them of their Filth Fever... while allowing her hands to wander and caress their flesh.

Wogan notes that Xiola has also been hypnotized by Saeng Ki. He points this out to Sindawe who in turn slaps Xiola attempting to snap her out of it. Sindawe threatens to take his friends and leave. Saeng Ki relents and ends her control over Xiola, who awakens disoriented. Saeng Ki pouts.

Saeng Ki says, "Follow me." She slinks out through the northern doors into one of the temple complex's corner rooms. Its exit doors are copper sleeved. The room itself has murals of bats. A thousand gleaming eyes look down from the room's roof. But nothing attacks as they pass through the room.

The passage outside and all of its features are a mirror image of the passage on the southern side of this temple: long hallway with colonnades, the interior wall is pierced with arrow slits, and the exterior wall is solid. About halfway down the hall's interior wall are circular bronze covered doors. They are covered in an ancient language; it is the same language used through out the temple. However, these doors have a different artwork theme: a giant spider sitting atop a pile of human bones.

Saeng Ki explains, "These doors are cursed. Anyone passing through them without the proper precautions will have their teeth fall out on the first day, their eyes on the second day, and on the third day their heart will leap from their chest." Everyone grimaces.

Wogan asks Saeng Ki, "What language is that on the door? Vampirese?"

Saengki answers, "It is the language of Zura. She was an Azlanti queen who sought the secret of eternal life; she learned that the power is in the blood." She licks her lips. "She dwells in the caves of Nesh and watches over us."

Sindawe whispers, "It must be difficult to watch over things from the inside of a cave."

Serpent whispers back to Sindawe, "Perhaps it is high up and she has good eyes."

Saeng Ki pretends not to hear and asks, "Do you want to go through these doors or will you explore to the east first?"

The pirates ask questions, "What defenses are through there?"

"Well, the moat."

"Just the moat? Nothing else? No monsters? Arrow slits? Is it unhealthy to fall into the Blood Moat?"

She walks over, hangs herself off of Wogan and strokes his beard. She whispers to him, "There are many advantages to knowing me." Then to the group she announces, "The blood moat is not deep." Wogan peeps back, "I have a pistol."

She pulls out a large topaz covered in Azlanti runes. She steps close to the circular bronze doors and speaks the ancient tongue. The doors open quietly. Then she touches each pirate with the topaz. She announces, "There. Your teeth, eyes, and heart are safe."

The pirates enter. Saeng Ki does not.

Inner Temple

The inner courtyard has colonnaded walkways as the outer ring, a moat of blood (20' wide) as the next ring, and then another walkway around an inner ziggurat that goes up 30-50'. The ziggurat is covered with carvings of people, animals, beetles, chariots, and various other unrecognized Azlanti themes. The outer ring doesn't go all the way around as each direction dead ends into hardened doors, which in turn guard the rooms behind the arrow slits.

Wogan pulls a weasel out of his Beast Coffin and tosses it into the Blood Moat, saying, "Let's see what happens!" The weasel treads blood for awhile before disappearing beneath the blood with a "bloop"; Wogan speculates that the blood swallowed the weasel up. He takes soundings with a rope and rock; he determines that the blood is only 1' deep. Everyone agrees that falling into the blood would be bad. Wogan carefully gathers a sample of moat blood into an empty potion bottle.

The pirates work out a plan to cross the moat. Serpent assembles a rope bridge. Xiola will drink Wogan's *Levitate* Potion, pull herself across using the rope bridge, and take a passenger with her via *Floating Disc*. It works.

The Ziggurat

The pirates circle the ziggurat's exterior, traveling counter clockwise. The southern face contains double doors. The ziggurat's walls do not contain crossbow slits. Up close the ziggurat's murals feature cannibalism, blood sacrifice, giant spiders, republicans, and bat winged creatures swooping down on humans. The humans appear unhappy.

The doors themselves are decorated with dozens of sinister warrior maidens carrying eerie curved swords. Around the doors are murals of mighty figures engaged in physical struggles. Xiola casts *Comprehend Languages* and reads aloud, "The works of the gods are everlasting. A circle without end. Find wisdom in the eyes of the gods and Paradise will be opened to thee."

The pirates decide to take the translation literally. They examine the ziggurat's encircling murals paying special attention god's eyes. They identify twelve deities: a god of cities (Abadar), a goddess of the wilderness, a god of disasters and bats, a mantis god, a god of magic, a goddess of stars, a evil uncaring god in the moon, a fire god, a death goddess, a goddess of the arts with fang pierced breasts, Urgathoa giving birth to Zura, and Zura. Twelve in all. Each one seems to be staring at a particular word carved in vampirese. It says: "Man is empty, a vessel filled by the gods to hold their food."

Sindawe asks Wogan, "Is it a riddle?"

Wogan sighs, "Not really. It means we're full of blood."

Sindawe says, "Oh. That seems kind of obvious. Are you sure?"

Wogan replies, "Yes. Think about it. Stripper vampires are not deep thinkers."

The pirates try the phrase in ancient vampiresh at the doors. It works! The doors open.

The First and Second Rooms

The first room reveals murals of animal headed (bull, spider, bat) men with pole-arms and an exit to the west covered by a dark curtain. They enter. With the closer inspection the dark curtain is revealed to be a physical barrier of shadows. Wogan summons a weasel and throws it through the curtain. It bounces off the curtain and begins skittering around the room. Xiola laughs, "What a cute weasel." This lessens the group tension a bit.

The pirates try a number of experiments to defeat the curtain including secret doors and varying the light level. None of these work, but they do find a bit of loot (*four everburning torches*).

A bored Wogan pushes his way through the curtain, which resists for a short while then becomes less solid... sort of a warm pudding. On the other side he finds a room with fearsome bas-reliefs, which seem to guard the room. Three skeletons lie in heaps about the room. The other pirates push through the curtain, some of them requiring several attempts. None of the skeletons or their gear are of interest.

And then a pair of huge beetles push up through the dirt floor, surprising some of the pirates. Their carapaces shed bright light in varying wavelengths and times. These lights hypnotize Serpent, Xiola, and Lefty.

The fight begins... Serpent shakes off his hypnotism just in time to be bitten and grappled by one of the beetles. And then it immures (i.e. buries) Serpent, then lies/sits on top of him. The other beetle repeats this process with Xiola. Sindawe hurts the beetle attacking Serpent (29pts and a hole in its carapace thanks to a critical hit). Wogan finishes the beetle with his own critical hit

(34pts) gunshot, blowing the creature's head off. Incidentally, this makes it easier for Serpent to dig himself out, which he does.

Lefty swings an *Everburning Torch* at the remaining beetle. Serpent and Sindawe attack the last beetle too (27pts). The pirates shield their eyes successfully from another hypnotize attack; its bite misses. Wogan shoots the creature. Sindawe and Serpent rain blows upon the creature (43pts) - the beetle dies. Lefty drags Xiola free.

Wogan heals the wounded with his *Cure Light Wounds Wand*. Sindawe asks Serpent to recover some of the carapace while the others dig for loot from previous victims. Serpent recovers several carapace plates (Treasure: hypnotic beetle carapace). But they find no other loot.

The Second Curtain

None of the pirates are able to force their way through the second curtain until Wogan tries. He pushes through. To the right is a carving of a king's bier and its treasures. He guesses that positive energy might open the curtain. He hits it with *Cure Light Wounds*; nothing happens. He then tries a Positive Energy Burst. It opens!

Serpent asks, "Xiola, can you read the lettering on the bier?"

Xiola says, "Sure." She moves forward to read the tiny lettering. Suddenly, a trap door covering the entire room drops the entire party 20'. And then the walls begin grinding inward. Sindawe climbs out but not quickly enough to help anyone else out of the pit. Xiola casts *Levitate* and yells, "Someone grab the disc! I'll fly us out." Lefty jumps on the disc and Xiola flies them out. Serpent throws a rope to Sindawe. Sindawe looks for a handy tie off but finds none so he anchors the rope himself. Serpent pushes Wogan to the rope; Wogan climbs out successfully. Serpent

mostly clears the pit which crushes only his legs (39pts). Wogan heals Serpent (19pts) and Sindawe helps Serpent pull free.

And then the pit walls begin opening. The pirates escape back into the beetle room.

Wogan heals the wounded (pretty much everyone).

Xiola uses her *Levitate* and *Floating Disc* to get Wogan and herself across the room where Wogan opens the shadow curtain with another Positive Energy Burst. Serpent uses a wand of *Spider Climb* to get the others across.

The next room contains demonic female statues aiming their very naked, over developed breasts across the room. There are also double doors on the eastern wall and a pile of several skeletons in finery at the center of the room. One has a gleaming scimitar. Serpent steps into the room to investigate the skeletons and only narrowly avoids the darts shooting out of the statues' breasts. After that, everyone agrees to stick to *Spider Climb* and *Levitate*. No more darts are fired. The scimitar and other skeleton equipment is not magical. The doors, bronze clad stone, are also not magical.

Zura's Other Room

The pirates open the doors to reveal a large, long room. On the far side is a statue of Zura. The ceilings are 20' high. Four skeletal figures stand at attention along the walls; they turn silently toward the intruders. There is a double-door on the southern door.

Serpent *spider climbs* along the ceiling, intending to cast spells until he realizes there is a *Silence* spell in the chamber. Xiola, still levitating, lowers herself and Wogan (still on the *floating disc*) to allow passage through the door. Then she casts *Water Hammer* on several of the undead (8pts).

The undead monks run over quickly. One hits Xiola with its Scorpion Fist (movement cut to 5', 4pts). And their entry into the dart room activates the darts. Wogan, Xiola, and Lefty are hit. The darts do no damage themselves but successfully poison Xiola and Lefty.

The third undead monk blocks the door between the dart room and the Zula statue room. The fourth pulls an alarm rope near the double doors. Sindawe spider climbs into the Zula statue room and drops down behind the monk in the door. Serpent drops down to flank with Sindawe. Both miss the monk however. Xiola blasts her attackers with *Water Hammer* (8pts). The monks punch Xiola and Wogan (fatigued).

The fourth monk joins the combat. The third monk successfully Scorpion strikes Sindawe (5' movement max, 10pts). Wogan hits the monks with a Positive Energy Burst, discovering that they are strengthened by *Unballow* and various other bonuses; they take half damage (6pts).

Serpent rages and connects with a monk (12pts). Xiola shoots a monk with *Magic Missiles* (10pts). The monks knock Xiola unconscious with Flurry of Blows. The floating disc disappears dumping Wogan to the floor; this causes the monk attacking Wogan to miss with all of its blows. The monks inside the Zula statue room attack Sindawe and Serpent. Serpent destroys the monk between Sindawe and himself. Wogan heals his friends with Positive Energy Burst (12pts). This also awakens Xiola.

Wogan and Xiola are beset by darts and monks. Again, Xiola is hit by multiple darts. Sindawe rushes into the dart room and drags Wogan into the *Silenced* room. Lefty follows suit and pulls Xiola out of the dart room. Serpent beats the forth monk to splinters (32pts), leaving only the huecuva in the dart room. Those two enter the silenced room to attack. Sindawe destroys one (20pts) and Serpent kills the second (21pts).

Sindawe grabs a pantomiming Wogan and forcibly pushes his head into the dart room where the pair are able to talk outside the *Silence* spell. Serpent's head joins them in the non-silenced room. Sindawe asks for healing on Serpent first then Serpent will seek out the source of the *Silence* with *Detect Magic*. The healing goes quickly for all of them as the monks didn't do as much damage as the poisoned darts - Xiola is down 4 Str, 4 Dex, and 6 Con, while Lefty is down 4 Str, 3 Dex, and 4 Con.

The double-door is designed to look like a coiling serpentine dragon. Serpent opens the doors. There are stairs going down into the darkness to the right. Straight ahead is a long room with a pair of sarcophagi against the west and east walls. Past those is a throne where a robed skeleton sits. It stands; green eyes blaze as it says, "I am the high priest, Saengket. You seek death and you have found it."

Serpent says, "I wished I had buffed up before opening those doors."

Wogan replies, "Well, there could have been anything in this room."

Sindawe covers the 35' to the monk and attacks the priest; his attack slides off of magical defenses. Xiola hits the priest with *Magic Missile* (9pts). The priest casts *Chaos Hammer* on Sindawe (10pts and no Slow). Serpent moves closer and casts a Serpent totem upon himself.

Then the sarcophagi open to reveal four mummies. Everyone fails at least one Will save against the four mummies, except Sindawe and Serpent (he spends a Fate point). Those that failed are paralyzed with fear. Sindawe runs back across the room, scoops up Serpent and runs the pair back to the doors.

Saengket walks towards the pirates laughing and casts a spell. He creates a greasy miasma that demands Will saves from Good and Neutral aligned creatures; this has no effect upon the LE Sindawe and only a lesser effect on the CN Serpent and Wogan. Serpent runs back across the room

to attack Saengket, but misses. A pair of mummies attack Serpent (12pts). Another pair attack Sindawe (16pts). Sindawe drags Wogan and Xiola out of the miasma and into the *Silenced* room.

Saengket attempts a touch attack on Serpent but fails. Serpent then acrobatically dodges free of his attackers, returns to his friends, and hits Wogan with a scroll of *Freedom of Movement*. Wogan is free of the paralyzing fear. A mummy slams Serpent (19pts). Lefty's paralyzation ends; he runs into to the *Silenced* Room. Sindawe steps into the door way to hold off the mummies. Wogan heals Serpent (14pts) using a *Lesser Rod of Meta-magic (Silence)*. Sindawe fights off a *Cause Blindness* cast by Saengket.

Serpent closes one of the two dragon doors, then opposes a mummy throwing itself bodily into the door. The door inches open until Lefty assists. Sindawe closes the other door and barricades the door handles with his magic spear. Wogan shoves his magic trident through for good measure. Saengket orders his mummies to break the doors down; the pirates can't hear that order but they understand the situation as the door shudders.

Serpent, for lack of a better option, runs to the dart room and pulls out his *Spider Climb* wand. Mummies batter at the doors, their strength mostly opposed by the barricading magical spear (+3) and trident (+2). The doors bow but hold.

At Sindawe's urging Xiola and Lefty run to the door with Serpent. Wogan follows. Sindawe puts his full weight against the doors. Serpent remembers that *Spider Climb* lasts 10 minutes/level. He climbs into the dart room and drinks a *Cure Moderate Wounds Potion* (13pts). Wogan loads up on the *floating disc*; Xiola begins clawing her way across the ceiling. Serpent drinks another potion (19pts). Saeng Ki materializes in the altar room and smiles at Sindawe. Sindawe runs to the dart room, spider climbs to its ceiling, and yells at his crew, "What are you monkeys still doing here? Run! Get your butts moving."

Serpent replies, "We can take them now! We're immune to the mummies' fear attack for the rest of the day." Sindawe ignores Serpent as he *spider climbs* across the dart room.

Saeng Ki spider climbs into the dart room and asks, "Where are you going, my mortals?"

Sindawe answers, "The. Fuck. Away. We are out of here." He *spider climbs* to the next room.

Saeng Ki climbs after them, "It will get better. Stay."

Serpent asks, "What do you mean?"

Saeng Ki answers, "Oh, you will see!"

Serpent replies, "That doesn't help. What will get better?"

Saeng Ki smiles, "But that would be telling. Anticipation is the best part."

Serpent thanks the gods that his wife is nothing like this woman.

Last Stand for the Pirates

The pirates find that the final shadow curtain is still in place and impervious to Cure spells... and Wogan is out of Positive Energy Bursts. Sindawe says, "We'll fight them here in the beetle room. Get ready. I'm going to trip the floor trap at the earliest opportunity."

Sindawe hides in the trapped room; he believes stepping on the floor near the carvings will trip the trap. Serpent begins buffing himself. The other pirates drink potions and make preparations. Serpent throws Sindawe a *Cure Moderate* potion; he drinks it.

They hear the mummies enter the dart room. They hear hundreds of darts shooting. The mummies are not slowed by the dart showers. Wogan shoots Saengket through multiple open doors. Xiola holds onto a *Disrupt Undead*.

Saeng Ki whispers to Sindawe, "Just let me have a bit. It will make me more cooperative; helpful even."

Sindawe answers, "Stop being a dumb whore. You are not feeding on us in our last few moments."

Serpent throws alchemist fire at the lead mummy (5pts).

Saeng Ki smiles, "But I could make it all better."

Sindawe imagines that an actual stripper made it to this island, accidentally became a vampire, and is now clinging to the ceiling next to him convinced that her vagina is gold plated, her fake breasts are hypnotic, and every john believes her lies. He sighs.

Convinced of her own cunning Saeng Ki casts *Blood Rage* on the pirates and announces, "See! I can help. And I can help more if you're nice to me." None of the pirates think to throw money at her.

The first three mummies rush into the room. Sindawe drops to the floor and is relieved to feel the floor drop away a moment later. All four are dropped twenty feet. The mummies land on their butts while the monk drops gently to the ground. Then the monk acrobatically dodges past the mummies and spider climbs out.

Wogan hits Saengket with a *Searing Light* (21pts); unfortunately, the creature is not vulnerable to sunlight. Xiola hits a mummy with *Disrupt Undead* (5pts). Saengket comes to the edge of the pit and uses Negative Energy Burst to heal himself and the mummies. Serpent hits Saengket with *Produce Flame* (9pts becomes 13pts).

The trap begins to close. One mummy climbs slowly out onto the pirates' side. The fourth tries to leap the gap but falls into the pit instead. Lefty stabs the climbing mummy with his short sword. Sindawe fails to trip Saengket into the closing pit; Saengket misses Sindawe twice

with a mace. Wogan and Xiola attack the mummy climbing into the beetle room. Serpent bull rushes the mummy but gets pushed back (13pts).

Another mummy climbs partially out of the closing pit, which finally closes. The three are ground up nicely, but out of sight and possibly still alive. Sindawe uses Flurry of Blows on Saengket, trips him, and kicks him solidly several times back onto the trap's trip mechanism. Saeng Ki giggles. Saengket stands and hits Sindawe with a Negative Energy Burst (7pts).

Wogan touches Serpent with a *Cure Light Wounds* (8pts), then Serpent beats upon the mummy with his staff (22pts). The mummy hits Serpent (13pts). Xiola hits the mummy with *Disrupt Undead* (4pts). Serpent clubs the mummy (23pts). Lefty swings an *Everburning Torch* at the mummy; it does not catch fire.

The pit begins to open again. Sindawe stands near the far door to prevent Saengket's escape. Saengket tries a touch attack spell as he runs past Sindawe; he misses and is tripped in turn. Mummies begin climbing out of the opening pit. Lefty throws his short sword at a mummy in frustration. Serpent is hit by the mummy again; the *Blood Rage* now has him at AC 16 and Strength 40! Wogan heals Serpent (13pts).

Xiola disrupts undead again (4pts) and Serpent clubs the mummy breaking its last hit point. Saengket screams with rage from the bottom of the pit as he fails to climb out. Sindawe trips a mummy back into the pit.

Saeng Ki spider climbs over the pit and hangs upside down. She points at Saengket and giggles. He screams up at her, "You whore! I'll have your head for this!" The pirates laugh at the accidental sex joke.

Saeng Ki replies, "We will see what the goddess has to say." She channels negative energy and takes control of a mummy. Wogan blasts one of the climbing mummies with his blunderbuss (24pts)! Xiola critical hits a mummy with *Disrupt Undead* (9pts).

Saengket climbs out of the pit on Sindawe's side; Sindawe fails to trip the creature back into the pit. Serpent hits Saengket with *Produce Flame* (15pts). The two mummies in the pit begin fighting each other for their respective masters. Lefty waves a beetle carapace around. Sindawe uses his Flurry attack to trip Saengket and then kicks him into the pit. Serpent ends the high priest with *Produce Flame* (12pts). The pit closes over the two mummies.

CLIFF-HANGER - STRIPPER TRUTH

Serpent asks Saeng Ki, "We've killed your enemy. So, where is all of the treasure you promised?"

Saengki smiles and replies, "It is in the catacombs beneath Saengket's chambers. It is there for the taking. Come with me."

Everyone looks at each other; no one moves.