

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 10/19/2014

### TODAY'S EPISODE: *OLD FLAMES, FALSE PROMISES*

The pirate ship *Teeth of Araska* (ToA) has left the penal colony at Deepmar Island after making repairs and recruiting crew from the prisoners. They know that the Chelish warship *Dominator* is still pursuing them after they escaped from an anti-pirate ambush over a week earlier. The ToA's officers intend to sail south thru to Ilizmagorti and thru Eye of Abendego. But right now they need to stay ahead of the Chelish navy and capture enough supplies for the long voyage. Sindawe decides that Staufendorf Island will supply the supplies.

- ♣ Captain Sindawe H'kilata Narr of the *Teeth of Araska*, the fist-punchin' Mwangi monk (Chris).
- ♣ Chief Gunner Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ♣ Quartermaster Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
- ♣ Mitabu "Keel Breaker," a Mwangi rogue and breaker of Chelish ships (Ed).
- ♣ Zoamai "Elf Burner," a half-elf sorceress/arsonist responsible for burning down the Elven embassy in Korvosa (Ashley).
- ♣ Samaritha, a serpentfolk wizard in the guise of a pretty half-elf and Serpent's wife.
- ♣ Ship's Surgeon Hatshepsut, monk and high priestess of a lost civilization and her cobra Naja.
- ♣ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue.
- ♣ Lavender Lil, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
- ♣ With them is a pirate crew of professional pirates, escaped slaves, and adventure seekers.

### *DEEPMAR TO STAUFENDORF ISLAND*

The *Teeth of Araska* needs supplies for its long voyage south and Staufendorf Island has been identified for resupply for good reasons: the island is remote, the population is small, no naval

presence, and some of the pirates raided there last year. The island population is 500, mostly in the village at the docks. Some dozens are in the manor house. A few are in the 'country side' as woodsman, hunters, and farmers.

And then there's the Staufendorfs and their family compound on top a high hill near the island's center. Cheliax does not allow its citizens, even noble families, to build castles. However, the Staufendorfs have managed to do just that on this remote island, though they officially refer to it as the 'manor house'. The last time Sindawe, Wogan, Serpent, and Tommy were in that place, its guards were first rate in the form of albino orcs. There were also some minor devils and Staufendorf family members representing the seven deadly sins.

The senior officers gather in the map room to plot the course and discuss a plan of attack. Sindawe wants to arrive in the late evening, then sail into the harbor mouth. From there someone will fly, courtesy of Samaritha's spells, into the harbor and over the village. Navy vessels, barracks, and sentries are all important to recognize before committing to the attack.

Assuming this scout reports back little or no military, a commando team will put ashore via ship's boat. That team will march thru the countryside and capture the gate into the Staufendorf castle. They will use animal messenger to signal the *Teeth of Araska* to attack.

The *Teeth of Araska* will be commanded by Mase Venjum. That vessel will sail quietly into the docks, then put forty pirates plus officers ashore. Those left on board will use cannon on any strong points in the village. The forty pirates will march to the castle on the road leading from the piers, thru the village, and up to the castle gate.

Looting will concentrate on food stuffs and sailing supplies.

## *THE WAITING GAME*

The *Teeth of Araska* makes good time to Staufendorf Island, arriving before sundown. They drop anchor miles away from the island and wait for dark.

Serpent assumes he will scout the island, so he passes the hours by practicing his skulking skills in his cabin. Samaritha patiently ignores her husband while working on scrolls at her tiny desk.

After twenty minutes, she snaps, "Stop that!" Then more gently, "Please."

Serpent does stop, then answers the knock at their door. A grinning Sindawe pushes his way into the cabin.

Sindawe says, "Hey, remember that bet you and I had the last time we were on Staufendorf Island?"

Serpent does, but replies, "No. I recall no such bet."

Sindawe's grin widens, "Oh, yeah you remember. You and I bet on who could sleep with mama Staufen first."

Serpent glances nervously at his wife, then replies tightly, "Nope. Doesn't ring a bell. Sounds like something you would bet with Tommy on."

Sindawe shakes his head, "Don't be grumpy. You won that time. Let's make the bet again. I'm pretty sure Amalinda is alive. Bet?"

Serpent pushes his 'friend' out of the cabin, while saying, "That! Wasn't! Me!"

He turns around to find his wife staring at him.

Serpent starts to explain, "You have to understand that..."

Samaritha cuts him off, "That your friend has a strange sense of humor. I know better."

Serpent nods vigorously in agreement.

A happy Sindawe returns to his cabin, intending on grabbing some sleep before the big raid. He pulls the curtain across the door and turns to find Mama Watanna waiting for him.

She is a Wendo spirit that has made Sindawe one of her favorites, which she will appear occasionally for sexual favors and to deliver warnings about his future endeavors. She appears a little less frequently than that to punish Sindawe for his indiscretions. As always, Mama Watanna looks like 1980's Sheila E.



Watanna asks, "Sindawe, what are you up to?"

Sindawe tells her his plans, while trying to gauge if this is a sex visit or he's in trouble.

Watanna listens for a while then interrupts, "Never mind, boy. Give mama some sugar."

Sindawe complies.

Then it occurs to him, "The walls aren't bleeding. What the hell?"

The walls always bleed when he lies with Mama Watanna. The sex is that good.

Sindawe throws himself clear of the woman, demanding, “Who the hell are you?”

Mama Watanna seems confused and hurt. Sindawe attitude doesn't change. The woman's attitude changes to scorn.

She says, “Too bad.” A third eye of red opens on her forehead.

Sindawe screams and screams.

From the cabin next door, Samaritha tells Serpent, “Go talk to Sindawe. I can't get anything done with all that screaming.”

Serpent rushes quickly into Sindawe's cabin, ready for action because his captain rarely screams in such terror. He finds Sindawe screaming in horror at nothing. The cabin is empty except for the Mwangi. Serpent crosses the room and slaps the captain none too lightly, remember 'bet' conversation from earlier. The slap snaps Sindawe awake.

Serpent says, “You were having a nightmare.”

Sindawe replies, “It was so real... I remember none of it.”

Serpent waits.

Sindawe decides to make a joke, “I remember a little. It was terrible. I was on board a Chelish naval vessel, but I couldn't kill anyone. They were impossible to hit.”

Serpent shakes his head and leaves.

## *PLANS AND THE POOR LISTENER*

After dark, the *Teeth of Araska's* crew sails the vessel into the harbor to give the flying scout as much time as possible over the target. Tight discipline is kept on noise and light. The ship

slides into the harbor without a whisper, dropping anchor a half mile from shore. Wogan casts *obscuring mist* to break up the ship's outline.

Sindawe glances around, looking for Samaritha.

Serpent says, "She's still in our cabin." The Ulfen casts *serpent form* on himself, then dives overboard.

Sindawe watches his friend swim toward the island.

Mitabu steps up to the rail next to Sindawe, "I thought I was going to scout."

Sindawe nods, "That was the plan. And you were going to fly over too."

Wogan says from nearby, "He doesn't listen very well."

Sindawe shrugs, "Well, he'll get the job done. I just wish that sea doppelganger would pick a Serpent act and stick with it."

Serpent swims quickly thanks to his *serpent form*. He investigates the docks first, where he finds only small fishing vessels. He swims to shore several hundred feet east of the village. From there he slips into the woods, around to the village's landward side, then into the village.

No one is out and about, which is normal from the hour. The statue in the town square has been repaired since the last pirate raid; its head was shot off by cannon.

Serpent finds no guards or military presence. He hears happy voices and sees light coming from the town's tavern. He heads in that direction. He finds the place has been renamed to the Broken Chant Alehouse, which might be an anti-pirate theme. The place is doing a brisk business. He sneaks around back.

A stout halfling exits the back door to throw some slop into a pig pen. The halfling bumps right into Serpent's hiding place. Serpent jumps the halfling. He clamps a hand over the man's mouth and drags him into the nearby brush to be pummeled and tied.

Serpent puts on his intimidating face and waves a dagger under the halfling's face... But he can't help but feel sorry for the struggling man.

Serpent demands, "Who is the lord of this island?"

The halfling desperately answers, "Lady Amalinda Staufen is our kind and benevolent ruler. Her wisdom makes us prosperous and proud!"

Serpent considers that, then asks, "Who else?"

Again the halfling desperately answers, "No one. Lady Amalinda Staufen is our one and only ruler. Her wisdom needs no others."

Serpent scowls fiercely and demands to know more about the island and its resources.

The halfling sobs, "Staufendorf is a great place to live, and full of honest, hard-working folk! It's a great place to raise a family! "

Serpent sighs, but presses onward, "How many guards are there?"

"Lady Amalinda can have whatever she wants! Does she want my honey cider? And the guards don't make people disappear. Anyone who disappears got exactly what they deserve."

It occurs to Serpent that this man doesn't like the Staufen family. He says, "We are here to rescue you from the Staufen family's tyranny."

The halfling begins crying and wets himself, "NO! She's a kind and benevolent ruler. We love her."

Serpent pushes the halfling away. "OK... you're going to the manor with me!"

The halfling whines pathetically as Serpent drags him deeper into the brush, then toward the manor house.

Later, he asks, "How many guards to they have? Who are the leaders?"

The halfling answers, “Dozens. I think. I don’t know who the leaders are. There’s Sgt. Maximal.”

Serpent stares at the halfling until man cries and sputters, “I don’t know. I didn’t know I was supposed to study these things. I promise to study the details of the Great Helmsman’s household more faithfully in the future!!!”

Serpent hears a noise and glances up to see a woman stepping out of the darkness. It is Samaritha.

She says, “Oh, what a tasty looking halfling.”

Serpent says, “What are you doing?”

Samaritha answers, “Sindawe sent me. To help.”

Serpent decides, “I don’t believe you. I was listening the whole time. He didn’t say anything about you flying ashore.”

Samaritha, “Oh, don’t worry. I’ll fly us back to the ship.”

Serpent backs away and points his staff at her.

She replies, “Calm down...” A third eye of red opens in her forehead.

Serpent shakes off mental influence from the eye. The woman steps back into dark mist. Serpent finds his thoughts wandering, then vague memories of the encounter slowly come back to him.

Serpent asks the crying halfling, “What did you see?”

The halfling initially answers, “Whatever you want me to see.” He looks at Serpent and decides on the truth, “A half-elf.”

Serpent smiles, “Oh. Good. I was worried.”



Serpent decides he'll scout the manor house anyway. Along the way he gets tired of dragging the tied halfling and leaves the man in an abandoned hunter's shack.

He continues onto the manor house thru a half mile of woods. He thinks back to Sindawe's orders, decides he has time to look around. He sneaks up to the gate house and watches the yard. He sees guards and servants. But very few.

Serpent retreats to a safe place where he pulls paper and ink from a waterproof scroll. He scrawls intel on the paper, then casts *animal messenger*. He ties his message to the summoned nightjar's leg. It flies off toward the *Araska*.

### *A DEAL IS STRUCK*

The nightjar arrives on board the *Araska* at 2:30AM. Sindawe and Wogan read the note, then call Samaritha over to read about the strange woman impersonating her. Zoamai joins them. Neither woman can identify which planar creature the impersonator is.

Sindawe issues orders to everyone – it is “buddy system” rules. No one is allowed to go off by themselves, even on board, until further notice. No one talks to people who aren't crew.

Tommy tells Sindawe, “Can we have a command staff meeting? I think I can help.”

Mitabu asks Sindawe, “Do I get to recon now?”

Below deck, the command staff meets in Tommy and Lavender Lil's cabin.

Tommy says, “I have guest who can help us.” He points at his bed.

The officers watch a sheet rise up off the bed as if a figure were beneath it, though no one was in the bed when they entered. The sheet slides off to reveal the succubus, Seyanna.

In addition to being a succubus, Seyanna is also the leader of a sex cult that secretly worships Noctacula, demoness lord of Lust.

Seyanna announces, "It is nice to see you again. I was listening in and heard about your trouble with the third eye of red. I can help for a price."

Sindawe and Wogan exchange a glance. Seyanna's price is life force, gathered from the booties of willing victims.

Sindawe offers, "There are aasimars on that island, who were sluts for the last lord. We'll give you two of those. They're cute."

Seyanna agrees but demands something now. Sindawe says someone will be sent down later, but that someone is valuable so he'll have to be able to work afterward. Seyanna pouts.

Seyanna spills the beans. Daemons represent the neutral evil faction of what you mortals call Hell. Erodaemons are the ones with the third eye; it is red and never blinks. Those creatures delight in gaining the affection of mortals by disguising themselves as loved ones, romantic partners, and distant crushes. Then they make the mortal love using magic. And then they crush the mortal by breaking their heart. They feed upon the despair they cause.

Wogan asks, "How do we get rid of them?"

Seyanna continues, "Silver weapons hurt them. They are very resistant to magic. They are usually in the service to mortal servants of Abaddon. They love the *Pottery Barn*, but no one knows why."

Seyanna makes a half-hearted attempt to '*put the moves*' on Wogan. He steps away, declaring, "My only love is the sea."

Sindawe whispers to him, "Don't mention Klangin to her. She'll get jealous."

Wogan ignores Sindawe.

The officers return to the deck. Sindawe orders Pirro, an attractive young man, below to guard the female stowaway.

Sindawe warns him, “Be careful. She’s too pretty to be left alone. I am depending on you to keep her out of trouble.”

Pirro asks, “What if she gets frisky, Captain?”

Sindawe answers, “Use your best judgment. I trust you.”

Sindawe and Wogan watch the young man rush off to ‘guard’ the cute stowaway.

Wogan looks at Sindawe and mouths, “You monster!”

Sindawe doesn’t disagree, but he does think this a tiny bit of justice. Last year Pirro couldn’t wait for his share from a job at the Cypher Lodge, so he stole a magic ax from the loot and used it as collateral to gamble at the Golden Goblin. It was a very valuable ax.

## *GATE BUSTERS*

Sindawe gathers his officers and explains, “New plan. The gate busters will going ashore now. You’ll give us until 4:15AM, then the ship begins its attack. Dock as quietly as possible; there’s no navy or port defenses to worry about. The village lacks any noticeable guards, definitely no military. Put forty pirates on the road and push them up to the castle quick. Put Samaritha, Hatshepsut, Tommy, and the Mike’s in charge of those people. That will leave Mase twelve men on board; they’re to use cannon to deal with any threats. Burn nothing, we’re going to need everything for our voyage.

The ship’s boat hits the beach and disgorges Wogan, Mitabu, Zoamai, and Sindawe, then returns to the ship. No islanders seem the wiser.

The group makes their way thru the countryside to the manor house, where they are spotted by Serpent but not the guards.

Mitabu offers to lead the way. He'll use his *spider climb slippers* to go up the gate house and recon. The others will follow when he gives the all clear, using charges from Serpent's *spider climb wand*.

Mitabu sneaks across the no man's land between the woods and the manor house wall. He climbs the wall and peers over the top: a courtyard, a chapel, stables, a wide stair case up the western wall, and an interior wall separating the living quarters from this section. And no one is in sight. There aren't even guards on the walls.

He is about to summon the others, when he spots a guard dragging a young woman by the hair toward the stables. Even at this distance he can recognize her as Marissa, the pretty singer he admired from afar back in Cheliar. She sang every evening at the Pit Friend tavern (the sign showed a smiling, horned devil giving a double thumbs up). She was the only thing that he looked forward in those days... other than destroying Chelish ships.



He signals the others then descends into the yard while quietly humming Marissa's favorite, the *Devil's Love Song*. The Mwangi puts a dagger in his teeth to control breathing, then sneaks quietly across the courtyard. He stalks the guard and Marissa into the stables.

The guard tells the struggling woman, "You know you want it. It being my pen<ugh>." His thought is interrupted by Mitabu's dagger piercing his heart (zopts). The guard dies gurgling. Marisa quickly stands and steps over the dying guard to Mitabu.

She says, "Thank you, Mitabu. I was so scared. Let's hide." She kisses him gently on the cheek.

Matibu says, "OK..."

### *WHERE IS EVERYONE?*

Sindawe, Wogan, Zoamai, and Serpent crest the wall and see... no one. Wogan spies a body in the stable's entrance.

Wogan points out the body to Sindawe, "That wasn't the plan."

Sindawe replies, "True. Still this is going better than usual."

Wogan nods.

The pirates descend to the courtyard and sneak across to the stables. They pass double doors into the fortified inner compound and several postern doors. They hide the dead guard's body in a stall, then move deeper into the stables in search of Mitabu.

Serpent spots a heavy floor stone out of position. He pries it open further, while Sindawe and Zoamai keep watch. He lifts it clear to reveal a long dead corpse and an impressive stench. Wogan examines the corpse; it isn't undead and someone killed him/her with a blunt object. The clothing indicates a stable boy.

Sindawe whispers, "Serpent, track Mitabu."

Serpent does so, but the tracks end near the stairs at the back of the stable. Serpent indicates, "He didn't walk away from this spot." The group ascends the stairs to the second floor where they spread out and search again.

Wogan glances out a window to spot a pair of guards dragging the crewwoman Rucia into the chapel. He tells the others. They quietly discuss how that can't be Rucia. Wogan agrees but wants to investigate anyway. Rucia is his responsibility; she is his religious apprentice.

Sindawe whispers, "Let's clear the stable, then we'll rescue Rucia."

Wogan points out, "Rucia might not have much time."

Sindawe shrugs, "That wasn't Rucia. Besides its a chapel. Nothing bad happens in chapels."

Sindawe pulls a *crystal ball* bearing a slight flaw out of his *bag of holding*, then scrys for Mitabu. He sees the older Mwangi man lying on the sofa with a woman's lap as his pillow. That woman is an attractive blonde wearing an iron mask. She strokes his scalp gently. There are several more women in iron masks too. The women are aasimars.

Mitabu notices the floating eye spying on them. He waves.

Sindawe swivels the view around to see more of the room. This reveals an elegantly dressed Amalinda Staufen reclining in a comfortable chair. She is still incredibly thin but radiates a vitality that she lacked the last time Sindawe saw her.

Amalinda stares into the eye and demands, "Come to me, Sindawe."

Sindawe replies, "We'll be there soon."

Sindawe explains the situation to the others. They exit the stables and try the first postern door. It is uncharacteristically unlocked. And the inner courtyard is empty. Everything is well lit by *everburning* torches. The pirates spider climb the inner courtyard walls and gain the walk way

behind the crenellations. Still no one. The pirates enter the castle's interior rooms through an upper floor door.

Sindawe leads the group to the study, where he remembers Amalinda enjoyed reading.

The study is lit by everburning torches and heated by a large fireplace. Amalinda, the four masked aasimar women, and Mitabu are positioned as Sindawe saw earlier.

A blue skinned woman with demonic features is standing on the balcony overlooking the study. An erodaemon. A large blue snake, also demonic in appearance, peeks out from behind the daemon. It seems to be attached.

Amalinda greets Sindawe, "You and your friends were naughty the last time you were here. But you killed my parents and all of my siblings, leaving me the lord... as it should have always been. The only thing missing is you, my dear Sindawe. Sit down."

Sindawe sits down next to Amalinda. They talk quietly, Sindawe asking about supplies while sidestepping Amalinda's demands that he stay with her. Mitabu remains lying on the sofa enjoying the false Marissa's attentions. The remaining pirates stand nervously, waiting for the outbreak of violence.

Amalinda inquires, "Have your people had dinner yet?"

Sindawe indicates they have not.

She pulls a rope bell which summons the family butler, Johan.

She tells Johan, "We'll be having dinner."

Johan glances about the room nervously then asks, "Yes, ma'am. When you are ready."

Everyone follows Johan out of the room, except the blue skinned daemon.

Sindawe grabs Mitabu by the arm and whispers, "Snap out of it."

Mitabu pushes Sindawe away, "I prefer Marissa on my arm." He grabs the arm of an aasimar woman, who he recognizes as Marissa.

### *ELEGANT DINING AND VIOLENCE*

The group walks to the dining room on the second floor. A large table dominates the room with a dozen chairs. A pair of fireplaces keep the room uncomfortably warm. Banners and portraits cover the walls, testimony to the Staufen family's long history.

Johan seats the group alternating islander, then pirate, islander, then pirate.

Mitabu only has eyes for fake Marissa. Zoamai stares at a Staufen portrait until seated. Wogan tries to keep everyone in view. Serpent stares at the aasimar seated across from him. She glances back shyly until she realizes he's looking through her.

Johan returns a serving cart, delivering wine and a rib and potato dish to each guest, starting with Amalinda. Sindawe watches in amazement as Amalinda eats. On his previous visit she attended every meal but refused to eat, complaining she was too full.

Amalinda sips some wine, then announces, "We have another guest."

Amalinda taps a dining knife against her wine glass. A woman enters the dining room. She is pale skinned with dark hair wearing a gown of Ulfen manufacture. Around her neck is a raven medallion. She appears fit and healthy, making her age difficult to determine.

Amalinda continues, "Sigrid comes to us from the north."

Serpent recognizes the pendant. He quickly stands and walks over to the woman.

He asks, "What is the pendant?"

She replies, "It is a family crest."

Serpent shows her his pendant.



She notes, "Your father, Alfger, had one just like that. Is it his?"

Serpent nods.

She says to Serpent, "Embrace me, son."

He does so. They continue talking quietly.

Sindawe leans toward Wogan, "I think that's Serpent's mom. I'm definitely going to sleep with her." Sindawe is a dick sometimes; he has been telling Serpent for months now that he's going to sleep with the Ulfen's mom. Serpent is very sure that any Ulfen woman, especially his mom, can resist the Mwangi's charm.

Sindawe yells at Serpent, "Dude! Is that your mom?"

Serpent ignores Sindawe. Amalinda stares daggers at Sindawe, thinking, "Why isn't he paying to attention to me?"

Wogan rolls his eyes and casts *dispel magic* on Serpent with no visible affect. The aasimar glance at Amalinda for direction, but Amalinda is ignoring or missed Wogan's poor manners. The aasimar return to their meal, taking tiny bites, small sips, and flipping their hair.

Johan finishes serving and retreats to corner to await further orders.

Wogan begins to cut into his meat, then pushes it around on the plate examining it more closely.

Wogan tells Sindawe, "The meat is human."

Sindawe smiles at Amalinda then stage whispers to Wogan, "Free Serpent, then Mitabu." The Mwangi punctuates his sentence by jumping up and cleaving the aasimar seated between him and Wogan with a temple sword.

Wogan, whose hearing is none to good thanks to manning cannon, hears, "Free Tibet. Thin the boo!" He decides to shoot the aasimar seated across from him.

The melee begins.

Amalinda waves her hand, “No fighting at the dinner table.” Darkness covers the room.

Sigrid tells Serpent, “Protect me. I fear everyone here is insane.”

Serpent starts to reply just as Sigrid is snatched from his embrace. This deals one point of Charisma drain to the distraught Ulfen man. He staggers after his mother in the darkness, tripping over a pair of struggling people. He decides one is his mother and starts struggling with the other one.

Deprived of light, Wogan decides to shoot the aasimar next to him while the aasimar on his other side sticks a fork in his back. The shot woman screams into her metal mask. Another flurry of blows, non-lethal, from Sindawe ends the threat from that aasimar.

Sindawe adds, “Wogan, I got her. Stop shooting. Zoamai, burn them all. They’re elves!”

Zoamai casts *burning hands* at the aasimar seated next to her and everyone just past that poor woman, burning Serpent and the struggling duo.

Mitabu grabs at Marisa’s arm, actually an aasimar he has been compelled to believe is Marissa. He says, “I’ll get you out of here.”

Marissa pulls away, “I guess we’re killing everyone.” She hits Mitabu with a serving tray, then dances clear of his answering dagger thrust.

Matibu shrieks, “Give me back Marissa.”

Amalinda demands, “Join with me, Sindawe.” She waves her hands in an arcane gesture that the pirate cannot see.

Sindawe screams, “No!” And shrugs off the *shared sacrifice*.

He demands, “What happened to the baby?”

Amalinda pauses at that, thinking, “He knows about the babies?”

Wogan attempts to dispel the darkness, but stumbles over his chair and the fork armed aasimar.

Serpent puts his hands around the throat of the man grappling his mother. He squeezes.

Sindawe sips from a potion of *darkvision*. He takes in the black and white tableau.

- Serpent is strangling Johan, while the blue skinned daemon stands nearby admiring her handy work.
- A pair of aasimar are stalking Mitabu.
- One aasimar is stalking Wogan, until he blasts the vicinity with his *mace of terror*, which catches an aasimar attacking Mitabu. She flees the room screaming, “STDs!” Most everyone else is shaken for a turn.
- Zoamai is preparing another *burning hands*.

Sindawe decides that Serpent is the hardest pressed with the daemon standing over him.

The monk runs across the room and punches the daemon, while shouting, “Zoaмай, shoot at 3’oclock.”

The daemon does something arcane with her hands and a wave of despair washes over the pirates. Then she shoots Sindawe with a dark energy ray; he takes a negative level. He punches the daemon once amongst a flurry of blows.

Zoaмай corrects her aim using Sindawe’s shouted instructions. *Burning hands* washes over two aasimars... and Wogan and Mitabu.

Wogan shouts, “Not 3’oclock!”

A burning aasimar leaps on Wogan’s back, begging, “Get me out of here! They are all crazy.” He hands her a potion of *protection from evil*, which she drinks. It seems to have no effect. She does pull on his shoulders, attempting to guide him out of the room.

Mitabu stabs the last aasimar, who slumps slowly to the floor, asking, “Why, Mitabu? Why?” The horrified Mwangi drops to his knees in despair.

Amalinda demands, “Sindawe! Pay! Attention! To! Me!” She pulls on a rope near her chair, which summons a servant from the other room.

A naked man staggers in thru the door. An apron embroidered with “Kiss the Cook” is tangled around one foot. The man is missing most of his ribs and his left thigh, both of which were clearly butchered. Sindawe decides he’s a zombie and hopes that zombies can’t see in the dark. The zombie staggers directly at Zoamai, forcing him to decide that zombies can indeed see in the dark. The zombie slaps Zoamai.

Amalinda casts *bane*, then demands, “Obey the lady of Staufendorf Island.”

The blue skinned lady daemon’s snake bites at Sindawe, then again as he runs by. Sindawe’s wound bleeds and his charisma drops by another point from his despair at being parted from his mother.

### *THEY ESCAPE THE DARKNESS*

Sindawe drags Serpent out into the hall, which is clear of the darkness. Serpent removes his hands from Johan’s neck. The servant crawls away slowly, gasping for breath.

Wogan and his backpack aasimar join them a second later.

Sindawe says, “Duck!” to Wogan, then punches the backpack woman in the face. The unconscious aasimar slides to the floor.

Mitabu joins them several seconds later dragging an unconscious aasimar behind him. He drops her in disgust upon realizing she’s not Marissa.

Mitabu peers back into the darkness filled room, “I have to go back in there. Marissa needs me.”

He reconsiders before the first step and says sadly, “No. I just killed her.”

An Ulfen woman’s scream escapes the darkness.

Serpent runs back into the room screaming, “I’m coming, mommy!”

Sindawe tries to trip his friend, but Serpent leaps clear.

Sindawe pours on the speed and dashes back into the room past Serpent and the daemon. He snatches up Zoamai who beats him with her fists until he rushes her out of the darkness.

Zoamai casts *mirror image*. Five half-elf images demand in unison, “Who gets burned next?”