

Nethander chapter 137

After we've lost the other we'd been wandering around for some time, but with a bit of luck we were able to find a teleportation device that brought us to our friends. They were in a foul place, fortunately Reed was there as well. Grimwald called for his armor and it arrived in bits and pieces, in it's chest and with Cuura attached to the chest as well.

In the meantime we've learned from Kendalan that the old war leader was supported by 16 Wu-jen that resided in four towers surrounding the castle proper. Having Cuura around in such a foul place is usually a good thing and this time even more. With Felina still missing, Grimwald was searching for a leader and Cuura is very easy to influence. Just propose the requested course of action and make it sound logical and/or dangerous and she'll order the party to carry it out.

My plan to clear out the supporting towers one by one was quickly ordered to be the appropriate course of action and of we went. It took us a long time to reach the actual castle and after an hour marching through thick jungle we've reached a cliff towering above us. The wasp lady decided to start climbing the walls, whilst Cuura mentioned the possibility of a hidden entrance at the bottom of the cliff. I searched and Tymora was kind to us, because I found the entrance nearby. Carefully hidden and protected by several powerful magic traps it was truly a feat of luck that we were able to find it. Norbert was able to clear out all of the traps but for the final one inside the door.

We stepped back out of blast radius while Norbert opened the door by means of magic. While waiting for the trap to go off I suddenly understood this trap and I warned the others that this was probably an intelligent trap. We were doing exactly what logic would imply and when the door opened poisonous flowers suddenly came falling down from the trees all around us. Knowing I was right, I dashed for the secret door, followed by Cuura. Later on I found out she completely misunderstood my comments about an intelligent trap. She decided that it must be a trap reacting to intelligence and whilst she gathered she had none, she thought herself safe. Luck clearly favors the brave and the stupendous!

Anyway, our action deemed to be the safer one and we started to climb the stairs. Grimwald and Reed caught up with us later, the others climbed the cliff together with Wasp lady. The secret passageway give us entry to the inside of the tower. To the right we saw a red glow, while the other direction showed a left glow. Reed mentioned the presence of undead. Several minor incorporeal undead were quickly dispatched while the one major undead retreated into the room emanating the red glow.

Without wasting time we dashed toward the room and found a room with a large pool filled with strange liquid, several lights shining with all colors of red and walls covered with inscriptions of ancient hero's that turned out to be no hero's at all, corrupted champions of evil is a better word. Incorporeal undead, strange pools and lots of corrupted hero's reminded me about creatures that can dominate the mind. I quickly apologized to my friends and used the powers of my bloodline to protect me from that evil fate. Immediately I could feel the aura's of Grimwald and Reed pushing back at my protective force, but Cuura was surrounded by this aura as well. She turned towards good as well it seems.

I enter the room and see a lot of doors leading further into the complex and realize that this undead is probably incorporeal as well. Of all people present I was the hardest to hit for a ghostlike figure and with the crystal on A'zul I reckoned that I had the best shot at the undead. I tried to goad the ghost and all I accomplished was to piss off five pretty angry champions of evil long last their shelf lives. This was not what I planned, but there was a fight at hand.

One of the champions wielded a vicious pike and the two others assisted him to drive the pike into my chest. It nearly ripped by heart out and attacked my life force as well, leaving me drained of strength and stamina. I retaliated with some good thrust and managed to snatch the pike from its hand. Fortunately Reed had the clarity of mind to pull the pike out of reach from the champion leaving Grimwald, Cuura and me to take down the champions.

Grimwald landed some solid hits and managed to block some of the hits aimed at me. However the Dwarves don't seem to understand mobile fighting, there were plenty of opportunities for him to create flanking positions with just one step, but that sort of tactics are not for the stubborn dwarves. They clearly pick their ground and let the enemy break it's charge like waves to the cliffs on Calimshans shores. Cuura on the other hand understands these things, but she managed to clobber one of the champions to bits with that flail of hers and the spirit of the undead jumped from the destroyed shell into Cuura. Her aura immediately faded and she started to turn on us.

Reed and Grimwald tried to help Cuura and she reacted by nearly caving Grimwalds head in as kind response. Fortunately she pulled herself together and then we saw the actual bad guy. As predicted it was a ghostlike shape joining the melee. Before I had the chance to meet up with it I was grasped by the champion I'd disarmed and it threw me towards the pool of liquid. I knew it would mean certain death if I'd went headfirst into that liquid. I was lucky enough to activate my anklets just some inches from the surface and I crashed hard unto the walls of the room instead. Immediately the pool exploded into the air covering everybody in what seemed to be blood.

Fortunately I was far away and was able to dodge most of the liquid, but I felt it attacking our souls none the less. That was enough and I turned my attention to the ghost of the Wu-jen. With a tumble, a jump, a back flip in the air and the help of my anklets I was able to hurl myself from one side of the room and creating a flanking position with Reed and driving A'zul down with force.

The other had found a way down and were attacking the undead from a hole they had opened in the ceiling and the ghost went down quickly after that. The remaining champions were mangled as well, but Cuura managed to get possessed by another champions spirit. This time she was able to rid herself from it before Grimwald took another hit and it was time to evaluate the damage.

Magic doesn't work reliably here and Cuura's attempt to heal Grimwald caused her to wound him even further so we refrained from further healing. Fortunately Grimwald was able to return the stolen life force to me by handling the pike. That thing is a foul weapon, but very powerfull indeed. Grimwald decided it would make a fine offering one time.

A quick search of the room brought no further useful information so what will we do next?