

52: Looks can be deceiving

We found the queens bedroom and after rummaging a bit through the cabinets I was told that it was not polite for a male to search a queens private things. Felina of course was female and quickly removed everything of value from the room, so we could continue.

We encountered a strange man studying a battered old dwarven painting. This man was more than he appeared and I decided it was best not to enrage this fellow. He turned out to be a very curious shapeshifter and after sharing some of the gnomish wine with him, we left him to whatever he was doing.

Another room contained a dead corpse hanging from a rope on the ceiling and a precious looking axe on a pedestal. Somehow I felt a trap or something and was just telling the party that the corpse was probably an undead when I poke the thing with my rapier. Again I was right, but the undead was quicker than I imagined and it grasped me in his surprisingly strong claws.

Zhae immediately reacted and came to the rescue, just to be paralyzed by tentacles protruding from the undead's bowels. After that I concentrated on escape the Morgghs grapple. I guess the ring in combination with my own dexterity allowed me to slip from his grasp and then I had to look powerless how the party chopped the undead into pieces. We have automatons and undead and more undead in this forsaken tower. All enemies I'm powerless against. The simple brutes in Calimports thief guilds stand a better chance against these creatures than I do. The idea that these idiots I can play with a while before disposing of them without more than a few thoughts can better me in a fight with creatures like these irritate me more than I could imagine. I feel powerless, a feeling I had vowed never to feel again.

Apparently I shared my complaints out loud and receive some angry glares from the others. Reed seems to understand my sentiment, but disagrees with it. Grimwald just regards me blood lusting demon he thinks I am.

Quickly I return to my scouting actions to stop these glares into my direction and I find a locked door trapped with acid on it. Felina fails to open the lock and disarm the trap. Zhae bashes the door down, but receives the full brunt of the acid trap. The room behind it contains glass pedestals that would have once contained some treasures. The elf spots a strange mirror in one of the seemingly empty pedestals that allows the wearer to negate illusionary walls.

The trophy room contains another door leading into another room where a hooded lady awaits us. At last we find an enemy of flesh and blood! She starts to fool us with a conversation, but I ready my blade and prepare the dance of death when she throws off her hood. Snakes wriggle from her head and I caught her stare. Immediately I feel my limbs stiffen and everything fades!