

The Resurrection of the Bastine:

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In a game between Bastine, cat-god of nine lives, and Anubix, the jackal-god of death and burial rites, Bastine put herself in the form of a cat. She can only return to demi-god status by evading the traps Anubix has laid out in this sandstone tomb. The game's wording limits her to the form and mind of a black cat with infinite lives.

1. Stone doors slide open to a sandy room with half-buried humanoid bones. The door to room 3 opens once the cat enters the adjacent small hole. Skeletons grab up at anything crossing the sands once the cat has been summoned in room 2.

2. An ornate wooden door opens to a small shrine before a pictograph of a black cat, wearing a jeweled collar, walking into a shining humanoid-cat body. Examining the shrine causes a black cat to leap from a black spot on the wall in room 1. The cat will evade non-magical attempts at capture and will attempt to dispel any magical attempts. The cat follows the path in red. Upon death, it reappears in room 1.

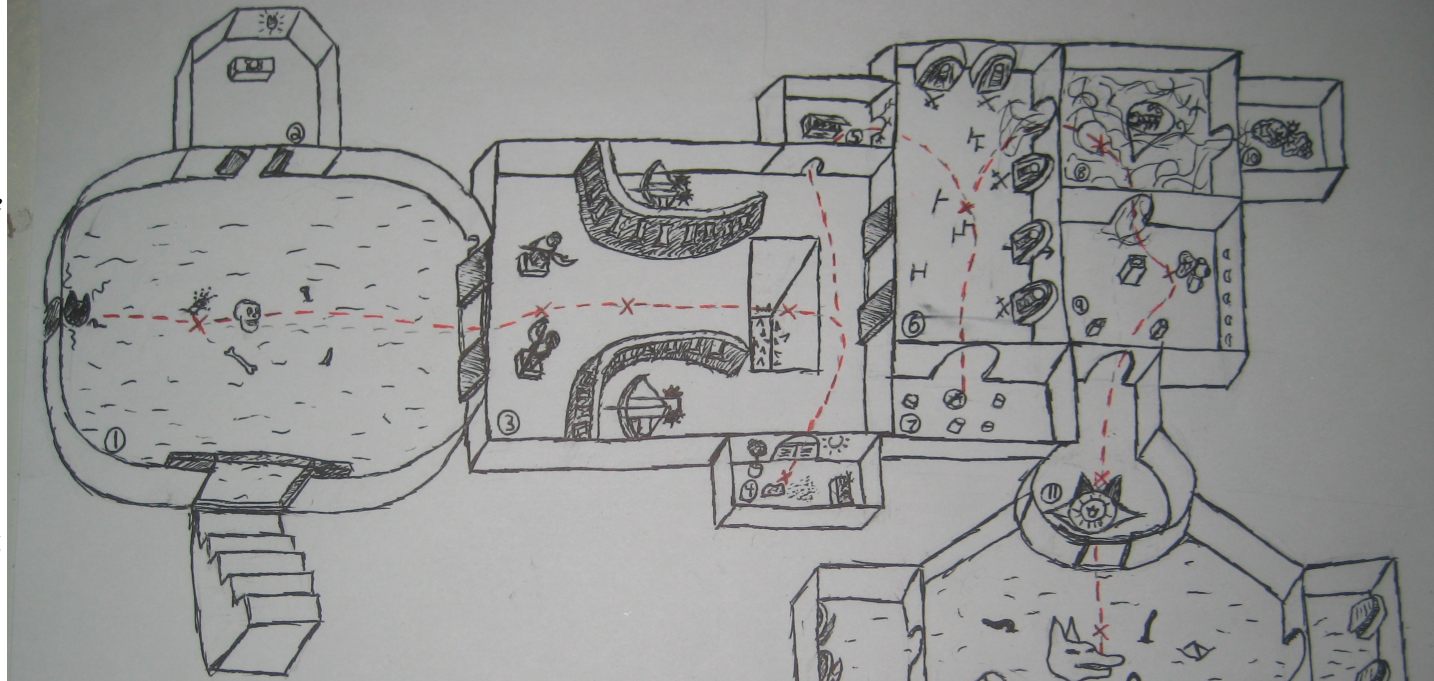
3. Strong stone doors slide open to reveal a guard room. The statues will swing their pole-arms down to kill the cat. Ballistas will magically fire on living creatures in the room. A spiked pit trap will drop the cat to its death and then snap close. The cat is drawn to smell from the open door to room 4. Stone doors to room 6 open when cat enters room 5.

4. The potted plants here live under magical sunlight provided by a small orb inset in the wall. Poisoned catnip is strewn over the floor.

5. The wall cracks to room 6 can be widened to allow access to room 5 and its treasure: Salamander Ring (fire-breathing), decorative chest (valuable), and incense (valuable).

6. This stone, tiled room is lined with sarcophagi. Dog-masked mummies will emerge to attack the cat. One sarcophagi conceals a secret passage to room 9. A low fog emanates from room 8.

7. Four squat pillars sit in this room, with three of them holding jeweled collars: onyx, sapphire, and ruby (Knowledge: Bastine uses Gold). The cat will wait here momentarily, before moving on.



8. A dense, knee-high fog obscures the floor of this room. Scorpions scurry, hidden, between the many nests scattered about the floor. The cat will be stung by the poisonous scorpions. The fog extends into the doorways of rooms 9 and 10.

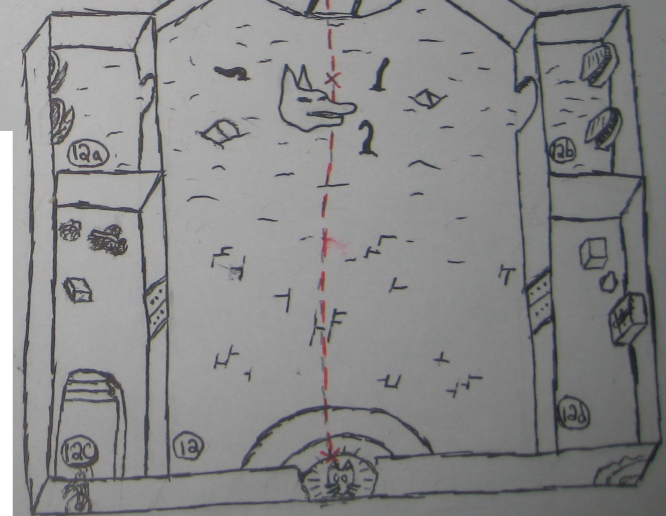
9. A dank room with three empty basins, an open vase, and 6 wall sconces filed with: milk, blood, water, mud, sand, and oil. The cat will jump in the vase, and be eaten by the scarabs inside. Adding anything to any basin summons a hostile elemental composed of that substance. (Knowledge: reveals the trick)

10. Rubbish and trash are piled up in old rat nests in the center of the room. Searching the nest reveals the golden collar.

11. A large, cat-eared, eye mosaic holds gems that light up when the cat draws near. If the cat is not wearing a collar, the gems brighten and disintegrate the cat. Wearing a collar, the stone doors open up to room 12.

12. The door opens to a deep layer of sand from which a sandy jackal-head, the avatar of Anubix, emerges to attack with sand tentacles, a stony set of fangs, and summoned sand-jackal minions. Stone steps at the end of the room lead to a large pictograph of a shining humanoid-cat. If the cat is not wearing the gold collar, it explodes when it tries to leap into the pictograph.

12a & 12b. Each of these rooms holds two large sarcophagi that open to an inky blackness where sand-jackals jump out to heed their master's call.



12c. Ruined boxes and furniture litter this room that ends in a dried up pool and a sputtering fountain.

12d. A few boxes stand clustered near an ancient wardrobe. A few robes inside have survived pests and the ravages of time, but are ceremonial and valuable only to a collector.

Conclusion. Reuniting Bastine with her demi-god status will summon a blinding light, that clears away all the tomb's traps. She will thank the players, and gloat in her victory to a scowling Anubix, who decries her cheating ways. Anubix vanishes in a swirl of sand. Bastine smirks and then vanishes, leaving behind a silver chest. It contains a small, ivory cat hamper containing a black cat that will re-spawn infinitely, a handful of gems, a jeweled anklet, and a staff of resurrection.

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