

# 10 – The Dworkinarium

## The Ashe Expedition

Cassie finally manages to work out that the interference with the Trump cards is coming from Aleyn himself. As long as he's within 60 feet of either end of a Trump call, the connection is unstable with a booming noise like a loud beating heart crossed with a pneumatic drill. From Aleyn's knowledge of Trump, he thinks this might be caused by somebody putting a Tracking Spell on him. They think it may have been Neferu the sorceress who serves Setep of House Amon. She cast magic on Aleyn back in Brittania (enabling him to track the Logrus emanations of Fain). Maybe she took that opportunity to put a tracker of her own onto Aleyn.

Cassie teleports back from Amber via Yosef's card with additional doses of her own pattern-activated blood. It seems her blood is special - sort of heightened Pattern Imprint, even more so that the Amber Elders! Fiona and Flora seem to have been expecting this and Random clearly knew about it too and is too embarrassed to meet Cassie's eye.

They live with the Ashe Expedition for a few more days and carry out a few experiments on the effect of the blood on the Logrus-empowered Rage Virus. Cassie's blood provides both a cure and an inoculation. Anyone who has been infected and cured also gains the anti-body to act as a cure and inoculation. But an inoculated person who never had the Rage Virus doesn't produce the cure.

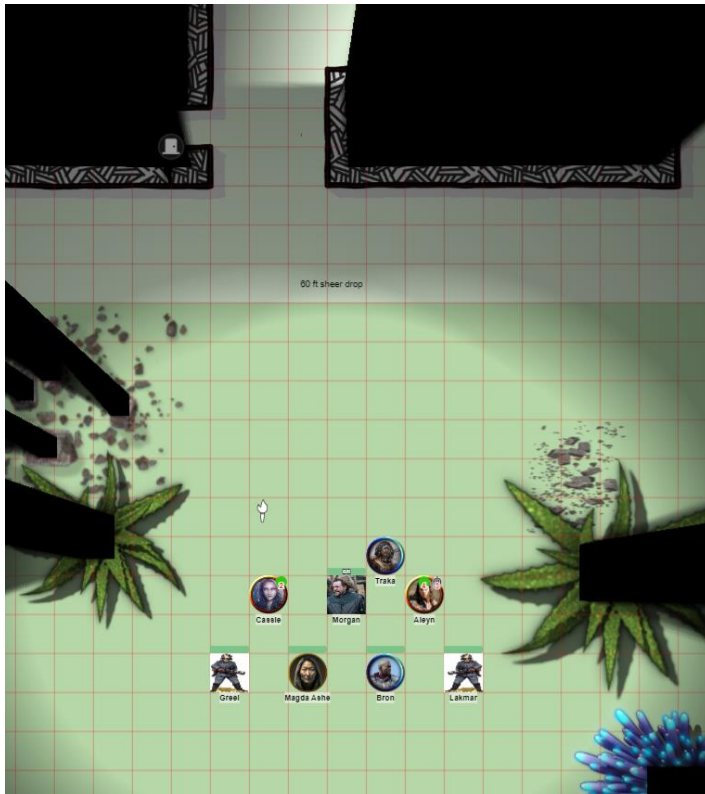
They convince Fain to try the cure but the reaction of his Logrus-imprinted blood with a tiny drop of Cassie's is drastic – very painful and Fain's blood catches fire. He refuses to risk it a second time.

Morgan and Magda are both cured.

One of the native scouts returns from the two scouting parties who have vanished into the jungle a week earlier. Trakka is the sole survivor after his party were slaughtered by two Manticores – winged monsters – half giant leopard with the wings of a dragon and three-foot long tail spikes they can flick like javelins.

Trakka's group had located a sunken valley containing a strange ruined building and Magda believes this might be the legendary Dworkinarium. She prepares most of her team to go look for it and agrees to let the magical strangers tag along – they have proven themselves to be competent fighters and might be some help if they run into Manticores.

Cassie suggests to Fain that he might want to come too, but Aleyn manages to talk him out of it. Yosef, even though this is his mission for Florimel, suggests he remain behind at the base so they can Trump him and escape if the need arises. They are pretty sure he is terrified of the idea of the Manticores! Magda explains that the ancestors of many of the monsters in Trappaz were brought here by Dworkin's Dimensional Scoop.



The Expedition consists of Cassie, Ailyn, Morgan, Professor Magda (the leader), Bron (her boy friend and rich-boy financial sponsor), two soldiers Lakmar and Greel, and the guide – Trakka.

Two days of difficult jungle trek later they get in sight of the 60ft deep sunken valley with a 100ft square, 30ft tall building with a slightly domed roof, lying below them. The building itself doesn't look ruined, but it is almost totally obscured by vines, leaf litter and even small bushes growing on top. In the twilight, a steady glow can be seen coming from the open archway and a corridor of recently swept stone floor leading inside.



## Manticores

Two Manticores swoop down at them – huge terrifying monsters. A huge male and a slightly smaller female and they swoop down with raking claws. The expedition scatters under the trees so the beasts have to land.

Morgan and Magda were exhausted by the march and slow to react. Cassie drags Morgan to “safety”. The blue leaves of the tree grab him, she pulls him out of that too! Bron rescues Magda.

Aleyn pulls his soul-sucking sword out and starts hacking at the biggest beast. He can feel the Chaos in it calling to the thirsty blade. It rakes him with claws but the blade draws strength back into him from the injuries it causes. The two soldiers start blasting with their machine guns but the monsters are too big and seem to lack any vital organs.

Eventually Aleyn kills the male and they all witness “The Quickening” as lightning flickers from the corpse into the trees nearby and then back into Aleyn’s blade. The female flees (firing a tail spike as it goes). Trakka plucks the three tail spikes from the male and presents them to Aleyn – he’s clearly thinking Aleyn is some kind of god!

Aleyn feels the power of the Logrus flood into him, but as this is only a Chaos Beast – not a Lord of Chaos, the injection of power is only temporary.

They fell a tree to make a bridge down to the dome and rest overnight on the roof. Aleyn’s chaos power is already fading (would probably last 24 hrs)

## Into the Dworkinarium

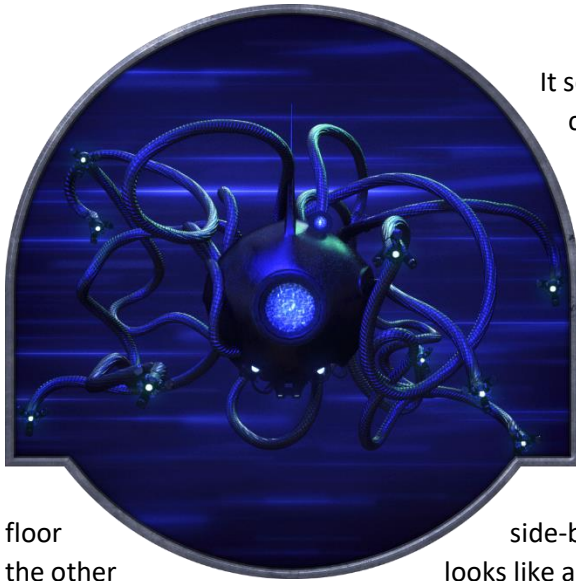
There are two Golems in the entry way. One is made of iron and marked with swirling lights reminding Cassie of The Pattern. It doesn’t move when Aleyn enters. The other was out of sight at first but lumbers into view when Cassie enters. is a blobby, organic monster with writhing flesh – apparently infused with The Logrus.

The Logrus Golem extrudes a logrus tendril to grab at Cassie but she dodges. They get everyone to back away out of range. Cassie and Aleyn manage to hack off the tendril and two more it grows before it seems to run out of tendrils.

They realise that both golems are ignoring Aleyn and the Pattern Golem is ignoring Cassie. She manages to slip inside and down a flight of stairs but reaches a door marked with overlapping symbols of Unicorn and Serpent. She thinks it needs a Pattern imprinted person and a Logrus imprinted person to get through. She calls Yosef on trump (bad connection as Aleyn is nearby trying to fend off the Logrus Golem). She gets Yosef to fetch Fain and tries to convince him to step through – he claims the interference is too bad. Then Aleyn touches the Logrus Golem and it turns around meekly and returns to its original place. He touches the Pattern Golem and it does the same.

Aleyn touches the overlapping symbols on the door and finds it slides open (and the sensation is that it drains away more of his temporary chaos).

There's a very weird creature in one of the rooms beyond that door...



It seems to be “alive” and aware and mentally communicates with Cassie as she climbs the stairs towards it. “DWORKIN/NEED/FIX”.

There are mounds of mechanical and rune-covered parts all over the floor.

She backs out of there and along to double doors with the same overlapping symbols. Aleyn opens them and has only one more dose of Chaos left in him. He has one more dose of chaos in him.

floor  
the other

short sections, not the whole thing. Both have two Veils like burning arches over them, one in the middle and one at the far end.

In that room there are two patterns drawn on the side-by-side. One looks like a 2-d version of the Logrus and looks like a prototype version of The Pattern. Both are just

Cassie tries again to contact Yosef and get Fain to join them. This time Aleyn backs away beyond 60ft and the call is clear. With no ready excuse Fain agrees to come, but demands Yosef's Trump as payment. Cassie agrees and he comes through and takes the Card.

When Fain and Cassie touch another door together, it slides open to reveal a small alchemy lab and a whirring crab-like robot about 2 ft tall that appears to be stuck on its back unable to get up.

Fain wants nothing to do with the Pattern Room – as he is all too aware what contact with Pattern-infused blood did to him. He's also not willing to touch the Logrus – he managed to Assay the entire Finndo Logrus once before and it drove him mad and shifted his form, so he is justifiably unwilling to risk it again.

Cassie studies the alchemy lab (they ignore the struggling crab). The flasks have only powder in them but are all marked with runes. A Recipe book describes how to combine the reagents to make various potions and Cassie slowly puzzles out what each of them do. There's enough reagent left (if they add water) to make three doses of any combinations of...

A Deadly Poison. A Magical De-tox. A +3 Focus-booster for Magic. A +3 Focus Booster for Pattern. A +3 Focus Booster for Trump. A +3 Focus Booster for ??? (maybe Logrus?).

She makes up the Magical De-tox and Aleyn drinks it – this cleanses him of the Tracking Spell.

There's then a short debate about whether to call Fiona to come examine the other elements of this place. Fain is surprised that they would consider sharing this place with their kin folk – in Finndo's world it's very much dog-eat-dog with his siblings as his most bitter rivals. Fiona and Florimel seem to be in cahoots with each other and Yosef is Florimel's agent, sent here to see if there is any truth to the rumour that this is really Dworkin's old (pre-Pattern) workshop.