

11- The Lost Expedition

Our two heroes remained in the Dworkinarium for over an hour with Fain, mulling over what to do about their discovery. Florimel had set her agent, Yosef, to watch the Ashe Expedition just in case they discovered anything “of interest”. And here they had found a Pattern Golem, a Logrus Golem, a floating bio-mechanical Eye with eight tendrils, a mechanical crab (still trapped on its back), an Alchemy laboratory and, probably most significant, a prototype of the Pattern and a fragment of the Logrus.

They didn’t know what to do with it and the debate continued for another half an hour. Fain thought they should kill the Ashe Expedition and tell Yosef they had found nothing.

They were interrupted when they heard gunfire from outside. They (eventually) rushed up, Aleyn put the two Golems back to sleep with a touch (but felt that his last shreds of Chaos from the Manticore had just been used up).

One of the soldiers had been killed and the other badly wounded. Morgan and Bron were fighting two injured Manticores – smaller than the one that had been killed earlier. Magda was covering behind them. Trakka the native guide, looked down helplessly from hiding at the top of the cliff.

Cassie rushed out to drag the wounded soldier back into the complex. Aleyn strode out and hurled a javelin (actually a Manticore Tail Spike) which killed the first Manticore. Fain tried the same thing, but missed. Aleyn had shouted that the golems were shut down, so Magda ran back into the building while Morgan and Bron backed up more slowly. Bron was badly gashed and his gun ran out of ammo. Morgan managed to hold onto his shield as the Manticore raked at him.

Aleyn stepped forward and slew the last Manticore with his soul-devouring blade. Similar (but weaker) lightning flashed from the body to the cliff and the building then into the blade. He had regained a couple of “doses” of Chaos power.

Trakka cheered his hero (possibly his new god!).

As they had agreed, they tried to lie about there being doors they couldn’t open, but discovered a strange mechanical spider in a room full of dead plants. The spider activated when the door opened and tried to fetch water using an ancient rusted bucket. The bottom fell out of the bucket, so it had a few useless trips.



It wandered down stairs, ignoring the intruders and the door (one of the Unicorn & Serpent doors) opened briefly to let it through. Magda slipped through after it determined to find out what lay beyond – this was her life’s work!

The others waited for the spider to complete another trip and followed it in.

It was walking up steps to the strange tentacled Eye, grabbing a tentacle which then poured water into the useless bucket.

With some experimentation Cassie got it to give her water too, then asked it to bring her Dworkin. All the tendrils vanished and there was the sensation of tremendous amounts of power being used up rapidly. She stepped up and stopped the search and the tendrils reformed. It was clearly a sort of Logrus Master Construct, reaching through Shadows to bring whatever was ordered.

She ordered Wine and then Whiskey and each time there was clearly more of a delay and a lessening of power available. It might have one more use left before it will need recharging – or maybe it will recharge itself.

Cassie gave the spider a cooking pot instead of the broken bucket and it did a few more trips to successfully water the long-dead plants and then stopped again. They got out of the locked area with the thing on its last trip – keeping up the pretence for the Expedition members that they couldn't open the doors.

They camped there for a day while Trakka, Aleyn and Cassie hunted down living versions of the plants from the "garden room". They seemed to be the source of Dworkin's rare ingredients.

Reluctantly Magda agreed to lead the Expedition back to base and then she planned to return to Trappaz City to fetch a huge army and excavation team.

A couple of days later they were back at the base and gave Yosef the slightly reduced update on what they had found so he could update his mistress, Florimel via Trump. Even with reduced information (no mention of the Pattern and Logrus fragments, Florimel was VERY interested and ordered Yosef to kill the Expedition.

He had been afraid of this outcome and asked Cassie and Aleyn for help or some better alternatives than just poisoning them all.

Cassie decided to lead them back towards the City, but shadow-walk them through some storms into a different (but vaguely similar) Shadow so they would emerge from the jungle to find a different City and when they led anyone back into the Jungle, they'd never find the Dworkinarium again.

Cassie and Aleyn (along with Fain and Morgan and Yosef) allowed themselves to get separated in the Storm and went looking for a tropical island with suitable properties to be a relaxing place for a break and to experiment with the Dworkin's recipes and try to grow some of the alien plants.



They were called via Cassie's Trump by Esther. She apologised for abandoning them but had problems of her own. Her mother, Benedict's sister – Elizabeth had been targeted (400 years before) by House Amblerash – a Chaos House dedicated to the worship of The Serpent. They had planned to sacrifice her to drain her Pattern Life-force, but Skagland Amblerash had instead fallen in love with his intended victim and helped her escape. The star-crossed lovers had to flee to a walled-off sanctuary Shadow. Esther was hidden for centuries in the Shadow of Belisar.

When Esther recently had her prophetic dreams about Cassie, she had left Belisar and House Amblerash had become aware of her. It seems their feud is not yet over and they attacked Belisar. Esther was called home by her servant there and repelled the attack. She is now busy building defences against Shadow-walking into Belisar. Should only take a couple of years.

She gave a Trump card to Cassie "for emergencies only" and wished them well.

There are a few details still to agree/clarify...

Both - Has Fain come with you, or do you want to drop him off in Shadow Earth (or similar)?

Aleyn – did you strand Trakka in this other Shadow or leave him to return to Trappaz (telling him never to speak of the Dworkinarium) or enlist him as a new follower?

Cassie - What is the tropical island like? The more you describe, the less is left up to me to mess up for you. Needs Patten 0, Tech +2 (1930s), Magic +2 (spells are easy, magic use widespread)

Both – Do you want any contact with other Amberites during this time.

Aleyn - do you want to paint any Trumps?

It's likely to take a long time and concerted effort to grow the alien plants and work out how to get the ingredients prepared correctly. You have enough of Dworkin's supplies to make two more doses of any of the potions. You collected 5 doses of each of the six materials but not clear how to prepare them – might need help from a magical alchemist.