

Demonspawn Campaign

The Beginning – session the first (July 15th, 2016)

The campaign began with the players becoming aware of their status as disembodied souls floating in some sort of liquid filled globes in a stone hallway that dead-ended in a deep pool. The souls glowed providing the illumination in the hallway. In the pool which was filled with a clear liquid could be seen ugly, malformed beasties some in the form of octopoids and some in the form of vaguely centipedal creatures. An unknown period of time passed in which they all had vague dreams of past lives. Henry dreamed that he had been a great warrior, Gary a great ruler, Neil a great lover, Owen a rich man and Darryl a famous performer.

After a period of time passed the souls became aware that a pair of what somehow they recognized as a pair of imps. The imps came bearing fishing rods. As they prepared to start fishing they accidentally knocked one of the globes off the wall spilling the contents into the pool. One of the creatures immediately gobbled up the glowing soul and started acting erratically. It seemed to be taking control of the fishy creature but before it could take complete control one of the imps reached in and snared it. The pair devoured it and discovered that the soul had changed the flavour of the creature and made it delicious.

They immediately began taking the globes down and tossing the souls into the pool. The players sunk to the bottom and two were devoured by octopi and three were devoured by the centipede creatures. They were able to take complete control of the creatures and discovered that they could somehow communicate with each other. The imps in the meantime had left. They decided to work together and the octopi stretched their tentacles up to grasp the edge of the pool. The centipedes then crawled up their bodies and pulled the octopi out.

With the octopi riding the centipedes they made their way down the long, seemingly unending hallway. After sometime passed in their manner they encountered a pair of imps. A swift and bloody battle ensued in which one of the unarmoured octopi died but both imps were killed. One of the centipedes swallowed the octopi's soul and they discovered they could share the body. After devouring the imps they carried on eventually finding a door. Going through the door they discovered a large room full of biers on top of each was a seemingly lifeless body. These bodies, all humanoid, came in both genders and several species, human, elves, dwarves, orcs and even giants.

The souls all exited their invertebrate forms and choose new bodies. Darryl a male dwarf, Neil a female human, Gary a male elf, Henry a male orc and Owen a male human. Leaving their now disoriented former bodies behind they headed toward another door in the room opposite the door they'd come in. They went through this door and found a study. The study's walls were lined with shelves holding books, scrolls and tablets. The theme seemed to be death as pretty much all the fixtures were made of bones, human and otherwise. At the far side of the room before large windows overlooking a very alien landscape was a desk behind which a small ass was standing. Next to the ass, perched on a stool, was a

beautiful naked female with tiny horns in her hair and large bat-like wings. “Welcome to my realm,” said the ass.

The Second Session (July 29th, 2016)

The ass introduced himself as Samigina, Marquis of Dead Souls. “I have an offer you, of course cannot refuse. I require some mortals to go fetch me something I require”. He explained that he was frustrated by the limitation imposed on demon kind by reality and was actively seeking a better existence for his kind, a way in which he could leave his realm on his own initiative and go forth through other planes of existence and do what he liked. He was constructing a ship, which could be seen through the window, a corpse of some enormous whale-like creature. With the proper equipment and a navigator he would be able to set sail and travel to other realms. While he was monologuing in this fashion he realized that the party were probably hungry. He apologized to the party for his rudeness and sent the succubus 669 (the number of the sexy beast) to fetch them some food. She asked if she could bring herself a snack back and he agreed. She then vanished.

The party of course agreed to do whatever Samigina wanted, having no other real choice. He explained to them that they would receive training from his minions and perhaps even himself so they would have the necessary skills to perform the task he’d set them. As he was explaining all this 669 returned with a bunch of paper bags and a pimply teen. The teen was garbed in an odd yellow and red uniform and a paper hat. The bags contained some bizarre foodstuffs composed of ground beef, bread, grease and potatoes. 669 drained the life force from the teen and then let the body drop. After they ate the party was escorted to their chambers. As they walked down the long hallways they passed imps and devils on errands and saw various undead as well. The designer’s theme seemed to be death as bones and other remains were a common decorative element. As they walked they could see the ghastly seascape outside. Occasionally they would hear a loud, echoing, piteous wail from the creature being transformed into Samigina’s craft. They also passed a few odd creatures seemingly made of sinew and clockwork. Each party member had their own room and a common area to dine in. Though they never again received any foodstuffs as odd as those which 669 first provided. They did decide not to look too closely at any of the meat they were provided with...

What happened next was a long training montage involving brutal trainers, devils, succubi and even the odd undead as they designed their characters. The only episode of note was the time they returned to their dining room to discover a hideous clockwork monkey rubbing his butt on their food. The monkey looked vaguely like one of those [toys](#) that one winds up and then clashes cymbals together except on a larger scale, baboon-sized, with a fez and a drop seat striped pants. His left eye was much larger than the right and was completely black. He was mangy, smelly and rude. The creature hooted and clashed his cymbals together and introduced himself as Jo-Jo. He then disappeared by cutting an opening in reality and sliding through.

The training continued. Finally the training montage ended and a test of the party’s combats skills was arranged. They were forced to fight a group of skeletons in an arena. After getting thoroughly thrashed by the skeletons (the fight included a humorous miscast from the human earth mage which resulted in

several of them getting trapped in hands of earth) it was decided that they lacking and more training was called for...

At this party the party consisted of:

- Wodehouse (Owen) – skinny human Earth mage who is so frail that he is physically incapable of wielding any weapons. He is also a beastmaster and dreams of an army of faithful and deadly animal followers. He’s still working on that.
- Patricia (Neil) – beautiful human female fighter who is also a navigator and a ranger. She favours a composite bow and a hand-and-a-half.
- Felix (Gary) – male elf who is a spy, a thief and a courtesan. (Later he is retconned to also be a level 2 healer). He favours the broadsword and a long bow.
- Grom Bonecrusher (Henry) – thuggish orc warrior who is also an assassin. He favours a hand-and-a-half as well and throws javelins using an atlatl.
- Snorri (Darryl) – Dwarven warrior/merchant/cavern ranger who wields a mighty, nay a great axe and a heavy crossbow.

Session the Third (August 13th, 2016)

After that batch of training Samigina announced that he was happy with their progress. They were presented with leather armour that had been enchanted to provide extra protection and defense and given magical weapons that caused more damage and hit easier. They were also introduced to Samigina’s partner, Professor Sparrow. Professor Sparrow was a hideous creature seemingly made up of parts of different beings. His right arm was slender and delicate while his left arm was a hairy, muscular thing, a foot longer than the other. He wore a long leather duster and was so weathered and sinewy that he looked to be made from jerky. Brass rods and bolts seemed to hold him together. One eye had been replaced with some brass and glass mechanism while the other was hidden behind a large black monocle.. He laughed with the tinkling laugh of a little girl and jokingly referred to himself as a “self-made man.” Jo-Jo was his creature and he was helping Samigina attain his goals for some unknown reason.

Samigina declared the party ready for their mission and they were rendered unconscious. When they regained consciousness they found themselves strapped to racks. Professor Sparrow brought small brass and bronze balls out from under his duster. Using a key he also pulled from under his duster he wound up the ball placing one at the base of the rack each party member was strapped to. The balls once placed unfolded into small, five legged clockwork creatures. Once the creatures were unfolded they crawled up each party member until they reached the chest where they chewed their way through and wrapped themselves around their hearts.

Professor Sparrow also unveiled a centipede-like windup bronze creature that crawled on to the characters and wrapped themselves around their left arms and dug their claws in to anchor themselves. The armbands bestowed the following abilities:

- Rank 8 to speak a language called Common.
- Rank 8 to R/W the same language.
- Rank 10 in the Mechanician skill.
- The spell of location 36 G-6 at Rank 10.
- Rank 10 Wightsight talent (not the standard one) which bestows the night vision of an elf and the ability to see invisible entities.
- Rank 10 Trollskin.
- Plus 5 ranks in their chosen weapon.
- Rank 20 Spell of Vapour Breathing.
- Plus 10 ranks in Stealth.

At this point they were declared to be “ready” for The Mission.

The Mission

In order that Samigina’s vessel be able to transverse the multiverse he needs to obtain the aid of a being who can navigate the planes. (He already has an engine to power his vessel courtesy of Professor Sparrow). He had become aware of the existence of a creature called the Tenatir which was part of the crew of a trans-dimensional craft known as the Rogue Mistress. The captain of this vessel is one Joanna de la Fer a notorious pirate and planar traveller.

Their task would be to travel to the plane where a Queen Media ruled. Media, an ally of Samigina was to attack the Rogue Mistress and kidnap the Tenatir. She accomplished this but has refused to turn the Tenatir over. The party has been created to steal the Tenatir from her. She is expecting a demon attack so Samigina feels that the party may have a better chance of sneaking in and stealing the Tenatir from her palace. Jo Jo who has the ability to travel through the planes would take them to their destination.

Without further ado Jo Jo casually ripped a tear in the walls between the worlds and they stepped through to the plane of Ildaron.

Ildaron¹

The party found themselves in what was at first glance a moonlit clearing near a road. A look around them changed this impression.

“The world called Ildaron appears as a countless number of islands, most of them 50 to 100 miles across, suspended in space, slowly orbiting about a dully glowing central sphere. Thought to have once been a single planet, Ildaron has for ages existed in this state of fragmentation, each floating island developing its own society and culture. It is said that Ildaron was tom apart by the

¹ I will try and minimize any spoilers for this excellent adventure. But just in case you want to play it don’t read on.

conflicting aims of Law and Chaos and indeed the islands are still bound to these forces by great hyperphysical chains. Giant tethers of gold stretch outward from the central sphere of Law, anchoring each of the islands to the golden globe. Black chains of utter darkness reach out from the surrounding void and, attached to the bottoms of the islands, strive to pull the lands into the outer blackness of Chaos”².

Jo Jo informed them that this was the island of Laukland and Syfera the island where Queen Media’s palace is was a distant island 200 miles away. He gave them a map and some background they could use to get in the palace. He also gave them a large orb that was a gift from Samigina which could be useful, told them he would be keeping an eye on them and disappeared. The party saw the lights of a small village off in the distance. They decided to head that way.

As they traveled they heard the sounds of fighting coming from behind a small hill. They headed towards the fight and found a single warrior facing off against 7 hooded opponents. Off to one side a small group stood listlessly ignoring the fight. With missile weapons at the ready they joined the fight and defeated the opposition. (Of course the Earth mage managed to catch one party member in a miscast Hands of Earth). They were disturbed to find that they seemed to be subject to evil urges to kill and mutilate (or otherwise misuse) the dead. Two of them had succumbed to these impulses during the fight and had killed helpless foes.

The man they had rescued informed them that the group they had defeated were a party of slavers from Syfera he had stumbled upon. The listless people had been drugged and captured. He told them that the slavers had travelled from Syfera in a camouflaged balloon ship. He offered to show them how to operate the slaver’s balloon ship. They decided to don the garb of the slavers and travel to Syfera. One of the few surviving slavers explained that the ships docked at an airfield outside the capital and from there they travelled with their captives to the capital.

While waiting for the hands of earth spell to wear off Wodehouse summoned some animals in an attempt to get an animal friend/companion. First he tried with some deer but the doe and fawn did not want to travel with him. He released them and then summoned a pair of wolves. The wolves did not want to join him either but were quite happy to eat one of the dead slavers. The man they had rescued and the freed captives took the one surviving slaver with them as evidence of Media’s perfidy.

After an uneventful trip to Syfera the party arrived at the airfield. Because Syfera is dominated by a matriarchal society the party was hampered by the fact that only one of them was female. The elf and the mage could possibly pass for female but there was little chance that the dwarf or the orc could. They tried to anyway but the elf exited the craft carrying his long bow, a most unusual weapon for a slaver while the orc was trying to conceal three javelins under his cloak. (Never mind the short dwarf with his great axe etc.) Needless to say despite the best efforts of their only female the leader of the guard ordered an attack.

² Rogue Mistress pg. 14

A barrage of heavy crossbow bolts resulted in no damage and the party quickly retaliated with a much more effective barrage of missiles. The dwarf who hadn't loaded his crossbow rushed in to attack in melee while the Earth mage maneuvered to get into casting range. The party quickly learned a lesson in the effectiveness of glaives as a weapon as anyone who was unlucky enough to get within glaive range was quickly stunned. Fortunately the rest of the party held back shooting arrows or hurling javelins. This slowed down, or killed a few of the guards and eventually the Earth mage managed to cast a Hands of Earth spell that snagged the last few guards. But not before one of the guards had got a lucky swipe at the orc and had taken his left arm off at the shoulder! He dropped to the ground and started bleeding out and as there wasn't a 2nd level healer in the party was destined to bleed to death. Fortunately for him Jo Jo opened a portal just before he died and dragged his nearly lifeless body away.

The dwarf was pleased that he managed to cripple one of the guard's leg but it didn't really matter because the blow had killed her. At this point we called it a night.

Session the Fourth – August the 26th

With two guards still alive in Hands of Earth and the rest dead or dying the party (and their own leader caught up in yet another miscast Hands of Earth) they stared at the bloody pool where their orc friend had lain. Suddenly a rent between the planes opened in the air above the pool and an orc fell through. It was their friend Grom, now wearing a frilly pair of white bra and panties, coconut halves included, and a clockwork arm. He landed right in the blood, wrecking his new attire. As he stood up he discovered that his clockwork arm didn't work. Suddenly another rent opened and Jo Jo hurled the key at him. He managed to catch it and wound his arm up. A bundle was tossed through yet another rent and he discovered it was his equipment. He also discovered that he was in possession of an amulet with the abilities of a Rank 10 healer. At this point he rechristened himself Crom Buzzkill.

After dressing back in his clothes and armour he experimented with his new arm and learned that if he clenched his fist hard a fully-functional buzz saw was formed from the back of the hand. He tested this out on one of the prisoners and found out it was quite effective. This helped with the questioning of the other survivor but didn't spare her the same fate after they had learned all they could. Patricia managed to dress herself in one of the guard's uniforms as a disguise. The rest decided that staying hidden would work better for them. They argued about what they should do burning the aerodrome was suggested but rejected. Wodehouse seemed awfully keen to burn things as he also suggested setting fires in the capital as a diversion but eventually they decided to travel along the road but not on it until they reached the capital. There they would find the Black Lizard tavern which had an underground tunnel that led to Queen Media's palace. They travelled until they reached a copse of trees halfway to the city and took a breather.

A wagon pulled by oxen and driven by a man came along and Patricia emerged from the woods to try and persuade the man to surrender it to them. She started talking to him but he deferred to his mistress an obese woman who had been lying down in the back to the wagon. Patricia tried to buy the wagon and its contents (cans of milk) but the price was too high. At this point Felix and Crom who had been drawing a bead on the woman both shot her. The javelin and arrow both hit her directly on

Endurance and killed her outright. The terrified man was knocked unconscious by Crom and when they decided he was of no use to them Felix calmly slit his throat. Crom meanwhile had dragged the woman into the copse and dismembered her with his buzzsaw.

After cleaning up they decided that Crom, Wodehouse and Snorri would sit in the back wearing cloaks while Patricia and Felix would sit on the driver's seat as Felix who was the only one with any horsemanship skills. They drove the oxcart along the road to the capital and joined the queue awaiting admission. The chief of the guard on duty asked where they were going and Patricia explained that she had been directed to deliver this load of milk to the Black Lizard tavern. The head guard contested this and Patricia did an excellent job claiming to have been pranked and saying she had to follow her orders. She said she would have to follow her orders and the head guard agreed to let her through after setting up a rendezvous with her.

The party entered the city and eventually found the tavern. Felix actually managed to drive the wagon down the narrow alley way despite his low level of skill with Crom's help leading the oxen. Once there the tavern keep had absolutely no interest in a cartload of milk scornfully sent them on their way. Felix then managed to back the wagon out of the alley and they decided to find a place to dump the wagon. They got directions to another inn and once there managed to sell the wagon and its contents at a bargain basement price. They had briefly debated killing the oxen but Wodehouse demurred stating they couldn't kill them as they weren't people. At this point they decided to travel by foot back to the tavern and sneak in. Wodehouse cast Walking Unseen on all of them except Patricia. The spell directs people's attentions away from them so they wouldn't be noticed. Unfortunately they were also unable to see each other but somehow managed to avoid bumping in to anyone as this would dispel the spell.

At the tavern they wove through the crowd and the four unseen members found their way downstairs to where the tunnel was supposed to be. Unfortunately they hadn't planned this out so they all arrived at different times. Snorri was first and having the drop on them he stunned the first guard with his great axe. He then managed to stun down the second guard before she could call an alarm. Eventually Crom made his way down as well and using his assassin skills tried to knock one of the guards down since Snorri had beat the first one up pretty well. Instead of knocking the guard out he hit her so hard he crushed her pelvis and killed her. The other guard was made short work of. The still unseen Wodehouse and Felix joined the other. At this point we called it a night.

Session the Fifth – September 16th, 2016

The party, minus Patricia's player for this session, debated a while on how to cover up the evidence of the attack which had left an awful lot of blood pooled on the floor. Eventually they opened up one of the kegs lining the wall and drained the wine to cover up the blood. They found the hidden tunnel and put the dead guards in it. Felix snuck back upstairs, still Walking Unseen, and eventually found Patricia deep in conversation with the guard captain from the gate. He managed to get her attention and she asked the direction to the privy. Once there Felix told her what they down and asked her to join them downstairs. She said she would be there as quickly as she could without attracting too much attention.

After a half hour or so she came downstairs adjusting her armour and clothing as she came. The five of them set off along the tunnel and eventually found themselves in a gazebo in the grounds of the royal compound. While they waited Felix and Crom scouted. Crom spotted the guard house and a patrol. The others managed to avoid the patrol through stealth and Felix found a secret way into the palace. After the patrol had wandered off to another part of the compound the party used the secret way Felix had found to enter the palace.

They wandered through the basement discovering some horrors I would describe to avoid ruining the scenario and eventually found a guard post. They surprised the guards who were playing cards. Felix opened the door and Crom hurled a javelin at one of the guards. Snorri and Patricia attacked from the second rank and while Snorri managed to hit a guard Patricia missed and shot Crom in the back stunning him. A brief battle ensued in the small room with either side looking sure to win depending on who was stunned, especially after the captain of the guard joined the battle and one of the guards who had been stunned earlier had recovered and armed herself with a glaive. It was looking grim as Snorri broke his Great Axe and the captain had Crom knocked down to his final 3 Endurance points but finally after a few abortive attempts at casting Hands of Earth Wodehouse finally got the spell off and captured the remaining guards. Once again we called it a night.

Session the Sixth – September 30th, 2016

Once again minus Patricia's character but with an observer/kibitzer from Singapore the party tried to decide what to do next. They went through the last door and found a large room empty except for some braziers and censers surrounding a large shimmery blue bubble. Lying on the floor before this arrangement was a woman wearing a dress. She was obviously unhurt but when she regained consciousness she claimed she had been forced to assist Queen Media in torturing her prisoners. The party disbelieved her from the start with the gentle druid wanting to kill her right off the bat. They tied her up using the whip they'd taken from the captain of the guard and questioned her some more. Her story was entirely unbelievable eventually Felix the elf laid his hands on her and used his healer's ability to read her aura. He read her to be cold and calculating and she tried to use a hairpin to stab him. Snorri shot her with his crossbow and Crom sapped her. They examined her body and found shurikens, a sap, a garrotte and some poisoned hairpins. Fortunately Crom was able to handle the poisoned weapons without taking harm. He decided to keep them all.

They decided to use her to knock one of the braziers over to see what would happen. Felix and Crom threw her into one of the braziers and managed to knock it over. Some form of electric demon emerged. Snorri shot it with his crossbow to little effect and Crom prepared his hand-and-a-half and struck it hurting himself quite badly with the resulting shock. They quickly realized none of their attacks were harming the creature so Felix dragged the stunned Crom out of the room and everyone else but Patricia who had been exploring a tunnel at the south end of the room managed to escape with no further harm. As they waited outside to see what would happen they heard zapping sounds and wails of distress from Patricia

Eventually the room went quiet until Patricia pounded on it from the inside. They let her out and she swore at them as cowards and told them the creature had fired lightning bolts at her until it dissipated. They re-entered the room and examined the bubble. They decided to try poking it and found that the slightest poke tore the first of two bubbles open. A gas spread to fill the room but their spells of vapour breathing kept them safe. They then poked the inner bubble and found the object of their quest, the Tenatir, inside. It was a tall ebony-skinned entity covered with tattoos. It was affected by the gas the second bubble contained so they waited for it to recover. When it recovered they found themselves unable to communicate with it. It was child-like and infinitely curious. It tried to explore everything.

While it was off down the hallway exploring Crom decided to kill the woman they'd found in the room as they didn't feel she was of any use to them. Wodehouse the druid had taken quite a shine to Meep as they christened the Tenatir. They decided that all of them except Wodehouse and Meep would go unseen and try and sneak out through the tunnels they'd used to enter the palace and the royal compound. They actually weren't very confident of this plan as they were pretty sure they couldn't fight their way out past all the people in the Black Lizard. But lacking any other plan that's what they decided to go with. They returned to the tunnel with a quick stop in the lab for some looting. Felix went up the ladder first and though unseen he wasn't as quiet as he could have been. He heard voices asking what that noise was. He tried to sneak up again and carefully peeked over the rim of the well. He saw roughly two dozen guards, half armed with crossbows the other half armed with glaives and what could only be Queen Media. They decided that route was closed to them.

Back to the dungeons they went. Meep played with the crystals around the table and touched the evil looking black pool in the corner. They were still trying to decide what to do when they were hailed from the top of the basement stairs. The guards demanded they surrender. They declined. Eventually they decided to fasten one of three silvery phials they'd found in the lab to an arrow and get Patricia to fire it up the stairs. She did so but shot poorly so it hit the wall part way up. The phial detonated with a tremendous force that injured her and wounded an unknown number of guards. One slid down the stairs so they killed her. They decided that they would try and sneak out the well again but when Felix checked he found that boards had been laid cross the mouth and weighted down. They thought of trying the arrow and phial trick to blow the top off but the distance from the bottom of the shaft to the top was too short so the blast would have killed the archer.

They went back to the lab and decided they would arm the hapless mutants and send them up as a distraction. The mutants agreed to this and went up the stairs as a screaming, bloodthirsty mob. Much twanging of crossbows and slicing of glaives ensued followed by quiet. Felix snuck back up and saw scenes of carnage and groups of guards covering the stairs with crossbows. They decided to try the phials again and he snuck back upstairs and hurled a phial at a group in a large room. He immediately ducked back down the stairs as the palace was filled with the sounds of screaming. When he went back upstairs to reconnoiter he discovered all the doors they could see had been closed.

At this point they were getting pretty desperate and decided they would try awakening the stuffed corpses they'd found in the lab. Crom tried to take a sword from one of the bodies and it attacked him. He found that his weapons were useless but managed to escape from its clutches. Everyone decided to

flee upstairs just as the palace started shaking as it came under attack from an external force. They ran up and Wodehouse taking Meep by the hand led him out the front doors which he found to be unlocked. The guards outside were firing their crossbows at a flying ship which was firing cannons at the castle. A cannon shot left the guards either dead or dying. Meep was very excited to see the ship and started jumping up and down to get the crew's attention. The ship's crew stopped firing once he was spotted. Crom lost the demon pursuing him when it turned on one of the dying guards slaying her whereupon it dissipated.

The ship dropped a ladder and Meep and the party quickly ascended it. On the deck they were confronted by a motley crew led by the notorious Joanna de la Fer. One of the crew pointed a strange box at them and they were bathed with a pink light and they all fell unconscious.

Session the Seventh – October 14th, 2016

When the party regained consciousness they found themselves seated in comfy chairs in the large and swanky captain's quarters of the Rogue Mistress. In one corner a Halfling with an obviously drawn on pencil mustache sat on a stool furiously scribbling something down in a small notebook. A small incredibly ugly humanoid was bustling around cleaning things. The party members realized that they didn't feel like killing or maiming anything (at least no more so than normal). The Halfling introduced himself as Don Carlos Martinez y Escudero y Lopez y Took. He hastened over to Patricia's side and became quite solicitous. He bowed and kissed her hand and solemnly informed her that if she was ever in need she would find that Halfings were quite Hobbit forming. Ha ha. The small, ugly humanoid was introduced as the cabin boy.

At this point Joanna de la Fer came in and threw herself into a chair behind the large table in the room. She introduced herself, told them that one of the crew had temporarily neutralized the daemonic clockwork spiders gripping their hearts and removed the daemonic clockwork centipedes from their arms. She told them that this was purely a temporary fix and that eventually the effects of the neutralization would eventually wear off. She then told them that she did know of a tool known as the Subtle Knife that could remove the clockwork without killing them. She was prepared to help them get to the Subtle Knife (or at least to someone who could use the Knife) if they were prepared to help her with a task. They immediately agreed to help.

She also told them that she was from the same reality that they and Samigina the Marquis of Dead Souls were from. She had also had dealings with Samigina and Professor Sparrow in the past and no love was lost between them. She told them that the Entropy Configuration on her ship which the Tenatir used to open portals between planes was badly damaged and most likely only capable of making one more trip. She knew of a shipwreck that possessed a, hopefully undamaged, Entropy Configuration. She wanted the party and one of her crew to travel to the wreck and try and remove the Entropy Configuration. She informed them that she had previously visited the plane where the wreck was located and sent four crew members in to investigate. They never came back. At this point she was getting pretty desperate for a new Entropy Configuration. The party suggested that they could cause a distraction while another party

performed the extraction of the Entropy Configuration. She told them that her crew refused to set foot on the wreck. All of them that is, except for their tech expert, herself and the indomitable Don Carlos.

As a reward for their help she offered them two gifts from magic cabinets she had in her cabin. One cabinet held gifts of Chaos and one gifts of Law. Joanna knew nothing of what was in the Cabinets or how any of it operated, nor did she have any advice or suggestions. They eventually decided after much arguing on one gift from each Cabinet. They ended up with a suit of leather demon armour which allowed the wearer to go temporarily insubstantial and a backpack that allowed the user to fly. The party was healed up, allowed to clean up and equipped with fresh clothes and weapons (if needed). Patricia took the leather armour. She also gave them 10 healing potions. These two choices were absolutely the best of the available options. Very lucky guesses!

The Rogue Mistress managed to make one last planar transfer but the Tenatir sadly informed Joanna that they were trapped on this plane if they couldn't find a new Entropy Configuration. The plane was a sad place long drained of life and energy by Chaos. They settled into the shallow sea near the wreck (Joanna informed them that the mournful sound the wreck emitted somehow interfered with the Mistress' controls). Wodehouse who was the only party member other than the Halfling who was light enough to wear the flight pack had agreed to render himself unseen and fly a reconnaissance mission out to the wreck. He would land on the wreck and signal the party if he found it safe to do so. As Joanna had warned them he found that the plane drained extra fatigue from him in order to allow him to cast spells...at three times the normal cost. They also learnt that their new gifts would not be able to operate as long or recharge as quickly as they normally did.

He managed to get the spell off and flew over to the wreck. He circled it and thought he spotted someone moving in one of the towers at the bow. He was uncertain and didn't see anything else moving. He landed, dropped his spell and signalled the Mistress. The two crewmen who had volunteered their services rowed the rest of the party over to the wreck. They left them at the base of a ladder carved into the side of the ship and headed back to the Mistress. (Joanna couldn't go with them as the Tenatir was too upset by the loss of the Entropy Configuration). Every so often a horrible moaning sound would emanate from the vicinity of the bow.

The party ascended and met up with Wodehouse. As they investigated the towers rising up from the stern of the wreck one of the large circular doors opened. They cautiously entered and found a chamber with a raised platform at the back and a series of couches. There were a number of other exits from the room. As they looked around Wodehouse became aware that the ship itself was somewhat sentient. Through one of the doors an odd looking humanoid passed. It had both hands raised in a peaceful gesture and gestured that it wished to make physical contact with one of the party. Wodehouse allowed it to touch him and it read his memories and learned their language. It introduced himself as an Engineer and asked if his friends could join them. The party was suspicious but agreed. Four more of the humanoids joined them making the room quite crowded.

Felix the Elf wanted to use his empathy skill on the Engineers but they seemed hesitant to allow him to touch them. Don Carlos cast an empathy spell on them though and discovered that their primary

emotion was a great hunger. He warned the party and the Engineers struck. Or more accurately the insubstantial entities possessing the dead husks of the corpses attacked. They were quicker than the party and managed to stun Crom and Snorri and hurt Patricia. They tried to fight but found that even their magical weapons were useless. The players that weren't stunned fled the room dragging Snorri with them. Patricia went insubstantial and discovered to her surprise that she could hurt the entities. She stunned the one attacking her and the rest fled in terror. Eventually the one she had been attacking recovered from its stun and dropped down through the floor. She fled the room with the rest of the party. They regrouped outside the chamber and decided that even though some of them were kind of chewed up they would travel to the bow of the ship.

At this point we called it a night.

Session the Eighth – October 28th, 2016

After a bit of legerdemain by the GM that involved a better backstory as to why no one from the Rogue Mistress would board the wreck and the contribution of some healing potions the party continued to head towards the bow. As they moved along they started getting hit by sneak attacks from the insubstantial entities from the bridge. (They were travelling along through the deck and reaching through in an attempt to drain party members). They reached the mast and decided to try climbing up but quickly realized this wasn't a good idea when the entities started attacking through the mast. Not wanting to be stunned and then falling to the deck they returned to the deck and continued fleeing towards the bridge. When they got to a certain distance from the bow the attacks ceased for some reason.

They decided to try and get into the hold. Patricia turned insubstantial and passed through the deck. She figured out how to open the deck hatch and the rest of the party joined her in the partially flooded hold. They discovered a shambles of dislodged cargo and eventually found the entrance to the bow of the ship. Patricia again went insubstantial and passed through the wall with her hands extended in a gesture of peace. Inside she found that the terrible sound emanating from the bow was almost unbearable. She also found the surviving crew and allowed them to make mental contact with her so that they could learn her language. They explained that the entities were incapable of coming too close to the bow but they were still too fearful to leave their haven. All that is except one of the engineers named Q11. He was more adventurous and offered to help them.

They explored the hold a bit more and then returned to the deck. They got closer to the stern in an attempt to try and draw the entities out so Patricia could attack them. While they were deciding how best to do this Wodehouse who had cast a walking unseen spell on himself decided to wander off and explore the bridge by himself. He rolled a pretty impressive series of stealth rolls to sneak past the three starving monsters (a 2, a 4 and a 5) and started exploring some of the rooms the party hadn't seen yet. He managed to find a room where he could link his mind to that of the ship. (He was pretty much the only party member who had the mental stats to do so). He quickly learned how the ship had come to be where it was and felt a very strong connection to the ship. Realizing that he couldn't heal the ship he wanted to help it end its existence. He decided to return to the rest of the party. His spell having ended

he decided a rush past the entities was the only way out. He tried to run past them out the door of the bridge but was hit and stunned. He was hit again and it looked like it might be all over for him but the three entities started arguing about who would eat him since they were all very hungry.

At this point Felix and Patricia had decided to try and catch the entities off guard. The plan was for Felix to sneak close enough to trigger the automatic door while an insubstantial Patricia would fire arrows through the door. She had discovered earlier through testing that any arrows she fired while insubstantial would remain insubstantial as long as she herself remained so. Felix snuck up and the door opened to reveal the three entities surrounding the stunned Wodehouse. Patricia fired her bow and stunned the entity with his back to the door. The other two entities fled down through the floor and Patricia fired again further injuring the entity. Felix dashed in and dragged Wodehouse out and the two active entities dragged their compatriot down through the floor with them. When Wodehouse recovered from his wounds they argued about going back to the ship. Wodehouse did not want to leave the stricken ship but Crom sapped him and they departed.

At this point they called it a night.

Session the Ninth – November 11th, 2016

Having returned to the Rogue Mistress they spent some time recovering from their ordeal. They decided they would return to the wreck and check the hold for any weapons that could help them defeat the entities. Crom took great pleasure in doing so and amassed a great pile of bits and bobs that he'd broken opening boxes in the hold. He did find quite a few weapons but they were all quite mundane and useless against the entities.

Having exhausted their options the party returned to the deck where they engaged the entities a couple of times. They discovered that the entities could be damaged by certain sounds and turned this to their advantage. Eventually they managed to kill the last three of the entities and started exploring the ship. All the engineers (other than Q11) decided to use the escape pods to leave the plane. He and the Rogue Mistress' technical officer removed the Entropy Configuration and a healing chamber and had them transferred over to the Mistress. Some of Crom's recovered loot was transferred as well but the captain and crew seemed uninterested in the rest and disinterested in opening the rest of the boxes. The captain did gladly accept the maps that the party had found in the navigation room.

Wodehouse was eager to end the stricken ship's life and once everything that was considered useful had been transferred (and the Entropy Configuration installed and tested) the party set the self-destruct process in action and the Rogue Mistress left the plane.

The captain decided to take a break for some rest and recreation and the party gladly took this as an opportunity to do some training.

This is where we called it a night.

Session the Tenth – December 2nd, 2016

(Only three of the players showed up for this session. One had ISP problems in Singapore and the other two had more pressing matters to attend to).

Joanna de la Fer offered to show the party the basics of early black powder firearms and Crom and Felix gladly took her up on the offer. Crom picked up both handguns and long arms while Felix only learnt the basics of handguns. Crom decided to equip himself with one of each of the available firearms, pocket pistol, holster pistol, musket and blunderbuss, while Felix stuck to the holster pistol.

Crom prevailed upon the captain to return to the plane they had recently departed to see what had happened. The plane seemed less oppressive and the water seemed to have been transformed into some sort of primordial ooze. He asked Q11 if he could make a control helm in an attempt to communicate with the ship if anything was left. Q11 explained that he didn't have the parts and the control helms had all been hardwired so there was nothing to connect to. Joanna de la Fer didn't seem too keen on staying in the plane or returning periodically.

She met with the party and explained that they next needed to travel to a plane where a country called Albyon was located where they would find a man named Justin Carrock who knew the whereabouts of the Subtle Knife. They travelled to the plane and she let them out along the coast of Albyon. She gave them local garb to try and blend in. (Since there are no non-humans in Albyon the various non-human player characters would have to disguise themselves, the dwarf as a short man, the orc as an ugly man and the Halfling as a child). She gave them directions to Londshire the Albyon capital where they would find The Dragon's Tears, the inn Justin Carrock owns.

The party easily made their way overland to the capital, paid the toll to enter the city and Wodehouse offered a street urchin three shiny coins to take them to the inn. Along the way they were startled by a weird wave of chaotic energy that briefly transformed their surroundings. Unfortunately a small child was permanently transformed into a monster and was killed by the city guards. At the inn they managed to avoid getting into a fist fight with some locals and met Justin Carrock's girlfriend Victoria. She seemed to be waiting for them and explained that she had had a vision foretelling their arrival.

As they waited downstairs to speak with her a warrior wearing armour and wrapped in leather straps adorned with bits of torn metal and broken glass entered and spoke with the barkeep. Crom tried to engage him in conversation but the language barrier proved to be too strong. The stranger left and they found out from the barkeep that he had been in daily looking for Justin Carrock. After waiting a bit Victoria invited them upstairs where she explained that she was waiting for them (or someone anyway). She told them that Justin was looking for a solution to the Chaos transformations that had been plaguing Albyon for quite some time. She explained that he had gone off to look for an art collector named Socantri who had a piece of art somehow related to the solution. She suggested that they stay the night before heading out in the morning.

Felix and Crom had noticed that the odd warrior seemed to be watching the inn from a nearby doorway. Felix sent Crom to go around and circle up behind him. Waiting until Crom was nearing position Felix went to confront the warrior. As Felix accosted him he emerged from the doorway and drew his sword. The blade emitted a bright light and blinded Felix. Turning his back on Felix the warrior turned to leave

only to be confronted by Crom. The sword flashed again and Crom was blinded as well. The warrior walked past ignoring their feeble blows and disappeared down an alley.

The party decided to set an ambush for the warrior.

This is where we called it a night.

Session the Eleventh – December 30th, 2016

The last session of the year but one with a full house!

The party were invited to check Justin Carrock's papers for more information. They found information hinting that he was looking for something called the Planar Knife which he believed to be the cause of the Chaos Surges that were bedeviling Albyon. There was no evidence in the notes to suggest that there was any pattern in their occurrence or hints as to location. Carrock's notes said that he believed a painting called The Embrace of Chaos was key to locating the Planar Knife. There was mention of an art dealer named Sebastien Torres who might know the location of the painting. Since it was evening by now they decided to wait until morning to contact Torres. They also found a safe set in the floor or Carrock's lab and Felix opened it using his thief skills. The safe was empty but was big enough that it could hold something as large as a shortsword.

The party decided that they would take advantage of Wodehouse's Walk Unseen spell to keep a watch on the Dragon's Tears in case the mysterious stranger made a re-appearance. Snorri, Crom and Felix were rendered Unseen and took up vantage spots to watch the inn. Felix and Crom watched the front from roofs across the street and Snorri hid in an alcove in the alley behind the inn. Patricia and Wodehouse took over a table and kept watch from inside while Don Carlos worked as busboy to keep an ear open. Both Don Carlos and Patricia were propositioned and both rejected the advances. Meanwhile outside Snorri was almost joined in his alcove by an amorous couple. Before they could bump into him he made some loud meowing sounds which persuaded them to seek another nookie spot.

In the Inn Wodehouse saw that Victoria Constant had staggered to the top of the stairs clutching the back of her head. She said that she had just regained consciousness after having been struck in the head. The party examined the room where she had been felled and discovered an open window and some of Carrock's papers that had been rifled through. They decided that they should travel to the art dealer that evening rather than wait until the next morning. They alerted the watchers and with Victoria Constant leading the way the four visible people (Victoria, Patricia, Don Carlos and Wodehouse) and the three unseen party members (Snorri, Felix and Crom) headed across town. They encountered one guard patrol but the patrol leader knew Victoria and she convinced him that they had a valid reason for being out so late. She declined their offer of an escort and the party finally reached the home/office of the art dealer Sebastien Torres.

They found no evidence of a break-in or disturbance. Crom and Felix climbed up and over the roof to the other side and found that the back door was ajar. Crom climbed up again and kept watch on the back door from the rooftop. Snorri kept watch on the front from across the street and Felix maintained a

watch from the roof as well. The visible party members traveled down the lane until they found an entrance to the back alley and went to Torres open back door. There Wodehouse knocked on the door and entered. They found themselves in a kitchen with a trapdoor leading down to a cellar, a door to the front room and a staircase to the second floor. Felix joined them inside. They checked around and found nothing of any real interest. They went upstairs and as they were climbing they noticed a trail of blood leading down the stairs. They found Torres tied to his bed looking like he had been tortured to death.

More investigation found a sales ledger showing the sale of a painting named E of C to an S with the mark of skull and crossbones beside it. They also found some horribly bad paintings in the cellar signed S. Torres that they further ruined with turpentine so they could see if there was anything hidden underneath. There wasn't, the art dealer was just ashamed of them. They decided that they needed to get out of the crime scene and try and figure out who "S" could be.

And that's where we called it a night.

Session the Twelfth – January 20th, 2017

As the party made its way back to the Dragon's Tears they encountered a slim youth lounging in a doorway. The youth greeted them and told them that they were being bad children in betraying Samigina. She, Samigina's succubus sidekick 69, told them that she knew where everyone was even the walking unseen fighters and that they had one more chance to come clean and deliver the Tenatir to Samigina. They protested that they didn't really have a choice of working for Joanna de la Fer as she had been their only means of escape back at Queen Medea's Palace. They swore that they were planning on betraying her as soon as they could. She told that she would happily dismember them like she had the art dealer. They asked after Jo Jo and she told them not to mention that stupid monkey to her. With a final menacing glare she melted into the shadows.

They returned to the Dragon's Tears and the next day tried to determine who the mysterious "S" was. Turns out "S" wasn't as mysterious as they thought. He was a famous local pirate/art collector named Socantri who had a "secret lair" up the coast. Victoria made arrangements to charter a boat to take them to the lair and after some discussion they decided that they would pretend to be agents working for some other art collector who wanted to purchase the "Essence of Chaos" from him.

The street urchin agents they'd hired returned and reported that they'd found where the mysterious mercenary they'd wanted located had been staying. They reported though that he had left his lodgings that morning. Some of them travelled to the lodgings and made enquiries in the area. They learned that the mercenary and some associates, they got fairly detailed descriptions, had hired a riverboat and left town that morning.

They returned to the Dragon's Tears and made preparations to leave the next morning. Early the next morning they left for the docks. Before they left Victoria handed Felix a box. She told him to make sure he used the glove and when he checked inside he found an insulated glove and a dagger that emanated intense cold. They thanked her for all her help and sailed off.

They sailed up the coast and eventually passed the reefs that protected the mouth of the caves where the ship's captain informed them he wouldn't try and pass through. Instead he left them off a ways up the coast and they travelled back until they reached the headland the lair was in. Finding a handy tree they secured the long rope they'd brought along and rappelled down the cliff to a cave opening they'd seen in the cliff above the water level lair.

Thanks to Wodehouse's spells Felix, Cromm and Don Carlos went down unseen. They found a large cave that showed some signs of human modifications. The cave itself was full of animal dung and small bones. As Wodehouse was making his way down the rope Snorri spotted something flying towards the cliff. It was large enough to pose a danger but he and Patricia did not try to shoot at it. Wodehouse managed to get inside before the creature which proved to be a wyvern made it to the cave mouth. Instead of being territorial it seemed curious and walked over to look at him. Since no one made any hostile moves the wyvern rolled over on his back and demanded some tummy scratches. Wodehouse obliged to the best of his abilities as the rest of the party descended to the cave and searched for some exits. They found a secret door but no one could open the locks. They also found a tunnel filled with rocks. They decided to use that exit and managed to pull enough rocks out of the way to crawl through.

Bidding a fond farewell to his new friend Wodehouse left with the party. They found a well-built base with still lit torches in the wall brackets. What they didn't find were any living inhabitants. (Don Carlos used his empathy spell to try and find some inhabitants but sensed nothing but the wyvern. It had been making mournful cries since they'd left him). They did find some still warm corpses and a well-equipped armoury where Snorri found a beautiful great axe. Exploring some more they found Socantri's office where they found records of his piracy. What they didn't find were any art pieces. Following a trail of blood they tracked the blood to a chamber used for greater summonings. Crossing the threshold set off a ward unfortunately. Another timely empathy spell sensed the approach of something monstrous. Trapped in a dead end they prepared to defend themselves.

And that's where we called it a night.