

ALTERNITY "THE LIGHTHOUSE" SESSION SUMMARY

2/7/21010

A lively discussion about the latest Japanese sex technologies greets Patrick as he arrives clutching his lunch. "Sex machines!" declares Chris. "Dildos with faces!" exclaims Georgina. "Pocket pussies!" says Paul. "Porn featuring all the above!" reminisces Tim. "It's a whole new world of session summaries now that Bruce is gone!" writes Ernest.

A Team

- Captain Ken Takashi, the Concord Star Force commander of the Lighthouse - Ernest
- Martin St. John, the Concord Star Force pilot of the Lighthouse - Patrick
- Haggernak, the weren (Wookiee) Concord Administrator (cop) – Tim
- Rokk Tressor, station greeter and CIB agent - Chris

B Team

- Gerard Pepin, Borealin ambassador (liberal professor) – Tim
- Markus Oroszlan, warlion (mutant) bartender of the Corner, illegal gun dealer, and former shock trooper – Ernest
- Lenny, T'sa (little lizard guy) ambassador – Patrick
- Ten-zil Kem – Void*Corp (Microsoft) ambassador – Chris

The Mission (1986)

Back on the world of Yellowsky, the A team takes stock of their status. Last session, we spent the vast majority of the time with the B team who looted some Stoneburner ruins.

Captain Takashi is locked up in various meet-and-greets. *Bishop Tassina* is the head of the Orlamists on the Lighthouse and she's come down to meet with the local Prelate, the weren woman *Tretal*.

Ten-zil Kem is spending his time with the tall, curvy, dark-skinned local guide *Tara Desotel*.

Rokk Tressor is on a secret mission to mess with the Captain. He plans to disrupt a speech the Captain will make in order to attract the attention of the Gardhyi (space vampires) as a potential convert. He also goes to the Cathedral of St. Ignatius to try to get intel on the local religious scene.

The city of Mount Illumination is full of religious beliefs. There are mainstream Orlamists (God lives in drivespace), weirdo Orlamists (there's a dire unconscious in some dark god dimension like Event Horizon), Hatire (Stoneburners are the debil), Ancientists (Stoneburners are gods), and Catholics (you thought our beliefs were crazy, well check out all these other bozos) in town.

Rokk takes the Captain out to a secluded area and sweeps him for listening devices. "I have been given a mission involving you, Captain," he says.

"Uhh, I'm straight..."

"Believe me, if my mission was to seduce you it wouldn't matter. But no, I'm supposed to argue with you in public about the evilness of space aliens. Can you make a speech to that effect? I'll jump in and say that space vampires are really our friends. The goal is to get me an in with their organization."

"OK, I was going to go light on the evil alien angle here just because the locals can't really do anything about it except shake their pitchforks at whatever new interstellar overlord shows up, but I can punch it up a little. Want me to have the Marines club you insensible afterwards?"

"Ooo, good idea. Maybe just have them arrest me though."

Tressor also tells the Captain that the aliens are listening to all our electronics, and that the CIB thinks that some of the space vampires can teleport entire ships through space, perhaps accounting for the lack of stardrive on klick ships.

Martin St. John arranges for some of the orphans from the station to come down and take a tour of the local farms and chlorine fields and stuff. He also dutifully arranges the details of the upcoming ceremony; a number of Concord Marines and station VIPs will be coming down. Every once in a while, he responds to the Captain's cry of, "Mister St. John! Two sugars!"

Ambassador Pepin lays off the drugs long enough to come down and visit the planet. His guide, *Nolan*, welcomes him to Mount Illumination. He starts throwing money around to stimulate the local economy (i.e. for kicks). "Get me a hovercar full of strippers! And get us all souvenir T-shirts!"

The Fugitive (1993)

Back on the station, *Administrator Haggernak* is dealing with a daring daytime robbery of Self-Reliance Goods, an Austrin-Ontis gun shop. His first priority is to get the Austrin-Ontis to settle down – they are "space Texans" and like to go off and shoot up the place whenever something goes awry. Apparently the robbers used charge rifles and demolition charges.

Upon investigation, Haggernak determines that the most likely suspect, *Markus Oroszlan*, was off station when it happened. The CSI squad determines that some of the shop's books are cooked, so Haggernak leans on the owners a while. They hedge but tell him that they specialize in untraceable, one of a kind items whose clientele don't usually like documentation. He has trouble even getting an inventory of what got taken.

He calls Rokk Tressor down on the planet and asks him about shuttles that may be coming down to the planet full of guns. He checks, and sure enough one of the guys he previously flagged as having questionable ID flew a shuttle down to Mount Illumination. He provides pics and vital statistics to the coppers. Haggernak rounds up his posse and they pile into a pickup truck to go find the perps.

When they reach the spaceport, which as it's a small system is more like a two-gate civic airport, Haggernak tells all of his men to go search every "warehouse, farmhouse, henhouse, outhouse, and doghouse in the area" except for the one guy he orders to get him some waffles. He tries to show the station staff pics of the likely perp without showing the Austrin-Ontis posse members to prevent premature executions. They search the shuttle for clues but come up empty.

Home Alone (1990)

That night, we all retire to our hostel overlooking the Gorge of St. Laspius. The Captain is awakened by a crash as his door is busted in by four bald goons in black uniforms. "Calm yourself, Captain Takashi. We do not mean to hurt you, we're here for the data crystal."

"What data crystal?"

"The one you wear around your neck." The Captain keeps a data crystal taken off the dead space vampire on his person.

"Oh, OK, let me get it for you..." Takashi moves to get up from the bed. One of the bald men holds up his palm, which has a ring within another ring tattooed on it. He seems to expect something to happen, but it doesn't.

"Uh, yes, all hail the great donut god... Are you sure you want to commit theft of Concord property? You all look too fragile for prison." He notices they have a floating camera bot with them, and shakes his head at these dumb criminals nowadays who record their crimes and post them on GridTube.

"Give us the crystal!"

"It's over there in the bathroom..." He gestures at the bathroom door, and takes advantage of their momentary distraction to charge out onto the balcony overlooking the infinitely deep chasm, grab the handrail, and flip down onto the balcony below. He congratulates himself on his ninja-like escape.

The four men run out onto the balcony and jump into the gorge... And then come levitating back up to the balcony the Captain's on. Takashi busts into the room shouting "Fire!" and awakening the hapless caretaker and his wife, and heads for their front door. The men hold up their donut-tattooed hands and fire out bands of light that slam the Captain telekinetically against the wall.

He slips out of their mental grip and runs out the door, slamming it behind him, yelling for all the rest of the Concordans around. There's two more of them in the courtyard! They start blasting the Captain's mind, and he passes out. They grab the crystal and take off just as Martin St. John gets out there. He runs over to help the Captain, who comes to muttering something about "Mother, no, not the rice thresher again..."

The Fast and the Furious (2001)

The Concordans mobilize their forces and call all the security teams, and hear that a shuttle's already taken off from the spaceport. "Get me the CAP!" yells Takashi. "Don't let those guys out of the system!" Suddenly, a space tactical map appears.

The shuttle zooms away from the planet. The two escort ships that stay around the Lighthouse accelerate to intercept. The Lighthouse gets off some shots with their plasma batteries, damaging the shuttle before it gets out of range. The escort ships zoom after them and manage to cripple their engines and stardrive before they can jump out of the system. They haul the ship's carcass back towards the Lighthouse.

The lone survivor is a Hatire, not bald and donut-tattooed, named Rafael Corriere. The station staff gets DNA samples and runs IDs on the nineteen dead guys also on the ship. They were all Hatire. The tattooed guys were Mind Knights from the Mendiath Academy. They're like Islamic Jedi. The data crystal is on board but is all busted up. Ambassador Pepin is drafted to go psi-scan the ship, and determines that half the people on the ship were all "Oh shit" and the others were all "calm and convicted."

Taveer, the hideous soulless mechalus who serves as the head engineer on the Lighthouse, recovers the craft's black box and it reveals they came here to Yellowsky two months ago and were headed back to, most likely, the Oberon system. The Hatire Church of the Cosimiir is locally headed up by Brother Magnus Kelmin. They arrived here only about five years ago, once Yellowsky was rediscovered. Magnus said the spirit of the Cosimiir came to him and told him the Stoneburners were abominations. He sent word to Corrivale to get some mind knights sent. They've been blowing up Stoneburner ruins. "I only got that crystal two weeks ago and the only people that know about it is my command staff, so I have no idea how they even found out about it!" muses the Captain.

Haggernak interrogates the survivor while Pepin mind-scans him. He says the head mind knight had a holy vision from the Cosimiir two days ago and was gonna come after the data crystal. "So the Cosimiir has declared war on the Concord! Let's get him!" declares Takashi. The rest of the command staff looks dubious.

The Day of the Jackal (1973)

The gun thieves were Orlamist, not the Hatire, which suggests they're not directly related to this latest problem. Martin St. John asks the Marines to send down some special forces guys along with the marching-in-lines guys and provides them with the pictures of the miscreants in case they need a good sniping.

The Captain gives his speech. He starts out by thanking their hosts and talking about their beautiful planet and the welcoming and diverse people of it. Then he tells them about the dangers facing the Verge – the klick attack on the Lighthouse and Hammer's Star, and the threat of other psychic aliens and

kroath. As planned, Rokk Tressor interrupts, yelling “some of the aliens are our friends!” The Captain banters with him for a minute before the Marines drag him off. He finishes his speech and gets wild applause.

Bishop Tassina gives the next speech. A man in the crowd pulls out some kind of weapon and both Haggernak and the Captain see him. The Captain leaps up to cover the Bishop and Haggernak pulls his stutter weapon.

A moment after the Captain pulls the Bishop down behind the podium, the man fires something straight up in the air; it flies up and starts shooting rays of light everywhere, stunning, blinding, and sickening the crowd. Six other guys in the crowd pull out weapons and start hosing down the stage. One tags the bishop and she goes down.

The Marine snipers pick the disco-ball out of the sky with their charge rifles. Takashi picks up the bishop and carries her towards the nearest building. Haggernak charges one of the assassins; he smashes the man’s pistol with his tri-staff and smacks him. Ten-zil Kem pulls out a maser pistol and blows one’s head off from behind. The Marine snipers pop two assailants.

Takashi gets the bleeding Bishop into a building. One assassin pursues him; the Captain turns and fires his laser pistol out of the doorway, felling the man. Haggernak tries to get the disarmed one to surrender, but he throws himself on the sharp end of his tri-staff! The Marine snipers have mixed results; one takes out an assassin but the other tags a bystander. Martin St. John shoots another.

There’s only one left, and Ten-zil Kem tries to inject him with a hypo of recreational drugs. He misses and the man shoots him right in the gizzard. Haggernak runs to get the man, exacerbating his old injuries in the effort but bisecting him with his tri-staff.

Takashi has the building secure and he calls for a medic to help the Bishop, but it’s too late, she dies of her wounds.

Upon checking over the assassins, they have chameleon masks on (hence our inability to identify them) and the weapons from the Austrin-Ontis gun shop job.

Reisman Quayle, Orlamist second in command on the Lighthouse and general douche, takes temporary control of the embassy and asks all Orlamu from the Lighthouse to return to the station. Haggernak says “No one’s leaving here till we’re done investigating.” The Captain puts a 24-hour hold on space travel off the planet.

He goes and talks to Prelate Tretal and suggests that they have a memorial ceremony for the bishop the next morning while all the other Orlamists are still around in an attempt to heal the rift between the sects. She concurs.

Haggernak and Pepin interrogate the survivors of the assassination once they’re out of ICU. They belong to the Soldiers of Orlamism, a particularly militant sect of the faith. They didn’t like that the Bishop was

probably going to recognize the local sectarians. The Captain goes through the Bishop's effects and finds her bloodstained speech notes – she was indeed.

The Captain talks with Minister Thayne about the political situation. Thayne says that the Concord's main goal is Verge unification in preparation for the inevitable conflict. The Captain proposes that he talk to the Prelate about declaring the Bishop a martyr, and the Captain will speak at the memorial service and reveal the Bishop planned to reunify with the local Orlamists. Quayle would have a hard time backing out of that afterward. Thayne approves.

Spies Like Us (1985)

Rokk Tressor gets cut loose by the popo after a disturbing the peace beef. When he gets back to his room, there's a CIB coded message about flying to meet someone on a farm on another island in the chlorine sea. He does so, and Alex Racine, the Thuldans general and war hero, is waiting for him. "Thank you for coming to meet with me. I've been monitoring your communication and heard about the big scene at the Orlamu holiday festival. I thought you might be receptive to Safeguard's message. Safeguard is an organization, originally among the Thuldans, that the aliens, especially the Externals, have much to teach us. But they're afraid of humanity. Humans are so mean." He goes on to tell about Krl'ojekh Mothus, one of the friendly aliens (space vampires, or Gardhyi) who was brutally assassinated (on the bridge of an attacking klick ship, for the record). And his buddy Krl'xenoth Nurhan. They talk specifically about the nassssty Captain Takashi and the need to punch his ticket. He also notes that the zero point missiles on the Lighthouse have stolen Gardhyi tech, leaked by "rogue elements" in the race. "Hmmm, interesting," thinks Rokk. He probes the man's story and acts generally friendly. The general says he'll be on board the Lighthouse monitoring all electronic communications and that we should all prepare humanity for the Gardhyi's message, which is that they want to give humans all kinds of nice technology and live in peace. Rokk tells him "I love what you're saying but will need more proof to trust you." They talk smack for some time about the people who are the enemies of this brave new world, including:

- Captain Takashi
- The fraal (all of them)
- Anyone who knows the Captain

Eventually the meeting is over. Rokk waits to see if Racine is going to walk into the outhouse and disappear, but sadly he does not.

The funeral ceremony for the dead bishop goes well. The Orlamu from the station are there as the 24-hour no-fly hold is still in effect. Captain Takashi tells them that the Bishop had planned reunification (he waves her bloody speech notes) and that unity among humanity and her allies is critically important now. He hopes that the rifts among the various groups are somewhat healed as a result.

The End of the Session (2010)

We get 4 XP for one character, 2 XP for the other. Next session we'll be leaving Yellowsky for a system where the Thuldans and kroath are at war.