

ALTERNITY "THE LIGHTHOUSE" SESSION SUMMARY

06/06/2010

The Characters

Player	Character	Class / Level	Status
Peco	Adun Zelnaga	Mind Walker 6	Absent
Ernest	Cap. Ken Takashi	Diplomat (TO) 7	Present
Tim	Haggernak	Combat Spec 7	Present
Peco	Ivan Stukov	Diplomat (CS) 5	Absent
Bruce	Lambert Fulson	Free Agent 8	Present
Patrick	Lenny	Free Agent 6	Present
Ernest	Markus Oroszlan	Combat Spec 8	Present
Patrick	Martin St. John	Tech Op 8	Present
Tim	Prof. Gerard Peppin	Mind Walker 7	Present
Chris	Rokk Tressor	Free Agent 8	Present
Bruce	Taveer	Tech Op 6	Present
Chris	Ten-zel Kim	Diplomat (TO) 8	Present

The Lighthouse is currently in orbit around Bluefall, where the year-end Symposium on the State of the Verge is in full swing.

Peppin Welcomes the Disgusting Creatures of the Galaxy

Professor Peppin is a man on a mission. He has decided that he wants to reach out to all the sentient races in the Verge and try to get all of them onto the Lighthouse. It's possible that this noble goal is spurred on by the trivid camera crew that has recently been following him around 24/7.

Peppin tries to use his considerable sway as a stellar nation ambassador to meet one of the local aliens, the deepfallen. He is told that the deepfallen made contact with humans only once, two years ago. Since then, although public demand for information about them is high, almost all of what can be found out is mere speculation. Since they live deep in the ocean trenches, good information about them is hard to come by.

Undeterred, Peppin goes with Lenny to the presentation given by the Sesheyan Tribal Council. Inside the auditorium, it is hot, humid, and poorly lit. The presentation is given by the Devli'yan, followers of the shaman Devlei'ir. Their presentation is a cutting indictment on the Hatire government on Grith. Peppin invites a number of the sesheyans aboard the Lighthouse (without actually consulting Takashi) and promises them some random board rooms for territory (again, without consulting Takashi). He then bonds with the sesheyans by taking part in tribal dances, dancing naked around the fire. The trivid crew loves it.

A bit later, Peppin finds out about a bunch of weird aliens called Blix living on the planet. The small blue four-armed Blix appeared mysteriously on Bluefall one day. They never communicate and no one knows where they came from, but they love to fix things. Peppin successfully lures some of

them onto the Lighthouse by leaving a trail of broken technology for them to follow onto his yacht.

Over the course of the Symposium, Peppin begins to assemble all the information he can gather about intelligent aliens in the Verge, including the starfish-like ke'kekt, the ram-like Bhruu, and the avian Riglia.

Guns, Beer, and Markus

Back at the Symposium, Markus goes to the Austrin-Ontis presentation, which is hardly more than a commercial for planetary defense systems. The Austrin-Ontis ambassador Reed Brickwell recognizes Markus and comes over to greet him after the presentation, inviting him to a boat party. The Austrins and their guests will be going out in the waters near their private island, which they keep well-stocked with game. They will be shooting everything in sight.

Markus says, "Cool! I'll be there. I'll bring my T-Bar."

We'll Always Have Chiron Beta Prime

Before leaving the Lighthouse, Inspector Otterschmidt comes to say goodbye to Captain Takashi. He tells Takashi that he's still convinced that Takashi is a terrible commander, but Otterschmidt owes him a great debt of gratitude for reuniting him with his son, and so he will make sure that Takashi won't have any more political trouble from him.

Otterschmidt is taking a leave of absence from his position with the Galactic Concord to travel to Algemron and look for his lost wife. Apparently Kelvin wouldn't say what had happened to her, but since Kelvin is alive he believes his wife may be as well. Takashi magnanimously wishes him luck.

Presentations of the Nations

Takashi attends the Orion League presentation, where they Ambassador Olivia Lorne preaches a message of Verge-wide cooperation. She's very on-message with Minister Thayne. Using Bluefall as a base, the league has spent the last year expanding exploration and trade. They also tout the successes in their Mantebron colony, and thank the Concord for their new trading base.

Lenny and Lambert go to the Union of Sol presentation. They are aggressively looking for new habitable planets, and making aquatic colonies on Dione. The major UoS base is in the Lucullus system. They were only allowed to set up there after recognizing the independence of their former prison colony. Lucullus is run by various mobs and is rife with pirates, cheap labor, stolen goods, and a permissive government. Lambert tears up a little.

Lenny, Rokk Tressor, and Lambert Fulson go to the Lucullan League presentation, given by Devrielle Shanassin, a fraal corsair lord. The Lucullan League has made great strides in establishing Lucullus as a major trade center and industrial plant in the Verge. He lists a dozen different agreements to manufacture goods, trade commodities, and provide services. After the presentation, Fulson meets Shanassin, and asks if he might be able to speak business with him. The fraal invites Lambert to come to the Austrin-Ontis hunting party, and they will speak there.

Lambert goes to the VoidCorp presentation, but notices that the VoidCorp ambassador Ten-zel skips it; Ten-zel sent his assistant Shane. The big announcement is that Corrivale, Oberon and Algemron have all accepted VoidCorp's donation of drivesats. A cheer goes up; this will increase communication across the Verge enormously (there are currently only 3 planets with drivesats, plus the Lighthouse). Takashi is mildly antagonistic, and asks about human rights issues. The VoidCorp representative is slightly stunned by the question, and defaults to a line about contracts will be honored, but no guarantee for those who do not sign contracts.

Takashi and Lambert go to the Regency of Bluefall presentation. The biggest problem in the system is the 1.2 million T'sa who recently arrived into orbit, currently waiting in cryo sleep. The Bluefall Regency has given them an island and is allowing them to slowly transfer colonists down.

Peppin goes to the Alitar half of the Algemron presentation, where he hears about the war between Galvin and Alitar. It looks like peace between the two nations is largely impossible. Galvin has the upper hand, and we have reason to believe that the Galvin are heavily infested with Teln brain-worms.

Takashi and Peppin visit the Ignatius presentation, where they learn about the tense relationship of the colonists with the Ke'kekt, the starfish-like aliens there.

Racin has Sad Life, Sad Death. At Least there is Symmetry.

Rokk Tressor wakes up the former Thuldan general Alex Racin to interrogate him. Rokk has held him prisoner since the fight in Depth Epsilon. Racin seems pretty shaken and traumatized by the experience of being a host to a teln cluster. Racin's host body experience was not he expected, but he is still loyal to his alien boss. Racin tells Rokk that if he would just open his mind to the true power and majesty of the gardhyi, he would undergo a similar conversion.

Rokk tries to offer Racin a deal, life imprisonment in exchange for cooperation. Racin seems willing to play along, but it is clear that he doesn't plan to give any information that will truly betray krl'xenoth Nurhan, and that he believes he will be found and rescued no matter where he is placed.

Rokk gives up and executes the former general.

WE ARE, WE ARE ON THE CRUISE!

Markus and Lambert Fulson both are invited onto the Austrin-Ontis hunting yacht for the party. Besides Ambassador Brickwell, Major Garth Norrik from Galvin is here, Commodore Pfender from Vieron, Devriele Shanassin from Lucullus, and Captain Casoval representing Lord Hellis of Ptolemy. The Ambassador seems to be taking each of the representatives aside in turn to make private weapons deals with each.

Markus goes to congratulate the Thuldan Commodore on the victory over the Kroath on Corazon de Fuega. She is much as he remembers her, intelligent and driven. She has six fingers on each hand as a side-effect of genetic enhancement to her intelligence. She thanks Markus for his part in the victory and tries to convince him to leave the Lighthouse and re-enter service as a Legionnaire. He politely declines, citing his age and poor health. The Commodore looks skeptical.

Fulson talks to the fraal corsair Shanassin about doing business with the Syndicate, one of the more well adjusted pirate gangs in the Lucullus system. In a calm fraal manner, Shanassin tries to subtly warn Lambert, but does give him some contact names to get him in bed with the mob.

The party soon spots a 15 foot long sky fisher and starts following it. Sky fishers are fish with long sticky tongues that hunt the gilded floater fish. Sky fishers usually are drawn to the presence of other predator fish, and good fish shooting will surely follow.

Markus and the busty pirate Captain Casoval bet with each other. Markus and Captain Casoval haven't see each other since she helped him get away with the stakes from a thaalat game and she tried to double-cross him. They both came away from the encounter richer and neither seems to hold a grudge. The stakes of their bet seems to be a combination of a crate of guns and sexual dominance in their next encounter.

Markus starts off by shooting at a group of gilded floaters. The fish float up above the water on bladders of lighter-than-air gas. Unfortunately for them, laser guns can ignite the gas. He ends up blowing up one fish and starting a chain reaction that takes out two more. Captain Casoval argues that he can only count that as one kill.

The blood in the water attracts the attention of a school of Moore's sharks, sharks that use psionics to tire and stun their prey. Markus and Captain Casoval shoot wildly, trying to take out the most of the sharks. Fulson is shooting as well, but he barely manages to damage any of them.

Captain Casoval is an excellent shot, and Markus loses his bet. He gets drug below decks by his underoos.

The Aliens Hate Us

One of the most widely-attended presentations at the Symposium is the presentation on the External threat. Minister Thayne asks Captain Takashi to give this one, and nearly every player character is in attendance.

Takashi talks about the attacks by the Klick and the Kroath, and how the Concord Star Force has discovered evidence that they are linked by the presence of the space vampires (gardhyi). He has a power point presentation to go along with it as he talks about each External race in turn, giving out all the information the Lighthouse crew has gathered over the past year.

Takashi's presentation skills and fame result in the trivid crew broadcasting the presentation in its entirety across the entertainment net. Many people see Takashi as their hero.

Rokk's Crazy Alien Overlord

Rokk goes to talk to krl'xenoth Nurhan, also known as "the surviving space vampire." Nurhan wants to know what happened in Depth Epsilon. Rokk explains that the Teln cluster was not very good at maintaining a cover. It could not hold a useful conversation and was very conspicuous. The deepfallen knew they were under attack and everything fell apart. Racin and the teln cluster were killed.

Nurhan is not upset. "No matter," he purrs with a shark-like smile, "The mission did not go exactly to plan, but it was not a complete failure. Besides, the teln get hard to control when they reach a certain size, it's probably better that it was killed. I didn't truly expect the teln to be able to control the openers anyway, but I had hoped the attack would cause them to use their abilities."

Rokk is upset by this. "So you knew the plan would fail, and you sent us down there to die?"

Nurhan ignores Rokk's concerns. "Still, my sources indicate the deepfallen are fleeing Depth Epsilon and returning to their cities. They have stopped talking to the humans, and I can exploit this later, to put them into conflict with the humans. They will be forced to use their abilities!"

Rokk shakes his head and wonders how Racin could have thought this maniac was ever on the side of humanity.

With Racin gone, Nurhan promotes Rokk to his new primary Quisling. He tells Rokk he will be watching him.

Ten-zel Gets a Jealous Streak

Ten-zel Kim suddenly realizes he hasn't seen Angela Quinn the whole time he's been on Bluefall. He gives her a call and leaves a message. She calls him back, but claims to be undercover and is evasive. They flirt.

After the call, Ten-zel decides that she was acting suspicious. Well, more so than usual. He uses his considerable hacking skill to locate where the call was routed to. Her signal is moving around, and he traces it to a fancy hovercraft registered as the Dishonorable Strumpet.

Peppin Goes Out of his Mind

Peppin confers with the Falkri space god inhabiting his mind about contacting the deepfallen. The space god offers to send him on a spirit journey, if he takes drugs to go into a trance. Peppin does this on his space yacht, and invites Ten-zel along to keep track of his body. Ten-zel takes the opportunity to fly around and look for Angela Quinn. He brings Martin St. John along.

Peppin finds himself flying miles under the ocean to see a city of organically grown shells and coral reefs. Down here there is no light, but he sees it somehow all the same. There, the communal consciousness of the deepfallen appears to him. The Collective appears to him as an exact copy of himself, and speaks to him in his own voice.

Peppin learns a few things: the deepfallen were created by the Patriarchs, their purpose is to help Patriarchs to ascend to a higher plane of existence. The human vanishing was the result of a

misunderstanding; they thought the humans wanted to ascend. Only later did they realize that the humans wanted to simply live on the planet. The deepfallen are deeply communal, and Peppin does not find any interest in traveling the stars and being adventurers. No deepfallen could stand being separated from the community.

Peppin tries to warn the deepfallen against the Gardhyi and the I'krl, and tells them that someday, something might go wrong. If it does, ask the humans for help. We have things go wrong all the time, we can deal with it. I don't think you guys know what it's like for things to go really wrong.

Peppin has some difficulty trying to get through to them, due to the deepfallen's innate pacifism and their naivete regarding conflict and greed. He leaves, still not sure if they understand.

Spies Like Us

Peppin wakes up to find Ten-zel Kim, Markus Oroszlan, and Martin St. John on the yacht. They are tracking the Dishonorable Strumpet, a hovercraft that Angela Quinn might be on. It is registered to Marcel Buddha.

Ten-zel does some checking and finds that Marcel Buddha is one of those people the authorities watch very carefully. He's been accused of racketeering and tax evasion numerous times, but nothing seems to stick. This has mob boss written all over it.

Ten-zel checks the controls of the pleasure yacht, and finds that the vessel (which was previously owned by the assassins Kelvin Otterschmidt and Janus Polivere) has all manner of spy gear, weapons, and high-tech sensors. He turns the controls over to Martin St. John and St. John turns on the ship's stealth shield.

The yacht has a powerful spectroanalyzer, and St. John uses it to scan the hovercraft, and finds 5 people on board. Two pilots, two in a bedroom, one at the front of the craft. They assume Quinn is in the bedroom with Marcel Buddha and the fifth person is probably a bodyguard.

The hovercraft notices the tail (it's hard to hide a spectroanalyzer scan), and goes to ground at an island. The PCs fly by and then come back under cloaking. On return, they find Angela running from the main house in a skimpy stripper costume and covered in blood. ("Hers or someone else's?" "Can't tell from this range."). St. John brings the yacht down right inside the complex, as close to Quinn as possible. Guards are coming out of the house and shooting at Quinn. We lower the gang plank, and Ten-zel and Markus charge out with weapons drawn. Markus lands a well aimed grenade, and sends a couple guards flying as if from spring boards.

Angela yells "You idiots! You nearly ruined everything!" She heads to the shower to wash the blood off. It's not hers.

Martin is flying away from the island when he sees missiles coming. He can try to shoot them down, use the stealth shield, or evasive flying. He opts for stealth field and evasive action. One of the four missiles hits, inflicting 3 mortal. Peppin screams "Sacre Bleu!"

St. John opts not to shoot back, and gets away. With the stealth shield on, he doubts that the crime boss could have gotten a positive ID on the ship.

Peppin asks that on the way back to the conference, they stop to pick up some party girls. This way it looks more like a party jaunt and less like a spy mission.

Sweet Experience

3 xp for each character (all 10).