

# ALTERNITY "THE LIGHTHOUSE" SESSION SUMMARY

## 02/15/2010

### The Characters

Player	Character	Class	Status
Ernest	Cap. Ken Takashi	Diplomat (TO)	Absent
Tim	Haggernak	Combat Spec	Present
Bruce	Lambert Fulson	Free Agent	Present
Patrick	Lenny	Free Agent	Present
Ernest	Markus Oroszlan	Combat Spec	Absent
Patrick	Martin St. John	Tech Op	Present
Tim	Prof. Gerard Peppin	Mind Walker	Present
Chris	Rokk Tressor	Free Agent	Present
Bruce	Taveer	Tech Op	Present
Chris	Ten-zel Kim	Diplomat (TO)	Present

**Game Master's Note:** Ernest (Takashi/Markus) was absent for this session. Also, no one was taking notes. So this is from memory.

### Investigating the Son

After meeting with Basil Turcheyev last session, Takashi suspected that Turcheyev was in league with aliens, and that probably he had been lured by the offer of alien medical tech to cure his son. So Takashi orders Rokk Tressor and Martin St. John to look into the son, Brent Turcheyev.

Information from the Technospiders indicates that Brent has a developmental disorder similar to Asperger's disease. If he had been born in Old Space, this probably would have been corrected in his early years, but Lucullus did not have the facilities to treat it. Although he is socially very awkward, he has an interest in computer hacking, and belongs to an informal hacker's club in his exclusive private high school, Bellevue Village Green.

The first plan the team comes up with is to get access to Brent's school by having Peppin use his fame to secure a speaking engagement at the high school. Unfortunately Peppin's bad reputation overcomes his good one and he strikes out on this deal.

Going back to the Technospiders, it appears that his hacker's club hangs out at a place called Juju Ice, a restaurant near the school.

### Juju Ice

Rokk Tressor, Lenny, Lambert Fulson, and Gerard Peppin go to the Juju Ice Cafe. The place is done up in bright baby blues and pinks, but with a facade similar to those you would see on a Downtown nightclub. It looks as though the owner is trying to walk a thin line between child and adult, safe and adventurous. The inside isn't much different. The walls are painted with random images, AR features bounce and leap spastically, like an old teen web site from the turn of the century. There is a bar with various flavors of what purports to be real ice cream, and various drink dispensers made to

resemble beer taps.

A woman in her mid-thirties looks up uncertainly from behind the bar, wiping down an ice-cream dish. "Can I help you?" she asks.

Immediately Lambert Fulson launches into his own brand of crazy-talk, alternately confusing and threatening. The woman offers up that she pays her protection money, and she doesn't need random crazies coming in off the street. If they don't leave she will call the authorities.

The rest of the team has a quick look around, and don't see anyone fitting Brent's description. One PC has the bright idea to ask if there is a back room. The lady at the counter says there is a back room, but they can't use it because a bunch of kids have their club meeting there. Bingo!

The team has little luck convincing the lady at the counter to let them go into the back. Peppin tries to use his fame and TV crew to lure the kids out but this ultimately yields no Brent.

They all leave the shop.

### **What Now?**

Rokk gives a call through Ten-zel Kim to the Technospiders again. This time he gets the Technospiders to hack Brent's email. He finds out that apparently Brent has a female admirer, although it's doubtful whether socially-awkward Brent actually realizes it.

Rokk tries sending an email to Brent. He has it bounced back through the Lighthouse so there's no clear way to find who sent it, and the contents of the email are so vague and cagy that it just sounds like some sort of threat. "I know who you are. I know where you go to school..." He gets no response from Brent.

Next he tries sending a message to Brent's girlfriend. He makes an attempt to be less stalker-ish this time, and gets a response. She says she needs help, and asks the team to meet with her at the Juju Ice. Rokk thinks the bridge has been burned with Juju Ice, and asks to meet somewhere else. She suggests they meet in one of the kid's parent's garages.

### **In the Garage, I Feel Safe**

So the team of elite spies, criminals, and degenerates meets with a bunch of upper-class teenagers in a darkened garage. They feel a bit silly. The garage has been decorated like a seedy back room in a hard-boiled action flick. The decor is dark, and the seven teens seated around the table have the serious expressions of teenagers trying to be grownup. A girl in the middle of the far end of the table stands up. "Hello. I'm Seraphina. Have a seat."

Seraphina goes on to give the team the situation. They know Brent has been kidnapped, although not why. They believe he is held by a group of at least three kidnappers. They are professional and armed. They have taken Brent to an unknown location, but one away from the Grid.

Apparently Brent has a gridshadow named Peshtigo that he keeps with him at all times on a concealed gridcaster, and Peshtigo was able to connect to the club via the grid for a little over eighteen minutes. His signal faded out after that. This happened yesterday.

The team asks a few more questions, but the kids know little else.

Just then, one of the kids shouts, "Wait a minute! It's Peshtigo!" He offers communications with Rokk's commlink and they all see the flat plane of a grid video conferencing session floating in the AR display. The figure looks like a chibi version of a wild cannibal, complete with spear and a bone through its nose.

"Hi guys!" says the figure, "Miss us?" A chorus of babble, both in real life and over the link, comes from the teens around the room. "Hold on a minute!" the sprite shouts over the din, and the window closes. An instant later, the sprite's icon flashes into existence in three dimensions on their trideo viewer.

The team talks to the gridshadow. Peshtigo is an amazingly cheerful and enthusiastic sprite, capable of delivering good or bad news in the same kid-with-a-sugar-high style. He has no idea where

Brent is, since he can't use Trace and didn't think to keep track of his location.

Brent is locked in a small room, about three meters on a side. He is being fed through a small slot in the door, near the floor. He thinks he's in tunnels somewhere, maybe one of the abandoned sections, because he doesn't hear any of the noises of the city, and can hear cave insects at night. He also knows that the kidnappers use boats a lot; he thinks he may be on an island in an underground reservoir. There is only one wireless node that he can find, but he's afraid to do more than route a signal through it, since it looks very imposing. He's managed to trace a partial network map for his connection, but it ends at a randomizer, and he can't trace any further.

Brent's connection fades in a little over eighteen minutes.

## **Finding Brent**

Given what they have just heard, the team sets to work trying to find out where the servers Brent connected to are, and find anywhere that there may be underground water reservoirs. Putting it all together, they figure out that the servers belong to the Supervisors, and that there is an artificial underground river near Bogota, one of the Supervisor domes. The most likely location is an island on that underground river.

The good news is that the target is on a popular river, known for its whitewater rafting. Most patrons are allowed to take rafts and kayaks down the river, as long as none of them try to land on either bank of the river.

The team crosses the border into Supervisor lands with simple fake IDs.

## **White Water Rafting**

The Wild Mustang Recreational Ranch has the exclusive right to lease kayaks and six- and ten-person rafts for use on the river. As the PCs approach, they see a small group of guest lodges and a high-ropes course some ten meters over a sand pit. The raft house and rental desk is just ahead.

The staff is friendly enough; the ranch is a less of a wholly owned subsidiary and more of a corporate sponsored mom-and-pop business. It is owned (or sponsored) by Northwest Pacifica Recreation, a front of the Supervisors.

A kayak rental is 100¥, a six-person raft is 250¥, and a ten-person raft is 450¥. The Ranch is not particular about the time of day that guests take their trips. The put-in point is the ranch, and the take-out point is down the river a few kilometers, where the Ranch offers a free van service back to the Wild Mustang Ranch, once in the morning, and once in the evening.

The team rents a raft and takes off.

There are several features of the river on the way, and each one has been given nicknames, as whitewater rafters are wont to do with river features.

- Three minutes of calm.
- The Razorback

A series of short eddies and drops, with a number of hidden rocks. The team does well on this challenge.

- Two minutes of calm.
- The Triple Drop

Three one-meter drops in rapid succession.

- Two minutes of calm.
- The Thunderhole

A curved line of large boulders, with only a few gaps large enough for a kayak and fewer for a raft, all feeding into a limited area. On this challenge they have a tough time, and almost lose some people. A last minute expenditure of a Last Resort point by Rokk saves the raft.

- The Boatbuster

A large number of rocks, just below the surface.

- One minute of calm.
- Ten-Foot Falls
  - A three-meter drop.
- Five minutes of calm before the target island.

### **Definitely Not Paradise Island**

The island is about sixty meters across and appears to be about a hundred and thirty meters long, and sparsely populated with young trees growing under the artificial sunlight. There is a small shack standing on the top of a slope in the middle of the island.

The team assaults the shack. It turns out there are two kidnappers (codenamed Brimstone and Recoil). Brimstone is a fire-throwing pyrokineticist and Recoil is a big cybered-up weren with a mean automatic rifle. Brimstone is taking cover in a window, exposing almost nothing, while Recoil is taking cover in the shack's door and firing his rifle.

Most of the group tries to get around to cover behind Brimstone's corner of the shack. Rokk maneuvers to get a clear line of fire on Recoil. Rokk manages to deliver a massively damaging shot to Recoil, but he is an extremely tough weren. Even through the pain Recoil manages to mow Rokk down, killing him!

Rokk used his last Last Resort to save the raft, and has none to save his own life. He perishes in flames.

The party gets up to Brimstone's window and blows him away at close range. Then they circle around to surround Recoil.

Badly wounded and surrounded, Recoil surrenders.

### **The Rescue**

The team rescues Brent and manages to return him to his father. Basil Turcheyev promises to back the Verge Alliance in the upcoming vote. The Jamaican Syndicate is on our side!