

# ALTERNITY "THE LIGHTHOUSE" SESSION SUMMARY

## 05/07/2010

### 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	Absent
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	Absent
Chris	Ten-zel Kim	Diplomat (TO) 8	Present

### Lambert Fulson's Delicate Condition

Lambert Fulson is back in the infirmary again. The fraal doctor, Dr. Zelnaga, calls Haggernak and the Captain to update them on Lambert's condition.

Takashi asks, "Why the hell should I care?!?"

Dr. Zelnaga blinks his huge black eyes in surprise, "Because you've been involved in the whole Ramsey/Otterschmidt/Fulson affair."

"Oh yes."

Fulson was hit with a very sophisticated weapon using bio-toxins, and will be hard to treat. He will be down for a while. These were developed during the last big war, and at the time were considered an automatic death sentence; modern medicine has advanced to give him a chance.

### Investigating the Shooting

The body of the man that shot Fulson (and was subsequently cut down by Haggernak) is brought to the coroner and examined. His biosignature confirms that the body is Gregg Ramsey. Looks like his face was changed with a hacked auto-doc, very cheap work. It does not have any genetic markers that might indicate cloning.

Haggernak goes to talk to Argentia Jessemen, who was the last person to be with Ramsey and Fulson before Ramsey shot Fulson. She is a citizen of the Orlamu Theocracy and works as a loan officer for the Bank of Faith. She was apprehended after the shooting and has been held in station security since then. Haggernak takes his fraal officer Ghayth Ahrian with him, hoping to give the impression that mind reading is an option (mind reading in this case would violate the witnesses rights, of course).

Haggernak offers Argentia tea and then gets to business. He asks, "What happened at the show with you and Lambert Fulson?"

"I was just going to the concession stand to grab something to eat. When I got back, Lambert was gone. What happened to him? Is he alright?"

"He's in the hospital. He got shot."

"Oh, by the Divine Unconscious! I have to go, right now!"

Haggernak says, "No." His enormous Weren bulk fills most of the tiny interview room. "What is your connection with Gregg Ramsey?"

She is in a panic by now, "I don't know what you're talking about."

"Do you know why Gregg Ramsey would hate Lambert Fulson?"

She shakes her head. "No, that doesn't make any sense. I don't know anything about that."

Haggernak decides to release her on her own recognizance. However, he also has her followed and her grid connections tapped. She leaves the station house and goes straight home. She doesn't try to contact anyone when she's there. She then goes to the infirmary to visit Fulson.

Haggernak calls his boss, Administrator Kyle Wakefield, and reports the whole incident. Wakefield wants to release the story to the media immediately so the station will know that the criminal and attempted murderer is dead. Haggernak asks him not to do this. Evidence suggests that Ramsey faked his death to hide from Carmine Blake, so it's likely that Carmine Blake wants Ramsey dead. Haggernak asks Wakefield to release the news that Ramsey was arrested, but claim he is in critical condition. Say we are waiting with psychics on standby for him to awaken so we can mind-read him.

Haggernak then contacts Rokk Tressor to set up an assassin trap. Rokk helps set up a decoy room in the Galindus Medical Center, and put various security measures in place so no one can get in undetected. Haggernak also has a group of undercover Administrators providing surveillance.

## **The Little Prince**

Rokk Tressor is working his cover job at the VIP Welcome Lounge, greeting a visiting dignitary. He's a young prince, Kelvin Nova, and his steward Arron Frazier. The staff escorts him into the VIP lounge, which is nicely appointed (with a full bar!). The prince doesn't pay Rokk much attention, and is interested in the scenery. The steward asks Rokk what is needed to get through this, and Rokk provides an alarming volume of paperwork. The steward sighs and gets to work.

They need a new bioscan (most Verge citizens are not in the main bioscan database, due to communication difficulties and the Long Silence) and transfer their funds into local credits. Rokk makes sure the visitors are also scanned for Teln worms, but doesn't tell them.

The steward impresses Rokk as someone with his ducks in a row. The prince isn't interested in making conversation, and openly insults Rokk as being a petty bureaucrat. Rokk responds by proving the prince's point. He calls in some of his more abusive assistants to make the process extra irritating for the prince.

He's from the Mikoa system, a very small independent colony. They use old style titles such as king and prince. It strikes Rokk as silly and quaint. They are here to talk about opening up trade agreements between the Mikoa system and Old Space or other Verge systems. Mikoa has only been contacted by the lighthouse once.

Rokk checks records from the last visit, and can verify the prince's identity, though the colony doesn't have a database of bioscans.

The prince's steward also registers the boy's dueling weapons; filament blades. (TL 7 weapons).

## **At the Corner Bar**

The prince and his steward make a visit to the Corner. They order drinks from Markus. On being informed of the prince's status, Markus puts a little umbrella in his glass.

The steward tries to pump Markus on general rumors and goings on at the Lighthouse. Markus

offers up Dhros hunts in the station ducts, the “yelping orphan” choir show, and there's an excellent casino upstairs.

Frazier has seen some of Reisman Quayle's broadcasts saying that the captain is cracking down on the embassies, and asks about it. Markus recalls that one of the embassies went nuts and had to be stuttered into submission; now they're cranky.

“Who are Otterschmidt and Reisman Quayle?” he asks.

Markus grunts, “Don't know, IRS maybe?”

“Otterschmidt sounds familiar.”

Markus has observed approximately two facts about Otterschmidt: He's from Olmec 9, and he's been abducted by Haggernak's goon squad more than anyone else on the station. Markus keeps these facts to himself.

Lenny the t'sa wanders into the bar and gets a drink.

Markus says, “Hey Lenny, we got some nobility in here. Lenny's a t'sa noble.” Lenny opts to buy the prince a drink. He licks his eyeball seductively. The prince remains haughty and obnoxious, but the steward is polite and attentive.

The steward asks the bartender if he knows Ten-zel Kim, and Markus offers that Ten-zel drinks at the Corner frequently. They spin around as if expecting Ten-zel to walk in at any moment. They thank Markus for his time and leave.

## **The Devil You Know**

Alex Racin contacts Rokk Tressor again, “The Telnare very grateful for providing them a safe haven from Captain Takashi's attempted genocide. They would like to meet with you personally.”

Rokk accepts the invitation, but goes back to his CIB contact, David Cornett, to find out how he can safeguard himself from mind worm infestation.

Cornett tells Rokk that the Teln seem to prefer to infect people when they are unconscious. Since they don't directly control the host's mind or alter their memories, being unconscious is the only way the host wouldn't know it was infected. Cornett recommends telling the Teln that he wants to become a host, but that he's being checked for mind worms regularly, so he can't. Also Cornett gives Rokk an item that alerts the CIB the instant he goes unconscious.

Rokk goes to the ship set aside as a Teln refuge. Alex Racin is in the ship, along with three other adults. The pogrom was very effective, and only three larvae survived. Luckily, Racin says, the captain never found the cluster tangle. Rokk works into the conversation that Takashi is having all crew regularly scanned for Teln, including himself.

Racin takes Rokk to meet a middle aged woman who looks deathly ill. She has a weird, nonhuman way of moving about. “We are happy to meet you. You saved our colony. Those who once joined with us have been forced out of union, and our children have been killed.”

Rokk asks after the health of the host, and the tangle responds that the host should hold for several more years.

Rokk begins to question the Teln cluster about what the Teln need from him. Soon the Lighthouse will be traveling to Bluefall for the Year-End Symposium on the State of the Verge and the Teln want a means of being safely transported to the surface of Bluefall. They want to insure their message of unity and peace gets broadcast to the people of the Verge.

In the long term, they seek species survival; they need hosts and safe places to live. Humans are very well suited to their biology. Rokk questions them about their original hosts and learns they were a species called the Telnog, but the Telnog have been hunted to near extinction by the enemies of the Teln. They are evasive about who these enemies are. Rokk asks how to know they won't infect all of Bluefall by force; the Teln claim that they only partner with willing hosts. Besides, that sort of aggression would be counter productive.

Rokk mentions the Kroath and the Klick, and sees a tick of anger on the cluster's “face.” She

claims that the Kroath are an abomination; a genetic strain created from the Teln's people, lobotomized and made into slaves. They are allies, but only due to complicated necessity; the External alliance is not so closely allied as it might appear.

Rokk offers to make the arrangements at Bluefall, and takes his leave of the cluster.

On the way out, Rokk talks to Racin again and asks how the Teln relate to the Gardhyi. Racin says that the Gardhyi are a spiritual species, and may take the role of leadership. Most of the aliens from their region of space also follow this philosophy.

### **His Emperor's Delight**

Captain Takashi sets up an appointment with Prince Kelvin Nova and his steward, Arron Frazier. They meet in *His Emperor's Delight*, a restaurant on the station with a Thuldan feast theme. The prince shows up without his steward, and is actually polite with the captain.

The prince talks about trade, indicates that his world can export crystals good for modern technology. Nova also mentions that he heard that the captain is quite the warrior in addition to a captain; Takashi demurs. Nova asks about Otterschmidt, and while the captain offers only vague information, Nova watches him with the focus of a laser.

Rokk is monitoring the conversation and becomes increasingly suspicious. He wants to run the prince's DNA against the criminal mastermind Carmine Blake's DNA. He sends for the appropriate scan information over the drivesat relay, but he won't get Blake's bioscan until tomorrow. He suspects that he actually has Carmine Blake and his son on board.

The captain is also suspicious and sees what the prince knows about his own system. Prince Nova fills the captain in on the royal family of Mikoa B. It all sounds plausible.

### **Assassin!**

Ten-zel Kim is on his way to the Corner, along with Martin St. John. A shot rings out! Someone has fired a sabot gun at Ten-zel, and hit him squarely with an amazing shot. His armor takes the brunt of it, and he is knocked unconscious rather than killed. Martin drags Ten-zel behind cover, and the gunman yells "Leave him!" St. John ignores the assassin, and is shot at for his efforts, but missed. He draws his stutter pistol and radios for help. He then makes a wild shot in the general direction of his assailant, mainly for intimidation value.

The attacker advances towards his prey. Markus and Lenny emerge from the Corner to investigate the sounds of gunfire.

Martin St. John takes a hit from the sabot gun, but his armor (and the hot dog cart he's hiding behind) takes most of it. The next sabot shot (the fourth so far) goes wide. Martin shoots back, but misses.

Markus tries to maneuver around behind the gunman, and sees that he's a male in nondescript clothing. Lenny runs out and looks around, and can see that shots are being exchanged but cannot see who it is.

Martin St. John shoots and misses. The gunman sees multiple people advancing on him, and runs for it. St. John does not pursue, and instead tends to Ten-zel Kim. Markus gives chase, running after him, and shoots him as he goes, scoring a glancing shot. Lenny gives chase as well. The gunman returns fire at Markus, scoring a solid hit; Markus grunts and ignores it. Markus shoots him back, but does no damage.

Lenny overtakes the gunman, and uses his defensive martial arts to trip him. He then kicks the sabot gun out of the man's hands. The gunman then throws the little lizard off of him. He gets to his feet and resumes running. Markus runs up and beats the gunman unconscious with a gravmace. Lenny and Markus recognize the man as the prince's steward, Arron Frazier!

Markus dumps Frazier at St. John's feet, and says "Citizen arrest!"

Martin St. John is still trying to stem the flow of blood from Ten-zel Kim, "Can you do first

aid?”

“Oh yeah!” Markus enthuses. Ten-zel does not regain consciousness, but he survives.

St. John alerts the captain to the whole incident, and then takes another look at the assassin. He recognizes the man as Captain Janus Polivere of the *Poison*, a VoidCorp ship! The captain was used as a fall guy by VoidCorp after the incident in Corrivale and shipped off to do hard labor in a VoidCorp pollution mine (session summary 4). Martin St. John guesses he must have blamed Ten-zel Kim for the incident and tried to kill him for revenge.

### **Haggernak gets Captured**

Haggernak is sitting alone in the administrator office, after hours. He notices something is up just before a weapon is placed at his neck. He deflects the weapon with his mug of tea and leaps to his feet. He whirls to face his attacker, a teen armed with two filament blades. He is deeply confused.

The kid slashes Haggernak with both swords, inflicting bad wounds. He demands to know where Gregg Ramsey is.

Haggernak tries to counterattack, but the kid dodges, mocking him. The kid then slashes him again, taking him down. Haggernak awakens in a storage room, bound with heavy cables.

The kid is there. He interrogates Haggernak as to Ramsey's whereabouts, explaining that Ramsey stole from Carmine Blake, and needs to die. Haggernak tells him that Ramsey is in the infirmary, but this does not go over well.

“I've already been to the infirmary. Your security was a joke. There was nothing there but a decoy.”

Haggernak resists interrogation and torture for a while, fucking with the kid in total disregard for personal survival, until eventually it gets too much for him to withstand, and he spills that Ramsey is dead.

### **Ten-zel Kim has enemies, who would have guessed?**

Rokk Tressor goes to investigate the steward, now known to be Janus Polivere. Rokk asks Mina to backtrack Polivere's movements, which leads him back to the prince's hotel suite. At the hotel suite, Rokk finds a cell phone, which could be traced to the home system it came from. Rokk tries to get Taveer to trace the phone's origins, and Taveer determines that the phone is from Alitar, in the Algemron system, which is locked in constant civil war between the two planets Alitar and Galvin.

Rokk interrogates Polivere in the infirmary. Rokk sends everyone out of the room and deactivates all listening devices in the room. Rokk offers Polivere a position with CIB, in exchange for information on Prince Nova and information on VoidCorp.

Polivere tells him, “If you don't know where Nova is, it's too late. He's Blake's pet assassin, raised from a child to be a killing machine. If he's free and knows I helped you, then my life is forfeit.”

Rokk muses, “Hmm, so we could use you as bait.”

“I thought you wanted me alive.”

“Well, if you know what Kelvin can do, tell us so we can prepare for him.”

Polivere tells Rokk how the boy has trained his entire life to be a silent assassin. His skills in stealth, infiltration, and security are incredible, and his abilities with the filament blades are even better.

Rokk asks, “Why did you try to kill Ten-zel Kim?”

Polivere grows red with anger. “It was his fault that I lost my position and was sent to the mines. He betrayed VoidCorp and gave information to the Concord about our attack on the Sesheyan Council. There was no one else who could have intercepted the VoidCorp signal sent by Ramos Edoudrin. He walked away scott free and I took the fall!”

Rokk Tressor slips outside and hands an aide a piece of paper. “Get all these people here, and tell them to bring guns.”

## **Son of Inspector Otterschmidt**

Meanwhile, the captain has sent a message ordering the prince's arrest. Martin St. John orders all travel into and off of the station stopped. St. John and the Captain make their way to the Orlamu embassy to talk to Otterschmidt.

Reisman Quayle comes down to meet them, looking very smug. "It's always nice to see you, captain. What are you here for?"

"We're here to speak to Mr. Otterschmidt."

Quayle smiles his fake obsequious smile, "Oh, I see. You may have words to say to Mr. Otterschmidt, but this is Orlamu territory. He is protected from being interrogated."

Takashi is exasperated. "Interrogate him? He's an auditor! He's here to talk to me."

They find a compromise. Otterschmidt will come in to talk, but Quayle will observe.

When Otterschmidt arrives, Takashi shows him a picture of the prince, and both PCs notice a familial resemblance. They also notice that Otterschmidt is keenly emotional about the boy's appearance.

Otterschmidt says, "My son would be that age now..."

Takashi replies, "Let's take you down to see Haggernak. Weird, he's not answering his phone."

As they make their way to security, they question Otterschmidt about the boy. Otterschmidt doesn't know much about the boy now, and hasn't seen him since he was six. Otterschmidt wants to record a personal message to his son, to be broadcast across the ship. He implores his son to meet with him. Takashi and St. John decide it would be best to have the reunion at the Transverge News Station.

Takashi and St. John wait with Otterschmidt in the main studio of the news station. It is a large almost empty space. All sets and props for the shows are holographically generated.

Kelvin Nova / Otterschmidt arrives at the TV Station. He has his filament swords. He seems uncertain as to whether to flee or fight. Takashi talks to the boy, making an impassioned plea for reconciliation, along with Otterschmidt, and the two have a tearful reunion. Otterschmidt calls off his feud with Takashi.

After the father and son have had a little time, Takashi asks Kelvin for information on Carmine Blake. Kelvin is hesitant, because he'll someday have to return to Blake. Takashi points out that he doesn't actually have to go home. Kelvin shakes his head, "It's not that easy. Carmine will be searching for me."

Kelvin and Klaus Otterschmidt go off to talk. Rokk Tressor arranges for an easily stolen ship covered with tracking devices, in case the boy wants to escape at least they will have a way to find the ship again..

## **All About Blake**

The captain goes off to talk to Janus Polivere to ask about Blake.

According to Polivere, Blake is an idealist, a terrorist. He wanted to force the Rigunmor government to accede his demands. He's against the materialism of the current system, rather anti-capitalist. Semi-Nariac. At the same time, he acts like an old-style mobster, and is active in the whitespike drug trade. Takashi has previously heard that the gardhyi (space vampires) are involved in the white spike trade as well, and questions him on that. Polivere knows that the gray-skinned aliens have a powerful cartel, but doesn't know of any dark motivations they may have beyond getting money.

## **Clearing Up One Last Mystery**

Takashi periodically calls for Haggernak, and an administrator finally finds him tied up in a closet. He makes his way to the infirmary.

While getting patched up, Haggernak gets up to speed on everything that's happened with the kid and Otterschmidt. "OK, everything makes more sense now except one thing. Why was Gregg Ramsey so determined to kill Lambert Fulson? He tried to kill him twice and he could've gotten away

completely free if he hadn't stuck around to try to kill Fulson again.”

Haggernak finally looks into results from a background check on Gregg Ramsey, and finds that Agentia Jessemen is Ramsey's niece. He facepalms and sends a goon squad out to pick Agentia back up.

Haggernak and Rokk Tressor question Agentia. She admits that Gregg Ramsey was her uncle. He had shown up at her place with a new face and told her some men were trying to kill him. She helped him by giving him crash space and buying groceries and clothing for him.

She doesn't know why he had a feud with Fulson. She offers that her uncle didn't really like Fulson, but she didn't think he wanted to kill him.

Haggernak leaves to search her apartment for Ramsey's effects. While he's gone, Tressor asks Agentia how she'd like to work with CIB. He wants to know what's going on inside the bank. She agrees to the deal, but with hesitation.

Haggernak has his people bring in as many associates of Ramsey as they can find and question them about Ramsey's motives. He coordinates the efforts and finally determines Ramsey's motive.

Ramsey loved his niece and hated that she would date some underworld scum, so he was intent on killing Lambert.

### **Wrapping it All Up**

Takashi pulls Haggernak and Tressor into his office. He explains that we can't keep recruiting criminals into CIB. Next time some embarrassing killfest happens, someone has to go to jail.

Kelvin steals a ship at some point and leaves the station. The assassin pleasure yacht he and Polivere arrived in is left in impound. Rokk and St John jettison the ship and comb over it with a bomb squad. Later, Peppin offers to purchase the yacht from the Lighthouse. Takashi looks up any budget shortfalls, and lists that as a sum, a bit over the yacht's market value. Peppin agrees without care about money.

4 XP for all characters.