

ALTERNITY "THE LIGHTHOUSE" SESSION SUMMARY – OCTOBER 10, 2010

The Characters

Player	Character	Deal	Class	Status
Ernest	Cpt. Ken Takashi	Concord Naval Officer	Diplomat (TO)	Offstage
Tim	Haggernak	Weren Concord Administrator	Combat Spec	Offstage
Bruce	Lambert Fulson	Rigunmor Guido	Free Agent	Absent
Patrick	Lenny	T'sa Ambassador	Free Agent	Present
Ernest	Markus Oroszlan	Warlion Bartender	Combat Spec	Present
Patrick	Martin St. John	Concord Naval Officer	Tech Op	Offstage
Tim	Gerard Peppin	Borealin Ambassador	Mind Walker	Present
Chris	Dreth	Pict Warchief	Combat Spec	Offstage
Bruce	Taveer	Mechalus Concord Engineer	Tech Op	Absent
Chris	Ten-zel Kim	VoidCorp Ambassador	Diplomat (TO)	Present

Burn Notice

Bruce is not in attendance. Bruce claims that Austin City Limits is to blame, because surely driving from Dallas to Round Rock will be adversely impacted by a festival down south of the river. He clutches the Book of the New Sun and gibbers incoherently. I wish I were kidding. Apparently life in Dallas carries with it considerable SAN loss.

Lenny is contacted by the Verge Confederation. They want the Lighthouse to install a horn that plays "Dixie". They are also overjoyed to hear that Dem Bavaring is back in business. (That's Lenny's old T'sa thief name.)

Note: We are pushing the new Verge Alliance as a political association to unite the Verge; the Verge Confederation is the old attempt at this which has devolved into a merc hiring service.

Anyway, they have a client, Josef Gallagher, a Rigunmor from Old Space, currently resident on the Lighthouse. His father was an important (aka rich) guy in the Oberon system. Gallagher is trying to recover his family's fortunes. His father's dead and maybe hid some money or something. Possibly a warehouse full of sledgehammers and watermelons, Lenny muses to himself. Anyway, they want him to go "recover" it. They are vague on details as to how this money got "lost," and since in the future wealth isn't usually kept in the form of portable chests of gold bullion, it's a bit mysterious. Lenny licks his eyeballs thoughtfully and agrees.

Lenny puts together a team for the job. He uses the same people he used for the bank job on Penates – Ten-zil Kem, Markus, Professor Peppin, and Lambert Fulson. Now, the Lighthouse is headed to Aegis from Corrivale, but the Oberon system is close by. We can take Peppin's spy ship/pleasure yacht and go over there and take care of business. But first, it turns out that Gallagher is on board the Lighthouse, and we actually get to talk to him.

The Italian Job

The team all goes to meet Gallagher at everyone's favorite restaurant, His Emperor's Delight. He is old, and seated with an imposing bodyguard type. He coughs loudly and looks bad, he takes pills from a medicine bottle clutched in his clawlike hand. Peppin immediately IDs his ailment as Mendaran elephant flu.

As we approach, the man seizes up and pitches over. His bodyguard calls for a doctor. "I'm a doctor!" yells Peppin, and tries to help him. He gets his seizures under control enough to get some of his pills in him.

"Oh my, I'm sorry, what a mess, so sorry," gibbers the old guy.

"Is it your Mendaran elephant flu acting up?" asks Peppin.

"I don't have Mendaran elephant flu," says the man, confused. "It's a condition called Lawkin's Syndrome. You go from headaches and coughing to seizures. It's a genetic disorder resulting from the body's rejection of the life extending gene therapies modern medicine offers. My name is Josef Gallagher of the guilded Gallagher family."

"They are coated in gold? I need to snatch some of these bastards for resale," thinks Lenny.

"Thanks for your help. Most people wouldn't help an Arriver like me."

"Well, we actually were sent here to see you by the Verge Confederation. But rest assured, even if we didn't have any business with you, we would have helped you. Probably," adds Ten-zil.

"I'm going to Lison to reclaim my family fortune. And to learn more about my father; he left for the Verge before the second Galactic War. There's a new treatment available from the Thuldan Empire, but I've already spent most of my fortune on my condition."

Apparently it's a status symbol among the Rigunmors to have an actual big ol' vault that you keep your money in. They're a whole culture of fucking Scrooge McDucks. So we have to find the vault, bypass its inevitably deadly traps and whatnot, and get the dough-re-mi.

"My father's name is Richard Gallagher. He lived in Oberon until the Great Revolt of 2373 when the local government overthrew the colonial government." They now have a direct democracy. And big rhodium mines. "My father had many enemies, and had loads of documents proving how crooked other major business figures were to keep their hands out of his pockets."

We negotiate over the meaningless retainer fee. Our cut will be 10% of whatever we recover. And we get to swim around in the money as much as we want.

He has his father's old diary (in data slate form). "My father's wealth was even larger than I had thought. I can't find any clues leading to its location, though." He gives us a copy after we sign an NDA.

We will travel with both of them to Lison, and then he will orbit spookily in his iron lung/spaceship (the *Venture*) but his bodyguard will accompany us on the actual missions. We leave our "A Team" Concord characters behind on the Lighthouse without compunction and head out for fun and profit!

Death Wish

Lenny and Markus decide to go along on the *Venture* while the other three bring the spy ship along. The plan is for Lenny to gather intel on this guy and for Markus to back him up and check out the bodyguard. The bodyguard's name is Hadley Mazon. He's been with Josef for 15 years. He has some subdermal body plating, and seems to be a pretty good shot and decent at martial arts. He seems pretty loyal to Josef.

Josef has a pretty high tech medical setup on the ship. Lenny snoops around some when he has an opportune moment, but finds nothing except lots of pill bottles.

We arrive at Lison. The main city, Tribon, is a crowded metropolis consisting of tunnels leading down to one big ass subterranean cavern 7 km down. As we board the public transit system and head to the Government District, there's a fight on board the train between a colorfully done up gang member and a businessman. He's shouting about the businessman being an "Arriver!" and not wanting to share a seat with him.

Markus tries to intimidate the two into cooling out, but they're having none of it. Peppin heads up to the gang member and slaps him, crying "Leave my warlion alone!" Due to his fragile constitution, he actually takes a point of stun for doing that. "Owww!" he cries (Peppin, not the gang member). The gang member stands there, shocked.

"So calm down, or you'll get more of that," says Markus. The gang member wanders off, wondering where a transit cop is when you need one. The businessman offers to buy Peppin dinner. He accepts.

They have a lovely dinner and discuss current business and Peppin's trivid career. Peppin sloppily tries to seduce him. The businessman wanders off, thinking "Where's a gang member when you need one?"

The rest of the group scans a media wall in a shop for signs of themselves with "WANTED" under their faces. There's nothing like that, but apparently Celestial Entertainment Television (CET), a network dedicated to showing aasimar women shaking their bootys, has been linked to pirates. Also, on our way to the Department of Dead Fathers to find out more about Gallagher, there's people demonstrating about working conditions in the mines and saying the government is working with pirates. Apparently pirates are the Puerto Ricans of this planet; they're behind everything.

There's a museum sign up about "Leen, sister planet to Lison." Lenny is startled as a little tadpole creature with mechanical spider leg looking things runs up his leg. A mechalus child follows. Lenny

chases after the critter (a “gearwork” named Gobbinex) and recovers it for the child. He says his father is in town to enhance the Lison Grid. Lenny indicates that he thinks that is awesome and scurries off.

We get to the Government House, where Josef has sent word ahead to the Office of Colonial Records to release the information on his father to us. Markus notes that it’s likely other profit-motive driven Rignumors may want this info as well. Lenny and Hadley go in as the primaries and the rest of us pretend to be there on unrelated business to case the place.

There’s a big and ornate lobby that is described in demented detail. A pretty bureaucrat named Kerri Lansing greets Hadley and Lenny. She says they didn’t find much, but gives them a data crystal and takes them back to some cubicles with computers in them.

The rest of us cook up a story about random research to get us back in the same room. We find Lenny and the bodyguard staring confusedly at a computer screen. Ten-zil checks out the data crystal and finds out it’s been edited and redacted pretty heavily. Since the request just got sent in recently a couple hours ago, that’s pretty fast acting work. Lenny asks Kerri who compiled the information, and she says she did. We exchange knowing nods over cubicle walls.

Ten-zil calls her over and chats her up, asking her to maybe show a newcomer around the city. “I have so much VoidCorp money to spend doing research in expensive restaurants and such! But I don’t know where to start!” She volunteers to help. We all file out of the building in turn.

Entrapment

Back in the hotel, they have an AI system that extrapolates sequels to movies you like. Unfortunately, we put in our combined interests and it generates “Ong-Bak 3.” Bullet holes appear in the trivid screen.

We cook up a plan. Ten-zil and his “bodyguard” Markus will take Kerri out on the town. Lenny will pickpocket her identicard in the crowded commute and then he and Peppin will get into the computer core at the government building with Hadley watching their backs.

We set this into process. As Ten-zil and Kerri go through a transit tube, Lenny shadows her and lifts her card. He scuttles off to infiltrate the government building. The lights are dimmed, indicating “night.” Lenny heads right up to the security camera and grins into it. They identify a balcony, parking garage, and service entrance as other potential points of ingress.

Markus keeps a practiced eye out for anyone following/surveilling Kerri, but doesn’t see anything out of the ordinary. She seems quite distracted by Ten-zil Kem.

Peppin plans to use his psychic powers to phase in through the wall of the building and look around. He disguises himself as the “Miner ‘49er” so that if he’s seen it’s in more of a ghost miner context. Completely by coincidence, but as proof that his worship of the Flying Spaghetti Monster is paying off, he comes out into a rhodium mining exhibit. He freezes, and pretends to be a statue of a miner. He sees a laser torch sputtering in the corner of the exhibit, and uses clairvoyance to spy on the guy wielding it. He has spraypaint and has been vandalizing the displays with “Concord Free Now” terrorist propaganda.

Peppin moans and advances on him. The guy freaks out and tries to climb up to the second floor, but he falls and hurts himself and sets off all the alarms. Peppin helps him and says, "Let's get out of here." He helps him out the service entrance, to a surprised Lenny and Hadley. "You must be government goons! The President must know the truth! Arrrg." Peppin injects him with roofies and he goes nappy time. "Rohypnol! Rape drug," Peppin tells the unconscious man.

Human Centipede

They haul him away to a Tim Horton's. It's the early hours of the morning, so the drunks and freaks already there don't really mind an alien and a miner ghost slamming a hypo of adrenaline into the heart of an unconscious man and then interrogating him over their Rooty Tooty Fresh 'n Fruitys.

The man rants about working conditions in the mines and government collaboration with pirates. His name is Sal Ricardi. "Action had to be taken! What's the point of having teeth if no one listens!" he gibbers. Peppin buys him a chicken much fried steak. "Thanks, I haven't had much solid food lately!" We find that everything that statement could conceivably mean is hilarious. The waitress tries to ask us if we need anything else, but is met only with hysterical laughter. She wanders off exasperated, wondering "What did that man mean about not having much solid food recently?"

Peppin excuses himself to the restroom and calls up the producer for his video crew. "I know it's 3:30 in the morning, but I'm in a Tim Horton's bathroom stall and I thought of you!" He pitches him on covering the miner's rights problem. The man has gotten somewhat used to operating on Peppin Standard Time (usually consisting of 5 days of frenetic activity followed by three days of sleep) and so assents.

When he gets back, the man suddenly realizes "Hey, you're that Peppin guy from the trivid, right?" The PCs send him on his way and go back to break in again.

Alien

They walk in boldly by the security cameras, enter with the stolen identicard, and go kick open the door to the security office to mug the guard and steal the tapes. The guard starts from his chair toward the alarm button; Lenny goes for the man and wraps his lizardy body around him. He rips the lizard off him and Peppin shoots him with a stutter pistol. Lenny jumps back onto the man and when Peppin shoots again, he hits Lenny. Hadley calmly shuts the door and walks over to flip down the molly-guard over the alarm button. Lenny wraps his tail around the man's neck and tries to ram his ovipositor down his throat. They fall to the ground and roll around. Lenny strangles him with his tail and Peppin injects him with a compound that should prevent this little episode from entering his long term memory.

Using the security cameras, they determine that there's also a basement and a second floor security station; each station is manned by one guard while another does walkarounds. They delete the recording of their entry.

Then they lay in wait for the second guard. As he enters, Peppin activates Combat Mind and he and Lenny stutter pistol the poor surprised bastard into incontinence. The guard manages to get his pistol

out and stuns Peppin in turn as he falls. Lenny looks around as the last one standing, and does his T'sa dance of victory, the manu-weasel with modified jig.

He goes to awake Peppin, whose eyes snap open and are glowing blue. "Hey you need to inject this guy with your forgetty juice," Lenny says. **"I DO NOT TAKE ORDERS FROM LIZARDS"** says Peppin, who then wanders around the room tasting things. Lenny just ties the guard up, sets all the cameras on "loop," and then takes Space Peppin down to the basement.

Mission: Interminable

Lenny sneaks past the security window and through a room with backup crystals into the computer room looking for a place to insert the hacking disk Ten-zil gave him. Apparently this just has "computers" with no input or output options. He goes to the research room and finds out that he'd need a password to use a terminal. He gives up and goes to search through the backups. This ends up taking a long time. A guard eventually comes by and he and Lenny stutter pistol duel it out. Then they search more. It takes hours and hours.

Meanwhile, Ten-zil Kem manages to close the deal with Kerri. Markus takes the opportunity to go through her purse and then go ransack her house, but similar to Lenny he doesn't have all the skills Alternity demands for the task at hand and doesn't find anything.

Eventually we all reconvene at the hotel room. Josef Gallagher has come down personally to look through the data. He is in Stage II of his disease and is on his last legs. He babbles on about vaults, and that he's determined the vault is on Bauble, a moon of Leen, Lison's sister planet. "Oh yeah, we saw the ads," we say. He gives us the coordinates.

The Strangers

We determine we probably need to interrogate Kerri to find out who she's been sending this info to. We set up a home invasion scenario. Markus leads them to her apartment; Lenny and Hadley lurk inside with pillowcase masks over their heads waiting for her to arrive. Markus and Ten-zil wait outside. She comes home, goes inside, and walks into a darkened room. The door closes behind her and stutter pistols go off.

We strap her to a chair and bag her head. We take turns with an Optimus Prime voice distorter to interrogate her. Lenny and Ten-zil toss the place and find a rhodium forge bar; it's used to stamp serial numbers into rhodium bars to make them appear legitimately mined.

"Who are you working with?"

"Wha- what do you mean? No one!"

"Who did you tell about the vault?"

"Oh God don't kill me!"

Ten-zil cooks up a little spoon of something good for her. She commences to make with the info.

She claims her pirate friend Isala Roe went to get the money and hid it but she disappeared, and she thinks infamous pirate lord Thomas Kind killed her. Recently a bunch of pirates broke ranks with Kind to join the Corrino family and her ship, the *Mendaran Ghost*, is missing. Kerri traced her ship over toward Bauble but lost track of her. They were going to split it 50/50 and then Isala was going to use her half to join the Corrino family.

We bug her comm device and warn her to tell us if Isala contacts her, or else we'll be back and not be so nice about things the next time. Then we bail.

Aliens

It's only a short jaunt over to Bauble so we decide to do that before trying to deal with pirate organizations. Maybe she's hiding out there, if she needs a place to lie low. Bauble is the second moon of Leen, and has some ruins on it. We detect the vault's location in a valley, and land the ship. Peppin stays with the ship. "Stay close," we tell him. **"I CAN SEE TOMORROW"** he replies. The whole blue glowing eye thing hasn't let up yet. We look at each other and shrug; he's the only one with piloting skill. We have to go in on foot. Lenny, Ten-zil, and Hadley get on environment suits; Markus breaks out his powered armor and quantum minigun. The base of the minigun has the words "FUK EM UP" written on its side. "In it to win it!" he declares.

We set out for the vault across the hostile, airless surface of the moon. As none of us have the "Hiking" skill, we have to roll at half our stat with a 1 step penalty, so our legs all explode. But we're not bitter about this damn Alternity system.

We march down and Markus notices signs of footprints and forklift tracks that someone has tried to erase. He stands before the airlock with his quantum minigun at the ready. "Lenny, run a bypass!"

Hadley says, "Gallagher gave me the codes to open the door..."

"Let me check it first," Lenny says. He checks and discovers that someone has juryrigged the airlock door with a trigger of some sort. He quickly disables it and the door whooshes open; Markus hunkers down and scans the area with his minigun.

The door opens into a long airlock. This opens into a shipping and receiving station. To the north is a forklift and a security door. Plexiglas windows look down on the area. Workstations hum away within. Markus takes cover behind the forklift and covers the security door as Lenny and Ten-zil try to use the workstation. Sadly, the console shorts out. Lenny fixes it and then they get online. Ten-zil gets a complete list of all the loot in the vault. There are vaults 1 and 2, and the more valuable stuff is in 2. Or was, at least, the people who came here probably didn't bother to process their loot through the inventory system.

Lenny detects yet another device on the security door. It looks like an alarm tied into the station security system. We contemplate whether this has interstellar capability or whether it's meant to alert someone still here. We don't like any of the options. We call Peppin and tell him to take the ship into orbit.

The door slides open revealing a vault, emptied of wealth but still bearing an old security warbot, which aims its SMG and grenade launcher at us threateningly. Markus opens up with his quantum minigun and rips it into shreds with three phases of full auto. It doesn't even get a shot off. The others cautiously inch in to loot as the minigun barrel slows to a stop. We ransack a variety of smaller chambers but they have already been cleaned out.

Still Aliens

Lenny opens another security door leading from the main vault, and we are treated to explosive decompression! All of us and a bunch of crates and barrels are sucked through the door toward a breach in the hull. Lenny and Ten-zil take some battering damage from the trip. We close the bulkhead and investigate.

It looks like some kind of tunneling machine came through here, which is another looted vault. We follow the tunnel into a natural cavern that has water crystals (i.e. ice) in it. We follow the cave and find a big techno-organic device that looks Klick in nature. We freak out and scan the area for threats.

There's nothing immediately apparent but as we go through the cave we start to see bio-organic crap growing on the walls like the start of a Klick ship. "Nobody touch nothin'!" demands Markus. Then the cave opens up to the surface of the moon. We go back and through another tunnel, which leads to a "dead end" – but one full of organic goo that pulses at our presence. "Does it look like a sphincter? Or a vagina? Or both! Maybe a cloaca?" The GM assures us that yes, it looks like a Klick airlock. We all whisper curses.

"Grenade?" Markus offers a frag grenade to Ten-zil.

"No, I think I'll just open my helmet and hold my breath. I hear that's the fastest way to go."

"Not for yourself, dumbass, for the clicks."

We retreat to the vault and wedge the digger into the hole to hopefully retard Klick progress when they boil out to attack us. We speculate on whether they can detect our stealth ship or not. Even if they did, perhaps they interpreted our ship's departure as us coming, determining the vault was empty, and departing. Did they get here after the vault was cleaned out? That seems unlikely, depending on how long it takes for them to grow a techno-organic base. But then why did the pirates not get killed by them? Unless they were somehow in cahoots? But how does a bug alien even know what a cahoot is? We're not even sure we do!

Next time – Is it a bank job? Or a bug hunt? We're so confused!