

ALTERNITY "THE LIGHTHOUSE" SESSION SUMMARY – NOVEMBER 7, 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	Present
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	Absent
Chris	Dreth	Pict Warchief	Combat Spec	Offstage
Bruce	Taveer	Mechalus Concord Engineer	Tech Op	Offstage
Chris	Ten-zel Kim	VoidCorp Ambassador	Diplomat (TO)	Present

Last Time, On The Lighthouse...

We discuss the friction of war and slovely roommates. On a related note, Tim is out today. He also hasn't delivered the last session summary, so we all try incoherently to recap what happened. Paul prompts our memories.

"Remember the Spanish colony where you fought rabid teddy bears?' Blank looks.

"And then down in the caves where the illusionist Hortas live?" More blank looks.

"And they wanted you to fix the homing beacon because it's like a tanning salon slash booty call for them?" We strongly suspect he's making it all up.

"And then you found the treasure and the pirates were coming to get you?" We're willing to believe that!

You Be The Piercer, I'll Be The Roper

Lenny is skulking in the caves like a lizardy Alien. Well, he is an alien, but you know, an Aliens alien. Twelve pirates walk right by him as he pretends to be a rock. He clicks his comm twice and shadows them as they blunder through the caves looking for their misappropriated treasure cache.

Hearing the comm click, Markus tells Lambert Fulson, Ten-zil Kem, and Hadley Mazon to get ready for incoming! The aliens moved both the treasure and the beacon from their original rooms to two different rooms. "You know, if we can just keep them from finding the place, I won't have to gib twelve guys today," offers Markus. We try to get the rock crystal lizard creatures to do illusionary walls to keep

them out. Ten-zil programs up some holograms to try to communicate this to them. Meanwhile Markus sets out kill zones and has everyone set up outside of frag range of the entry tunnel. We have the aliens channelize them into our ambush and plan to offer them surrender.

The pirates shamle into the cave. "Halt!" calls out Markus. We demand their surrender, in somewhat incoherent fashion. "We'll give you your lives! Oh, and a rhodium bar each! And you can leave! No, wait, you have to stay as our prisoner!"

The discussion doesn't go well, Ysala Roe the mechalus pirate says "Assertion! We will take all the treasure over your dead bodies!" She fires bursts from her bulldog SMG into the cave. A 9mm bullet pings off Markus' armor.

Lenny excitedly throws a frag grenade into the rear ranks of the pirates. It fails to go off, and Lenny's confused; he licked it in just the right way to activate a T'sa grenade before he threw it. Sadly, the grenade was a normal human grenade Markus had given him, and in the weapons briefing he hadn't thought to go back to such basics as "pull the pin first."

Lambert Fulson fires his 15mm sabot gun into the would-be pirate queen. Hadley nails her with his charge rifle as well. The pirates rattle off a bunch of pistol rounds at us to little effect.

Markus shouts, "Imperative: DIE!!!" He pulls up his ZX-5 grenade launcher and pulls the trigger to pound some firey death into the pirates - and there's a hollow "clunk" as the drum clip jams. "Son of a..."

Ten-zil Kem throws the frag grenade Markus gave him. He completely forgets the safety briefing and lands it within 10 meters of the PCs. It totally gibs about four of the pirates and wounds everyone but the warlion.

Ysala Roe and two of her pirates flee down the corridor. Lenny leaps out and fires his klick dark plasma gun twice into the unsuspecting mechalus. She screeches and goes down. Lenny tries to get the two pirates with her to surrender, but one of them wants to fight!

Markus charges forward and beats down two pirates with his gravmace. Lambert and Ten-zil shoot down another two. There's only two pirates still active in the cave (and then there's the other two down with Lenny). Then Hadley stops screwing around and walks a burst up one. They surrender. The T'sa pirate down with Lenny turns around and shoots the belligerent pirate down, and says, "Friends, yes?" Lenny says, "Yes! You have earned your rhodium bar."

We try to provide first aid to Ysala to interrogate her but she bleeds out.

Yo ho!

We take our three pirates and put them to work hauling loot. We search Ysala's body and ask T'songo the T'sa pirate pilot if this is the whole gang. He says it is and he avers that he loves space combat! We impress him into the Concord space force, not that we have any authority to do that. Ten-zil Kem is concerned about the fact that his resume only says "Pirate," but Lambert Fulson offers to falsify a work

history and references. Markus gathers up a duffel bag of guns for resale or charity giveaways. The pirates have the controls to the lifter robots we had found, so we put them to ferrying the loot out. We go back by and see the scientist Lakota, who is happily engaged with communicating with the Menshor crystals. We wish her well and depart.

The pirate ship, the Mendaran Ghost, is pretty big really. We steal it too. It has two mass cannons and eight missile racks. We separate out our 10% of the haul and focus on easily liquidatable items. We also clandestinely copy the blackmail materials and plan to give them to the Concord in case they need leverage against relevant Rigunmors.

Good Bugs?

When we get back to the ship and are loading the loot into the cargo hold, Peppin comes on over the space radio. He's hooked up to an antirad drip in the hospital. He says he's been reviewing the data from the klick biolab and says that they weren't trying to genetically modify their eggs per se, they were trying to UN-engineer them to make them viable. Maybe they're made sterile to keep them in control.

At this point, a wave of weakness and nausea washes over us! We immediately realize with a sick feeling that it's the clicks' bioweakness field. Markus pulls out his chainsword and yells, "Prepare to repel boarders!" Four clicks boil over our ship's hull and enter into close quarters with us. There's some brief confusion about trying to talk to them about their lost egg. Lambert waggles his arms and tries to talk to them about their egg. They actually turn off their bioweakness fields!

One klick goes over and types into the communications console. Ten-zil turns on Sexy Voice 5.4 so we can all hear it. It says huskily, "These three will remain here to guard you. I will go get our leader." Sure enough, it comes back with a giant 3 meter long klick. It has a strange device on a harness with a crystal in the center of it. Lenny says "Hey, that might be the artifact Space God Peppin was trying to design a sensor to find."

The klick clicks and a voice is broadcast into our minds. "We are already tracking the signal back to the source now. We will get the egg soon."

"Space God Peppin will stop you. We can help you though. What do you want?"

"We need more modern genetic engineering technology. You get it for us!"

"We understand you are trying to have real eggs again."

"You know too much!"

"We can help you if we know what you want."

"We want our independence! They have our queens captive by the Sifarv and their Thuul priests! We would need royal jelly to make a new queen and that is on our homeworld that the I'krl hold. Our eggs have been changed by the K'darans and can't hatch without them!"

We've heard that the K'darans are the scientists behind the I'krl Empire and made the "turn people into kroath" tech.

We try to chat up the clicks. They are a splinter faction looking to free their queen. They are willing to lead us to their home planet to try to liberate it or at least get some eggs and royal jelly to make new queens to free all the clans.

We tell them to send a klik technician with us that savvys the English. We'll go back and talk with the Lighthouse command staff and see if we need to stealth in or RIF it.

So what we need to do is:

- Go drop off 9/10 of the loot and Hadley with our patron Gallagher
- Pick up Peppin from the space hospital and get the klik eggs
- Give the eggs to the clicks
- Go to Bluefall where the *Lighthouse* is
- Buy genetic equipment and send it off on a ship to get intercepted by clicks
- Get all the intel on the alien races from the klik technician
- Bring the technician and the intel to the Concord and try to broker the world-saving deal

Denouement

We say "Peace!" to the clicks and get the hell out of there. We go find Gallagher, he's so sick he's been cryogenically frozen by the T'sa doctors there. They thaw him out and we give him his loot. He is thankful, and has a newfound realization that his life is even more important than money. It's low on the general scale of ethical realizations, but we'll take it. He offers us a favor in addition to our 10%. We all hug Hadley goodbye. Not really. Wrench the gearwork is adopted by Lenny as a thief-pet.

We all get 11 XP! Levelling is done and excited allocation of skills. We all realize that we suck when we're in spaceships so we each take a Systems Operation skill.