

ALTERNITY "THE LIGHTHOUSE" SESSION SUMMARY

04/25/2010

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-zil Kem	Diplomat (TO) 8	Present

It is December 12, 2502. The Lighthouse is currently in drivespace, heading to the Mantebron system.

Lambert Spends More Time On His Back Than A Mail-Order Russian Bride

Lambert Fulson wakes up in a medical bed in the Galindus Medical Center again, to the cold unblinking eyes of the fraal doctor Dr. Zelnaga.

In his inscrutable calm fraal manner, Zelnaga explains, "The last time you woke, you sexually assaulted the young woman who had been coming here to watch over you, you better hope the woman is forgiving."

Lambert learns that he has just spent about 3 days in a coma. Lambert tries to con Zelnaga into prescribing some high-grade medication, but Zelnaga isn't falling for it.

In traditional Rignunmor fashion, Lambert puts money far ahead of love. He puts Argentia Jessemen out of his head and goes to check on his illegal business ventures. He is soon intercepted by Haggernak (the Weren Administrator, head of station security). Haggernak offers Lambert the chance to join the upcoming raid against Dr. Wizard. He talks Lambert into it, telling him he will look the other way while Lambert scavenges the area and grabs Dr. Wizard's medical equipment. Lambert records the conversation for posterity.

Going to See the Wizard

Zalan Vagner (the weasely criminal) and Markus (the warlion bartender) have an appointment with Dr. Wizard! Haggernak and his team (Lambert Fulson and Lenny the t'sa) are nearby. Vagner has been directed to meet Dr. Wizard in a small temporary office building set in a large cargo hangar. The hangar echoes with the moos of a shipping container of cows bound for Mantebron.

Markus cases the joint looking for security measures, but doesn't see anything suspicious, except the large armed cyborg guards in front of the office shack. Vagner is supposed to show up alone, so Markus sends him in, with one last promise that this will cancel all of Zalan's debt to Markus.

Vagner smiles nervously at the cyborg bodyguards and enters the shack. Dr. Wizard is sitting behind a desk in an elaborate costume to disguise his identity. There is another Nariac bodyguard in there.

Doctor Wizard greets Zalan, "I hear you want to become an acolyte. This is good, we always need more skilled people. But there is a... process... you must undergo." Dr. Wizard opens a drawer and brings out a large blue pill.

"Uh... yeah... about that. Maybe I need to learn a little more about this..." Zalan stalls for time.

While Markus and Haggernak sneak around to the backdoor, Lenny and Lambert start a scene to distract the outside guards. Lenny starts yelling at Lambert for selling him a "bad carpet." Markus finds that the backdoor is locked with a keypad lock. He curses at the fact that he has no skill with locks.

Suddenly Rokk Tressor pipes up, "Get out of the way, I can hack electronic locks."

Markus jumps, "Where the hell did you come from?"

Rokk just shrugs and goes to work on the lock.

A cyborg guard advances on Lenny and Lambert to drive them off. He levels an autoflechette shotgun at the pair and tells them they need to move on. Lenny and Lambert begin to argue with the cyborg, making his trigger finger very itchy. Finally they piss off the cyborg enough that he attacks.

Vagner is freaking out inside, after being told to take the blue pill. Markus bursts in, followed by Rokk and Haggernak. Dr. Wizard leaps to his feet at the intrusion and presses a large button. Two cybernetically-enhanced apes burst out of a wall, one shreds Vagner, the other attacks Rokk.

Dr. Wizard begins firing off psychic brain blasts and tries to subdue Rokk with telepathic assaults, but Rokk's having none of it. Rokk drills the doctor with maser autofire, nearly killing him in one round.

Outside, Lenny and Lambert are engaged in a gun battle with two cyborgs. Lambert finds himself falling back before the cyborg onslaught, so he blasts open the door of a cattlecart, frightening the beasts inside into a stampede. Then he resumes shooting cyborgs in the confusion. It seems that cows have a killer charge attack, one of them takes a cyborg out.

The cyborg bodyguard inside manages to gun Rokk down with his autoflechette shotgun. Lambert also gets shot down, taking several flechettes to the gut, falling unconscious. Lenny manages to avoid getting hit by the one remaining cyborg, peppering it with enough minor hits to concuss it and eventually knock it out.

Markus and Haggernak fight the two apes, and eventually Markus drops them both. Haggernak and Markus then proceed to dismantle Dr. Wizard's bodyguard.

Everyone scrambles to apply first aid, as both Rokk and Lambert are gravely injured.

After everyone has had a chance to catch their breath and no one is in critical condition, Haggernak takes Dr. Wizard's mask off. He recognizes the face of the man underneath as Lesalon Cor, Dr. Zelnaga's chief assistant, and in charge of scanning people for mind-controlling worms.

Haggernak immediately alerts the captain that the brain slug detector was infested with brain slugs. The captain orders Haggernak to take Dr. Wizard and all suspected Nariac cyborgs to the medical center. The captain then orders marines to be sent to lock down the medical center.

Ten-zel Kim Has Worms

Ten-zel Kim is cleaning out his address book when he has a sudden urge to report to the Nariac embassy. He isn't sure why, so he calls over to the embassy to see what's happening. He gets no answer from the Nariac embassy but he feels that the Nariacs are in danger. He calls Captain Takashi.

“Captain, I'm not sure why, but I think something is going on at the Nariac Embassy. I can't reach them on the grid, I'm going over there now.”

Takashi tells him, “Kim, stay away from that place, we think it may have been taken over by alien parasites. We're confirming it now.”

Ten-zel Kim is still strongly inclined to go there, though. “Sorry, Captain, I have to go.”

Takashi begins mobilizing all 200 marines on the station, sending half to lock down sick bay, and the other half with Martin St. John to lay siege to the Nariac Embassy. Haggernak calls Gerard Peppin and sends him to help with the Nariacs, since he's the next best doctor not under lockdown.

Goodbye Doctor Wizard

In the medical center, a new scan is done and the technicians determine that Lesalon Cor has a large tangle of worm-like creatures between his heart and lungs. The cyborgs are also scanned and some of them have smaller clusters of worms. Rokk and Lenny watch from behind a quarantine shield as the doctors begin extracting the worms from Dr. Wizard, when the worms leap from Cor's body and go into a rage. The worms knock one doctor unconscious with a psychic blast. The PCs rush in, and Rokk shoots the cluster of tiny worms while it skitters across the floor. The worms seem to be stunned by the weapon. Using protective gear, he scoops the stunned worms into a specimen jar, and Lenny helpfully plops a psi restraint helmet over the jar. Lesalon Cor expires on the table.

Ten-zel Regains Control For a Moment

Ten-zel Kim shows up at the Nariac Embassy, and the guard shows Ten-zel directly in. The guards tell him, “our enemies will be here any minute, we need you to help us fortify the base”

“Um, no.” says Kim, but the voices in his head say, “YES.”

Ten-zel Kim shoots himself up with a Efficient Engine drug cocktail (amphetamines, ADHD meds, and dopamine enhancers). He shakes off the mind control for a moment, and runs out the door of the Nariac Embassy and back towards the VoidCorp embassy.

He gets about 200 feet before the worms reassert themselves and he thinks he should head back, when the marines come across him. Captain Takashi tells his men to arrest Kim. Martin St. John stuns him down. Kim screams “Diplomatic... immunity...” as he goes unconscious.

Peppin inspects Ten-zel, and discovers brain slugs (amazing success!). He then sedates him. Removing the worms will take major surgery.

The Assault on the Nariac Embassy

The marines are well-armed and trained, and they outnumber the Nariacs substantially. It is only a short time before they manage to flood the embassy with gas and storm in to take out the cyborgs.

Takashi reflects, “I don't think this is the first time we've had to storm the Nariac embassy.”

The Aftermath

The Orlamu temple has a very good view of all the action, and the Orlamists get plenty of video of the marines assaulting the Nariac Embassy. In the aftermath, Reisman Quayle (the temporary head of the Orlamu faction on the station) begins broadcasting this footage over the station's grid, lambasting the captain's heavy handed attack on the Nariacs. Takashi responds with a charm offensive. He broadcasts his own message and lays it out simply that there was an alien parasite infestation; very unfortunate. If anyone is acting strangely, please contact Administrator Haggernak and report your friends! Taveer reports that according to the insta-polls he just set up, the Captain's popularity is higher than ever.

Takashi interrogates the Nariacs to find out when the infestation started. Most of them had been infected fairly recently and had small colonies of worms. They said that they felt strange impulses but thought they were in control of their own actions. The ambassador Gregor Chapin had been infected almost two months ago and had a much larger infestation. He says that it started out as subtle control but eventually he was a prisoner in his own body.

Martin St. John searches Lesalon Cor's quarters, and finds his offline system for keeping track of his work as Dr. Wizard. He finds no contact between Cor and Gregg Ramsey.

Using information from Doctor Wizard's logs (recovered from his quarters) and Chapin's testimony, the infestation is eventually traced back to the Hatire Mind Knights that had attacked Captain Takashi on Yellowsky. Lesalon Cor had been told to check the Hatire bodies for alien parasites and he must have been taken over at that time. Takashi orders the Hatire on the station checked for more brain slugs.

The surgeons remove Ten-zel's worms, and he keeps them in a jug of formaldehyde as a souvenir.

The doctors study the worms and determine that each one has a primitive tiny brain, but a mass of them can form a group mind. Each one is about 1 CM in length. They cannot exist outside of a host, so we put them into a dhros for storage. Interestingly, they are genetically similar to the Kroath parasite, indicating they are at least probably from the same planet.

Peppin mind probes the infested dhros and determines that the worms want to infest humans because they are comfortable hosts, but not space vampires. They are disgusted and horrified by Kroath.

He postcognates Dr. Wizard's body, and sees an image of Cor cutting into the mind knight's torso, finding brain slugs, being horrified, falling unconscious, and waking up with brain slugs in his body.

Martin St. John uses Dr. Wizard's logs to find his customers, and Haggernak uses this to uncover some more infested terrans.

Rokk Makes a Deal With the Devil

General Racin contacts Rokk Tressor. He claims that Captain Takashi has overreacted again! The captain has started a pogrom against the Teln, a race of peaceful symbionts. He claims that the Teln only take over willing hosts, and don't take over the minds of their hosts. Rokk has already been asked to try to infiltrate Racin's alien group so he agrees to help Racin and the Teln. Rokk offers to set aside a ship in the dock and mark it down as already searched, for safeguarding the worms. Racin is highly appreciative.

The Lighthouse is Now Worm-free! Really!

Consulate Minister Thayne contacts Takashi to congratulate him. His campaign to deal with the worms has been highly successful. Thayne wants help creating a PR campaign for Mantebron, so the residents of Mantebron will know that the Lighthouse does not bring parasites and plagues, but rather trade and contact with the larger worlds.

Takashi is happy to help. In order to assure that nothing gets spread from the Lighthouse to the planet, he institutes a new policy that anyone coming on board must agree to an outbound scan for parasites.

They discuss the Lighthouse's stated goal in Mantebron, to deploy an orbital trade station. Minister Thayne shares a little of his long-term goals with Takashi as well. Eventually Thayne wants to establish a single government for the entire Verge, like a second Concord.

I See Dead People

Peppin wakes up to find Lesalon Cor in his room. Cor seems confused and not sure where he is.

Peppin tries to see if Cor remembers the fact that he is dead, but he has no memory of that. Peppin talks to the confused ghost for a while, and then consults with the Falkri which has taken up residence in his head. The Falkri tells him that the odd human free will tendency sticks around even after the grave sometimes. Peppin writes the apparition off as a side effect of the Falkri inside him. Peppin tries to get useful information from Lesalon's memory signature, but doesn't get anywhere. Great, he thinks, so I'm a ghost whisperer now.

12/14/2502: the Lighthouse re-enters normal space in orbit of High Mojave in the Mantebron system.

Letters From Space

As soon as the Lighthouse reenters normal space and deploys the drivesats, a load of delayed communication comes pouring in.

Haggernak gets the data he had been waiting for about Otterschmidt's family.

Ten-zil Kem has a couple of waiting messages.

- A communication from Angela Quinn (Agent of the CIB), telling him that she is thinking of him and looks forward to his next stop at Bluefall. He replies with a form letter.
- Mayasa Ombe, VoidCorp's verge security chief writes to say she's also thinking of Ten-zel, but in a more threatening way. He responds with a letter feigning obliviousness to her threat, and regrets that the VoidCorp spy she sent to the station was captured, and was in danger of giving up information, and Ten-zel had to convince him to commit suicide.

At this time, warnings go out about the mind worms. Takashi has the warnings sent to Admiral Raastad and Angela Quinn as well as his superiors.

The Party Keeps Getting Bigger

Consulate Minister Thayne and Captain Takashi are busy setting up a big PR event with the Mantebron colony when they deploy the orbital trade station. The largest town on High Mojave has 500 residents, but a total of 10,000 homesteaders live on the surface, and Thayne wants to be sure to reach them. He works with Colonial Governor Giles Sandovar, but knows that Sandovar is intent on bringing the light of modern Orion civilization to High Mojave, making him unpopular with the isolation-loving homesteaders.

Lady Deutschmark tries to contact Captain Takashi to invite him to an orphan dance recital that she is organizing. While she is talking with him she gets the idea that it could be coordinated with the satellite launching ceremony. He convinces her to retrofit the dance event as a Christmas event, which will also be held with the trade station launch.

As word starts to spread of the event, it begins to grow, and soon everyone on the station is getting ready for the big event.

Lady Deutschmark makes sure to personally invite Ten-zel Kim, who grudgingly agrees to attend.

Prof. Deutschmark comes into Peppin's office, "Hey, you want to go to some dance thing? My wife's throwing it. There should be decent food there."

"Sure, why not?" Peppin says absently.

The event gets so big it ends up being held in the big sports coliseum in the Lighthouse. The space station deployment is going to be shown on the big 3-D jumbotron.

Takashi decides that lots of metal detectors should be in evidence, because of the high risk of assassination plans. Haggernak looks at the huge area he'll have to cover, and decides to get himself a grav scooter.

Takashi decides to get a fat suit and santa costume for the event, and hand out gifts to the orphans and children of the station.

The Corner gets involved as the caterer. Markus sends Tanya Ten'neer to take care of it, and he determines that she's got an ongoing romance with his bouncer (the Swede). He tries to figure out if she'd be worth bringing in on the gun side of the business, but eventually determines, that no – her father's criminal endeavors left her highly appreciative of her honest job.

Peppin convinces Taveer to wear some christmas lights at the event, plugging them into his cyber ports.

Martin St. John finds himself taking all three bridge babes (Commanders Hix, Sign, and Segui) to the event. They've picked out cute cocktail dresses and everything. Unfortunately Martin's attempts to parlay this into some sort of actual date go unrewarded. The girls seem to see him as just a good escort to keep the drooling fanboys at bay.

While tooling around, Haggernak notices that Lambert Fulson is at the event with the pretty loan officer Argentia Jessemen. He also notices that they are being trailed by a man he doesn't recognize. He doesn't think much of it at the time.

Lambert Gets Unlucky Again

Later Haggernak notices Lambert Fulson again. Argentia is nowhere around and Lambert seems to be trying to surreptitiously attract Haggernak's attention. Quickly the strange man from before drags Lambert away from the public area. Haggernak flies his grav scooter over to investigate, and Lambert indicates that “The. Man. Has. A. Gun.” Haggernak calls out to the abductor, who plugs Taveer in the back with some kind of gun. Haggernak proceeds to cut the man down with his tri-staff, killing him instantly.

Haggernak lets Captain Takashi know, and then tries to find a medic for Lambert. They determine that he's infected with some sort of flesh eating agent. Several doctors take Lambert to sick bay to try to save his life.

Otherwise, the event goes off without a hitch.

Haggernak sets off to bring Argentia Jessemen in for questioning. His security team takes the corpse and the gun back to security.

XP Reward

4 xp for the main actor, and 3 xp for the secondary one.