

The Kings of Orion

**A Savage Worlds Campaign
Session 3: Diplomacy Mission**

2012.01.29

Player Characters

Lord Edmund Blackadder – Human Psionist (Justin Leibert)

Godfrey Nottingham – Human Berserker (Dave Nelson)

Brock Simpson – Human Psychopath (Bob LaForge)

Panthro – Rakashan Technologist (Marlon Kirton)

GM – Andrew Smith

Log

The knights have traveled to Orion to follow up on a request for their presence by the “Space Pope” passed through Sir Culpepper. They find him giving a speech in support of unity in a historic monument garden in a more rural portion of the planet. Just as the speech is ending, a man wearing an explosive suicide vest jumps from the crowd at the surprised Space Pope Juan Paul II. Only the quick action and sacrifice of Pope Juan Paul’s handlers allows the pontiff to survive, although knocked unconscious. The knights go into crisis mode to respond to the attack. Sir Nottingham teleports to the pope’s side. Sir Simpson starts to wrestle with a ratman who drew pistols. Several other dumbfounded watchers start to move toward the pope, shouting slogans such as “Steve is swell!” and “Steve is great and he smells good!”. Sir Nottingham gets the Space Pope to safety and the knights dispatch the suicide bombers with little effort leaving no survivors as usual. An electronic mail message on the ratman’s body indicates that there is a bounty on Sir Nottingham’s head by the ratman mafia that is being held in escrow – a fact that Sir Nottingham ruefully confirms.



The knights awaken the Pope and all are whisked to the Vatican – a small city on Orion devoted only to the worship of Jeebus, the messiah of the Royal Church. There they encounter Cardinal Best, one of the higher ranking members of the church and a potential candidate for Pope should Pope Juan Paul fall ill. Cardinal Best does his best to dismiss the knights claiming that he must speak with the Space Pope about dropping Orion’s neutrality in the struggle between the kingdoms and declare Lothar IX the new King of Orion. The heroes manage to dismiss the pushy jerk-faced Cardinal.

Panthro spent some time in the Vatican computer archives. He unearthed the fact that two young children of Mason IV were spirited away by the Royal Church nearly a hundred years ago before the succession of kings began to break down and entire bloodlines were slaughtered by tyrants Mason X and Lothar VIII.



Sir Blackadder receives a call from Diplomat Cletus, presumably inviting the knights to an event of some sort he is hosting. He expresses his gratitude in saving Bo Juke from certain death on Gnoob as well, but his local dialect makes him difficult to understand. The knights decide to take a rain check on his offer.

The knights are walking through Orion city, the historical capitol city of the entire kingdom while they make plans on their next move. They pass a memorial to the machine war that features an actual skulltron robot that had been decommissioned, when they are attacked by a cell of Blackthorne mercenaries from across the memorial park. The heroes return fire, but face stiff resistance due to the mercenaries' superior firepower. Only once Sir Nottingham teleports into melee with the mercenaries are they able to mop up all six of them. All of the mercenaries are slain mercilessly without questioning thanks to Panthro and Brock's bloodthirsty natures. Panthro's and Sir Blackadder's henchmen are both wounded during the encounter but they live for the next adventure.

The heroes rent a car and drive down the coast for some time away from the threat of action by the mercenaries. Panthro finds a bug dropped quietly onto Sir Nottingham giving away their position to potential hit men. Sir Simpson purchases a armored personnel carrier through legitimate channels. The group decides that the plan is to raid the Vatican in order to take out Cardinal Best whom they suspect is a Mavorian spy, if not a complete douche nozzle.

Back in Orion City, the group does a quick search of the city to identify the location of the former Lodge of the Knights of Orion. They find that the ancestral home of the knights on the capitol city has been given to the diplomatic mission from House Lothar on Orion. Since that situation does not sit well with the knights, they roar up to the front door of the building that very night demanding that they get it back.



They arrive at the door in the midst of what appears to be an evening dance party. The bouncers at the door stop Sir Nottingham from entering and instead bring out Diplomat Snerdly, the representative from House Lothar. Snerdly loudly tells all his guests to be quiet fearing that the knights are in fact the local authorities. He is initially relieved to learn that the knights are not there to bust him, but once they start pulling weapons out he and his bodyguards flee back into the packed party. Sir Blackadder and Sir Nottingham run the diplomat down while Sir Panthro hacks into the local computer network for the building and Sir Simpson stands guard outside.

As the knights begin to question Snerdly, a rumble is heard. The decommissioned skulltron planetary attack robot has been activated somehow! It races toward the diplomatic mission, intent on death and destruction. Sir Nottingham teleports on top of it and sets off five breaching charges, barely leaving a dent. Sir Simpson flees for his life, ultimately hiding in a nearby garbage can. Sir Panthro blocks all communications believing that the device is under some sort of remote control, but instead isolates a frequency that he can attempt to “hack in” to the robot and issue a new directive. As soon as Panthro starts hacking the mechanized monster turns toward the diplomatic mission building Panthro is in and proceeds to destroy it room by room. Sirs Nottingham and Blackadder drag Snerdly into the back of Sir Simpson’s APC, now driven by Sir Nottingham’s retainer. They start to question Snerdly, with Sir Blackadder even using his mind trick power on him to attempt to retrieve information about the skulltron and the diplomatic mission. It appears to the knights that Snerdly knows little about either. Finally, Panthro manages to hack the command protocol of the skulltron and shuts it down. Sir Simpson takes the time to gut the device making sure that it could never be activated again for any reason.

Epilogue

Hearing that the knights were interested in having their lodge back, Pope Juan Paul II sees that the knights are given the diplomatic mission to House Otto instead. The knights will be free to move in as soon as it has been cleaned out.

Ending credit tally:

Lord Blackadder – 7

Godfrey Nottingham – 8

Brock Simpson – 11

Panthro – 3