

The Kings of Orion

A Savage Worlds Campaign

Session 4: Save the Pope, Save the World

2012.02.12

Player Characters

Lord Edmund Blackadder – Human Psionist (Justin Leibert)

Godfrey Nottingham – Human Berserker (Dave Nelson)

Brock Simpson – Human Psychopath (Bob LaForge)

GM – Andrew Smith

Prolog

Cardinal Best: Your grace, you must reconsider!

Pope Juan Paul II: I understand your concerns, but I still have faith in the future of our kingdom.

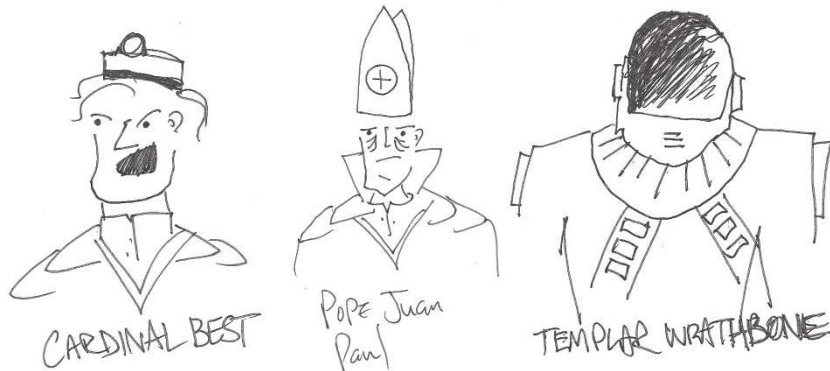
Cardinal Best: Your faith is misplaced, your grace. House Lothar will take the throne, surely. Better to give our support to Lothar IX now than face the prospect of him taking the planet of Orion by force later.

Pope Juan Paul II: The true king is still out there. I must hold the Sapphire Throne until he is ready to take it. Do you understand? That is my decision. You are dismissed, Cardinal.

Narrator: Cardinal Best leaves, walks to his own office adjacent to the Pope's quarters. There the Templar Wrathbone waits in the darkness with his arms crossed.

Cardinal Best: (Surprised) You are here!

Templar Wrathbone: I am. My patience is at an end. If you want your precious church to survive you must do as I say. I can no longer wait for the Moran church to do our dirty work for us. You must leave for the countryside so that you do not raise any suspicions when you become the new Pope. Our most powerful weapon in this fight is just coming online now. It is time to put it to its first test.



Log

The knights save the Space Pope from an attack by an unmarked mercenary team mysteriously seeming a lot like the Blackthorne Mercenary Company. The attack is carried out while Pope Juan Paul gives a

speech before a gathered throng three stories below him. The ineffectual ecclesiastical guardsmen are slain quickly and the Knights of Orion must save the day. Sir Nottingham teleports the Pope to safety while Lord Blackadder mentally commands the pilot of the mystery attack hover APC to crash into the ground. Sir Simpson arrives on the scene and cleans up all the remaining mystery mercenaries.

After some discussion, the heroes break into the private offices of Cardinal Best. They suspect that he is the one behind the assassination attempts. After torturing and slaying his assistant, the knights search the place for a clue as to the Cardinal's whereabouts. They find nothing but a few telecommunications records pointing to a slew of calls made to a nearby hotel room. Sir Nottingham steals the Cardinal's sandwiches and the group leaves.

Brock Simpson happens to run into "The Creeper" on Orion. He was last seen on Wellfleet, carrying a sandwich board proclaiming the end of the world. Simpson gives chase and tackles the young man. After learning that this crazy guy had snuck into the Cardinal's suite and firebombed it, Simpson gives the young man his seal of approval and allows him to live. "The Creeper" slinks off to perhaps firebomb again.



THE CREEPER

The telecommunications records lead the knights to a hotel suite where they are ambushed by a member of the Order of the Templars of Lothar. Templar Hamburger opens the hotel suite's door and immediately starts to attack the Knights. Despite being able to throw off Lord Blackadder's psychic powers, and shrugging off Brock Simpson's best melee attacks, it was Godfrey Nottingham's shotgun to his neck that proved to be the Templar's undoing. The heroes enter the suite and learn more about House Lothar's ability to teleport forces across the galaxy. Lord Blackadder picks up a featureless black box the size of a shoebox and determines that it is some sort of psychic beacon. He also learns that Cardinal Best is hiding out in a safe house atop a little-traveled mountain near the cheese-loving town of Ruzzolone. The group sets out immediately in Brock's APC.

The knights arrive at Cardinal Best's safe house and immediately attack. They ram the APC into the wall of the house and start shooting. Resistance is stiff at first, but the heroes are able to overpower the House Lothar regulars pretty quickly. However, soon the battle is joined by a cadre of Mavorians teleported in from elsewhere. The Mavorians prove to be quite a handful, and several of the knight's retainers are slain including the Well-Dressed Wheelman and the Hot Headed Harlot. Ultimately, the

heroes triumph and Sir Nottingham shoots Cardinal Best at close range with his shotgun to make good on his threat to kill the churchman for his traitorous ways.

At this point, the group then hears about three separate car bombs that have gone off in Orion city. The authorities suspect Slag-Bah cultists at work, and at that point Sir Nottingham realizes that the Blackthorne Mercenary attack squads were always organized into three groups of three. A sure sign of cultist activity! The knights go undercover in a bar near the Blackthorne Mercenary HQ and learn that “big” Steve Stevenson is affiliated with them.

The knights then pull up in front of “big” Steve Stevenson’s home. They convince the compound guards to let them in, and the knights are introduced into “big Steve’s” home. “Big Steve” turns out to be an ironic nickname. After a quick firefight Steve and all of his goons are slain.

The assault on “big” Steve Stevenson’s compound nets the knights a trove of loot in the form of cash, electronics, and art items that they grab before the Blackthorne Mercenaries and other authorities scramble hover APCs to investigate the source of the alarm. A list of all the elements of the Moran church on Orion is found and proof of their affiliation with the cult of Slag-Bah is obtained. The list is turned over to the Pope, and the threat of the Pope’s assassination is removed.

Epilogue

By saving the Pope twice, the knights have generated a lot of goodwill and are welcomed as heroes on the capitol planet. As thanks, a rebuilding effort is started on the knight’s lodge. Sir Angus Culpepper approves the transfer of Katie the Cook from Wellfleet Station to Orion City to head up the rebuilding effort much to the chagrin of Sir Robert Fabrege.



Elsewhere on Orion, Diplomat Snerdly of House Lothar still serves as the ambassador and continually invites the knights over to his “new fun zone” for “totally awesome nibs and drinks and par-tay, bro”.

