

The Kings of Orion

A Savage Worlds Campaign

Session 5: Dark Secrets

2012.03.11

Player Characters

Sir Edmund Lord of Blackadder – Human Psionicist (Justin Leibert)

Sir Godfrey Nottingham – Human Berserker (Dave Nelson)

Sir Brock Simpson – Human Psychopath (Bob LaForge)

Sir Panthro – Rakashan Technologist (Marlon Kirton)

GM – Andrew Smith

Prologue

Narrator

Grand Master Sir Gawain Baldfalcon

Sir Angus Culpepper

Sir Gerald Humphries

Sir Roland Loving III

Sir Maurice Wishbone

Narrator: On a lonely moon, orbiting a noble gas giant stands the mighty sanctuary of the Knights of Orion – The Tower of Eternity. Its graceful yet alien architecture rises above the featureless plain, proclaiming to the universe that the Knights are a force for law and stability within the universe. Deep inside the tower, the master of all the knights speaks to a group of his most trusted squires. A very young Sir Angus Culpepper bursts into an ornate meditation room buried deep below the tower.

Sir Angus Culpepper: Grand Master Baldfalcon! We are under attack by the renegade knights! What you have told us in private is true!

Grand Master Sir Gawain Baldfalcon: So it ends here. Sir Culpepper! Knights! Please listen carefully. King Lothar has just outlawed the Knights of Orion and declared war upon our order. I need you to understand the secrets of the Tower of Eternity and marvel away to safety in case the unthinkable happens.

Narrator: Grand Master Baldfalcon takes a deep breath. Above ground, explosions are heard as knights and Templars – once allies in the service of the king – now are deadly enemies.

Grand Master Sir Gawain Baldfalcon: As you remember, the key to reaching the tower lies in the four words “honor”, “glory”, “might”, and “trust”. When we asked you to meditate on those words for your initial training, it was for more than just ritual. Speaking the words aloud psionically unlocked the true location of the tower in your mind, allowing you to see it clearly and reach it using your Marvel crystal.

That brings me to this revelation about how that came to be. The Tower of Eternity wasn't built. It was discovered. Legend says that during the darkest days of the Machine assault, Wilson entertained a most bizarre visitor who asked him to remember four words. When those words were spoken out loud, Wilson had a revelation. The secret to the Marvel Crystals was revealed to him, and he could find his

way to the Tower of Eternity. He and a group of his closest bodyguards were soon the first ones to visit the tower. These twelve men were the first Knights of Orion.

Narrator: Another blast is heard, and some plaster shakes loose from the roof. The lights dim. Screams are heard down the hall. Grand Master Baldfalcon continues.

Grand Master Sir Gawain Baldfalcon: The tower isn't just a "where" it is also a "when". Using the marvel crystal, we knights travel to the Tower of Eternity not just across space but across time. At first knightly scholars thought that we had arrived in a brand new galaxy, but now we realize that the universe we are in is still our own. All the worlds are out there, but they don't have life on them yet. The tower we are on is millions of years before our time. The sun that shines on the Tower of Eternity has long since gone nova and burnt out in our time.

Narrator: Shots are fired from nearby. The roar

Grand Master Sir Gawain Baldfalcon: One last secret is that these code words may be changed. The original four words spoken to Wilson were not the same words you learned. The tower can be hidden from those previously able to reach it by asking the tower to change the words. I will do this...now.

Narrator: Grand Master Baldfalcon closes his eyes and bows his head for a moment. You feel a psychic disturbance for a moment, like a twinge of hope or regret, but then it vanishes. Baldfalcon opens his eyes as a Templar of Lothar in full powered armor crashes through the door. Several knights fall on him with swords and pistols and he is quickly slain. More explosions are heard.

Grand Master Sir Gawain Baldfalcon: Sirs Culpepper, Humphries, Loving, and Wishbone. I now send four of you out, each with one of the new words. If we survive this, we will find you and retrieve you to the Tower for a counter-attack. If we don't, it is your job to muster a new Order of the Knights of Orion, find the others to re-assemble the four keys, and then return to reclaim the Tower of Eternity for yourselves once again. To arms! Fight the betrayers of the Order!

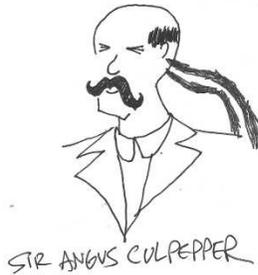
All: For the Kingdom!

Narrator: The scene switches, and now nearly forty years later, Sir Culpepper sits old and crippled in his parlor relaying this story to his newly dubbed Knights Errant. He finishes his story.

Sir Angus Culpepper: I did my best to keep in touch with the others. I last knew that Loving was on Chilbert. Humphries had connections with the Masonites, so I expect you might find him on Vindex VI. As for Wishbone, I could never quite figure out which way he would go. At one point, he seemed to lean toward the betrayers and join with the Templars of Lothar but he ultimately stayed with us. Throughout it all, he was a religious man. I would start my search for him in New Jerusalem.

Narrator: Sir Culpepper pauses. It has been years of hiding and struggle but he is finally ready to pass the torch.

Sir Angus Culpepper: This last thing I give you, the new knights of Orion. It is the word entrusted to me by Grand Master Baldfalcon. The word is... “beware”.



Log

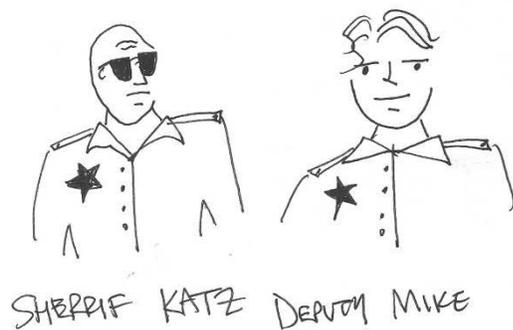
The heroes visit the holy dry cleaning outfit wherein Jeebus once had his most holy vestments laundered to a crisp, bright, almost luminous white. There, they ask to see Maurice Wishbone – they just have a few questions. As the words roll off their tongues though, they spot a car screeching away into the crowded New Jerusalem streets. The knights give chase. Panthro breaks into a nearby parked sports car while Lord Blackadder and his crew haggle with a Frodan moped-rickshaw cab driver. Slapdash grabs a nearby motorcycle and barely manages to keep up with Sir Simpson sprinting on ahead of him.

Sir Nottingham concentrates and teleports onto the hood of the escaping vehicle. He notices that although there are signs that someone is driving, they appear invisible. Godfrey Nottingham breaks through the windshield forcing their invisible quarry to come to a screeching halt and continue the chase on foot. The other heroes catch up with them and Sir Blackadder manages to calm the runner into talking. The knights learn that the invisible fleeing man was once in fact Sir Wishbone and they convince him to return to Wellfleet station to reunite with Sir Culpepper. Once there, Sir Wishbone is reinstated as a knight commander and stationed along with Sir Culpepper on Wellfleet. He reveals that his secret keyword was “trapped”. He gives up his marvel crystal, the last artifact remaining from his days as a member of the order.

Following the reinstallation ceremony, Lord Blackadder casually mentions a rumor in which Sir Nottingham is described as beating a Surian hobo into a near-death coma with his bare hands. The account points toward mental instability since he is heard to mutter about “the devil” as he did the deed. Of course, Sir Nottingham is livid over the accusation and demands to know the source of the rumor. The knights then decide to go to the local infirmary and learn firsthand from the hobo (named Ssslips) what had happened and what connection (if any) he has with Sir Roland Loving III on the planet of Chilbert.

Sirs Blackadder, Simpson, and Nottingham visit the unconscious Saurian, and he is mind probed by Sir Blackadder. Any and all mentions of the order appear to inspire painful thoughts in the poor fellow. After some more prodding, the group adjourns to a local pub for a night of heavy drinking. During the

festivities, Lord Blackadder is cornered by Lady Esmerelda, the mistress of two pirate lords (Lord Archer and Lord Grove) and an animated conversation is held. Much fun is had, and all the knights pass out from all of the joy. The group is awakened by another visit from Sherriff Katz and his deputy. Despite the knights' mocking, Sherriff Katz relays the facts that the Saurian hobo Ssslips was burned to death by Sir Nottingham's retainer who was in turn shot in the head three times and hit repeatedly with a machete.



Meanwhile, Sir Panthro explores some of the wilder areas of Wellfleet station. Despite meeting with some psionic resistance, he discovers a prototypical mad scientist's mansion in a dark, deserted forest.

The group reunites and is convinced by Sir Blackadder to visit Lady Esmerelda. The group is shown into a small parlor, and the resplendent Lady Esmerelda meets with them. Immediately, Sir Blackadder tries to psionically "push" Esmerelda to act in a threatening manner in order to prompt an aggressive response from Brock and Panthro, prompting the psionically gifted noblewoman to bristle. Sir Nottingham grabs Lady Esmerelda and teleports her to the roof. There he has a brief discussion wherein she reveals to Nottingham that she is in fact blackmailing Lord Blackadder, and that he is "not what he seems – he is simply a grave threat to the safety of the kingdom". Godfrey returns to the group and indicates to everyone that he has slain the Lady Esmerelda which prompts an attack from Lord Archer and his goons. After a low-tech fight (since powered weaponry and armor is useless on Wellfleet station) the knights prevail. The knights loot Lord Archer's belongings and then set the home on fire. Brock Simpson is later questioned about the fire, to which he confesses and is asked to return the loot. He does so with little remorse, silently vowing to kill the Sherriff at his first opportunity.



Finally, the group travels to Chilbert in order to find Sir Roland Loving III. Chilbert is a forest world made wealthy by its natural beauty and access to rare biological agents for the use in making powerful

pharmaceuticals. Its older, human population has employed a more recent immigrant population of alien species which has prompted somewhat of a high level of racial tension on the planet.

The knights set up shop in a non-descript abandoned warehouse arranged for by Sir Nottingham and then split up. Nottingham unsuccessfully scours Orlando nursing homes for Sir Roland Loving III. He is cornered and attacked by seven members of the Ratman Mafia, and escapes unscathed thanks to his trusty hand flamer.

Panthro engages in a little bit of online robbery, relieving some bankers of a little bit of their online cash supply. Panthro meets up with a Saurian contact named Ssslimer who reveals that Sir Loving's "wife" is actually a Saurian herself ("Ssslivia") who lives just outside of town. He returns to Cicero, the capitol city of Chilbert and learns about a starship docked in orbit that contains in its roster a dozen psionic children held in stasis, bound for an unknown fate. Just as he begins to make plans for their capture he is attacked by some local militia and driven into the night.

Brock calls up Governor Huck, the ruler of Chilbert, and demands a meeting. He is given an address in central Cicero, but he is bushwhacked by militia forces. He is hurt gravely and finds himself awakened in the Governor's presence. Sir Simpson is saved by the Governor and his daughter, but only with the understanding that he would hunt down and kill the online pirate Ssslimer. He would receive instructions soon on where to find his target.

Blackadder visits the moon of Chilbert where he strikes up a friendship with Lord Joe Faithjoy, a wealthy philanthropist and semi-closet racist. The moon of Chilbert is one fancy game preserve catering to the needs of the privileged and wealthy. The two spend a morning hunting juvenile Rakashans, which endears Lord Blackadder to Lord Faithjoy.

Epilogue

Ending credit tally:

Lord Blackadder – 6

Godfrey Nottingham – 15

Brock Simpson – 7

Panthro – 1