

The Kings of Orion

**A Savage Worlds Campaign
Session 7: The Other Knights**

2012.05.06

Player Characters

Sir Godfrey Nottingham – Human Knight (Dave Nelson)

Grodd – Apeman Adventurer (Jason Leibert)

Fangor – Apeman Treasure Hunter (Marlon Kirton)

Reginald “Wedgie” Bardford – Human Gunslinger (Bob LaForge)

GM – Andrew Smith

Prolog

Narrator – The narrator

Templar Wrathbone – The leader of the Templars of Lothar

Bo Juke – Heir to House Juke

Panthro – Cat man adventurer and former Knight of Orion

Narrator: The original Kingdom of Orion is in flames. House Otto and House Mason are at one another’s throats. The Confederation of Sleetak is chipping away at the edges of civilization, making inroads against all the other royal houses. Proud House Juke is nearly defeated by House Lothar, their single core world protected by a thick blockade of warships.

Bo Juke: Sheeee-oot! Good thing those shooty guys can’t just teleport past this blockade. We’d we cooked for sure!

Narrator: Meanwhile, somewhere within Lothar territory a mysterious space station is being fixed up. Within it, the Templar Wrathbone surveys all the work going on. Technicians rush about making adjustments to imposing looking machinery, while commanders bark orders to soldiers and pilots marching back and forth. Coffin sized pods filled with men, women, and children held in a painful state of suspended animation are wheeled off ships by the dozen.

Wrathbone: Admiral Jarvis. I’m becoming impatient. The promise of this space station has not been completely realized. I’m sick of only using it to support our Mavorian allies with their terrorism. I want to use it to crush everyone who resists our rampage of awesomeness! When will the station become fully operational?

Admiral Jarvis: Well, as you can imagine the power required to operate the “Flying Dutchman” is unique. Psionically powered equipment is touchy and capricious at best. You would best be advised to back off!

Wrathbone: What did you just say to me?

Admiral Jarvis: Ahem. I’m doing my best, sir.

Wrathbone: I understand that we should be able to harness the raw souls of these sentient beings and force them to serve as a power source whether they want to or not. Why is that not happening?!?

Admiral Jarvis: I assure you it is not for lack of brilliance on my part.

Wrathbone: I don't want to commit the bulk of my forces crushing the Juke fleet. I want to teleport past them, and wreck House Juke from within. The "Flying Dutchman" should be able to do this. Why can't you complete Von Blinken's vision?!?

Narrator: Admiral Jarvis swallows hard and looks Templar Wrathbone straight in the...facemask.

Admiral Jarvis: My Lord. The Rakashans had a more detailed version of Von Blinken's plans, but they were encrypted and stolen by that hacker. I need those plans! Get them for me. Our sources indicate that he was recently captured on Chilbert. We have pictures and some of his equipment and henchmen. Some say he was part of the Knights of Orion. Find the knights, and we find the hacker!

Wrathbone: Finally! I'll see to it. Continue your work. I'll get you the Rakashan's plans.

Narrator: Light years away, floating weightlessly in a nameless unmarked freighter, Panthro has had the time to make out the encoding on the plans he stole so long ago that forced him to change his name and hide his identity. Flushed with success, he opens the schematics and starts glancing through the plans. This space station described within not only has the ability to teleport itself instantaneously light-years through space, but it runs on the souls of sentient beings. Panthro opens a final schematic, displaying the entire space station from its command deck, to the spinning gravity section, to the reactor end where the psionic power of sentients is harnessed for power. Panthro croaks out loud to no-one...

Panthro: This thing looks exactly like Wellfleet.

Log

Above New Seattle on Vindex VI, the newly knighted apemen Grodd and Fangor along with the mysterious Reginald Bradford have been assigned to a routine checkup of the world's main communications array by their leader and mentor, Knight Protector Hinkley. Grodd discovers a featureless black box. While wondering at its contents, the light on it goes green and Mavorians teleport to Vindex and immediately attack. The aliens shoot up the knights, taking careful aim and blasting them particularly in the face. The new recruits fight back, knocking several off the tall buildings they fight on and allowing the Mavorians to plunge to their deaths below. The Mavorians take a moment to destroy the main communications array in an effort to cripple communications on the planet. As the battle goes against the knights of Videx VI, a hovercar appears bearing Sir Godfrey Nottingham and his men. Sir Nottingham teleports into the fray while the Mavorians shoot the driver of the hovercar dead. Grodd faces several Mavorians in direct hand to hand combat. Fangor leaps from building to building with athletic grace to fling Mavorians from the tops of buildings like his poo. Reginald's two-fisted fighting turns the tide and Nottingham grabs control of one of the Mavorian hover

craft to train its lasers on the Mavorians instead. The Mavorian leader is knocked from the building and falls to his death.

After a brief discussion, the knights of Vindex VI realize that Sir Nottingham is a knight of Orion as well and agrees to take him back to their lodge. The group retreats to a gloomy, featureless building on the outskirts of New Seattle where Nottingham is introduced to Sir Hinkley. Hinkley is initially unimpressed by Nottingham, but he becomes engaged once Godfrey mentions that he has three of the four words to reach the *Tower of Infinity* – the ancient and secret home of the Knights of Orion. During the discussion, Grodd's idiotic prattle enrages the Knight Protector Hinkley and he orders the apeman tortured. Despite how awesome this is to Sir Nottingham, he gets the suspicion that Sir Hinkley is in fact a major tool.

The following day, all the knights visit the bowels of an office building within New Seattle proper in order to meet with Sir Hinkley's leader Knight Commander Fawkes. The lower knights are ordered to wait in a tiny room while Hinkley and Fawkes meet for about ten minutes. After that time, both Knight Protector Hinkley and Knight Commander Fawkes emerge and demand that Sir Nottingham reveal the secrets of the Tower. The exchange gets confrontational in a hurry, with Knight Commander Fawkes raising the jerk factor at each step. In response, Sir Nottingham draws his weapons and attacks the two leaders. He manages to enlist the help of Grodd and Sir Bradford, but Sir Fangor is unimpressed. The new knight friends defeat Fawkes and Hinkley and then search the place for the final word. They learn that the Order of the Knights of Orion operate within House Mason territory as a "secret police" force which trades in fear and terror to get its ways. The leader of this rogue band of knights is a man known as Grand Master Boothe.

Many within the court of Mason would do anything to make sure that this force is punished and removed. Sir Nottingham finds just such a useful nobleman in Lord Grover. Nottingham meets with Grover and asks him to spread a rumor in the court that it was Grand Master Boothe who ordered the destruction of the communications array. Grover does so, and when Grand Master Boothe is called into court in order to answer for these accusations, the knights sneak into the secret headquarters of the Masonite Knights of Orion. Sir Nottingham teleports out with a trove of computer equipment, and marvel back to Orion.

On Orion, the knights find that the information on the computers were encrypted. Luckily, Pope Juan Paul orders his crack team of information professionals to do their best to break into the computer database. Both men set to work on that task while the knights wait.

The wait takes much longer than they originally thought. For five weeks they sit. Word reaches Orion that the planet of the Jukes has fallen to forces able to teleport directly behind enemy lines. The remains of Juke forces arrives in Orion space begging for asylum. Words of hit-and-run raids by Mavorians across the kingdom filter in. The forces of House Lothar weigh heavily on House Otto, since they are not able to put up a strong front to the invading Lothar navy while preventing terrorist attacks within their territory. The Pope asks if the knights might return to Vindex to retrieve some personal information about Grand Master Boothe like his mother's maiden name, or his pet's name. Maybe his birthday would be good. The knights marvel back to the seat of House Mason's power.

Sir Nottingham's communicator is immediately assaulted by a barrage of saved messages. Lord Grover had been trying to reach the knight following him circulating the rumor in the Masonite court. Even after Grand Master Boothe's execution by the king, Grover's role in the rumor was revealed and he is now a fugitive. The knights arrange a meeting with him, only to find that King Mason XI was tracking him all along. The knights receive a message from the king offering the final word that the knights needed in exchange for their service. King Mason gave the Knights an "offer they couldn't refuse" figuring that they wouldn't be able to escape from the planet if he didn't want them to. He didn't count on how bad-ass they were, though. The fight went down and Lord Grover was recovered alive. Grover then immediately divulges the final word and the knights skip town via marvel crystal before more Masonites arrive.

The knights return to Wellfleet. They tell Sir Culpepper and Sir Wishbone that they have the names. The knights marvel to the *Tower of Infinity*. They arrive in its beautiful atrium, to find it more or less as it was. There are signs of a struggle long ago, but all the bodies had been removed and some of the damage repaired. The knights happen on an older man who Sir Culpepper identifies as "Skippy". It turns out that "Skippy" or Shepard, a direct descendant of Henry II, was brought to the tower in order to escape the purging of royal blood that happened under Lothar VIII's watch. The aged and modest "Skippy" offers to help the knights in their quest, but Nottingham identifies him instead as the "True King" of Orion.

Meanwhile, Sir Fangor had snuck away looking for the armory only to set off the reactor trap. Since the tower runs on psionic energy, he finds his soul sucked away from his mortal body in order to serve the power of the reactor while the remaining knights marvel back to Wellfleet. The group then wonders aloud how they might be able to disable the trapped tower, only to hear back from their old friend Panthro once more.

Epilog

Panthro has returned to Wellfleet and has learned about the complete capabilities of Zoltag VonBlinken's creation. He is welcomed back into the Order and they scheme to return to the *Tower of Eternity* in order to reclaim its former glory and elect Shepard "Skippy" McBride the new true King of Orion.