

Session/Game: Slipstream 6

Date: August 8, 2010

EPISODE 6: It's a Trap!

Characters:

Tom Servo, robotman, seasoned, (Jason Leibert)

Robot Bastard, robotman, seasoned (Bob LaForge)

Doc, psyclops, novice (Marlon Kirton)

Uncle Fargus, human, seasoned (Dave Nelson)

Max Damage, earthling, seasoned (Dave Hanley)

Dieter Jaegermeister, earthling, seasoned (Joe Cress)

Pedro, Space Mexican (NPC)

Toolbox Timmy, Space Hobbit (NPC)

GM: Andrew Smith

Log:

Following a lead from Wolfman Steve, the heroes visit the pirate haven of Vitin in search of where to find the rocketship Achilles from Michititli Invigo.

The heroes are greeted warmly by the band of pirates, mainly on the reputation of Uncle Vargus. Once on the fragment, Michititli Invigo offers to make the party a deal for the information on the Achilles. However, since the party doesn't have the slips for the information Michititli Invigo proposes a contest instead. He asks to wager the "Dog's Bone" against the information in a fight of the party's champion versus his champion. Robot Bastard is quickly revved up to fight, when Michititli Invigo's champion comes from around the corner. It is a four-armed eighteen-foot tall alien with three gaping mouths. Despite its fearsome appearance, Robot Bastard makes quick work of the monster. The pirates are impressed, and give the heroes the information. As it would turn out, the Achilles is already enroute to Radios. Only if the heroes hurry will they be able to reach it in time to board it.

The Dog's Bone piloted by Max Damage races for the barrier where they are met by a phalanx of Birdman ships led by the lovely Captain Scrawk. They engage the Achilles and its escorts together. After a pitched and bloody battle wherein Uncle Fargus is nearly killed by some primals' swords, they secure the Achilles and head into the barrier. Captain Scrawk wishes them safe travels.

Once at Radios, a lifeless radioactive mess of a prison planet, the heroes leave the Achilles and rush the front door. They easily take the first command post and Doc opens the appropriate door to reach Prince Craw. Behind that door is a cadre of Primals led by two handmaidens of Anthraxia! The heroes engage the battle group, while an unseen enemy computer hacker opens the other two doors. More goons and handmaidens are revealed! Just when it couldn't get any worse, Tom Servo opens fire on Robot Bastard revealing himself as the traitor! The heroes know their goose is cooked and attempt to retreat to the Achilles. However, the door opens revealing Anthraxia herself backed by a squad of elite primals. Behind them, the Achilles is blown to bits by Anthraxia's battlecruiser. Only Doc escapes by making a dramatic speech and using his rocket belt. The remaining heroes are subdued and taken as prisoners of Anthraxia. The dark queen laughs maniacally.

In their cell, the heroes are united with Prince Craw and a bird-man monk named Tweety. Handmaidens arrive to torture and question the heroes, and Max Damage bravely volunteers to face the tortures of the psycho-sexual handmaidens. Once the torture is ended, Max is completely drained of all energies. On the way back to the cell, he catches the face of one of the handmaidens -- she is in fact Ran Skaldi, the captain of the "Purple Penetrator"! Uncle Fargus and Robot Bastard had rigged the cell door sonic hammers to misfire, which knocks out all the handmaidens and primals who come to torture the next group. With Ran Skaldi's help the entire group escapes to the "Purple Penetrator" which includes a reel-to-reel player with the navigation data to the barrier. While a space battle plays out around Radios, Deiter Jagermeister attempts to get everything set up to navigate the barrier. Doc is picked up along the way and the heroes escape.