

The Kings of Orion

A Savage Worlds Campaign

Session 8: The Flying Dutchman

2012.05.20

Player Characters

Sir Godfrey Nottingham – Human Knight (Dave Nelson)

Grod – Apeman Adventurer (Jason Leibert)

Panthro – Rakashan Technologist (Marlon Kirton)

GM – Andrew Smith

Prolog

Narrator – The narrator

Templar Wrathbone – The leader of the Templars of Lothar

Admiral Jarvis – Commander of the “Flying Dutchman”

Narrator: Deep within the bowels of the space station the “Flying Dutchman”, Templar Wrathbone steps from the lift and walks past a set of heavy doors flanked by armored soldiers. Within, Admiral Jarvis overlooks a command deck full of communications officers at their various posts.

Wrathbone: Admiral Jarvis.

Admiral Jarvis: Templar Wrathbone, thanks to the information provided by your spy on “Wellfleet Station”, the “Flying Dutchman” is now fully operational.

Wrathbone: Excellent.

Admiral Jarvis: Were you able to make arrangements to do away with the Knights of Orion, or do we have to worry with the Order meddling with our plans?

Wrathbone: They have their sights set elsewhere. The spy’s information will give our allies the ability to strike them repeatedly. They will not be heard from again.

Admiral Jarvis: Very good. Well then....what is our first target?

Wrathbone: Let us set our sights on the planet of Tobymart Alpha. Let House Mason be an example to all those who oppose us.

Admiral Jarvis: As you wish, my lord.

Narrator: Procedures are followed and coordinates set. The space station winks out of existence and instantly appears in orbit around Tobymart Alpha -- one of the major trade worlds of the galaxy. The pitiful of local ships is crushed by squadrons of fighter craft launched from the space station.

Wrathbone: Now! Suck the planet dry!!!!

Admiral Jarvis: Engage the soul-drinker!

Narrator: The “Flying Dutchman” fires a thin beam of psionic green energy at the planet. The entire planet is engulfed in the eerie green glow. On the planet the souls of all sentient beings are torn from their mortal forms and sucked into the power plant of the space station. The psionic reactor of the station glows a brilliant emerald as its batteries are filled with the hopes and dreams of billions of people. The planet is left in ruin; each and every person left an untouched, but lifeless, corpse.

Wrathbone: Excellent! It works! Our plan is complete!

Admiral Jarvis: What is our next target?

Wrathbone: It is time to unite the galaxy. Set our next jump to Vindex. We will persuade King Mason that it is time to call a new vote for the true king of Orion.

Log

The heroes walk cautiously into the psionic reactor room within the Tower of Eternity. It is a beautiful temple-looking structure featuring beautiful but alien symbols inlaid on luminous white marble. Their mission is to deactivate the trap on the device in order to keep their souls from being sucked forcibly from their bodies just as it was with Fangor earlier. With that in mind, Sir Panthro had been reinstated in order to try to shut down the machinery temporarily.

The knights move in, and encounter a group of headless squires, as well as a headless Templar of Lothar. Sir Grod charges to do damage, and Sir Nottingham releases a barrage, but they miss. Only then do they realize that these soldiers are in fact shades – ghosts of fallen knights and Templars of Lothar whom have had their souls consumed by the reactor.

A contingent of Mavorians teleport into the room. The knights muse on who was the spy who revealed the four words to the Mavorians to allow them to do that. As the clock on the reactor clock trap counts down, the knights counter attack. Sir Nottingham fights along the flank while the Mavorian leader does his best to control the mind of Grod to attack his comrades. Meanwhile, Panthro approaches the reactor control computer and begins to vigorously reprogram the trap. Nottingham psionically “cooks” the Mavorians in the flying gun and pilots their flyer up to the Mavorian leader’s position. A duel ensues, but the Mavorian leader is ultimately killed dead through a mighty psionic burst. The tower trap is disabled and the ancient home of the Order of the Knights of Orion is freed. The knights enter the armory and discover a treasure trove of powered armor.

The knights decide that the best way to prevent the Kingdom from being overrun by the Mavorial-aided House Lothar is to destroy the “Flying Dutchman” once and for all. They find the crates of “Black Lotus” drugs that they had purloined earlier and decide to marvel directly to the air circulation section of the “Flying Dutchman”. The plan is that they should be able to contaminate the air supply, knocking all the occupants of the station into a drug-induced stupor. The knights disregard the fact that there may be a spy in their midst and marvel directly to the ship locked and loaded.

Unfortunately, the group misses their target and instead teleported directly into the training ground of some House Lothar ninja assassins. The knights make short work of the group, but a message is transmitted about the knights' presence before the group goes underground following a schematic that Sir Panthro was able to access once on board the station.

Below ground, the knights encountered some resistance. However the internal police forces were no match for the heavily armed knights. They were destroyed quickly and efficiently. After some time regrouping and querying the computer network of the station, the group decides to dump the crates of "Black Lotus" that they brought directly into the water supply system of the station. After a few hours the group calls for a local hoverbus to take them to the spinal travel terminal.

The bus driver is higher than a kite, but still manages to simultaneously not notice that the knights are not Templars of Lothar and safely transport them the 2.5 miles up from the spinning section of the station to the spinal transport section. The knights board the spinal transport – a sort of zero-G subway system – and manage to bully and persuade all other occupants that they are House Lothar officials. The knights arrive at the reactor section of the station with little resistance.

When the knights arrive at the reactor, they are met with stiff resistance of Templars of Lothar and elite marines led by none other than Templar Wrathbone himself. The group fights their way out of the spinal transport car, guns blazing. The Templars trade fire with Grod's monkey men. Panthro makes his way to the reactor computer. Templar Wrathbone intercepts Panthro, knocking him away from the computer terminal and wounding him gravely. Sir Nottingham bravely teleports into the midst of the fray and draws his power sword. He cuts a swath through the forces of House Lothar, luring Templar Wrathbone away from the reactor terminal long enough for Panthro to set up a feedback loop – set to drain the souls of everyone on the station. Sir Nottingham opens a marvel portal to escape, with Panthro right behind him and Grod bloodied and barely making his way there. Templar Wrathbone, no longer connected to his unlimited supply of psionic power from the reactor watches in horror as his soul is drained dry by the very device he had manipulated to his will.

With the teleporting forces of House Lothar destroyed, the tide of the civil war turns. In short order, Shepherd Wilson the true king once protected by the Knights of Orion within the Tower of Eternity itself is put on the Sapphire Throne once more. There was much rejoicing as a new era of the Kingdom was revealed.

Epilog

The knights lived happily ever after.

Priest Grod

After the true King of Orion is crowned, Grod packs his weapons and armor and heads back to Orion to serve the space pope. The pope took Grod's simple mindedness, and easy going nature, that Grod would make a good figurehead for a resurgence of the church's influence amongst the nonhuman peoples of the Kingdom of Sleestak. The space pope's planning department (all graduating from the

same school the pope's personal security and computer department all went to), thought it would be a good idea to have Grod go around the now relatively peaceful Kingdom of Sleestak, utilizing his fame as a Knight of Orion as well as one of the few survivors of the great defeat of Lothar's genocide machine, to preach a carefully worded speech to the crowds who would show up. The general idea was to keep it simple (Hi, I'm Grod. I used to be a horrible sinner. Then I found Jibus, who led me to the ranks of the Knights of Orion and my new found faith helped me overcome the space-debil's mortal form of Lord Wrathbone. Let Jibus into your life, and good stuff will happen to you too!), let Grod do a few public appearances as part of a coordinated positive spin campaign, for heaven's sake keep Grod's supply of ice cream well stocked, and everything will turn out fine.

As in all things, the space pope (and his people) forgot to take into account Grod's colossal stupidity and bloodthirstiness. Grod's first public appearance in Gorilla city was well covered in the apeman press. It was supposed to be a blessing of the largest ice cream shop in the northern spiral arm of the galaxy. Baskin Robins 53K flavors the most incredible example of ice cream shoppery in the known universe (except for the legendary Mavorian Ice Cream shop 'Ack-Ack-Ukk-Aak', never seen by civilized eyes). In a time of decimating wars, plagues, alien invasions suddenly appearing to lay waste to whole worlds, and general discord, the opening of BR53K was seen as a positive sign, and the appearance of legendary war hero/religious figure Bishop Grod was seen as a shining light in the darkness that seemed to surround the teeming millions of Sleestak's non-human population.

Grod arrived, resplendent in his brightly shined power armor decorated in ceremonial robes and numerous completely bullshit medals minted just to impress anybody who wasn't there at the time. He began the ceremony just as a contingent of ratmen attempted to rob the shop's safe. Some drunk in the crowd yelled out 'They're stealing the ice cream!' Grod heard this, and immediately leapt into action. The resulting slaughter left dozens of ratmen (mostly the thieves, but also quite a few bystanders) torn physically to pieces, while Grod chased every one of them down, spouting bits and pieces of various speeches, long internalized personal rants, and pieces of radio communications from his handlers into whichever camera happened to be watching closest at the time. 'They steal ice cream! Ice cream sacred and nummy! No you stupid bastard, ice cream thieves die horribly. And yay, did Jibus say their deaths should be convenient to stop thievery or murder! No mommy, don't hit the faithful, for they are righteous and eat all their dinners before eating the ice cream they took from the cold dead fingers of the sinners! Ratmen are thieves and sinners!' It was as if a match had been dropped into a powder keg throughout Sleestak. The millions and millions of faithful, along with the desperately lost, who had been watching exploded into action.

All across Sleestak, horrible civil unrest raged. Ratmen were dismembered by ice cream smeared legions of religious fanatics. Thieves were instantly put to death. Badly stated, barely coherent messages from Grod were interpreted as further religious instruction inflaming the desperate masses, and Grod was quietly lured back into seclusion. The militias of a dozen planets were strained to put down the civil and religious unrest, and it wasn't until Sylvanis Sleestak himself personally led his legions of marines into assisting local authorities was the persecution put down. Vigilante persecution of ratmen and criminals was made actively illegal (except for ice cream thieves, they are still disemboweled in the street), though

more subtle mistreatment of ratmen would continue amongst the Kingdom of Sleestak for years, resulting in the ratmen population moving to other planets made empty by the war.

Grod lived on a diet of ice cream for years until diabetes and no reason to exercise caught up with him in a private palace on Orion proper and he died a decade after the end of the war. Anybody with more common sense would have felt ashamed of his actions, but Grod was basically completely ignorant, and was basically completely happy with the tons of ice cream he ate every year. It was widely believed that they let him eat nothing but ice cream until he passed away as a slow way of killing him, fearing that actively poisoning or otherwise murdering him would have only incited further waves of galaxy wide civil unrest.

Lord Blackadder

Lord Blackadder made his way back to his home planet of Fromage 7 shortly after the end of the war. Nobody ever knew what planet Fromage 7 actually was, because that is the name the locals call the planet and outsiders called it something else entirely (allegedly known as 'Cheese World 3' or 'Greenbay'). Lord Blackadder informed his superiors that Lothar was defeated and broken. When asked how he managed such a monumental feat, Lord Blackadder replied 'Sometimes, if you manipulate people well enough, they'll never know you were pulling the strings all along'

Panthro

Panthro had set the reactor to drain the souls of all those on board the "Flying Dutchman" and then teleport itself to a location known only to him. Years later, Panthro would travel to the quiet station and restore it to functionality along with a skeleton crew of sneaks and miscreants. For years later, Panthro's station would become a beacon of lawlessness that could evade even the most persistent attempts at capture. Some say that Panthro managed to extend his life indefinitely using a battery of clones of himself and transferring his consciousness to each in turn. Others believe that Panthro died quietly in old age ruling over a station that traded in industrial espionage.

Godfrey Nottingham

Sir Nottingham went on to have a successful career putting the Order of the Knights of Orion back together in his position as Grand Master. He served as a close advisor to King "Skippy" Shepherd Wilson as well as Shepherd Wilson's son and grandson. He died of natural causes and was laid to rest within the Tower of Infinity where his ghost can still be seen today patrolling the halls.

Brock Simpson

The forces of Slag Bah turned their attention toward making life difficult for the remaining members of House Lothar. Simpson was eventually slain as he left the scene of the assassination of Lothar IX and a delegation of Mavorians.