

DRIFTWALKERS

Play Session: 10-26-2018

Episode 05: "Let's Make a Deal"

PART I

MONTAGE : THE MANIFESTATION OF MUTATIONS – FIVE, THREE, & EIGHT

Ken'yu (Five)

As **Ken** is walking around the Ark, he decides to head into the ship to go see **Pontiak** to discuss items he may want to look for out in the wastes. He needs more information regarding the type of cam **Pontiak** wants. **Ken** notices that he has a bit of a headache and is feeling a little 'odd'. As he is walking through the ship, not far after he enters the lower levels, he is walking past the garden and he hears somebody to the side of him say – *'Man, that guy sure seems uptight.'* He stops and turns to see who said it, but notices that the closest person is about 10 feet away. He says, 'What?'

The guy who is there looks up from his work in the garden and says, 'Good Morning. Were you talking to me?'

Ken kind of scratches his head, because it is obvious that the guy did not seem to be engaging him.

Odd.

As he walks further through the Ark, he notices that this same thing happens numerous times where somebody seems to be talking to him as he walks by but when he stops to query the person, it is obvious that the person wasn't really paying much attention to him.

Finally, **Ken** walks up to an individual and asks him if he has seen **Pontiak**. While looking straight at the man, he notices that the guy says, 'No.' but he can hear in his head, *'Yeah, I saw that asshole about 5 minutes ago, but hell if I am going to tell you.'*

Ken then starts experimenting and notices that if he concentrates, he can read very basic surface thoughts from people near him. Depending on how hard he focuses and what he is trying to figure out depends on what thoughts he can sample. They seem to be very specific thoughts. It might take him some time to figure out what is happening, but he's reasonably sure this is his mutation is finally manifesting itself – and that it is some form of telepathy or mindreading.

Ken is very excited about this!

Lilith (Three)

She spends a late night reading in the book area of the Chroniclers and decides to sleep in that area on a friend's couch. She falls asleep and has an odd dream about insects crawling all over her when she eventually wakes up kicking and screaming, looking at herself to see if she has any bugs on her body. Silas is standing there when she wakes, and asks her a weird question: 'You *had* it, didn't you?'

Lilith: *'Had what?'*

Silas: *'You have heard of the mutations obviously, and the Elder told you it would eventually manifest itself through you. We did not know when your mutation would emerge exactly, but you seem to have had your power activate. Only you can figure out what you can do however, so I would focus on things that are very important to you, as it is sometimes linked in that way.'*

Lilith: *'I like to take care of people in need. Could it be related to that?'*

She and Silas explore this and after some analyzing of the dream and some trial and error, find that **Lilith** can put her hands on somebody and literally **take** 'life/energy' from that person and transfer it to herself. When she actually performs the act, tiny worms or something similar to a living parasite can be seen moving under her skin. She clearly has something in her bloodstream that is acting like a vampiric parasite. It's both absolutely fascinating and scary.

Doc (Eight)

Doc is looking around the empty areas of the Ark for Yassan as he has not seen him in a while. He and Ogre move off into some of the more remote and perhaps unstable areas of the Ark. While going into an area of the Ark that people do not normally travel because it is broken down, in heavy disrepair, and somewhat dangerous, **Doc** comes to an empty part of the ship where the floorboards are wildly unkept. While looking for the missing Stalker, **Doc** sees Ogre suddenly bolt, running into an area that is even less structurally sound. **Doc** is worried about Ogre and he starts moving to the location, balancing himself along a narrow beam that has a sharp drop, all the while trying to get his dog to come back to him. Ogre obviously discovered something he found interesting and is having no parts of being called back.

As **Doc** is trying to get Ogre to come out, the floor below him starts to give way, causing the Handler to lose his balance and almost fall a great distance. On pure instinct **Doc** jumps backward. To his utter amazement, he sails through the air backwards what must have been 18 to 20 feet – completely escaping the danger and the inevitable fall that would have cost him dearly. **Doc** wonders what the hell that was; and when he looks down at his legs sees that they seem to be slightly disjointed and showing intense, quite inhuman musculature where none should rightly be. He can only imagine it is his mutation finally manifesting – and it obviously has something to do with being able to jump impossible distances when he truly needs to. He definitely needs to investigate this further!

Scene: Four – A Story Flashback!

(Four was missing during the encounter with the werewolf Calisto in Episode 4 – now we find out why)

While the social encounter with **Calisto** and rest of the Driftwalkers was occurring, **Four** was actually quite busy attempting to procure items for the journey ahead. He had been thinking ahead, as he often does, and realized that a trip to the Zone took quite a bit of preparation lest the team die of starvation, thirst, or Rot poisoning. Not a healthy proposition to say the least.

Four was using his special “talents” to work on a side deal to try and broker goods between two otherwise unlikely business partners. We pick up the scene with **Pontiak** approaching **Four** to see if he knows anyone that can get the gearhead Booze. So **Four** – wanting to help **Pontiak** in any way he can, remembers that somebody named **Casso** – a booze dealer among other things, has a healthy supply of alcohol that he is often willing to trade for bullets. The problem is, **Casso** does not like to deal with just anyone. The mutant has trust issues. And that is where our Fixer comes in...

Four attempts to broker a deal between **Pontiak** and **Casso** to trade Booze for Bullets. **Pontiak** is willing to pay **Four** fresh water to play ‘agent’ in this deal for him. If it goes well, it is a win-win for everyone. If it doesn’t, **Four** will have other problems - but let’s not discuss that.

Four attempts to broker the deal - trading 2 rations of Booze for 2 Bullets straight up.

Four’s Make a Deal roll: Success! – **Four** earns 5 rations of water for his trouble. An incredibly good payout for what he would consider quite a small deal. He’s not arguing though.

End Scene

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PART II

SECURING CALISTO’S HELP

(Story picks up the next morning, the day of the Expedition)

First thing in the morning, **Marlotte** visits the team in our area. **Hank** stayed the night with **Calisto**, while **Lilith** stayed with Silas, although she came back to the workshop very early.

Hank is the only one not in the Workshop when **Marlotte** arrives.

Marlotte asks if we feel we are adequately supplied for this mission?

We need to decide how long this mission may take, as we are woefully unsure and not overly skilled at figuring it out– especially as we have no real idea where exactly we are going yet.

Marlotte approaches **Lilith** and asks her to unroll her new map so she can see what's what.

Lilith's Luck roll – (2 minuses) : Horrible luck! *(check was made to see how well Lilith did in her map copying the night before. It appears the map replication hit a BIG snag)*

Lilith notices that when she unrolls the map, that in her rush to go help **Astrina**, she did not put any finishing fluid on the charcoal, causing it to smear to the point where the map is unusable.

Lilith tells the group that she messed up making her updates and got caught up in the issues going on, therefore failing to succeed in transcribing the Chronicler's map to her own. She pretty much leaves it at that.

Marlotte indicates how unfortunate that is, and that we will have to rely on **Calisto** to tell us where to go and how long it will take.

Marlotte is also willing to loan travelling rations to the Driftwalkers as needed; which is good considering other than **Maximon**, her gang is probably the only other one in the Ark that can front this much supply. If we succeed in obtaining a positive outcome with the animal tribes, she will not even ask for it to be paid back. I'm not sure the others realize what an amazing gift that would be. On the other hand, it is us risking our lives on this mission, so it certainly will be well earned.

Marlotte seems pretty excited that we are going out to try and make some connection, even if it is with creatures we don't relate to in any substantial way at the moment.

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The group heads to the foredeck to get **Hank** and **Calisto**. We need to ask **Calisto** the trip duration so we know if we need to borrow goods from **Marlotte**. Hopefully she will cooperate.

Ken'yu had decided that his new nickname for **Four** is "Buttercup".

Hank introduces **Four** to **Calisto**, and after it becomes apparent that she will trust him, **Hank** indicates that he needs to go take care of a couple of things before we leave. **Calisto** looks intensely into **Four's** eyes:

Four's Luck roll – (2 positives) : Superior Luck.

Calisto looks acutely, and **Four** feels very vulnerable, like she is penetrating the deepest parts of who he is, past the façade and past the real man, all the way to the root of who **Four** is. She seems to accept it.

Calisto – 'I see who you really are; you may stay and ask me whatever you wish.'

This is quite disconcerting to **Four**. He seems to be acting very humble with **Calisto**, which is unusual. This makes the rest of the group somewhat curious.

Calisto asks **Lilith** and **Doc** what is happening today. Obviously something is going on.

They explain that we would like to take the trip we spoke about yesterday, and ask her to lead us to her tribe to try and establish peaceful relations.

Calisto indicates she will agree to guide us if she can pick who goes. The party must not be too big, and must not seem predatory in nature.

Ken asks who.

The werewolf would like all of our group plus the one called **Mubba** to go.

Calisto indicates we will not need a scout, as this is what she is and what she does for her tribe.

Doc realizes that she seems to be equivalent to what we refer to as a 'Stalker'. This interests him greatly.

Doc starts bugging **Calisto** about what she does. She agrees to show him when we are in the wastes, as long as he doesn't get in her way. *(Good luck with that!)*

Lilith asks about the duration of the trip and to where we are heading.

Calisto indicates it will take 2 full days of hard travel to get to her village.

She also indicates that her rank in the tribe is '5' - but we do not know what that means, although she seems to indicate that is not high enough to make any deals or promises as to what will happen when we actually arrive to her home.

We ask about help getting back when we are done, assuming things go reasonably well, but she is unable to promise that. However, she does think that with Ogre's help, getting back should not be too problematic, especially if we use the sun to help us navigate.

Four does an **Insight check** on **Calisto** to try and read her: (0 successes) – **Four** tries to get a feeling for what **Calisto** is thinking and feeling, but since she is so different and he is so uneasy from the gaze she gave him earlier, he is completely flummoxed by her, and unable to figure anything out.

Four asks **Calisto** what her tribe needs the most in case he can secure it before they leave: She does not even hesitate to answer it is Food.

Four indicates that while he probably can't implement anything yet, while we wait to leave he will start the process of figuring out how to best accommodate developing some sort of supply of food to trade with her tribe. **Lilith** goes with **Four** to try and work on that right away.

That leaves **Doc** and **Ken** with **Calisto**, and Ken knows we need to get ready to leave on the expedition, and therefore need to go talk with **Marlotte**.

Doc is starting to develop envy of the stalker skills. He simply can't help himself, and starts asking **Calisto** questions. One that sticks out is when **Doc** asks her if they have any dogs like Ogre in their camps.

Her answer is puzzling: *'We have dogs, but they are not like your Ogre.'*

Doc: *'Really? How are they different?'*

Calisto: *'You will just have to wait and see.'*

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PART III

FINAL PREPARATIONS

Doc and **Ken** eventually go find **Marlotte** to get more rations. We have to borrow 17 Food rations and 17 Water rations. This is a significant sum. It is quite possible we will owe this to Marlotte upon our return. We get the impression this is not something you owe for long – lest much harsher consequences await. Still, her willingness to loan the supplies in the first place is to be commended for sure.

Scene: Four & Lilith Try to Help

Four tries to figure out who may have food to trade: **Lilith** tries to give him what information she has learned as well as inspire him.

Lilith's Inspire check: (2 successes!)

Four's Make a Deal check to figure out who to trade with : 0 more – therefore 2 total successes.

Four manages to figure out who has food available for trade thanks to the leads from **Lilith**.

Four and **Lilith** go to the person with the food – His name is **Thomas**.

Four talks with **Thomas** to try and set up the beginning of a deal.

Four tells **Thomas** that he needs extra food rations for a deal that can help the Ark. Food to be used as a peace offering.

Four's Luck roll to determine who **Thomas** is associated with. The result is 0 – meaning neutral luck, therefore Thomas has no affiliation with any gang.

Four Manipulate check with **Lilith** making an **Inspire roll** to help him.

Inspire check – Failure with one skull. – **Lilith** pushes the roll – tries to overcome what is starting as a minor negative interaction. Next roll results: Failure again, with 2 more skulls! This push costs **Lilith** 3 empathy trauma (called Doubt) - and she not only fails to inspire Four, but actually hinders his ability to manipulate Thomas.

Four's penalized Manipulate check : (2 successes!)

Thomas just agrees to give **Four** whatever he is asking for and wants nothing in return. *(With his stunt point, Four is able to lower Thomas' Empathy rating to Zero – therefore **breaking** him!)*

Thomas has the 6 food **Four** wanted to use as a gesture of good faith with the group of werebeasts we are going to hopefully meet.

(GM Deal offered – Four can trade the 6 rations of food for a couple “seeds” to plant carrot crops)

Four takes the seeds.

Four and **Lilith** return to Workshop. Incredibly successful social encounter overall.

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We are gathering everything for the trip.

Marlotte and **Maximon** arrive at our ‘residence’ with 6 enforcers and a hand-cuffed **Calisto**.

Mubba is absent, explained away gruffly by **Maximon** that he is not sending his most valued Enforcer on this trip that may or may not yield a thing.

Hank must be finished with his business as he is heading our way just in time.

About mid-day.

Marlotte and **Max** confer for a moment and one of **Maximon's** Enforcers walks over to **Calisto** and unlocks the shackles binding her wrists and ankles.

Calisto just stands there, rubbing her arms and nodding to the Enforcer. She does not speak.

Marlotte approaches the team.

Marlotte: ‘*Calisto has chosen you five to be the party that will lead this momentous expedition. As he stated, Maximon will not give up Mubba for the mission, no matter how important. Somehow it seems only appropriate that The Driftwalkers have awoken and now begin their quest to fulfill their purpose. I know the Elder would be incredibly proud.*’

Marlotte approaches **Ken'yu** and gives him an arm clasp. – ‘Good luck, Ken. I pray you do not underestimate what a historic moment this could be for the Ark. We all wish you God’s speed and good fortune.’

Maximon approaches **Four**. ‘See to it that you keep your wits about you. I contemplated stipulating that **Sixter** be part of your expedition, but he convinced me you were capable of negotiating with our neighbors. I pray he is correct, for the sake of the Ark.’

Astrina approaches **Lilith** and gives her a warm embrace. ‘The Icons watch over you, child. You know your role in this. Watch over the team and record everything!’

Eight looks around for **Oskartian**, but to no one’s surprise, the introverted cult leader is nowhere to be found; the only Council Member not present for the sendoff. So be it.

For the moment at least, all the past week’s events seem to melt away. All the political infighting and jockeying to influence the balance of power within the Ark have temporarily ceased. Everyone seems hopeful and wishes nothing but success on this journey.

As the people disperse and leave the Workshop one by one, **Maximon** hands **Doc** an Artifact. It looks quite similar to the gun that **Four** carries, only it has a long tube for a barrel and is a bit thicker and heavier. **Maximon** explains this is something called a ‘Flare Gun’ – and if pointed into the sky and the trigger pulled – will unleash a spectacle as bright as the sun for all to see. It will indicate that the group has hit bad trouble - and should only be used if absolutely necessary. The Ark will be keeping watch.

We remain in the Workshop with **Calisto** and ask one final time if everyone is ready to go.

We will start from Sector C18 and the werewolf indicates we will be heading eastward, towards C19, c20 – and then points to an area that we have labeled as **B21** on Lilith’s botched map. The Sector of the werebeast’s village. The time has come.

It is midday. We embark out of the Ark and in to the Zone...

[Ark Population loss roll – 2]

...END SESSION...