

DRIFTWALKERS

Play Session: 9-29-2018

Episode 04: 'Calisto'

All notes in
Dark Orange
Color and
Italicized in
parentheses
are GM Notes

PART I

QUICK CHARACTER MONTAGES

Pick up the morning after the Council vote for leadership.

Short scenes for each character:

Topics must include:

- **Three** – The Elder
- **Five** – The Zone
- **Four** – Expedition Prep
- **Eight** – Missing Yassan
- **Seven** – Expedition team

The night after the vote goes by without issue, as far as we know. None of us had watch duty.

Night was fairly cold. Late fall. Area is roughly desert. Warm during day but can get cold at night.

Zoom in on Four

- Is up early, earlier than everyone else.
- He is making his way around the ship. Talking to numerous different people. Talking to people who are those who can acquire things.
- See bullets exchanged for commodities, and then more trading. Focusing on clothing. Clothing that will protect from The Rot.
- Seems to be trying to get 5 rot suits..... did not ask for any goods to trade from the group. Did this with all his own resources.
- He is staying away from any of the normal contacts that Sixter would use or Sixter himself.
- Spends entire morning doing this.

Zoom in on Three

- She is in the map room.
- Going through paperwork from her child assessment that she did at the hospital.
- **Astrina** walks up to her. 'Is that the paperwork that the Elder asked for?'
- **Three** – 'Yes.'
- Hands the paperwork to Astrina. Astrina then hand something to **Three**.
- There is a name on the thing she was handed, this causes a memory flashback. Of her as a child, makes her realize that her name is **Lilith**.

Zoom in on Five

- **Ken'yu** heads to the boiler room to find **Pontiak**.
- They talk for a bit with **Ken'yu** asking Pontiak what he might need for repairs so he can look for it while they are out in the zone.
- He then heads to find a Stalker, finds **Krin**, as Yassan seems to be gone at the moment.
- **Ken'yu** asks Krin about the area of the zone they are heading so he has as much info as he can before going out.
- **Krin** – small female stalker. Long story short: **Krin** scouts primarily south, not east. Very little useful information.

Zoom in on Eight

- Playing with his pet (**Ogre**) and heading for the area that the Stalkers reside.
- He is looking for **Yassan's** spot. He finds it and surprising enough, it is open.
- **Eight** goes in and starts looking through the stuff that is there. Takes some pieces of clothing and has Ogre sniff it.
- **Eight** is talking to Ogre telling Ogre that he needs to smell it so they can find Yassan.
- **Eight** is also keeping an eye out for any things that are interesting. Sees something that is obviously from the zone, and almost pockets it, not to steal it, but to have something from Yassan, in a hero worship way.
- As he is about to pocket – he hears a female voice '*what the hell are you doin' in here?*'
- Eight: '*Well I was thinking of taking this necklace to help find Yassan.*'
- Woman: '*Ever since you woke up **Trevor**, I don't know what the hell is going on with you.*'
- Eight: '*My name is not Trevor, it is Doc*'.
- They continue to talk...
- She says to go ahead and take the necklace to help find Yassan but has to give it back.
- Doc has obvious hero worship of Yassan and wants to be a scout..... he puts on the necklace as he walks away.

Zoom in on Seven – Hank

- Exercising in the groups area, the ‘workshop’
- Notices that he is the last one in the area, which is odd.
- Heads up to the ship.
- Met by his friend, the Enforcer named **Garreth**.
- Garreth asks **Hank** to help with a small excursion prior to our trip into the zone, **Marlotte** is asking for this. They need another enforcer. **Hank** happily agrees.
- When Garreth indicated that it was a small expedition, he was not kidding, it is just 3 of them – **Hank**, Garreth and a Chronicler named **Micah** who does not talk much.
- They head out the East side of the Ark and wander around a little near the Ark. Along the way, Hank is floored by how much worse things are since he went under 2 years ago
- They shelter from a small and mild sandstorm.
- When it passes, **Hank** notices a multicolored toad on a rock. He grabs it and puts it in his pocket. *‘This will come in handy later, haven’t had one of these in a long time.’*
- Look for tracks but find nothing. They head back.
- When they get back, **Hank** is nervous. Goes back to the groups sleeping area, closes himself into the sleeping area, takes the toad out of his pocket and licks it. Then he relaxes back on a bed and zones out.
- The toad exudes a secretion that is a mental relaxer, that helps with PTSD. *(Condition Hank suffers from occasionally. This will make an excellent “flaw”).*

It is now around 3pm. The group is getting together. We have a short Driftwalker meeting.

Four hands out Rot Suits to everyone. Cost him all 9 of his bullets. He is very proud of this. Five Rot Suits for 9 bullets is a ridiculously good price to pay. *(Owes at least one favor to an NPC for this. Will come up in a later episode.)*

We work out a redistribution of goods amongst us.

Four learned that Marlotte wants the expedition to go out first thing tomorrow.

Is there anything else we need?

We ask **Lilith** to see if there is any sort of map that we can use of this area?

Promise that we will bring back information that we find.

PART II

EARLY PREPARATIONS

Scene: Lilith in the Map Room

When **Lilith** walks in, some folks greet her. Surprised that she is back, thought she would be preparing for tomorrow.

Lilith asks for a map to fill in.

They ask what sector. Lilith is unsure.

She makes her best guess: C18 (current sector) and B18 *(This is wildly incorrect but that is ok. Not having a Stalker as a member of the Driftwalkers is a big negative. With only 5 roles filled at the moment, there are going to be holes – that is part of the game and is not anyone's fault)*

The Chroniclers have sketches for both areas.

Lilith asks if we can take them.

Luck roll – result is Poor Luck *(1 negative symbol)*

She does not have copies, however if she wants, she can spend rest of day copying one of her own.

Lilith spends the day doing this.

Scene: Gathering of Gear

Backpacks! This is something the Quartermaster has. **Four** thinks we can likely get standard backpacks for 1 bullet each. They won't be great, but they will do the job.

There are Basic backpacks & Salvaging backpack. Can likely get a salvaging pack for 2 bullets.

We spend 6 bullets for 4 regular packs and 1 salvaging pack.

Ken'yu tries to put together a set of light armor – 3 scrap for a 2 protection piece of armor – 1 hour of time.

Jury Rig Play – difficulty 3: +1 green dice – *Failure* – tries to put these parts together and was unsuccessful in getting them to hold together. Leather was just too poor quality to stitch.

Eight is trying to train Ogre..... To track.

PART III

MEETING CALISTO

Hank and **Ken'yu** wander around the ship, trying to figure out if we need anything else.

As they are walking on deck 8, they hear something that gets their attention.

They hear an argument coming from level above. They stop and listen, cannot help but do so.

Pretty positive it is between **Maximon** and **Astrina**. About 5pm.

Make out the following: Astrina yelling at Max and Max is being cold, she seems to be talking about: *'that he is being ridiculous, and the people need to know what his Enforcers found, and that we need to work with the thing instead of torturing information out of it'*.

Max's counter arguments – *'I am more concerned with safety of the Ark, and I don't feel like negotiation with this thing is what needs to happen. We need to find out quickly, there is an expedition going out tomorrow. Short of a vote, this is a done deal. My people found it so technically this is my decision. This is not a time for lengthy debate.'* Maximon is stern, gruff, and certainly insensitive – but he is logical, controlled, and correct from a narrow point of view.

Some missing back & forth arguments. – Astrina: *'You better watch out what you wish for.'*

Hank and **Ken** talk. **Ken** heads to get **Four** while **Hank** goes to try and make sure nothing bad happens.

Ken – back in workshop – sees **Eight** with Ogre, training him... Cannot find **Four**.

Ken tells **Eight** what is going on, and they go with Ogre to re-join **Hank**.

(Four is off conducting business on the side to try and obtain more resources. Will take the rest of the day. This is a special ability of the Fixer role and renders him completely out of the loop while doing so.)

SCENE: DECK 9 SOCIAL ENCOUNTER

Hank goes up to the assembly area. There are 3 enforcers standing in the hallway where the argument likely occurred. They move to block **Hank** from entering area beyond.

Luck roll – result is Poor Luck (*1 negative symbol*) **Hank** is not on good terms with these guys. Can't even recall names. Not a good starting point.

Enforcer 1 – *'No, no one gets through, not even you.'*

Hank stands fully upright. He is a big dude – about 6' 10"

Hank: *'Excuse me, I am a member of the council, step aside.'*

They look at each other and whisper....

One steps forward and says *'Nyet, not even for you, no council member allowed, that comes from boss.'*

Hank: *'Bullshit!'* – steps up into his face and tries to intimidate.

Intimidate Play – 1 success! (because they are also Enforcers, this is an Opposed roll. Max's Enforcers fail to counter the 1 success so the net result is 1 Success for Hank)

(They either have to attack or bow to Hank's will. They do not want to attack a Council Member)

The leader of the 3 enforcers knows that he is at a crossroads; he either has to attack or back down. He does not have the clout to open up on a Council member without direct orders from another Council member, which he clearly does not have.

The enforcers are absolutely furious, do not get out of the way, but do not hinder **Hank** as he moves around them. He subtly shakes his head to the others and they lower their weapons.

Hank: *'That's right, keep your bitch tail between your legs.'*

Hank walks past and starts to hear what sounds like growling.

Growling sounds familiar – kind of like what they heard from the werewolf the other night.

Hank looks back to see if anyone else of the team are around.

He sees **Ken'yu**, **Doc** and **Ogre** come running up.

Hank pauses and waves them forward.

As **Ken'yu**, **Doc** and **Ogre** approach, the enforcers step in the way and say: *'No pass.'*

Hank calls back: *'Don't make me come back there, they are Council members also...'*

The enforcers back down. One enforcers says: *'Maximon will have our head for this.'*

Other guy: *'He would have our heads faster for hurting these guys without his order.'*

The group moves forward and sees a cage on the deck. We see a werewolf in the cage, standing at full height. It is very impressive and somewhat intimidating, even caged.

2 enforcers, backed up from the cage in a guard stance.

Does it have boots on? Yes.

May be the same werewolf....

Hank approaches the cage, *'Hey, do you remember me, I gave you food.'*

It stays still and growls.

Doc steps forward and tries to communicate with the creature. – says: *'Hey I am sorry we put you in a cage, we are kinda' afraid of you, but let's talk, what is going on?'*

Creature stops growling.

Ken'yu steps forward – and shares that he wanted to try and find this creature as part of the expedition tomorrow to have them join us.

. . . .

About this time, storming into the Chroniclers area, comes Astrina; **Three** is still there and sees her very pissed off and just ranting on and on and on. Very uncharacteristic.

Three asks her what is going on? Wanting to help. Thinks she will first have to calm her down.

Three walks up to her and hands her a ration of water. This calms her down. *"What's wrong?"*

Astrina explains what is going on at the foredeck. Maximon has capture the creature and rather than talk with it he wants to torture it for answers.

Astrina – *'I know! - I have to go to Marlotte.'*

Three heads for the foredeck.

. . . .

Meanwhile, back at the Cage:

Comprehend check: **Ken** – 1 success

Ken understands that the change to wereform and back – this creature cannot transform back and forth at will because this creature is not the same as what we were told we are....our understanding is that we are mutants who will be able to transform into a feral form; and if this is what we think, this is likely a wolf from nature that has transformed into a were-beast from the *animal* side. Absolutely fascinating.

If it can understand and talk, it would need to nearly completely trust us first before it was willing to communicate if it was an animal before transformation.

Hank kneels down, to try and seem as less aggressive.

Hank pulls out a ration and places in the cage, trying to hand the creature the ration.

Three shows up right as this is happening.

Three walks up to **Hank** very calmly, and whispers to him – *“It is a female and they are planning on being very brutal with it....We need to protect this creature at all costs.”*

Hank – with **Three** inspiration and **Doc** assistance – **Manipulation** test -

- Inspiration roll – (**Lilith**) – 1 success (*Again Lilith with the HUGE assist!*)
- **Hank's** Manipulation roll – 0

1 total success!

We get our goal – Intent: to calm the beast by establishing a relationship with trust.

Hank puts his hand into the cage with food, it would see this as a possible sacrifice and a first step toward trusting behavior, IF it is intelligent.

The creature does not go to grab **Hank**, or rip his arm off. Just watches, and does not take the food but is calming down.

Hank gently sets the food down on the floor of the cage. Then sits down next to the cage.

Luck rolls

Doc – 1 plus, 1 minus – neutral luck.

Hank – 2 pluses. Extremely Lucky!

So, here is what happens

- **Hank** sits down to build rapport.
- Notice that the creature takes the food, then mimic's **Hank's** action.

Ken'yu hears the enforcers in the room say: *‘What the hell is going on?’*

Doc hears a commotion from down the hall and moves into the hall walkway with **Ogre**.

Sees Astrina, Marlotte and 3 enforcers moving towards the 2 enforcers on the far deck. Also see Maximon coming up behind them all. Here we go!

They all start to get into a very furious argument again. Getting loud.

Hank and **Ken'yu** in the room can hear, and the creature seems to be getting riled up. **Three** follows. **Doc** has **Ogre** guard the Enforcers. Will this erupt?

Ken'yu approaches the crowd. He approaches the bosses and tells them to calm down. Some big headway is being made – don't screw it up.

Three tries to calm them down.

Astina stops arguing and darts past and heads for the cage.

Maximon starts to advance as well, but Marlotte and her enforcers stop him.

As the yelling stops, the creature calls down and mimic's **Hank**.

Hank: *'I am Hank, do you have a name, can you understand me?'*

Ken'yu blocks the hall and motions for **Three** to head back to the cage area.

Creature whispers to **Hank**!

Hank can understand it....

Hank whispers back *'I am glad to meet you Calisto, did I encounter you the other night when you took a plant? Was that you?'*

Doc hears growling from behind him. It is Ogre. Doc looks around and sees one of the enforcers making his way forward, *'What is going on up there?'*

Doc: *'You gotta get away, we are making some progress, you need to turn around or you will mess it all up.'*

Manipulate test – 0 successes.

As **Doc** says this, the enforcer walks forward a little more *'Shut up you! I think I see something that does not look right.'* The enforcer starts moving forward more...

Ogre begins to growl louder.

Astrina comes running forward.

She is not exactly sure what is happening, but sees **Hank** sitting with the creature calmly and sees Maximon's idiot enforcer moving forward.

She gasps and moves for the enforcer – "You will **not** interrupt this!" The power in her voice is almost scary. – 2 Successes.

Enforcer: *'Of course not mum.'* and he backs away as if a child.

Ogre calms immediately. *(Cool dog!)*

Doc updates Astrina that **Hank** has calmed the creature and we should not interfere. Astrina stays back and watches.

Hank asks Calisto if he can come into the cage to talk with her. If he is in the cage with her, then the mutants will not take hostile action.

Calisto – whispers something to **Hank**.

Hank will ask Astrina if she can get the key and clear the area. If she will trust him as he has developed a rapport with the creature and he needs Astrina to trust him.

Everyone present is making her uncomfortable.

Astrina – *‘How do you know this?!?’*

Hank: *‘I cannot betray her trust at this point...’*

Astrina: *‘She speaks?’*

Hank: *‘Yes but she is afraid and overwhelmed. I have put myself on the line to communicate, I have her trust, we do not want violence. Right now, we want information and understanding.’*

Hank: *‘I am an enforcer, but I have no desire to bring any violence.’*

Astrina agrees to clear the area but says that **Three** stays as her representative.

Hank: *‘Is it OK if one other stays, ones of my friends?’*

Calisto: *‘Have him approach.’*

Hank: *‘Please come sit and introduce yourself.’*

Lilith will come over, sit and will introduce herself.

Calisto is making eye contact and is looking for something.

A couple minutes later, looks at **Hank** and nods affirmative.

Hank: *‘She has agreed, you saw her nod her head.’*

Astrina immediately: *‘Everybody clear the deck now!’*

Astrina, enforcers, **Doc** and **Ogre** all head out.

Astrina explains to Maximon and Marlotte.

Max agrees to head out but leaves one enforcer. Mubba has the key and Maximon will get it.

Mubba shows up a little later with key and asks **Hank** if he is sure he wants to do this?

Hank says he is.

Mubba asks if he wants her to stay, but it will not work that way.

Hank asks Calisto if she would trust Mubba to stay.

Calisto shakes her head negatively.

Hank tells Mubba no, not now.

Mubba removes a necklace from under her undershirt that **Hank** has never seen.

She shows it to Calisto.

Calisto immediately stands up and waves Mubba over.

Necklace has some sort of symbol that **Hank** does not recognize.

Calisto looks intently into Mubba's eyes, after a couple of minutes, Calisto looks at **Hank** and says: *'This one can stay.'*

PART IV

QUESTIONS AND ANSWERS

Hank and Calisto talk for a while. The following comes out of the discussion:

- *The Group is allowed to ask 5 questions*
 - **Is she alone or are there others?**
 - She is not alone, there are others like her and others that are *not* like her. She is part of a community of creatures that live in packs & tribes.
 - **Would your tribe/pack be interested in a cooperative relationship with our tribe/community in these difficult times?**
 - We may be very different, but in some things, we are very much the same. Both tribes will have some that do want a beneficial relationship and trade, while others will not. Much like what I have seen from you. They have an Alpha named **Tesla**, who would make that decision.
 - They have a kingdom with a single leader (the Alpha), and then there are sub-tribes with their own leaders.
 - **Would she be able to lead us to Tesla to meet and discuss?**
 - She would, but it is not that simple.
 - She is not sure that she could trust all of our leaders, if she brings us, she would want to select the party to be brought. As she would want to look into the souls of those who were to come, not just anybody.
 - **Does your kingdom know of other communities (human or otherwise) that exist?**
 - As far as she is aware, there are no other communities like ours. But they have only just escaped from their prison, and do not know the whole area well yet. Our hunters have only begun to explore recently.
 - **How does your kingdom/tribe view humans?**
 - That if it wasn't for Humans, her and her kind would not exist. Most have an almost reverence for Humans. No ill will towards them. However, over the last few years, observing the Ark and our actions, there is more hostility and disagreement in a few days than they have in months. Your group does not seem to be a very stable society. She will have to report this.

- She feels that it is absurd that we only have 200 people and we continually argue and disagree - it is concerning.
- **Three** indicates that she should give us a chance to prove ourselves.
- She asks if **Three** is the Leader and can speak for the tribe, meaning the Ark?
- **Hank** explains our leadership is a 9-person Council that leads to prevent a single person from making poor choices. **Lilith** is one of the nine people.

Hank asks if there is anything he can do to make her more comfortable. She says she will be fine. She has fur and does not understand how Humans handle the cold without fur.

Hank gives her a ration of water.

...End of Scene...

The team leaves as Calisto beds down. Mubba will ensure nothing bad will happen, she is on guard.

Hank decides to stay also.

The rest of us go back to the Workshop with enough to talk about to keep us up all night. As we are heading back, it is getting late, and realize the expedition is set to depart tomorrow! We hear on our way back many different whispers of what is going on in the Ark.

One thing stands out: Garreth, **Ken'yu's** uncle, has disappeared and rumor is that he has been abducted by mutant beasts.

We will need to look into this, and this definitely complicates things if true...

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Population loss: 5

15 xp – mutation unlock.

[EPISODE 04 – END]