

Legends of Steel Session Summary – May 24, 2009

Attendance

- Chuck (the Savage Molester, aka the GM)
- Paul (Oka, the Tarzan guy, and his panther Kura)
- Chris (Singh, the Thuggee assassin)
- Ernest (Manoj, the Sikh warrior)
- Tim (Kaitamo, the Mongol archer)
- Matt (Max Harkness, the escaped pleasure slave, and his own love slave, Yanto)
- Bruce (Baba Ali, the bumbling Sufi monk)

Bruce has managed to evade the great white North and has joined the group, playing a Sufi monk from Jandahar. He's a herbalist and healer, which will be lovely for the rest of us. Matt changed his character's name to Max Harkness from Maximum Eternius and is trying to downplay his man-whore aspects so prominently featured in the first session.

We have a moment of silence to commemorate the passing of Duke Nukem Forever, trade stories about the latest episode of Deadliest Warrior (Maori vs. Shaolin Monk), and read the cartoons in Jenna Jameson's "How To Make Love Like A Porn Star." We wallow in our pop culture like the American swine we are. Oink!

Bring Me The Head Of Sevitrex Garcia

Chuck hands out Adventure Cards. I get Enemy, which means some guy in this session will become my sworn enemy and I won't be able to soak wounds he causes. Sad, but I get to draw a good one too, Flesh Wound – this lets a wounded Extra get up and be unharmed when I play it.

We left off abruptly last time as soon as we slew Sevitrex, high priest of the fire goddess, and his flaming hell mastiff. As the high priest's body tumbles down the stairs, all the torches and flames in the temple go out. As it's midnight, the place is now pitch dark. *Kaitamo* tries to light a torch but it doesn't work; the flint and steel don't even spark. *Oka* has his cat lead most of the group out. *Max* drags the priest's body out with us. It looks like all the lights in the city have gone out! The fire goddess is apparently displeased.

We search the body "the hard way!" The high priest had:

- 75 sp
- 75 sp in jewelry
- Leather armor (25 spv)
- Staff (20 spv)

As we leave the temple we hear a plaintive voice calling out from somewhere. *Manoj* checks into it and it's another Southerner chained to the wall, named *Baba Ali*. We let him loose. He's been kept prisoner by *Sevitrex* for pornographic purposes.

We discuss what to do. *Oka* says that we need to help all these now-lightless people. "What can we do?" "Well, probably sacrificing that chick you just saved," says *Singh*. *Oka* doesn't like the sound of that. "Or we can kill the infidel that killed her high priest!" *Kaitamo* doesn't like the sound of that either. We return to the inn and *Manoj* returns to *Tamara's* waiting arms. The GM clarifies that *Tamara's* not yet technically a sidekick. "No, she's more like a scream-and-kick!" *Manoj* offers. *Max* repairs *Kaitamo's* bow. Many members of the group get some much-needed sleep.

In the morning, *Max* asks around to see what the word on the street is about *Sevitrex*. Fires are able to start again; apparently the fire goddess has a typically feminine short attention span. *Baba Ali* asks to join the group. *Singh* gives him our backplot while *Manoj* is still occupied causing cries of pleasure to emanate from the second floor well into the morning hours.

Teen Forest Rampage

We hook up with a caravan heading back towards *Rennen's Ford* in order to return the liberated *Sienna* to her mother. *Oka* steadfastly refuses to ask her anything about herself or her experiences. *Manoj* negotiates 5 sp per day each to help guard the caravan. He wishes *Tamara* a lusty goodbye and then pays her no mind. "A woman in every town, that's how to do it!" he coaches *Singh* as we march out of the city. Everyone mutters in agreement.

The first night, we are awakened by yells as some bandits attack. There's zillions of them and they totally overrun the camp in short order! We find ourselves fleeing the scene, trying to get a couple innocents out of the slaughter – a young boy, *Timmen* (8), and his two sisters, *Kaia* (12) and pregnant *Madeline* (17), in addition to our previous baggage, *Sienna* (16). It's like some demented MST3K movie called "Teen Forest Rampage."

Kaitamo runs forward into the forest, pinwheeling his arms and yelling "CAKE!!!" The kids run with him. Filthy bandits pursue us, and a sizable blocking force cuts us off in the trees. One releases a slarth! We have no idea what that means. The GM explains that it's a ferret the size of a mastiff.

The bandits close and attack. One cuts down the little boy. A hail of arrows fly into Baba Ali, and he spends three bennies to get it down to “only” two wounds and then flees. An arrow heads for Manoj, but Singh bravely flings himself in the way and takes the arrow! Then, he cuts the slarth with his scimitar. Kaitamo shoots the guy closest to him and bravely runs away from the one hacking down the children.

Singh kills the slarth with a quick slash. Finally someone moves to protect the kids, as Max turns to face a bandit. He and Yanto, his henchman, slay two of the bandits. Max then pauses to render first aid to the fallen boy. Manoj moves back to silence the archers; he kills an archer and shakes another bandit. The bandit recovers and hits Manoj, who just laughs at his blow.

Several bandits chase Baba Ali through the forest; he screams like a girl as he bashes one’s head in with his staff. The kids all run in the most dangerous directions possible. Singh charges out of the bushes and spikes an archer. Kaitamo picks off another. Oka protects the noncombatants as his panther brings down another archer. Baba Ali takes the opportunity to play the “Reinforcements” adventure card, which means a bunch more bad guys show up but we get to draw an additional adventure card each. Many more bandits appear to cut us off and a couple more archers straggle in from behind. Those archers shoot at Singh and Manoj to little effect. Bandits swarm Oka and his panther, who bravely hold them off from the kids. One comes around a copse of trees to threaten the twelve-year-old, and despite his wounds Baba Ali charges him and throws him off. Yento comes in and thrusts his spear through that bandit’s back.

Fighting rages through the trees. A bandit grabs Sienna but Oka cuts his throat with a knife. Only four bandits are left, but one grabs the pregnant girl. Manoj kills one and then charges the archer that is shooting at Baba Ali to distract him; that works, and the archer drops his bow and goes for his sword. Baba Ali jumps on the bandit’s back like a spider monkey and busts his head with a staff. Singh intercepts a fleeing Sienna and tries to calm her down, but she just shrieks like she’s being fed feet-first into a wood chipper.

The rest of the bandits are cut down; many party members run up and chop the one holding the pregnant girl. Apparently this carries no penalties or risks with it. Soon, all our immediate foes lie bleeding.

We huddle up and perform first aid on the badly wounded Baba Ali. A cursory looting generates:

- 59 sp
- 4 shortwords
- 4 shortbows (125 spv ea)

The pregnant girl, Madeline, is close to giving birth, and a thunderstorm is coming. Manoj says, “Let’s go find a haunted cabin!” The group agrees this is a sound plan. Sadly, a cave is all we can find. “Is it haunted, at least?” we ask an exasperated GM. The bandits are still on our tail, and shoot a couple arrows in the direction of our noise.

We move into the cave. Half the group is inside when they run in to an irate cave bear. Manoj tries to maneuver around it but it mauls him. Oka comes running in yelling, "Don't hurt it!" Kaitamo says, "Okay!" and shoots an arrow into it. Max and Yanto, however, back all the way out of the cave.

Baba Ali taunts the bear, yelling and waving his protuberant stomach in its general direction. Manoj pokes at it with his halberd. Oka continues to yell. "I know this bear! Una! Una, don't you recognize me!?!!" He plays a "Contact" card, and it turns out the bear does indeed know him! Once we realize he's not just totally caught up in a fit of delusion, we all back out of the cave and let Oka soothe her. She tells Oka she's hungry, and Kaitamo uses his rangery skills to go find a deer caught in a trap; he brings it back to feed the bear.

Max finds a human corpse in the cave. The bear apparently has been munching on the locals. He happily loots the gore and gets 8 sp and a backpack with camping gear in it.

Madeline goes into labor. "I don't know nothin' 'bout birthin' no babies!" insists Manoj. Luckily, Baba Ali does, and does a great job of delivering the kid. "Boil some water!" he calls. "Why, are you going to cook the baby?" asks Singh. Mother and son are fine. She names her son Baba Ali in his honor. Manoj and Singh are amused since "Baba" is an honorific, not a name per se. We trade jokes about local white trash in our native tongue.

Interlude

We make our way back slowly to Rannen's Ford through the forest. It takes several days. We return Sienna to her mother's. She tries to give us 2 gold pieces, but we tell her to keep them, and ask her to look after our other refugees with the money. She agrees.

We settle in to party. Well, Yogi Berra there instead lives an austere life and heals the locals. But the rest of us party. Max earns 80 sp in his job as a professional pleasure slave, and he uses his "Folk Hero" card to make the locals love us! Kaitamo makes 60 sp as an apprentice pleasure slave and spends it all on a breakfast fit for a king. Singh wins a horse in a game of chance. Oka pays 60 sp for his night of pleasure – and what he thought was a lady was really a man! Kaitamo, apparently, as that 60 sp price matches exactly to what he brought in from his own whoring. We devise a sordid tale in which Kaitamo went out drinking and ended up wearing a dress and feeling pretty...

The group divides up their loot and spends it on various endeavors. We wander the lands for several months doing random and pointless things. Eventually, Kaitamo and Oka are on speaking terms again.

The group starts falling apart a bit at this point. I suspect our choice of gamer chow is partially at fault. We have been eating:

- Beanie Weenies

- A My Little Pony birthday cake
- Whiskey

The psychosis is setting in.

Grain Pirates

We end up in the lovely town of Belsa, which we are told is well known for its lovely grains. “What a shithole!” declares Manoj. We are staying at Max’s uncle Daiberto’s place. Daiberto is sad because Max’s cousin Murillo has been murdered. By pirates! For some reason we find this hilarious. They are in the wine trade, and he was on a barge bringing in wine and got killed by river pirates.

There’s a 100 gp reward from the local merchants for Jobert, the head of the river pirates, if we bring him back alive. Daiberto is willing to pay us 300 sp as well, but we wouldn’t hear of it. We do take an equivalent amount in wine, of course. There’s a guy named Jonah that has been bribed to lead us to a pirate camp.

We meet Jonah at a local watering hole. He’s a skinny, hook-nosed, shifty looking guy. He knows some of the pirates, including Madoc, who is Jobert’s lieutenant. He warns us about a guy named Vitar, who “is crazy.” Apparently he’s ex-priest of Kesh the war god. Jonah is not scintillating conversation, but we follow him through the woods for a day to the pirate camp.

We meet Madoc, who is in charge of the camp. Jonah vouches for us. Madoc talks smack to us, despite Manoj giving him a hearty “Arrr!” in greeting. He declares three tests for us to choose from – Bravery, Combat, and Skill. Kitamo and Baba Ali pick bravery, Oka, Max, and Manoj pick Combat, and Singh picks skill.

Bravery comes first! They provoke a bunch of crocodiles in a pit and put a plank over it. They push Kitamo out onto it; he scampers across without a problem. Baba Ali goes next, and also gets through fine. Suddenly, Oka breaks ranks and flings himself into the pit. When the pirates run to the side of the pit to see the carnage, they just see Oka stroking a crocodile’s belly. “They’re really alligators!” he cries.

Then, the Skill test. Singh picks a lock, despite having no skill at it. Both these tests were easy, and we are lulled into a false sense of security.

Combat begins! Manoj gets put into a fighting pit. A six foot tall guy with a battleaxe steps out and says, “I will break you!” Manoj tells him, “Bring it!” He jumps at Manoj and takes a swat from his halberd on the way in. He grins as he shakes it off and cleaves into Manoj. Manoj gets badly wounded and quickly starts taking the worst end of the greataxe. Singh decides to jump in and help him! A bunch of pirates come tumbling in as well and it turns into a free-for-all. They beat Singh down quickly and haul him to the river to dump him in. Baba Ali tries to intervene with that. Manoj lasts a couple more

rounds with Vitar but then goes down too. Baba plays his "Out Of The Frying Pan" card to prevent all three of us dying.

Vitar yells, "Next!" The pirates push Max into the pit. Max desperately offers the pirate lieutenant fellatio to escape combat but this goes poorly. Incredibly, Max overcomes Vitar by force of arms! Baba Ali, Manoj, Singh, and Oka are thrown into the river. Kaitamo and Max are happy pirates. Baba and Oka collect their unconscious comrades downriver and heal them somewhat. We plan to follow the pirates and spy on them.

Conclusion

We conclude that sucked. And we get 3 xp.