

Legends of Steel Session Summary – May 10, 2009

Attendance

- Chuck (the Savage Molester, aka the GM)
- Paul (Oka, the Tarzan guy)
- Chris (Singh, the Thuggee assassin guy)
- Tim (Kaitamo, the ranger guy)
- Matt (Maximus Eternius, the He-Man man-whore guy)
- Ernest (Manoj, the Sikh warrior guy)

We had a lunch cooked for us by our local chef groupie, Kemberlyn. On the one hand, much of it was Vegan to cater to Tim, but she made it up by the main course being veal. I like veal, it makes me feel like an evil fantasy dictator to have had my food tortured for me. If only there was a glass of Cambodian breast milk to wash it down. The meal process took several hours, so we did character generation since only Chuck had the various Savage Worlds books we were using in this new campaign. The main game is “Legends of Steel,” a sword & sorcery game, but we were using edges etc. from Mars, Winterweir, and the Pinnacle forums. I don’t think any of us know all the rules we’re using, but fair enough!

The Setup

The campaign is set in the world of “Erisia.” It has countries that are the usual torn-from-Earth suspects. We start in Tyros, or the Old Kingdom, a standard king plus barons plus tribes threatening from the North kind of place. Chuck shows us the somewhat testicular map of Erisia and points at random places, which conveys the information that we’re from all over.

Chuck handed out “Adventure Cards” for the session. I got one, “Love Interest,” that I can play on an NPC to encourage a romantic interest for me. You know, like Axe body spray.

Our Heroes

We have all been travelling with a mercenary company for several months, protecting a caravan travelling through Tyros. The caravan got mostly wiped out in an unspecified fiasco so our mercenary company is disbanding. Our captain, Durkin, died and we plan to take his ashes and gear back to his home in a village in nearby Pyrani.

We talk it up over the trip. *Oka* the jungle boy travels with his jaguar. He was raised by jungle animals and therefore has a startling lack of personality. He clarifies that the orangutans taught him to dance, and the bears taught him to sing and not take life too seriously. He is, however, very pretty.

Singh is a small brown guy with a scimitar who likes strangling and long walks on the beach. He likes Hala the death goddess. He tries to convert *Manoj* to the worship of Hala, until he learns that Manoj already follows Hala. He is strangely disappointed by this turn of events. Then he tries to convert Oka, but Oka considers his death goddess too “decadent.” He demands to know “what the hell that means!” for a while.

Manoj is a large brown guy from Kumar. He is a mighty-thewed warrior who wields a halberd and always wears his turban and has a long, ringleted beard. He worships Hala, but somewhat less fanatically than Singh. He’s a bit of a party guy at heart, and very dedicated to his comrades.

Kaitamo of the Sikhar (Apache-Mongols) has long hair and a pornstarstachio. He’s an archer and allegedly a horse rider, although he hasn’t put points into Riding yet.

Maximus Eternius is a farmboy from Belsun. He got captured and turned into a pleasure slave, since he’s really hot. But then he escaped, and is wanted (in more ways than one) in Zandara. Now he’s become a cabin man! He still makes money though the pleasuring arts, but is handy with a longsword in the bargain. An argument breaks out about whether he or Oka is prettier.

With Your Shield Or On It

Our trip to Ranen’s Ford, where the captain’s house, lies is uneventful. A middle-aged woman named *Lorena* comes to the door; she’s Captain Durkin’s widow though she doesn’t know it yet. Maximus was preselected to break the news to her. Curiously, she’s already crying when we knock on the door. Turns out their only daughter has gone

missing. She is of marrying age, which we clarify is less “eight” and more “sixteen” around here. Apparently the travelling circus came through town and some guy named *Malo* (yes, really) convinced her to come along to the big city. This was three weeks ago, however. She hears they’re in Lenwick now. The daughter’s name is *Sienna*, and she’s young, hot, red hair, green eyes. We give Lorena her husband’s effects, but she doesn’t seem too additionally broken up over it. Maximus talks the widow into letting us stay overnight to “refresh ourselves.”

Manoj and Singh go out to the local tavern and drink and party. Manoj wins big at cards; the locals tell him the circus always comes through every year and sure, every once in a while someone runs off with them. Oka runs around in the night with his jaguar, scaring the fuck out of the villagers and generating several urban legends. Kaitamo just tucks into a meal. Maximus just lays pipe.

Something Prosaic This Way Comes

Next morning, we head out to Lenwick, leaving a well-pleasured widow behind us. It’s less than a day’s travel away and we find the carnival set up there. Kaitamo looks for an archery game to win at. He wins a stuffed animal after several tries. Oka tries the axe throwing and sucks ass at it. Manoj gets some watered down mead and tries to convince Singh to go see the freak show. He’s strangely reluctant.

Kaitamo uses his “Hey, I know that guy” adventure card to say that the fortune teller knows him; she’s a fellow Sikhar woman. He asks her to tell Sienna’s fortune, though he’s “not sure if that’s her real name or her stage name.” They talk weird pagan smack at each other for a while. Turns out Malo wasn’t really “with” the circus; he and Sienna left already. She says he should talk to *Kovar the Brawler* about it.

Hey, Rube!

Turns out Kovar is in a ring, taking 5 silver coins per bout to beat up locals. Manoj and Oka each want to give it a shot; Oka goes first. He oils himself up (using his Dressed to Kill card) and hops in. Manoj bets 20 silvers on Oka and Singh takes that bet. They smack on each other a while. Oka shrieks and beats his chest to intimidate Kovar,

and succeeds in shaking him up. The rest of the party shouts their support; “Go, Feral Boy!” He gets a couple free shots in on Kovar but doesn’t hurt him. Kovar finally clouts him in the face, stunning him. They go a couple more rounds, until Kovar finally jacks him hard, injuring Oka. Manoj has faith in his teammate, and puts in another 20 silver bet on the jungle lad.

More rounds go by, as the Savage Worlds rules demonstrate how fistfights will never go anywhere. Oka finally shakes Kovar when he draws a joker. Kovar recovers and hits Oka hard again, for another wound. Oka’s on the ropes, and Kovar hits him again and again. Oka, at three wounds, is having trouble connecting. Finally, Kovar knocks Oka the hell out.

Manoj says, “My turn!!!” He vaults into the ring and knocks Kovar out in the first round. He looks down at his prone form, somewhat surprised. Manoj takes him to get a mead to recover, and he spills the beans about Malo. Malo is a mercenary who sells women to brothels. He hangs out in a bar called Kruger’s in Pyrani. They used to merc together some back in the day.

Singh starts hallucinating and thinks Kovar is still unconscious, then thinks we’re back at the widow’s house. Then he punches a camel. He starts singing a company marching song loudly. This attracts the rest of the party to him. We decide to head out after Sienna and Malo before someone gets hurt in a more permanently-scarring kind of way.

I Want A Hard Target Search Of Every Whore-house In This Sector

We all run through the night to the next town, because that’s the way heroes roll. Eventually, we find ourselves outside Kruger’s Bar and Grill in lovely downtown Pyrani, a major port city. We put Maximus in manacles, as our cover story is “we have a pleasure slave to sell!” He objects at first, but the idea quickly grows on him as he sees all the seamen.

As we go in, we see Malo and about a dozen goons at a big table. He has some new chickie, not Sienna, sitting on his lap. Kaitamo and Maximus wander right over and start talking to/at Malo. They use an odd good cop/bad cop approach where Kitamo begs

Malo to tell us where Sienna is and we'll pay his bar tab, and Maximus says that the woman would prefer his lovin' more.

After they embarrass themselves and mercenaries everywhere for a minute, Singh walks over and yells at one of the minions, "WHAT DID YOU CALL ME!?!?" and cuts him down with his sword. Oka sics his jaguar on one of the goons and wades in. Malo shoves the woman at the pleasure slave and leaps out the window! Maximus leaps out another window in pursuit.

The minions rush the rest of the PCs. Manoj hooks one on the end of his halberd and hefts him over the bar, trailing intestines. "Look out, my lady!" he yells to the woman, using his "Love Interest" card to get her attention. Kaitamo leaps out yet another window and joins the chase.

They run after Malo. Kitamo tries to shoot him to no effect. Maximus tries to yell "Stop that guy!" as a persuasion trick to try to convince the locals to accost or at least hinder Malo. The bystanders shriek and clear the way.

The thugs attack Oka, Singh, and Manoj. One hits Manoj and shakes him. Oka and his jaguar kill a couple of the goons.

Maximus tries to get the crowd to hinder Malo again. Some frat boy tries to step in the way but Malo blows right by him.

Singh slashes about with his scimitar. He, Oka, and Manoj clear out the vast majority of the minions. Manoj chops down his last opponent and scoops up the woman, saying "Fear not, fair lass, I'll protect you!" She responds, "Tee hee! My name's *Tamara*." The last minion tries to flee, but Singh strikes him down from behind.

Manoj finds out from Tamara that Malo sold Sienna to priests of Inisa, the fire goddess. He's been bragging about it.

Elsewhere, Maximus and Kaitamo run and run and run after Malo. Finally, Malo gets sick of it and turns to attack the pleasure slave. Maximus maneuvers around and Kaitamo shoots Malo in the back. Malo shakes it off. The two heroes consider fleeing back to the bar, as they both pretty much suck at combat.

Back in the bar, Oka kicks back and drinks while his jaguar nibbles on a corpse. Manoj sits nearby with a giggling wench in his lap. Singh loots all the bodies. The bartender calls for the chum wagon to sell the bodies to.

A vicious and pointless combat continues in the back alleys of the port city. The two PCs hit Malo in the bennies a couple times. He strikes Maximus and shakes him. Kaitamo manages to get in a good arrow shot and finally drops their quarry. Maximus immediately tries to patch him up so he doesn't die. They tie a rope around his penis (really, I'm not sure why) and haul his battered form a mile through town back to the inn. Kaitamo gives him a Mr. Rogers lecture about what he's learned from this encounter.

Malo tells them everything, about how he sold Sienna to the high priest *Sevitrex* for sacrifice, and he didn't violate her because they need a virgin sacrifice. Then Kaitamo beats him. Then Maximus threatens to castrate him, though it's unclear why. Oka convinces them to go put him on some outbound ship, like shanghai'ing without effort required!

Loot from these guys:

- 4 shortswords
- 62 sp
- Rapier (Kaitamo takes it)
- Leather armor
- 70 sp

R&R

Manoj parties it up with his new wench, and has her get some friends to come over for Singh, Oka, and Maximus. Maximus' woman enjoys her experience so much that she wants to travel with us permanently. "With great junk comes great responsibility!" warns Oka. Kitamo goes and seeks out a good meal. He wanders into a fancy restaurant and declares, "I want your finest meal!" "That's unlikely, sir," the maitre'd responds. After they explain that dinner there would set him back 50 sp, he skulks off to find a Chili's.

Manoj finds out what the legal situation might be regarding priest-slaughter while in pursuit of a hostage. He comes to the basic understanding that if we bust in on a bunch of priests and waste them to save the girl – if we win, it's a legal rescue. If we lose, we're infidel robbers.

Altar Boys Gone Wrong

We go to case the temple of Inisa under the guise of paying “fire insurance.” We start feeling out the temple and the priests when Maximus says “Yes, you know, because we’re looking for this girl named Sienna who came here.” We all wince. But it turns out that the high priest Sevitrex really only comes by here to collect the money and these guys don’t know anything about any sacrifices. We go and ask Tamara, since she’s local, and get directions to the high priest’s house.

We wait till nightfall. Each hero paints themselves with ashes, Conan-style, for easy nighttime infiltration. Then, to the high priest’s house! We hear the sacrifice happens with the dawn. The high priest’s house is an impressive edifice, with two guards out front and another two guards atop its walls.

Manoj plans a three pronged assault. He, Singh, and the puma climb up the wall. Oka and Maximus wander up to the guards at the gate with a vague cover story about being male strippers. Kitamo takes aim at one of the wall guards with his bow. Manoj clambers quickly up the wall and sweeps the nearby guard’s leg, sending him crashing to the cobblestones outside the wall. He dies immediately. Oka rams his spear through one of the gate guards. Maximus grapes the other gate guard in the mouth. He’s shaken. The other wall guard yells “intruders!” and runs at Manoj, but takes a halberd in the cranium for his trouble. Kitamo shoots the stunned gate guard down.

All four guards are down, but a bunch of mastiffs run barking into the courtyard in response to the wall guard’s cry. Manoj reaches down with his halberd and pulls back the bar on the gate, releasing the dogs out into the street, much to Maximus’ displeasure. Oka walks through the front door and uses his animal friendship to not get eaten. Singh and Kitamo try to scale the wall unsuccessfully.

The party bickers over why there’s not a rope to let up the more incompetent members of the party. Kitamo, in a panic, finally manages to scale the wall. Maximus throws a rope up. Manoj grabs it and hauls the pleasure slave out of reach of the hounds. Oka leads the dogs out of the courtyard and we lock the door behind them. We glide like vengeful wraiths across the lawn to the manor house.

B&E&S&M

As we bust in through the front door, we are confronted by the high priest and his chained captive Sienna. Oka and his jaguar run into the room before anyone, and suddenly a bunch of guards burst out of hiding everywhere in the room. “Don’t worry, I’m used to being under a pile of men!” he boasts.

The high priest Sevirex casts a spell in vain at the charging jaguar. A huge flaming mastiff comes from behind the stairwell and assaults Oka.

Maximus runs in past the guards to help Oka, avoiding their attacks as he goes. Singh follows in his footsteps, but halfway through spins and murderizes the nearest guard. Manoj is in next, and fells two guards at range with his halberd. Three guards charge him and Singh; Manoj kills one as he closes but one of the others wounds Singh badly.

Sevirex yells “Bad kitty!” and misses the jaguar. The flaming demon mastiff misses Oka. The jaguar pounces on the high priest and messes him up bad. He bleeds bennies at an advanced rate, and then takes two wounds! Oka snaps his spear on the mastiff’s hide. Kitamo’s bow breaks, ending his fusillade of misses.

Manoj slays one of the two guards he and Singh are fighting. Singh kills the other and then the two Southerners charge the other cluster of combatants.

Maximus is ganging up on the fire mastiff, but can’t pierce its hide. The two guards split up; one attacks Tarzan and another the man-whore, and they shake both of them. Manoj charges up and hacks one down and knocks the other silly with his halberd; Singh pulls out his garotte and strangles the dazed guard like an untrustworthy hooker.

The jaguar continues to maul the high priest. He cries like a little girl under its assault. Kaitamo strides in and puts an arrow at point blank range into the priest’s chest, who drops. The flame mastiff goes “bazonko” according to the GM, and charges through the group towards the archer. This affords everyone else a shot at it as it runs. Maximus jams a longsword into its flank as it charges, interrupting it and wounding it hideously. Oka steps up and terminates it.

Conclusion

Oka then frees Sienna, the captain's daughter, from her bonds. She sighs and clutches his manly frame. The session has gone so late we don't even have time to loot, we get our 3 XP and run!