

Session 82

A Flashback

The session started off with a flashback to Xan and Hippofilius having a chat about dragons after Xan's conversation with her dad (the one where she was offered a dragon in the future and Hippofilius was a mouse in her pocket.) Hippofilius cautions her about accepting a dragon that someone else has raised. She asks if any of the group have any experience with Dragons, and Hippofilius thinks not - but notes that we are all good people which he believes is a good starting point for raising Dragons to be good people too. They then move on to talk a little about Moxena and Hippofilius explains about the coup and then Moxena's exile, which Xan was not aware of before. He cautions her to be careful around Moxena because she is not a good person.

Day 1 - An Unsuccessful Trade, a Successful Craft, and an Angry Meeting

Back in the 'present', the group are on their way to their first island. Theo has volunteered to use one of the spells from Damon's grimoire, Gust of Wind, to try and help the Ultros move faster. With most of his concentration on keeping this magic going, the group see very little of him over the next couple of days.

On the first day, Xan goes to see Braz. When she enters the room she is surprised to find some of the crew members and Braz sitting in an incense haze and it catches her off-guard and makes her a little nervous. She asks him about 'trading' his Javelin of Lightning for her own spear. He declines, explaining that it was a gift entrusted to him by the Phobas family, and that he wouldn't want to part with it. There is some back and forth where Xan tries to persuade him to let her 'borrow' it, or perhaps store it in her room (as she notices he doesn't have a weapons rack), but he declines. Braz offers to help her see if he can't find her a magical weapon otherwise - but she declines that as she already has a couple of magical swords. Xan leaves disappointed that she hasn't been able to successfully 'trade like a pirate'.

In the next 'vignette' we see Alke, hood up, go to Theo's room and knock on the door. There is no answer - Theo is still on the deck assisting with sailing - so she goes along to Calliope and Versi's room instead. Calliope answers the door, and Alke explains that she was hoping to get an opinion/help from someone that casts magic in a similar way to her. The Medusa takes down her hood and reveals her face, showing that she looks like a younger version of herself with golden hair. Alke explains that she has been working on making an item - her scarf - to disguise herself, but that she cannot check that it has worked because she cannot look in the mirror! Calliope questions why this is and Alke explains that she has been warned not to, just in case of accidental petrification. The Siren confirms the magic has worked and complements her illusion, and Alke offers that she might try the scarf herself sometime before rushing off to go start work on something else.

We next see Xan in her room, sitting up in her nook near the ceiling. As she is sat there, she hears the door above her click, and footsteps. Estor's voice travels through the wood, clear as day, though the person he is speaking to is a little more muffled:

Estor: "Well, well, Kiki: I was wondering when you would come and see me. Brought some pups. Is this your new troupe? Did you tell them you were bringing them to their deaths?" There is a pause. "What, nothing to say after all these years?"

Kiki: "We might be able to find a way to help you rest, to break this curse. If you cooperate... if you help us control this ship and give it to the New Dragonlords?"

Estor: "Is that what they think they are? Listen, you coward, this is my ship! I'll take your divine spark and fuel it with it."

Kiki: "Estor. Isn't it enough? I'm done with you; the world is done with you. You are beyond redemption."

Estor: "This is all your fault! If you hadn't left, I would never have made a deal with Lutheria. The curse, what happened to the crew - it is your fault!" He continues: "And if I had my time again, I would break your heart again."

Kiki: "No, Estor, I'm done with you. You are not affected by the oath of peace: I'm going to find a way to get rid of you for good. You are already forgotten. I ensure people don't write stories about you. Not true ones anyway."

The conversation ends as the woman leaves the room and Xan scrambles to write down what she has heard. Tearing out a page from one of Theo's books that she has borrowed, she tries her best to write down what was said so that she can give it to the wizard.

Day 2 - Pythor's Intervention

The next day, Calliope enlists the help of the party to stage a sort of 'intervention' for Pythor who, in just a short time on the ship, is already drinking himself into a stupor. Braz has been working on a non-alcoholic beverage that is made using the same ingredients as some alcohols, and he suggests that this might be a good alternative for the God; Hippofilius agrees and suggests some additions that will add a bit of a burn to the beverage that will replicate the feeling of alcohol.

The group encounters Pythor at the helm of this ship where Xan is currently steering. He is sun-bathing, with an almost-empty amphora by his side. With Braz and Hippofilius blocking the stairs down, the group approaches and tries to bring up the topic of Pythor's drinking as gently as possible (for them).

Braz starts the conversation, telling Pythor the group are worried about his drinking. The God brushes this off, saying he isn't drinking that much and, besides, the crew love him and he is keeping up morale by making sure they have a place to party. But the party informs him the alcohol reserves on the boat are already much below expected levels and could really hurt morale in the future! Pythor scoffs, saying he couldn't possibly have drunk that much, but Alke brings out the ship's records to confirm it is true.

Calliope says that she is less concerned for the rations at the moment, and more concerned for Pythor - drinking so much is not good for his own wellbeing. But he tells the assembled group that he has lost too much over the past 500 years and, until the Oath of Peace is over, he has nothing to be sober for as he cannot fight back against the Titans. Braz suggests that there are some fights to be had and sobriety would help him in battle, and tries to give Pythor the non-alcoholic drink which he accepts but then 'accidentally' spills before trying it.

Calliope - noting the hypocrisy in her words after she ran from her own pain 500 years ago - tells him she understands his hurt and the want to make it stop, but that neither of them can run right now because Thylea hangs in the balance. But Pythor tells her that "she would be better off joining him in drowning her sorrows."

The group push a little more, and Pythor concedes that he will water-down his wine; though really only so that he is not draining the rations so fast.

Calliope then broaches the subject of Hexia, and the fact that the group are probably planning to go and visit her island, as she thinks he should know about it beforehand. Pythor says he understands, but explains that she is the cause of him losing everything he loves over the past 500 years. Alke offers to drop Pythor off at another island beforehand so he doesn't have to be near Hexia. He declines, however, and says that he wants to face her.

Pythor speaks a little of his past with Hexia. He tells the group that his wife had always had a mean streak - though it was one that the family had tempered over the years - and so, when they needed to descend, him and the rest of the Gods thought it best to leave her behind. However Hexia, upset at being abandoned, instead followed them by a different route that did not allow her to retain her divinity. Angry and vengeful, she then swore an oath the Pythor would never see happiness again. He explains that, since that time, she has done her best to punish him and take away any happiness he has found by murdering, kidnapping, or driving away those that he loves.

The God says that he now regrets the Gods decision, and would not do the same again - especially in light of the fact that his brother Narsus abandoned them almost immediately after descending and was apparently a worse choice to descend than her. Alke notes that, although she has never seen him, she knows that Narsus still resides in Aresia. From the way Pythor talks about his brother, it is clear he does not think highly of him - accusing him of taking one look at his own reflection and caring about nothing else.

Kyrah then finds the group and hears them talking about Narsus and she intervenes. Leading Pythor away to his room, she chides him: "That is enough brother, you have said enough. You are going to start another war with the Aresians if you are not careful!"

Later on that day, Alke visits Pythor in his quarters where he is in the middle of a party. As promised, he is drinking watered-down wine; at least for now. Alke exchanges pleasantries with him, and then reveals that she sympathises with him as she understands some of what he is going through. In contrast to the conversation above deck earlier, she offers that - should he need it - she has the Horn of Balmitria than can create alcohol for him. He thanks her, but implies that he wouldn't be taking her up on that offer because of the horn's more 'prophetic' qualities making things worse.

Day 3 - A Story and... Oh Shit, We Lost Loreus

The next morning, Kyrah approaches the group on the deck as they are waiting to spot land. She tells them a story of a Nobleman that owned a beautiful rose garden and attracted a 'long-forgotten' trickster Goddess. Despite his great pride in his garden, the goddess opined that it was his servants that deserved

the credit for the blooms. The man disagreed, and so the two made a wager: if he, alone, could grow a field of perfect red roses in a year, the Goddess would marry him. The nobleman spent the next year tending to the field, learning about the flowers and taking on the back-breaking labour by himself in order to ensure he won the wager. But when the time came for the flowers to bloom, he was dismayed - for the Goddess had stolen away the red from them leaving perfect white roses to bloom instead.

As the group ponder what on Thylea the relevant moral to that story was meant to be, a curved island around a blue lagoon comes up on the horizon. Along its shores seem to be a vast number of wrecked ships. Theo, exhausted from days of spell casting, goes below to rest; the rest of the party look out to the island to consider their next move - but before they can do anything there is a roar and are attacked from the sky by the Chimera.

It is a powerful beast - its dragon head bringing down Alke in just one blast and almost knocking out Helikaon too. Brought back up by Calliope, Alke jumps off the side of the boat in an attempt to get away from the beast. Unfortunately, just after, the Chimera's lets out a terrifying roar that and leaves Alke petrified in fear and stuck in the rushing water.

In the meantime, the party manage to severely wound the creature, thanks mostly to some well placed ballista shots and Helikaon being very very smite-y that day. Struggling to fight back, it makes its escape, but not before grabbing Loreus! Calliope and Hippofilius attempt to stop the creature with magic as it leaves, but to no avail.