

08/25/2019

Blades in the Dark

Important safety tip: anyone who dies rises as a ghost in 1-3 days, unless the body is destroyed by electropasmic energy. There are Wardens whose job is to find new bodies. Also, the electropasmic towers that protect the city are powered by demon blood.

There are towns ~~at~~ cut in the Deathlands that survive based upon ancient Sorceries that keep the ghosts away.

There is only about two hours of sunlight per day, at dawn and dusk. After dawn there is the Blinded Hour when the fog rolls in and nobody can see anything.

Paul	In Charge	
Bruce	Hand	Marto "the Bear"
Tim	Cutter	Kiraid Naiben
Patrick	Leach	Thuddeus Todd "Toad"
Chris	Lurk	Hasten Duam
Ernest	Whisper	Reis

Our lair: the Yaggo's Home for Mischief Children, in Six Towers.

Strathmill

Straphel House is a "rival" orphanage located in Crow's Foot.

Six Towers Highlights

Rowan House: Home still of the Rowan family. Last of the original Six towers.

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Mistshore Park: Totally haunted

Scarlock Manor: Old and rundown, maybe home to a young cousin now

Arms of the Weeping Lady: Former opera house, now a sap-kitchen and bunkhouse for the destitute.

Lord Strangford is the company's enemy. He is Tier Five (on a scale of 0-6).
We are Tier 0.

Our hunting grounds are in Crow's Foot, where there is sort of a gang war underway. Our lair is located in Six Towers. Crow's Foot is technically run by the Crows, but they lost their leadership. We spend one Coin to be on neutral footing with them.

Local Gangs - and not-so-local gangs

Lampblacks - "heroic rogues", once lamplighters.

Crows - mafia outfit

Red Sashes - foreign (Irish) swordmasters

Dimmer Sisters - cult, keep to themselves

Grinders - gathering support to restart the Starkad War

Graydoubles - former cops

Foghounds

Lost

We are Purged in the Fire (+1 Resistance)

Our favored operation is Battle in Crow's Foot (+1d)

Crew Upgrades: Bravos Rigging & Quarters (in the Orphanage)

The Thugs in our crew are the remnants of the original mercenary company.

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Our two thugs are Bainbridge and Horatio

+2 Relationship with the Cabbies

-2 Relationship with the Weeping Ladies

Favorite Contact: Luter, the tavern owner (& former gondolier). He runs the Sad Jackal Tavern.

Enemy Contact: Lamplacks (-2)

Marto's enemy - the Physicker Melvir, once a friend who went to a lot of trouble to treat him. Marto betrayed him, and never paid him.

Marto's vice is gambling, particularly at Spoggs in Crow Foot, where he plays dice games.

The Situation

Roric, boss of the Crows, is dead. Rumor is that his right-hand woman Lyssa was responsible. And the Lamplacks and Red Sashes are fighting in the streets because the Crows are no longer keeping them in check. We could profit from this, or be swept up in it!

Opening: The Lamplack HQ

Bazza Baz, leader of the Lamplacks. Office over a coal warehouse, several thugs nearby. He is massive. He offers us whiskey. He wants our backing against the Red Sashes, to smash their drug dens in the Docks.

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Thaddeus thinks Bazzo has a better job in mind, if the characters do well - and in the meantime, they can get ~~a better experience~~ him to view them in better light. Kraid tries to push Bazzo into a better offer. He gets one - take the Red Sash war treasury (12 coin), we get half. The war treasury is in their HQ - a swordfighting academy.

Bazzo's extra whiskey cup? Reis dons his spirit mask - no ghost here, but spirit energy from some strange ancient religion, to bless the business dealings.

Plan: In through the sewers, load ranging from moderate to heavy. We bring a gondola into the sewers.

- ① Haster sneaks up to wait
- ② Marto shoots one of three guards from distance
- ③ Reis releases a Ghost
- ④ Thaddeus covers with smoke.
- ⑤ Kraid charges when Marto shoots.

The plan goes well - the sentries are all quickly suppressed. Kraid interrogates the survivor, an act that upsets him more than he expected. He finds out that there are spirit traps in the Vault, also the Vault is right beneath the Headmaster's office. Obstacles:

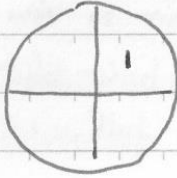
- ① Don't get heard
- ② Bypass the ghost traps
- ③ Get through the vault door.

The sewers under the Red Sash HQ are brick-lined, oddly not totally sealed off. And then there is a vault door, a Tier 3 vault. It has a very complicated key lock.

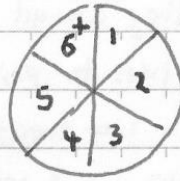
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Investigation Clock



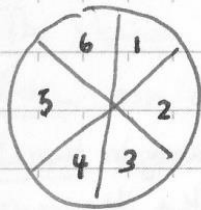
Lock-cracking Clock



Haster and Toad try a combination of silence potions and alchemical explosives to work through the vault. Then they move to lockpicking tools. Meanwhile, Reis sends his ghost in to reconnoiter. It gets devoured, and his pentagram on the vault only barely halts on a clot to the Red Sash's whisper.

Haster opens the door, sees the ghosts coming for him, and then Reis' word stops them. There is a swarm of ghosts inside. Reis goes for them with his electric crook. He clears the ghosts, but takes a ghost claw for his trouble - 3 stress, plus L2 Harm, powers are damaged (-1 die).

Ghost Clock



Kraid attempts to blow the stairs. It goes all wrong - he's caught in the blast, and ~~still fails to block the stairs~~. His armor saves him, he is severely bruised. Also, he resists the failure to block the stairs.

The characters pull out coin and banknotes (which they may not be able to use). Kraid finds a secret compartment, trapped! He gets shocked, but finds blackmail material against the (notionally - incompatible) Inspector.

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On the way out - voices in the dark, as Red Sashes block exits. Manto finds an unblocked path. The group escapes!

The group was not completely silent, and will get negative rep w/ Red Sash.

Payoff

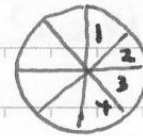
- 3 Rep one coin
- 6 Coin (~~none~~ paid to the Crows)
- Banknotes
- Investigator Blackmail Papers
- 2 Heat

Crew Coin

~~6~~ 5~~4~~ 3 2

- Bluecoats pick up Lutes the Tavern Owner, +2 Heat
- Reputation to -2 with Red Sashes
- Reputation up to -1 with Lamplades.

Improve Crew Size

Downtime

2 free downtime actions.

Kruid: take care of orphans (-6 Stress), healing (under Toad's care, 2 ticks)

Toad: eat fine meal (-3 Stress), make Truth drug (8-o'clock, 3 ticks)

Manto: train Prowess (2 ticks), Reduce Heat (w/ Veleris, false rumors, -2 Heat)

Hasten: train Prowess (2 ticks), Reduce Heat (w/ Dermat, lose some reports, -1 Heat)

Pers: healing (w/ Toad, 3 ticks) (+1 coin, to get extra tick), visit seance (-4 stress)

Our crew is the Gambler's Orphans; we were once devoted to the Golden Stag, a Forgotten God. (hidden from shame)

Kruid w/ Hasten

Hasten: improve Crew size (2 coin, 8-o'clock, 4 ticks)
 Training more orphans to be Thugs

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Blades in the Dark, cont.Next Scores.

- Seize Turf. Specifically, go for some of the dilapidated manors

Crew XP

- Successful battle (x2)
- Challenge above current station
- New/maintained reputation
- Expressed group goals

5 XP for the crew

Personal XP (for Marto)

- Desperate action? No
- Tracking/Violence? 1 XP

1 XP for Marto