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Blades in the Dark - Gambler's Orphans

Paul	In charge	
Bruce	Hound	Marto "the Bear"
Ernest	Whisper	Reis
Patrick	Leech	Thaddeus Todd "Toad"
Tim	Cutter	Kraid Naiben
Chris	out today	

Other factions have their own progress clocks:

Crows reassert control over Crow's Foot
 Lampblacks have had success in fighting the Red Sashes
 Weeping Ladies are starting to smear the "good name" of
 the Gambler's Orphans in Six Towers
 Red Sashes are trying to get protection from the Crows
 Gondoliers have been asking about Hollows

Our goal - expand turf in Six Towers. Maybe through Charm and Soft power.

Social approach, all under light load. } grades 2-5

Who has influence in Six Towers? 5-6 factions, inc:

Rowan Family (big deal) (5+)

Mort Scurbels (3)

Circle of Flame, Centurion Club (secret society, rich) (3)

Graycloaks - former Bluecloaks (2)

Weeping Lady (2)

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Reis has heard a lot about the Circle of Flame, thinks they may be involved in the occult

Toad rolls into a townhouse, now occupied by deeply poor people, inc one woman selling rags taken from corpses. A stone label marker show this was "Paradise Hills", now altered to "Paradise Hell". We follow him. We are dressed badly, but better than the locals are.

Old Bearded Squatter: "Who are you?"

Kraid: "From the orphanage"

O.B.S.: "Masked Lady here soon to give out clms"

K: "We want to make the neighborhood better. We're not a cult"

O.B.S.: "Don't pay to be too religious, even the Cult of the Ecstasy just chews people up" Masked Lady electrocutes the drug dealers. House is dark, but a weak electric light on the street provides dim illumination.

Reis: "Tell us about the Masked Lady"

O.B.S.: "They bring food, soup" Carriage creaks up.

Martu tries to hide, follow the carriage. Almost steps into nest of rats. Throw dried venamfish as a distraction, climb out of the way (2 stress) - totally successful.

Masked Lady - tried to dress nondescript, dark cloak and hood & decorated mask, ends up looking mysterious and alluring. Plus, well-armed body guards.

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Reis - the mask is a spirit mask.

She and her men have greenish algae bread and soup. Her people are clearly watching the characters. Reis & Kraid approach, claim to be from the Orphanage. "How kind!"

ML: "Meeting new people under a new moon is a bad omen.

You want to help children, but there are none here."

Kraid: "Maybe we could make this place a Libertarian paradise if we provided work."

ML: "Bad idea. You provide work, these people will move on and be replaced by more wretches."

Toad sees two classes of people: long-term residents, and newly desperate. Only the newcomers eat the bread and the red soup, the old-timers hang back.

Talk to the locals - risky, limited effect. Stress to get std. effect, Ask questions, watch responses. "Why not take the food?" Toad sees a mix of greed (hunger) and fear (might die for eating).

Reis - reveal he is a whisper, try to determine how into the occult she is in. She's dressed to cover her entire body, inc. a spiritbane choker and thigh boots. She is Delasia Finchester, new money aristocrat who is a fashion & occult trend-setter. The choker is a signature item. Her opinions are published, and she does not like the Church of the Ecstasy of the Flesh. They are the state

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religion, mostly believe only the flesh is good, and are down on spiritualists. She is a spiritualist, so doesn't agree with that. Also, she likes pointing out the hypocrisy of the rich (gaze at brilliantly-lit Rowan Castle). Notably, she and her people do not seem to be religious and are not from the Weeping Lady.

Also, she claims to sometimes hire the locals.

Reis/Kruid: Maybe we can provide security?

She goes off, takes some unfortunate newcomer girl away in the carriage. Marto hangs onto the carriage, hears Delasia offer a job in the Club as a scullery maid. Or, if she cleans up, she could be a hostess. The carriage goes to a service entrance of the Centurial Club. Mangy dog - about to give away Marto's position! Use a captured rat as a distraction, to get away.

Disease Clock



Sadly, the rat bites him - he gets a disease.

The dog goes away, but the guards become curious. He gets stabbed like a rabid rat.

Crawls home afterwards. (+1 XP to Prowl for Marto)

Toad now has an over-friendly bearded hobo following him around.

Also, we took an area of Turf. The gang gets 2 coin, as payment from Delasia for security

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Post-Job Gains

- +3 Rep (total 6)
- No crimeboss charges in Six Towers
- 0 Heat - smooth & quiet op (total Heat 1)

Our Cohort of Thugs - Bainbridge & Horatio Pyle have the edge of loyal and the flaws of principled and wild. They are also independent.

Kraid gives bearded guy "Smelly Pete" a job to sit on the orphanage steps & talk to people, pass along interesting stories. He's the only one allowed to sit on the stoop. He ends up as a Tier 0 asset for the crew.

Toad works to treat various wounds & injuries. His blood dealer helps out. Marto is both completely healed, and cured of his rat-borne disease. Reis is $\frac{3}{4}$ healed of his psychic injury. Kraid finishes his recovery.

Kraid does some Prowess training: sparring, jogging, & military drills. He finds that the "staff" went to the Lady Bucket. "to get blooded" Kraid & Reis go along to help train the kids. Marto goes along to bet on the fighting pits.

Kraid finds that Marlene is in the pit, winning against a big bearded guy. The crowd loves it! The crew's goons and the kids are all just sloppy drunk - a great time for drills! Sadly, they also lost money betting against Marlene. The bookie is Theodore Lysander.

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loaning money (1)

Theodore Lysander is sophisticated, and beyond ~~being a bookie~~ he runs a brothel. He might be able to help the character sell some bonds they picked up - later. But first, he also expects to be paid for his bets.

The plan (in part): Reis will summon a ghost into Marlene's spit bucket to cause her to lose the fight. He does his invocation in the restroom, gets something huge, s' hell with horns. He banishes it, but it severely wounds him: it haunts him, and starts a clock to invade his mind. Also, he knows there is a forgotten god lurking in the Leaky Bucket. He's found catatonic on the bathroom floor. Also, he has a trauma now.

Back to Theodore Lysander. He has trouble w/ a rich patron who goes beyond the limits. The name: Lord Bulward Skinnister. He is a greedy banker who loves foreclosing on people, and has taken an unhealthy and destructive interest in one of Lysander's girls.

Marto gets very involved in gambling (2 actions, 1 coin) to eliminate 4 Stress.

Reis gets a blood transfusion, electrically healing all of his wounds.

Toad continues working on truth serum. He tests it on himself and on his blood vendor friend, then they try to lie to each other (+1 tick). And he goes to eat at the Golden Plum, meets the Bluecloak Valerius Welland, who has excellent mustaches.

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Valerius Welland turns out to be a good man, esp. for a Bluecloak, but he doesn't make a good connection with Toad.

Bring the Pain to Lord Skinnister

His home is in Charterhall, near (toxic) Jagan Park.

Heavy load, assault. With Horatio and Bainbridge as backup.

Disguised as Red Sashes.

We rely upon the Gandoliers to move us to Charterhall without being seen (esp. by Bluecloaks). We dress as Red Sashes after leaving the Gandoliers.

Lord Skinnister's House has a canal entrance. The building is covered with poisonous, alchemically-grown vines. Toad and Kraid lead the way in. Horatio Pyle finds out the vine is poisonous stronger vine. Rescued by Kraid w/ his fine pike, ~~by~~ but he's partly paralyzed by the venom. Kraid takes 1 stress rescuing them.

Reis tries awakening a ghost. He sends it into the ~~g~~ house to cause consternation among the living staff.

Kraid and the guards head to the Lord's chambers, under the effect of Rage Essence. Manto found where the Lord's chambers are by sneaking fired servants from the household. (1 stress) Kraid cuts his way through the house, a desperate action (+1 EXP to Kraid). The Lord has spirit-infused sculptures, which are all active and sending an alert out.

Lord Skinnister is a creepy monster with no family, but he does

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have stuff. Kraid encounters a group of maids - innocents in his path! He only barely avoids cutting them down.

Reis tries to suppress the spirits, and utterly fails. Lord Skinnister is alerted!

Kraid hits the Lord's door. He knocks off the facade, revealing the armored core. He tries again, his drugs wear off, and he breaks his armor. Reis takes a tick on his Evil God clock and pulls everyone through with his Ghost Key. Everyone is subjected to the Ghost Field, but nobody suffers serious consequence.

Lord Skinnister's bedchamber is expensively appointed, as you'd expect of a banker. The Lord is portly and unimpressive wearing a nightgown. He offers money. Kraid walks across the room; a whirling chikram flies at him. ~~He dodges, but gets a Trauma and falls.~~ His armor takes the hit! Marta opens fire w/ five pistols (risky, 2 stress for normal effect), aided by Toad's blawgun & standstill poison. He hits, a woman cries out. She is clinging to the wall, blood falls to the carpeting.

Reis shoots ~~at~~ Lord Skinnister in the shoulder. Like a hideous spider the ninja bodyguard scuttles across the ceiling, drops down, and puts a chikram at his throat. He can see now that she is dressed in outlandish fashion.

Kraid cuts at the woman's arm, a desperate at out. She loses her arm at the shoulder, and Reis gets +1 EXP. She falls. Lord Skinnister

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falls to his knees and cries. He is amazed that the characters are so interested in protecting prostitutes, fallen women of the streets.

Ben curses Lord Skinnister w/ his blood (to remove hollow God heart).
The others grab pricey items and leave.

Mato XP

+2 - address challenges w/ tracking & violence

Crew XP

+1 Battle/Assault

+2 Foes above air station

+1 Expanded group's reputation

+1 Expressed goals or drives of crew

Crew advance; inc. +2 stash to each Crew member.