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Blades in the Dark Session 03 - Gambler's Orphans

Paul

Bruce	Hound	Marco "the Bear"
Ernest	Whisper	Reis
Patrick	Leech	Thaddaus Todd "Todd"
Tim	Cutter	Kiraaid Narben
Chris	Lark	Hasten Doom

Delasia Finchester - Society maven & fashion icon!

Centralis Club - headquarters of the Circle of Flame secret society.
(not widely known)

Theodore Lysander - pimp and sometime moneylender, has employed the Gambler's Orphans to "deal" with Lord Bulward Skinnister.

Reis hopes to have transferred the interest of the Ancient Sewer God from him to Lord Skinnister. The end result: the Hand of Sorrow is definitely not done with him - but Lord Skinnister totally got thrown into the spirit world.

Downtime (plus a gang advance)

We may take 1 special ability or 2 upgrades

+1 coin for everyone except Hasten Doom. +2 coin to the gang.

Gang upgrades:

- Elite Thugs
- Training: Resolve

Important side note: there are magical systems run by the Spirit Wardens that send out an alert when anyone dies!

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Reputation Gain: +4 for the Gang
(up to 10 REP, 1 TURF, 1 open box)

Heat Gain: +2 (to +3 total)

□ Spoggy's Dice Game got raided & interrogated by the Bluecoats.

~~★~~ Saltford's: A small stone building in the Dock, and a notorious private bank that normally deals with ship captains and sailors. It issued the bank notes we stole from the Red Sashes.

Our plan - use Theodore Lysander to find customers of Saltford's to act as proxies to turn in the banknotes.

Marto & Hester go to Spoggy's Dice Parlor, in a warehouse for the night. The place contains huge electromechanical devices and components.

□ Marto recovers 5 stress!

Whistle! A bunch of truncheon-wielding Bluecoats pour in! Marto and Hester run for it.

□ +2 Heat to the Gang - Spoggy gives up some information to the Bluecoats

Todd
~~Leach~~ prepares a nice meal (stress), laces it with truth drugs (project), and serves it to all the Gambler's Orphans (training)



Truth Drug
Creation

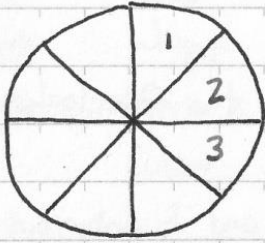
□ +2 ticker to drug project

□ +1 Resolve XP

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Kraid wants to create a job program, getting local kids to make nets for sale (fishing nets). Reis "helps" by using it as a cover to make drugs.



- Make nets w/ kids
- Steel some of the supplies
(train in Prowess 12 exp)

Reis gets possessed to relieve his stress. He "over-indulges" (in cleaning?) and attracts ~~the~~ trouble. He sees a vision of the Red Sashes at the abandoned (Squatter-inhabited) mansion the characters took over. He sends a messenger spirit, sad ghost horses without eyes, to warn the others. They have necklaces of human hands, there are three of them, and they speak in unison.

The group turns out, finding Kraid facing down a pack of blade-armed Red Sashes intent upon taking away the characters' turf. "We're taking this operation as a tax" Kraid does not compromise, attempts to get a one-on-one fight with the gang leader, a master swordsman. He manages to goad them into accepting the duel (DEVIL'S BARGAIN: Kraid now has the personal enmity of the Red Sashes). (ASIDE: The Red Sashes are carrying alchemical items). The Red Sash leader is Taron Katri, a master duelist with fine equipment.

By the time the others arrive, the fight is about to start. Kraid (with his giant glaive) faces Taron with blade and scarf, surrounded by a crowd of spectators. They take position, aware that Kraid is not in good shape. He is totally outmatched. He manages to cut Taron, but gets utterly run through in return. Taron tells the assembled squatters, "Tell the Gamblers Orphans this is our territory now!" Just then, a herd of eyeless

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ghost horses burst from a building. Red Sashes & squatters all flee in chaos.

But then, Haster reveals in flashback that he expected this, he and a blood vendor and Toad fitted Kraid up with a Hollywood-style blood bladder! Kraid avoids Trauma, and takes only a level one wound! He's on the ground, but just playing dead.

Marta (who had previously set ranging targets on the courtyard) shoots Tarun in the leg, shooting through a squatter to do it. Toad flings an explosive among the Red Sashes, taking out half of them.

Kraid rises up, still going. He takes some Rage Essence and advances on Tarun Katri. He kills the man with his bare hands, but ends up getting caught on fire in the process.

Haster Dawn watches a Red Sash Swordmaster use his weighted sash to flip over the barricade. He emerges from the shadows (shadowcloak and shadow juggles) to stab the man, holding him in place by trapping his sash. He grievously wounds the master. In return, the Red Sash cuts through the shadowcloak, ruining it.

Kraid attempts to take out the rank-and-file Red Sashes. It just doesn't go well - most of them get away. Except the master that Haster wounded - Rei's orders his ghosts to exsanguinate the man. Rei's & runs, supernaturally terrified.

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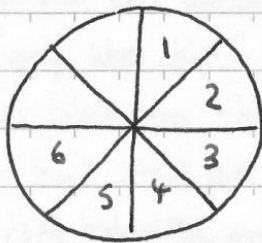
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Toad patches up the wounded Roxy Jenny. Manto gets most of the group away from the scene before Bluecloaks and Spirit Wardens show up. The panicked Hasten Dorn ends up as the member of the group who gets "found" by the authorities. he's pretty freaked-out, and very obvious. He ends up getting arrested, and beaten. (Level 2 harm).

☐ +1 Heat for using a bomb

The Lampblacks gain a progress mark on their "kill the Red Sashes" progress clock.

Reis provides 2 ticks to Improve Crew Size



Improve Crew Size

The Banknote Job

The characters try to reach out to Theodore Lysander. They meet in a parlor in a club. Lysander introduces the character to a crew of ship captains and the like, all of them Lysander's customers. A female Inuvian captain is impatient, "This sounds like a waste of time, convince us otherwise or I walk." She looks like a leviathan hunter.

Kruid challenges her. She grabs his shirt, pulls him close, "Maybe tomorrow I'll show you more..." She obviously likes men who talk back.

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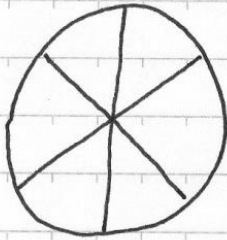
The Iruvian captain's name is Captain Lockett.

Haster Deem provides the pitch. The candidates include:

- Eric the White. Slender guy w/ bushy beard. Antigovernment activist, wants Duskval as a Skovlen colony. Wants an artifact that can turn people into monsters.
- Arturo Montastic, Professional gambler. All in, he loses risk.
- Captain Lockett rounds out the group.

Kraid negotiates the terms. If things go well, the take will be 8 coin.

And then Captain Lockett drags him off for some... rough recreation. The



Add Captain Lockett
as a permanent
friend (desperate
roll, high stakes)

outcome is awful - the Captain
trashes the clock. He causes so
much damage he ends up in hock
to the brothel. There will need to
be an extra mission to deal with
the cost.

Payoff = 8 coin, all goes into moving up group tier

+2 Reputation

◦ Hect, smooth & quiet. (6 total)

→ something bad will happen

Gambler's Orphans are AT WAR with the Red Sashes

Gambler's Orphans move to Tier 1, with a WEAK hold. The four
"apprentice" gangs join the gang (so total of 6 gangs).

+1 exp for Marto; +3 exp for the Crew.

