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## Blades in the Dark Session 04

Ernest	Whisper	Reis
Tim	Cutter	Kraid Naiben
Patrick	Leech	Thaddeus Todd "Todd"
Bruce	Hand	Marto "The Bear"
Paul	(in charge)	

Crows: Still trying to re-establish themselves in Crowsfoot (as the busses). Also, they move up to Tier 3.

Lampblacks: Destroyed the Red Sashes, almost. The characters got to inflict the final blow. They invaded the Red Sash HQ and eliminated their leaders. They are moving to consolidate control of Crowsfoot.

Red Sashes: The survivors are hiding in the Inuvian embassy.

Weeping Ladies: Haven't made much progress in persuading the council to send the Bluecloaks against the Gambler's Orphans.

Last time: the Gambler's Orphans invested the proceeds ~~in~~ from selling their stolen bonds into moving to Tier 2. The gang now has ELITE THUGS and RESOLVE TRAINING.

### Downtime

Tyckurosi

- Kraid - Get Healed (Lutes the Tavern Owner helps - he spends time there, recovering from ~~low~~ bruises and burns). Lutes is Tyckurosi (sp?) - he has

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goats eyes, goat horns, and snake tattoos. He notes - scarred Hollows have been washing up in the canals, as if someone is discarding them after a ritual. He (& the Gondoliers) want it investigated. Healing gets him 2 ticks on a 4-clock. Second Healing check gets a third tick. He goes into the next job injured.

◦ Toad hangs out with Smelly Pete on the front porch, training Resolve by being around a talkative person. (2 XP). He and Reis go fixing potholes "Ron Swanson style" to reduce Heat. Reis finds a "historical pothole" and recommends filling it in. Bluecoat officer Valen's (w/ beautiful mustaches) rumbles him b/c a weeping lady associate fingers him. He talks the man off, though his efforts don't help. Toad rounds up the goats and they actually do a lot of construction work, removing 3 Heat.

◦ Marlo spends time following former (un-sashed) Red Sashes. He finds that some of them are running an illegal (and fixed) dice game. He plays, loses some money, gains Prowess XP (+2, turns into Prowl 2), and relieves 5 Stress.

◦ Reis goes to see Salia, his ghost companion, to relieve stress. (3 stress) in addition to activity above. She possesses him, and they converse by looking in a mirror and having a Gollum-Smeagol-style discussion. She tells him that the abandoned Hollows may come from the catacombs beneath the ~~HQ~~ of the Sanctorium, HQ of the Church of the Ecstasy of the Flesh. She cautions against action - the Church is L4 and the secrets in the catacombs are very dangerous.

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The Job: Create a new Fighting Pit

General approach: take over a Crow-controlled warehouse at the docks, recruit some fighters, and mess with the Leaky Bucket until people move to the new location.

Optional: Bring in Lutes, owner of the Sad Jackal, if he wants to be the venue.

Lutes tells the characters of an abandoned area that was a Spirit Well until the ~~Gondoliers~~ Lampblacks cleaned it out.

Also, the Gang's Cohort of Thugs is now a dozen strong, and elite - they count as L2 thugs. Half are former troops from our merc. company. ("Bond back together")

The plan: set up the pit, invite Basho Bae (leader of the Lampblacks) to the opening night, and manage the dismay of the Crows: Draw them in and ambush them! This is an ASSAULT! We are in control of the situation when it starts!

They arrive at the front door. They are dishevelled, because they ran afoul of some ghosts summoned up by Peis. He brings up a solitary ghost, a headless old man who howls tales of woe and haunts via cannibalism (through the toothed stump of his neck). They lost a man, devoured messily, before their whisper drove it off.

The character's guns surround the Crows. Kraid is down in the pit with a megaphone, riling up the crowd. He has an ancient top hat on. "Having fun? These guys are here to shut us down! That won't fly!"

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He manages to rile up the crowd, intimidating the Crows, but also persuaded a local roughneck to get (too) involved.

Marto, sitting upon boxes, with a blunderbuss loaded w/ rock salt. "Nobody wants to get a rough stinging!" (limited effect; stress to improve effect)  
Kraid emphasizes how bad a "rough stinging" could be. The Crows retreat, but as they do the drunk rushes forward and gets knifed in the belly by a Crow.

Seeing the drunk hurt, Kraid yells, "They got one of ours! Get 'em!"  
The Crows have their goons, plus a few more specialized gangsters (a Whisper, notably). Kraid sends his goons at the Crows, to good effect (3+ segments marked out) - most of their normal gangsters are taken down, but now the crowd is surging and getting in the way.

Toad sees that the Crow leader is a woman. He runs into the crowd, intending to fling a packet of alchemical powder into her face. Rei also charges with his blade as a distraction. The play works, she is blinded!

The Crow Whisper starts summoning spirits. Marto shoots with his rock-salt-loaded blunderbuss. Serious complications: she gets a ghost off before he shoots! A strangely-colored female child ghost, sanity-blasting. Marto gets two ticks on the Whisper's death clock, as a multicolored little girl with a knife attempts to paralyze him! He takes 1 Stress! Then Rei manages to drive it back to the Crow Whisper.

Kraid orders the goons to capture Bell, the blinded Crow leader. They



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stuff her into a sack!

Crows fling knives at Merto, who tries (unsuccessfully) to avoid them. Knives clatter off his armor as he leaps down from the box pile he had been on.

The crowd is getting into harm's way. Kraid yells at them, controlling them enough that few are injured. Also, he promises naked mud wrestling. This works brilliantly. Toad pulls the wounded drunkard out of danger and treats his wounds.

Kraid shows up next to the Crow Whisper with his ghost-cutting knife cut and eldritch energy pulsing in his veins. He utters a Severosi oath and cuts with effect! Merto reloads his blunderbuss, leaps out of cover, and blasts down the remaining Crows (desperate action, +1 XP)

The Crow Whisper banishes her ghost, disappointing Reis who just bet 2 Coin on the ghost. Kraid orders her to surrender, and she does. Unseen, some wounded Crow goons slip away unseen.

The characters put their wounded customers on the board as fighters with 1-0 win-loss records. Also, the group has two Crow leaders as prisoners, whom they trade back for ransom at normal rates. (Professional reputation, after all).

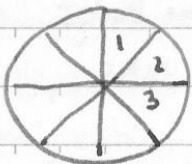
Standard Score: 6 Coin (2 to group, 1 to each character), 3 Rep to group, 4 Heat (total 7), plus a claim on a Fighting Pit (Gold Tier - Heat for coin is DT)

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- Marto spends 1 Coin to get the Bluecloaks to believe that last night was a bunch of unsavable people busting up an ordinary party (-1 Heat)
- Kraid pays 1 Coin to do public works (-2 Heat)
- Reis spends 1 Coin to freelance with the Gondoliers to help with their ghost elimination work (-2 Heat). He helps deal with a rotting-free ghost that warps reality. Reis sees a vision of a drained catacomb. A Hollow is chained to the wall. A Tycheross man with shark eyes, grinning ear-to-ear, cuts ruses into the thing as he performs a ritual upon it. After the ghost is dispelled, Reis finds another Hollow corpse marked with the same ruses.
- Toad takes the goons (and 1 coin) to demolish a dilapidated drug house (-3 Heat)
- Pit Fighting Profits: +4 coin
- Reis trains himself by reading Andrew Carnegie, and by hanging out with his ghost.
- Toad goes on a spa day. Twice.
- Kraid heals himself (knife wounds gone, burn to Lb) with tough love. Then he tries teaching orphans to read.
- Marto goes back to the Iruvian dice game to relieve stress, and to build friends in the Iruvian underclass (2 ticks on 8-clock)



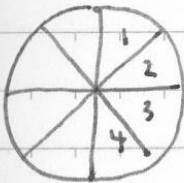
Iruvia  
Underclass  
Friends

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- Kraid continues in his efforts to create a Sevosi net-weaving workshop in one of the squatter buildings the gang controls. Delasia Finchester shows up. She has heard of some artifacts come into town, and wants her friends to let her know if they learn anything about them. They are the Artifacts of Kotar - Hand, Heart, <sup>Tongue</sup> and Eye. Kotar is an ancient saint who was rumored to be able to control the demonic. (She tips him 1 Coin, which he puts in stash; he spent a Coin for the action). He happened to drop Peis' name, which may have aided him.



Establish net-making shop

- Merto spends 2 Coins for another project roll (1 tick) & to Study Resolve (2 XP)

XP

Merto - Tracking or Violence? 2  
Beliefs/Drives/Heritage? 2  
Issues from Vice or Traumas? 0  
{Desperate Actions: +2 XP, already marked} 4XP

Crew - Successful Battle 1  
Challenges Abuse Station 1  
Bolster Reputation 1  
Express Goals/Drives 2 5XP