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Blades in the Dark - Session 05

Ernest	Whisper	Reis	
Tim	Cutter	Kraid Naiben	[out today]
Patrick	Leech	Thaddeus "Toad" Todd	
Chris	Lurk	Hasten Down	
Bree	Hand	Marto "The Bear"	
Puck			

Our last job: we established a pit fighting ring on the site of a Well of Souls recently closed by the Gondoliers. We beat back a group of Crows who sought to lay claim to the place.

The Lampblacks are making good inroads against the Crows. Meanwhile, the Crows are doing well at rolling up properties formerly controlled by the (defunct) Red Sashes. The Crows have just moved up to Tier 3 (weak)

The Gondoliers' attention remains upon the ritually-dedicated hollows that someone is dumping into the canals. The source is tied up with the Cathedral of the Church of the Ecstasy of the Flesh - Reis has been having visions of the cultists involved.

Hasten Down spends some time gambling to relieve stress (he missed some downtime), then he turns to training his Resolve.

There are several options for the next job:

- Hollows
- Bluecoats
- Delasia Finchester & the Artifacts of Kotor
- Nuns
- Lampblacks

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Blades in the Dark - Session 05, cont.The Job: Use our blackmail material to gain Bluecoat Intimidation

Toad and Reis make a device to (painstakingly) duplicate the documents, creating a pen-to-pen forgery machine. The copy is clearly a copy, plan is to leave it with the Inspectors w/ a note indicating we have the originals.

The Inspectors are famously incorruptible, often foreigners w/out close links to local groups and factions. They're not anonymous, finding their residences is not hard. The goal is to sneak into an Inspector's house - this will be a Stealth plan, entering an upper story apartment through a chimney. This is a bold, daring operation!

Our target: Inspector Ulech, who serves as part of a unit reporting to Prosecutor Telic Gray. She is stern and fair, with a reputation for always getting her man - even if that means suppressing evidence. Ulech is a weak-willed patsy, who might take threats directly to the Magistrate with our information - not a good outcome. Martin's friend Veleris will be in disguise, ready to pass a threatening note to Ulech if he runs to the Magistrate.

The Inspectors are a Tier 3 group.

Engagement: 5, risky situation! Start the action w/ Bear in the chimney. Middle of the night, banked fires but rough chimney. He gets down the chimney silently, w/out getting hurt (but takes 4 stress). Things go badly! The Inspector wakes and grabs his gun! "Show yourself!"

Outside, Reis is ready with darts to fling at the window. The Inspector

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is distracted. He throws open the window and points his gun into the dark! Reis is in a desperate position! Hester Doom is up on the roof w/ a fishing pole w/ a loop - to catch Uhlech's gun! Uhlech is disarmed, but shouts at Reis in the process! Fortunately, Reis is wearing heavy armor and is unhurt.

Marto slips past the distracted Inspector, leaves the blackmail material, and makes it up the chimney. His armor takes a wound for him. Success!

+1 Heat, -2 for Bluecoat Intimidation

Marto & Hester Doom go to the illegal Inuvian dice game (6 & 3 stress recovered). Marto finishes his project to make friends in the Inuvian underclass. Specifically, Corasso, laborer & leader of the illegal dice game.

Reis gets possessed and goes to eat fine foods w/ Toad. He comes on to Toad (or, his possessing spirit does), which is disturbing. His spirit is Sallia. Dylasia Finchester shows up in the 5th curse (fish & tomatoes). She asks, "Are you a member of the Reconciled?" Apparently, they are ghosts that are not crazed, and do not hunger for life force. Dylasia invites Sallia to stop by the club sometime. The two of them enjoy some 100-year-old witty banter. Along the way, Reis trains Resolve.

Hester Doom also trains Resolve.

Toad starts a long-term project to learn the scope of the Weeping Ladies' power and organization. They are based in Six Towers, in the Arms of the Weeping Lady, a cuneiform



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opac house now a soup kitchen. Their leader is Mother Nanis, known as a kind and gentle lady. But Toad is not satisfied - he wants secret information.

Marto spends a coin to get a third Downtime to train in Prowess.

Fighting Pits nets each character 1 coin, and 1 coin to the crew.

Job: Raise up a spirit to tell us about the ~~Arab~~ Artifacts of Kator.

The Setting is ~~the basement of the doctict estate we took over and use as a homeless encampment.~~ The target is the Hand of Sorrow.

Venue change! To the Crow's fighting pit!

The ritual starts in the pit, at a time with no scheduled event. Toad comes up with a glowing electropasmic substance for the ring. Reis raises up a grint minotaur shape, all misty and diffuse. "Who has summoned the Hand of Sorrow?" All start weeping. Reis asks about the Artifacts, the Hand indicates they should be forgotten - mortals must not have such power. Apparently, they were used against the Hand in the past. Reis bargains, offering Smelly Pete as a sacrifice for possession. He dives into its alien mind and retrieves information:

Heart, Tongue

- Exact appearance of the Hand, Eye, etc. of Kator
- The function of the artifacts. Kator was known for controlling and banishing demons, and his fragments convey those powers.
- Location of the Eye of Kator - the Dimmer Sisters have it. It floats in a room, surrounded by veiled Dimmer Sisters. One touches the artifact, she seems frozen in time.

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At the end, Smelly Pete crosses the border of the summoning circle, and the Hand of Sorrow takes him. He's not dead, he's just gone!

No payoff, No Heat. Another Downtime!

Toad trains Prowess. Marto trains Prowess twice, and Resolve

One of the soldiers has noticed that Smelly Pete has vanished (PFC Bambridge), tells Hester Dam that the men are concerned b/c Pete was a civilian. Hester says, "Captain Kraud will issue a statement"...

INFIRMARY

Toad sets up a project to establish an infirmary for the gang. He enlists gang members to help.



Reis needs to blow off stress, so he gets possessed and heads to the fighting pits, where he indulges... He winds up picking a fight with Martore. He's forced to spend 1 Coin to bribe the Bluecoats.

Hester helps out in looking for secret information about the Weeping Ladies. He gets +2 ticks and pays 1 Coin to finish the clock. The Weeping Ladies are a pseudo-religion devoted to the first Mayor of Duskool. They are actually mostly above the board, except for Father Yori, who deals with strange essences that he somehow gathers through (or with) the orphans. Mother Nari's app is exactly what she seems to be.

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Blades in the Dark - Session 05, cont.Job: Visit the Centralia Club and make a deal for the information

The visit starts in a desperate position: the doorman aren't eager to let the characters in. Reis tries to talk his way in, and disaster ensues. The people within the club summon a hungry ghost in the shape of a young girl of shadow. It projects paranoiac terror. Marto stands his ground to protect his comrades, as does Haster Doom. Reis contains the ghost as Marto blazes away at it with electroplastic ammo.

The group walks away caddy from the Centralia Club. Haster goes to look for Tond, who fled.

EXP - Marto

Challenge w/ tracking or violence +1 EXP

Expressed beliefs or heritage +1 EXP

Struggled w/ vice or traumas

= 2 EXP

(Assigned to Prowess, Prowl 3)

EXP - Crew

Successful Battle, etc +0 EXP +1 EXP

Challenges above station +1 EXP

Bolster rep +0 EXP

Express goals, drives inner conflict +1 EXP = 3 EXP

1 Advance, 1 extra XP.

DANGEROUS! (Marto gains +1 Hunt)