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Blades in the Dark Session 06

Ernest	Whisper	Reis
Tim	Cutter	Kraid Naiben
Patrick	Leech	Theoddeus "Toad" Todd
Bruce	Hound	Marto "The Bear"
Chris	Lurch	Hester Doom
Paul	(in charge)	

Downtime

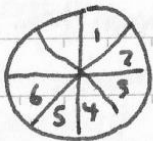
Following an ill-fated effort to deal with the Centralia Club, the characters have some downtime.

The Lampblacks raided the former HQ of the Red Sashes, killing all their former leadership.

Surviving Red Sashes mostly fled to the Inuvian embassy.

The Crows have re-established control over Crow's Foot, and gone up in Tier.

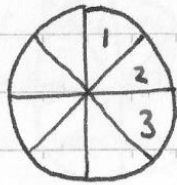
Kraid works on his net-weaving workshop. He enlists the help of the Gondalians, who ask that he weave specific charms (small stone) into the nets.



Toad goes fine dining (stress reduction), then works on his infirmity project. He enjoys a Caesar salad and recovers 6 stress.

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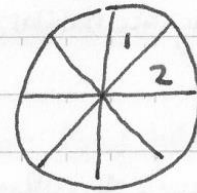
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Infirmary

The Infirmary is to be located in an old manor house. He needs to break through some walls and refurbish the place - +2 Ticks.

Kraid decides that he would like to impress the thrill-seeking Captain Luckett. He persuades his contact Marlene (the pit fighter) and Hasten Dorn to come along, because the plan is to create a flirtatious bar brawl. Both are wearing bathrobes and shorts. Marto comes along, hoping to steal from the insensitive. They go to the Demon Corn^{Inn}, a bar in the Docks. It's across from the (derelict) Menagerie. The Menagerie is run by Captain Wry, who buys oddities from sailors to display.

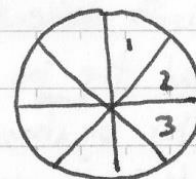


Impress Captain Luckett

Other nearby watering holes include the Chunky ^{Sail} ~~ester~~ and the Nerdy Otter.

There is little excitement going in the Demon Corn Inn. That doesn't upset Captain Luckett, who notes "You need to find your fun where you are." All start singing along until Marlene loses patience and just hits someone. A brawl ensues. Kraid gets 2 project ticks, Hasten comes out looking good, and Marto ends up looking like he went through a laundry machine. Hasten has to rescue him from where he's being kicked by two big guys.

Hasten decides that he would like to pursue a relationship with Marlene (3 ticks!)



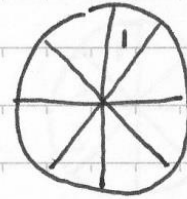
Hasten & Marlene

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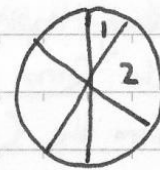
Marta plays Run-the-Rooftops in Six Towers with other Invians. He learns some Insight, and develops a project to memorize the turns and ways of Six Towers.



Memorize Six
Towers Routes

Hester Doom goes gambling at Spogg's, but he gets ~~caught cheating~~ in trouble: he kills someone over a dice game, following cheating accusations. Spogg's shows him the door. Also, ~~the~~ he trains his Prowess.

Reis trains his Resolve and starts a project to identify what demon the Severosi are using to create Hollows underneath the Cathedral.



Identify
Demon

Finding the Fang of Iberia

The pimp Theodore Lysander wants the characters to get him the Fang of Iberia, a thin blade that turns people into monsters. Eric the White is a Skoulender agitator who wants it to strike at the Imperial government - apparently Lysander owes him a favor.

The characters meet Eric the White in a fancy room at Lysander's establishment. He says the shiletta was confiscated from a cult a couple of years ago, and is now held by the Councilman Sir Tocher Famos. The Councilman is a voice for law and order, Eric hates even the concept of him, but the job isn't to kill him. He uses convicts, amputees, to guard his big ^{warehouse} house and the artifacts inside. They wear magical prosthetics that stun people. Professional guards guard the convicts.

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Sir Farnes may look like a kindly uncle, but he has a dark past. He employs a crazed electromechanic to build the convicts' prosthetics. The warehouse is located in Dunslogh, in the shadow of Ironhook Prison.

The characters arrange a delivery of a barrel of wine (with an unknowing driver) to distract the guards - they trust that one way or another, the guards will find a way to drink the wine. The delivery is at the West end of the warehouse, the characters come in from the East.

Toad uses wrecking tools to (quietly) break open the door. Kraid helps. He is ridiculously silent. Peis pulls on a Spirit Mask to find the Fung of Iberia. He can only find a general one.

Marto climbs into the rafters to get a higher vantage point. Someone is using part of the warehouse as an impromptu surgery. The surgeon has a bloodstained coat and multiple metal limbs ending in saws and blades. He hears something! Marto stands very still!

Kraid finds the Fung... but he also finds a fascinating framework w/ 40 lenses. He cannot resist investigating it, and makes some noise. Doctor Slice calls out, "Is anyone there?"

Toad cracks open the crate, silently. He pulls out a Stiletto with a green stone on the pommel and runs caned into the blade. Peis carefully puts the blade in a bag; it freaks him out.

Kraid and Haster move to sweep up additional loot, Haster kneels over some

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glassware. Reis looks! Toad also looks, but collects nothing of value. Reis gets a big sapphire.

Professor Slice speaks up, "No one should be in here! You will find why they call me Professor Slice!" He cranks up his backpack steam engine. The circular saws whirr! Marto shoots the pressure valve off the steam engine - but the gunshot wakes a guard who had been sleeping in the refectory. Marto is able to see that Slice has two saw arms, and two cauterizing arms with exposed electroplastic wires.

Kraid distracts the Professor and Hasten moves in with a blade. He cuts, the Professor's blade cuts back but glances off his armor. The Professor sags down, his hamstring cut! Kraid follows up and cuts him down. The Death-Bells ring!

The gunshot alerted the amputee convict guards, who now rush the group. Kraid happens to have a net with him, Toad manages to use it to stop all but one man with mechanical spring legs.

In the darkness, Marto realizes that he faces a man with a blade arm, a red-heated wire along it. He maneuvers the man to pass across a leg-hold trap Marto had placed. SNAP! The trap locks down on the man, allowing Marto to clamber away.

Outside, Reis uses ghost lightning to stop the spring-legged convict. Everyone piles into the boat and paddle away. On the shore, rifle-armed guards fire at the boat. Marto and Hasten use guns to suppress them. This works, except for one goon who gets shot.

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Toad breaks out his surgical tools to help the wounded man. He isn't able to provide good care in a river-tossed boat, the man will live but he's going to be hurt for a while.

Rewards & Effects:

- Fang of Iberia
- 8 Coins (1 per character, 3 for the gang)
- Giant Sapphire
- 4 Heat, -2 for Bluecoat Intimidation

Experience

Marto:	Tracking/Violence	1	
	Beliefs/Heritage/Background	1	
	Vice/Trauma	0	= 2 EXP

Crew	Battle/Smash Operation	1	
	Abuse Current Station	1	
	Bolster Reputation	0	
	Goals/Inner Nature Expressed	0	= 2 EXP

Marto gains the Sharpshooter ability and +1 Sney (to 3)