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Blades in the Dark - Session 08

Ernest	Whisper	Reis
Tim	Cutter	Kraid Naiben
Patrick	Leech	Thaddeus "Toad" Todd
Bruce	Hund	Marto "The Bear"
Chris	Lurk	Hasten Doom
Paul	(in charge)	

All demons are associated with an element. In this system, the elements are Night, Day, Blood, and a couple of others.
Matter, Gold

Now that the gang has expanded, there are more people in the Orphanage. Bainbridge drags in a kid, "I don't think this one belongs. I think he's a spy."

Reis interrogates the boy. The kid immediately agrees that he is a spy, sent by the Weeping Sisters. Marto isn't convinced. The kid is about nine and may not have any clue what he's saying. His name is ~~Thomas~~; Kraid finds a nine-year-old girl named Kaitlit to show him ~~Thomas~~ around. Reis sells the Orphanage as a great place really hard.

Father Yoren is a sponsor & organizer for the Weeping Ladies, number two in their group. He is reputed to deal in unusual substances, that might be obtained from the orphans in horrible ways.

The Job: Persuade the Weeping Ladies to not persecute us, by finding what Father Yoren is doing and helping them deal with him.

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Haster, Marto, and Toad will spy on Father Yoren while Peis and Kraid attempt to open negotiations with the Ladies.

Marto takes a medium lockout. Kraid takes a light lockout. Also, he spends a coin to turn Tommand (the orphan spy) into a temporary asset.

The action starts with us in a desperate position. Kraid and Peis are in the office of Mother Nara, head of the Weeping Ladies. Her lieutenant is Sister Yammor, much less pleasant. And Father Yoren is close by.

Kraid points out that there are stories that Father Yoren is dealing in "strange essences" derived from orphans. He denies doing anything to the orphans, does admit to an interest in alchemy, and points out that the essences are only "strange" if you don't understand them. Lacking evidence, Peis and Kraid attempt to stall the conversation. This works, but Father Yoren understands that the characters are not totally pure in motive.

Haster, Toad, and Marto (who had been briefly missing) are in Father Yoren's offices. Marto had been lockout, but he got distracted by a pickup dice game nearby. He sees a nun go by, intent upon finding a Bluecoat, because there are strange men messing with the building locks. He distracts her, persuading her that he knows where an Inspector is. Along the way, thieves take two pieces of his ~~egg~~ equipment. But then, they run into Officer Valerius Welland, a notoriously uncomplicable Bluecoat.

Haster and Toad, in Yoren's lab, find a strange coffinlike electrochemical device. There is also a display cabinet containing an array of

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shimmering, opalescent spheres.

Toad is excited to see the device, and turns to studying it. He finds that he needs to turn it on to learn what it does - so he jumps into it and turns it on. He feels his mood becoming depressed. He takes 3 Stress, but manages to break free before he suffers ill effects. Toad tells the others, "He's sucking happiness out of the orphans and selling it!"

Hester searches for a secret door in the lab, looking for a way Father Yoren might dispose of bodies. He finds a hidden ^{drawer} door, but also a trap that sprays atomized ghost-fear at him. He throws up his cloak to shield himself. Inside, he finds three books - Father Yoren's business records. Sadly, they're all in code. And then a crowd of nuns arrives in the office.

About this time, Mother Maria, Father Yoren, and Kraid and Reis show up in the office. There are a lot of accusations and counter-accusations flung around, including suggestions that Father Yoren should use the machine on himself. Reis manages to convince Mother Maria that Father Yoren is shady, and that ~~that~~ the affected orphans should be interviewed. The Father loses his composure and attacks Mother Maria, using his concealed acid sprayer. Toad pulls a dart gun and tries to stun Yoren, as Kraid flings himself in the path of the acid. Most of the acid ends up in his coat, but he crashes into the bangle display rack. The bangles fly everywhere, and some break. Kraid is infused with the innocence and enthusiasm of a young ~~boy~~ boy.

Meanwhile, Hester lifts all the alchemical gear he can.

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Meanwhile, Marto is dealing with officer Walland and a nun who wants official assistance. Marto acts suspicious, then flees from Walland, losing him in the marketplace after a long foot chase.

Reis attempts to blackjack Father Yoren. He's paralyzed by Father Yoren's toxins, but does (temporarily) prevent him from escaping. Haster Doom abandons his thievery and sneaks around to hamstring Father Yoren so he cannot leave. The Father tumbles forward, bleeding.

Toad gives Kraid some alchemist to knock him off his high. Kraid ends up crashing down (temporary die penalty): "Have you ever looked at your hand? Boring as fuck!"

Haster pulls out a sap $\frac{1}{3}$ grabs some manacles from Kraid. He captures Father Yoren, putting him in chains. Moments later, Officer Valerius Walland shows up with some Bluecloaks. Outside, Marto sees him approach and reverses his clock, disguising himself among the other hobos sitting in the gutters around the Arms. Reis allows the nuns to take the lead in describing Father Yoren's crimes. That goes well, until Walland wants to know who the characters are. Reis spins a story that relies on the nuns backing him up. This works great - the nuns even describe the characters as heroes! Mother Maria is impressed that the characters put the welfare of the orphans ahead even their own fates.

Kraid mours that he must get a new clock - acid ruined the one he wears now. Reis suggests "Go see the Rattier for a replacement!"
Haster

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The character's crew gains:

- 2 Coin
- ⁺⁴ ~~+2~~ Reputation (enough to go to Lael Strong, if ~~they have the coin~~) (no coin cost) - STRONG LI, and 2 Reputation
- +2 rep relationship w/ Weeping Ladies (to to total)
- +0 Heat

Downtime

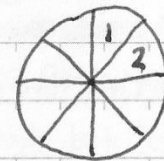
+3 Coins from the Fighting Pit, +1 coin from Kraid's net workshop.

The gang had 10 coin, all is distributed to the characters, 2 coins each.

- Kraid: Stress reduction (clean up the Weeping Ladies' operation at the Arms), and go on a date with Captain Lockett
- Toad works on some strange alchemical projects, and finishes his project to set up an Infirmary.
- Haster goes to the new Infirmary to cure the lingering effects of his recent drowning
- Reis starts a project to get a membership to the Circle of Flame, difficult b/c most of the members are extremely wealthy.

Start by learning (w/ Study) how to join, 8-clock.

Circle
of
Flame



The leadership are known as the Seven. The group has an extensive arcane library and an index of treasures lost when the Lost Quarter was abandoned. They particularly want the various fragments of Kotar.

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- o Marto studies Prowess and starts a project to create a kennel so he can train dogs. Excellent success, plus a coin to get 5 ticks!

EXP

Marto: background +1

Vice +1 = 2 EXP

Team: extortion +1

above station +1

new rep? +1

goals & drives +1 = 4 EXP

2 advances, 1 EXP left over.

+3 Stash to each character in profits!

Upgrade Weapons & Vault.