

03/22/2020

p.1

Blades in the Dark - Session 12

Paul

Chris	Lurk	Haster Doom
Patrick	Leech	Thaddeus "Toad" Todd
Ernest	Whisper	Reis
Tim	Cutter	Kraid Narber
Brue	Hard	Marto "The Bear"

From Last Time

The characters have just returned from attacking Sir Olin Danwold's estate, having threatened him and his lieutenant Ells Fielder to stop buying the assets of failed noble houses in Coal Ridge.

Job Rewards

+3 Reputation

+6 Coin (for selling looted artwork items) - +1 to the crew, +1 to each character

+6 Heat (including 2 for operating in Brightstone), less 2 for Bluecoat

Intimidation: total heat is now 5

Entanglements: we suffer some gang troubles

Haster Doom crawls his way out of Brightstone, horribly swollen by venom and covered in webbing and spider bite welts. Bystanders (and the Bluecoats) think he is a plague victim and escort him out under that guise. He ends up with the Peckless trauma.

And now, downtime!

03/22/2020

p.2

Blades in the Dark - Session 12, cont.

Downtime

- Toad: Goes to the Golden Plum (to eat), Peis (possessed) goes along and drinks a lot of gin. Along the way back, they see a gentleman enter a house; he is dripping blood. Also, he trains & removes Heat (serving in free clinic)

While Toad knocks on the front door, Peis tries to sneak around back to the alley. Peis ends up tripping over a group of trash cans, and gets shot at with a crossbow for his trouble. Out front, someone opens the door and drags Toad inside. The three guys in the apartment are confused that Toad doesn't have anyone with him. Eventually, they believe he is a doctor and let him treat Hutch's wounds. This works, but he will need additional care. One woman looks like she wants to slit his throat, Toad manages to get the situation under control, until Peis and his possessed crossbowman (whose eyes are all white now) come in from the back. It is a miracle that Toad is able to disarm the woman before anyone gets hurt. More.

It turns out that the people in the apartment are Graycloaks, searching for the truth of what happened to them, and why Lord Strongford had them cast out. They are:

Woman: Nessa

Crossbowman: Starsky

Wounded Man: Hutch

Toad and Peis leave on good terms with them.

- Peis: overindulges in possession!

03/22/2020

p. 3

Blades in the Dark - Session 12, cont.

- Haston: Makes Marlene the pit fighter into his Shady friend, heat reduction (-2) (+1XP Playbook)
- Marlo: Train dog to scent ghosts, then try to reduce heat by packing decorations by training Blacklock dogs (-2 Heat). Also, build a better relationship w/ his ward Belato (+2 XP Resolve)
- Kraid: Reduce stress by helping Captain Lockett on her ship (-1 Stress), turn Gemma Dropkick into an Expert for the group - she runs the Crematorium and senses in the Vigilante niche. As an expert cohort, she is principled, independent, fearsome, and unreliable. And he trains to gain Ghost Voice.

Peis gets a bit carried away, but the real consequence is that Pri. Horatio Pyle made some inappropriate comments to Dylasia Finchester. She demands that he be dealt with. Other than that, Peis has an excellent time. Peis assigns Pyle the task of washing all the homeless people in the gang's tub.

The fighting pits generate 4 Coin, the workshop gains 1; all are distributed to the group.

Job: Ingratiate Orzeles with the Gray Cloaks

What do ~~we~~ they know about Lord Strongford? Why did he frame them?

Lord Strongford: Tier 5. The gang's great rival.

Gray Cloaks: A group of former Blacklocks, framed and drummed out of their positions by Lord Strongford. Tier 2.

03/22/2020

p. 4

Blades in the Dark - Session 12, cont.

The characters' plan: invite the Gray Cloaks to the characters' fighting pits, attend events there until they show up. This is a social mission... maybe. Technically, this might not be a real mission at all, just a conversation.

Nessa and Hutch show up. No sign of Starsky, at least until Manto finds him perched in a good sniper location (with his crossbow). Nessa: "I hear you do mercenary work..." Peis: "Yes..." Nessa: "Want to do some for us?"

They basically want to find some blackmail material on Lord Strangford to keep him from hiring endless bounty hunters against them. Also, they want to secure Six Towers as their turf (which might be a problem for the characters...)

Lord Branner Kinclaith: Owns the most famous stables in Duskwel.

Kinclaith was interviewed in the case against Strangford, but now he's saying nothing. He has probably been intimidated by Strangford or his allies. Any original evidence he provided was destroyed in the fire. His nephew is an infamous delist and may be an avenue of approach. ("Serial killer in delist clothing")

Rauth Kinclaith: Infamous (blade) delist, wears white b/c he says a blade has never touched him.

Lady Ashleigh Tier-Connell: A known associate of Rauth Kinclaith, equally infamous in her own way.

The Tier-Connell clan has a long history of famous duelists. The Tier-Connell method is a famous dueling educational technique.

03/22/2020

p.5

Blades in the Dark - Session 12, cont.

Lady Ashleigh Tier-Cornell

Both Rauth Kinclaith and the ~~Lady Ashleigh Ti-~~ Lord Brannen Kinclaith are known to hang out at the Harping Monkey. The essence of the plot will be to kidnap Rauth and then convince Lord Kinclaith that his nephew has murdered the Lady Tier-Cornell (a crime score will be needed). Some of the characters will need to masquerade as Bluecloaks.

Toad talks to his blood dealer Jewel to buy some knockout gas. The gang spends 2 coins to get Tier's gas. Hasten suggests also buying some bear blood (he's recently become addicted).

The cabbies confirm that Rauth and Ashleigh do stay at the Harping Monkey. Lady Tier-Cornell often drinks herself into insensibility and needs help to her carriage. Rauth drinks heavily, but may be less drunk than he seems.

Reis and Hasten enter the bar to see Lady Tier-Cornell holding some guy at bladepoint, trying to provoke a duel. Rauth is nearby, est clad in a forcer's garb with no headpiece; his hair flows like Fabio's. The white-faced victim of their game is a child of the Rowan family (who hold their estate in Six Towers).

Everon Rowan: son of Cancellor & Lord Rowan of Six Towers

Rauth offers Everon his superior-quality sword to use, a legendary item of blinding sharpness. Hasten positions himself to steal the sword. The duel is a performance by Lady Tier-Cornell, she plays with and humiliates Everon Rowan, forcing him to retreat, then nicking him on an eyelid to win. The sword falls as she drags Everon off into a back room. Hasten Dorn wraps himself in his shadow cloak and grabs the blade. He gets great effect and goes out the door.

03/22/2020

p.6

Blades in the Dark - Session 12, cont.

Haster's nickname (it turns out) is "Eyebrows" - he has his face totally covered except for those huge, bushy eyebrows. Kinckith spots him at the door. Rauth Kinckith shouts out, and gives chase! Along the way, he takes a low-grade blade from some other surprised patron. Haster leaps into a cab and is away! Rauth gets into the second cab; Reis leaps onto the running board and yells, "Let's get him!" Rauth doesn't question this at all, of course commoners would want to aid him in solving his problems. Little does he know, ~~Haster~~ and Kraid and Toad are driving his cab - it's all a setup. Manto leaps down to the lead cab as it passes.

Then Toad turns on the gas. Rauth Kinckith is out!

The characters take Rauth to a recently-burned warehouse in Nightmarket (Manto found it earlier). They take his blade, shave his head

Nightmarket is dotted with electrical lights. Statues of the Night Queen are prominent, her worship is locally popular. There is a park of petrified trees behind the warehouse. Bear located. Haster comments, "There's too much money in this neighborhood. Nice job, Bear!"

Reis, Haster, and Toad head to deal w/ Lord Kinckith at his stables while Kraid and Manto stay to watch over Rauth. The three at the stables get an audience with Lord Brammer Kinckith; he meets them with a bodyguard. Lord Kinckith assumes the characters are there to collect a gambling debt. The idea that they want information strikes him strangely. When he figures it out, he sends the bodyguard Sammy away (a short distance). Lord Kinckith pleads his lack of influence, and that he would run tremendous risk by saying anything. And though he cares for

03/22/2020

Blades in the Dark - Session 12, cont

p. 7

his wayward nephew, he also knows that the boy likely deserves anything that is coming to him. Also, he doesn't know if the characters are actually working for Lord Strangford themselves.

To get Lord Kinkitts to help, Peis has to share the characters' history with him. Also, they must return Rauth before they get anything - Kinkitts gives his word as a gentleman, if his nephew is returned. They make the exchange in a neutral area. Haster (in addition to drinking a lot of Kinkitts' liquor and stealing a nice ashtray).

Kraid has Rauth shackled, blindfolded, and hobbled. He finds that the hardest part is dealing with his whining - he is no longer the controlled sophisticate, he has become a sulley child. Marto is up on the mezzanine, with good views of front approaches and back door.

After being offered money, women, and drugs, Kraid finally demands his father back and hits Rauth in the stomach.

Marto sees Lady Tier-Cornell and four delists, all drunk, moving through the petrified park. They have an unusual-looking half-lizard tracking animal with them. Marto shoots at crazy range to enrage the tracker. It snaps at the delists, they menace it with blades. They don't do so well. Several are hurt by the time they bring it under control.

Kraid ties a bundle of Rauth's hair to a crossbow bolt to lay a false trail... but their ability to even get the lizard-wolf to track for them is done anyway.

Marto does not bring any lizard-wolf blood back for Haster.

03/22/2020

p. 8

Blades in the Dark - Session 12, cont.

Marto quickly disguises as himself as Rauth and allows the delists to see him, then runs. He leads them away from the site, then vaults over a stone bridge railing to lose them.

Lord Kinclath and his men appear to collect Rauth. In return, he tells them what he told the Bluecloaks. He knows Lord Strongford wanted to buy horses from him, of specific Tychrosi bloodlines. He found that the horses were taken on Leviathan hunts and not coming back. Lord Kinclath was upset at this use of his horses and refused to sell more. Strongford wasn't happy, but only took action when Kinclath told the Bluecloaks. Also, he knows Strongford is not popular on the city council - three families are trying to get him removed.

Raemar
Rowan
Clelland } opposed to Strongford's presence on the council

Dumble
Penderan } neutral - haven't taken sides

Strongford's money comes from his fleet of Leviathan Hunters - the blood they bring back fuels everything in the city.

Lord Kinclath offers help, but cautiously - Strongford has allies everywhere, anyone can be bribed, and he has doubts even about his man Sammy.

Rauth Kinclath, newly bald, hates the characters. Warning: Lady Tier-Cornell can be pretty sharp when she's not drunk.

03/22/2020

p. 9

Blades in the Dark - Session 12, cont.EXP

Morto - tracking & violence	2 XP	
background	-	
vice/traumas	-	= 2 XP

+1 to playback
+1 to Resolve

Crew - battle/extortion/sabotage	1 XP	
challenge abae station	1 XP 2 XP	
bolster crew reputation	2 XP	
goals, drives, or inner nature	2 XP	= 7 XP

(Morto gains Ghost Hunter, and needs to choose a power for his pet, from ghost-form, mind-link, or arrow-swift)

