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Blades in the Dark - Session 13

Paul

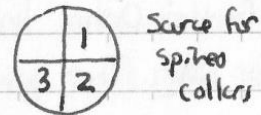
Chris	Lurk	Hasten Doom	
Bruce	Hand	Marto "The Bear"	
Ernest	Whisper	Reis	
Tim	Cutter	Kraid Naiben	
(Patrick)	Leech	Thaddaus "Toad" Todd	← no internet

Job Rewards: Abducting Rauth's Kinclait

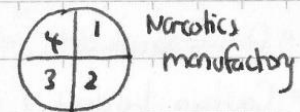
2 Coins for forcing Rauth's boots & gear + 3 Reputation  
 3 Heat (reduced by 2 for Bluecoat Intimidation) (So, up to Tier 2 Strong)  
 → Gang Trouble or The Usual Suspects (entanglements)

Downtime

Marto: Now has a Haunted trauma, something grabbed his foot and dragged him back under a dark bridge where he had been hiding. He trains Resolve by thinking about where he has been. He also wants to find a source for vicious spiked collars w/ his friend Corasso (+2 ticks)



Hasten: Wants to ~~find a way~~ establish a manufactory for illicit narcotics. He must keep this secret from the gang, but he involves Toad's contact Jewel (the blood dealer). (+1 tick), then again for +3 ticks.



Jewel the Blood Dealer will ensure that he Hasten finds out about any interesting new blood. Also, Hasten provides Jewel with smuggler contacts, to improve his supply

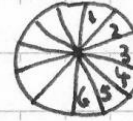
Kraid: Works in the orphanage (-6 Stress) and trains his Resolve (+2). He starts a project (8-clock) to get an exceptional glaive made

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for himself. His approach is to develop a friendship and relationship with a bladesmaster so he can ask for the weapon as a favor (+3 ticks)



Persuade a master to make an exceptional glaive

Reis: Prepares his ghost-form ritual, capturing the power of the ritual in a spiky tattoo created while he fades in and out of the ghost field. Then he gets possessed by Salia and participates in Earthly delights to relieve stress, with Dylasia Finchester. When he returns home, he finds somebody (human) has peed in his bed. He concludes that someone in the gang is mad at him. He thinks about making an electrified bedframe trap to dissuade the offender.

The gang makes 1 coin from Netmaking, and 5 coin from the Fighting Pits. The gang vault is full, and each character gains 1 coin - which Kraid puts into +2 ticks for his glaive. Merto puts his coin into the stash, raising him +1 level of prosperity.

### Job: War with the Dimmer Sisters

The Gambler's Orphans link up with the Gondoliers and go to war against the Dimmer Sisters. Their specific goal is to steal the Eye of Katar. They line up several allies:

- Gemma Dropkick
- Captain Lockett (who apparently sometimes likes playing the gangster)

The gang approaches the Crows to claim that they have "a contract" to take on the Dimmer Sisters. This is only partly true (Dylasia Finchester wants the Eye of Katar, but hasn't specifically contracted the gang to war against the Dimmer Sisters). Several of them go to Crow's Foot to meet with

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The Crows leader Lissa, a defrocked aristocrat. Crow ruffians meet the characters some distance from the Crow stronghold. Lissa, dressed in ragged aristocratic clothing, acknowledges the Gambler's Orphans recent success, and demands a tribute of 2 Coins to not interfere. They will pass the word that the Dimmer Sisters stand alone (at least from the Crows). Lissa points out that while the Sisters have few underworld allies, they have links to many odd cults through the city.

Reis and Murto bring Murto's dog Argus to the Centralia club so Argus can get a good sniff of one Artifact of Kotor. (to help track the Eye). This is a heavy load operation, approaching their mansion from a waterway through the Gondoliers.

The characters, their gang, and their allies approach along a moss-encrusted canal. A strange vapor rises up between the first and second gondolas. A horrid eyeless ape wearing a necklace of eyes rises up with a moaning wail.

Reis stands up with his electro-hook and snags the thing as it just starts to wail as Kraid prods it with his glaive. Murto's dog Argus leaps in and tears the thing apart. Kraid knows nothing of this day, he exclaims, "Stajj Anters!"

The Dimmer Sisters do not have a great lock upon their waterway access. Haster Down checks the lock, reports that picking it will set off an alarm. He recommends finding another path of entry. Reis uses his ghost-walk ritual to pass through and disable the alarm.

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The interior of the mansion is dark - no electric lights, the occupants must use lanterns or candles. The characters' minions produce a lantern. The house is well and truly haunted - strange noises, cold spots, and so on.

Marto sets Argus to find the scent. The dog doesn't find an artifact, but it does find hostile ghosts. Argus leads the way to a side room where a ghostly pianist opens her mouth and speaks the whisper of fate. Kraid rushes in with his knife! His weapon cuts through the ghost and into the piano. The noise, and an electrical crackle, rouses up the ghostly guardians of the house.

Rais attunes to the wakening ghosts and puts them back to sleep. The wails from the house start to quiet.

Marto raises a pistol to the ghost, gazes into its eyes, and is paralyzed with mortal terror. Hester steps up and pulls the trigger for Marto. The electroplasmic bullet hurts the ghost backward as she disintegrates. The noise of the gunshot echoes through the house.

Rais puts on his ghost-mask and connects to the local ghost field to find the Eye. He visualizes the Eye, surrounded by four whispers performing some kind of attunement ritual. It's in an upstairs bedroom. Marto's dog Argus leads the way.

Meanwhile, Kraid tries to organize the gang to loot the lower rooms. One of them starts up a gramophone. It starts playing awful Leviathan songs. Black liquid pours from the gangster's eyes as their sanity ebbs.

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Hasten Dooms manages to resist the strange, incomprehensible visions of gigantic entities fighting ~~the~~ eldritch psychic battles far beneath the ocean surface. He carries the gramophone up the stairs to use it as a weapon against the witches.

Kraid finds that after the Leviathan Song, none of the gangsters want to touch anything. He takes the lead in looting, though he takes a cat scratch to the face, for his trouble.

Inside the bedroom, Hasten sees a pulsing ruby eye floating in air. Four Dimmer Sisters surround the artifact, their faces covered in black veils. One holds the eye. The other three surround her in a triangle as they ~~per~~ perform their ritual. Hasten places the gramophone inside and turns it on. The Dimmer Sisters continue their ritual, but they are clearly affected by the Leviathan Song - black Leviathan blood drips from their eyes and ears.

Reis calls on a Tempest to grasp the Eye of Kotor. The artifact and the house are draining his power away, so he fortifies himself with a vial of electrophasm. Hasten uses his magical clock to catch the Eye. As the lightning hits it, it emits flaming lightning! Fortunately, both of them avoid further harm. The Dimmer Sisters' ritual starts to fall apart, filling the room with a cloud of uncontrolled magical energy.

More Dimmer Sisters are filing into the house from downstairs, from places nobody understands. Marto attempts to draw them off with his pistols, but it goes badly. A witch uses her hair to become a giant blocking net. Marto

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uses his blade to cut through her net. \* She tries to grab him, her head is pulled back at the last moment by his dog so he can evade her. He cuts a path free and gets past her. \* Desperate Finesse

Kraid rallies the gangsters to oppose the witches and clear a path to the boat.

When Peis and Haster come downstairs, they see the witch fighting with Argus. Her hair still blocks the corridor, though there is a gap cut through. Haster attempts to get past, but she grabs him, ~~and she~~ Her black aura drains away his life force. Her grip is like a machine - it is impossible to struggle free. He manages to inflict some damage on her by forcing her hand back on herself, but still sustains Level 1 "withered" damage.

Peis moves in to slash at her, but her hair wraps around him. He avoids being restrained. Argus snaps at her throat and has her in trouble, but her grip remains strong. Haster strikes with his bludgeon, breaking the bones in her arm. She falls back and Argus savages her. Haster runs, but before he does he grabs a valuable necklace from her (worth 1 coin)

Everyone escapes back to the boats. Kraid creates a diversion, drawing off the sentry ghosts by stealing a talisman and running them out through Crow's Foot. The ghost is too swift for him - he ~~suffers electrical burns~~, falls from a height and suffers a sprained ankle. As he lies in an alley, he is filled with mortal terror of the eyesless child that drifts down at him. Kraid draws himself up and threatens the ghost, sending it back to the Dinner Sisters in fear.

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Job Rewards

4 Reputation

7 Coin (-2 to the Crows) = 5 Coin

The Eye of Kotor

+1 Coin, from Haster's valuable necklace

⇒ Each character gains +2 Coin, 8 removed from the gang coffer

Dimmer Sisters move to I's from II's (technically also weak b/c they're at war). Reputation to -3

Crows like the fact that the characters asked their permission and paid tribute. +1 Reputation to +0.

7 Heat, -2 for Bluecloak Influence = 5 Heat

The Gambler's Orphans are the talk of the Underworld.

Entanglements - Someone else is going to make a play for the characters' resources! A cult of a Forgotten God will try for the Fighting Pits...

Downtime

Reis: Stress reduction (-5), Recharge his ghost-step tattoo, and Stress reduce again (-5) after spending a Coin

Kraid: Money to stash. Stress reduction by ~~helping at the docks~~ going to a boring party w/ Captain Lockett (-5). He runs into, and awkwardly fails to avoid,

Lord Strangford at the event. Both are giant bears of men, but Strangford is taller than Kraid (which annoys him). Heal wounds (2 ticks, plus

1 for Vigorous, +1 by spending a Coin) - he is completely healed. Spend time with the master smith, helps him by roughing up some people at the docks (1 tick)

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He takes the 2 Coins from his netmaking operation and immediately puts them into reducing Heat - Captain Luckott and Hasten Doom help out (-5 Heat, -1 more with an additional Coin), and then training in Resolve w/ 1 more Coin

Hasten: Recover from his witch-wands (4 ticks, totally healed), then a booze - and drug-fueled evening with Marlene (-6 Stress).

And he starts a project to add Marlene the Pit Fighter as a cohort (8-count) (Consort, +1 die to use her as an assist; +3 ticks) (+2 more ticks for a coin)



Marto: Get an asset, a one-use fire blade (-1 coin), reduce stress (-6, over-indulge) - attract trouble. Corasso gets picked up by the cops on an unrelated charge, Marto pays them off, and Train Resolve. Also, work w/ Corasso on spiked collars (-1 Coin, +1 Tick) (r2)

EXP

Marto	Tracking/Violence	2	{ Lord Strongford - intent to hold an event soon to name his heir!       }
	Beliefs, Drive, Heritage	2	
	Vice/Traumas	1 = 5	

Crew	Battle/Extortion/etc.	2	{ Marto - gains two skill bennies, +1 Sway and +1 Wreck.       }
	Above Station	0	
	Bolster Rep	2	
	Goals, drives, inner conflict	2 = 6	

Crew Advancement! +2 Secure, because you can never be too sure. Peir and Toad set up arcane & explosive traps. Also, everyone gets +4 Stash.