

04/19/2020

P.1

Blades in the Dark - Session 14

Paul

Chris	Lurk	Hester Dawn
Bruce	Hand	Marto "The Bear"
Ernest	Whisper	Reis
Tim	Cutter	Kraid Naiben
(Patrick)	Leech	Thaddeus "Toad" Todd

Consternation in the Orphanage

All are alarmed - the building is surrounded by ghosts! Fortunately, the warding keeps them out - but they still stand there in a row three deep. Reis goes out to talk to them, Bear covers him from an upstairs window with a rifle and electropneumatic rounds. With his ghost-mask on, he sees that they are all dressed like Dimmer Sisters.

Kraid has his ghost-speaker talent, he goes out to talk as well.

Reis compels one of them to answer. The answer is not promising, "You have defiled our sanctuary and killed our sister. We will drain you to husks!"

Hester and Marto sneak out through the sewers and go looking for the Dimmer Sisters (or other occultists). They find a group of Centralia Club people watching the situation from an alley. Hester dons his shadow cloak and listens in. Dylasia Finckleston is arguing in favor of helping, others point out the long-term profitable relationship between Centralia Club and Dimmer Sisters (who supply many occult supplies).

04/19/2020

p. 2

Blades in the Dark - Session 14, cont.

Reis and Kraid pop up outside to talk to the Centralia Club occultists. Dylasia Finchester dons her spirit mask, done up as a jeweled costume ball mask. They try to learn more about the Dimmer Sister attack. They see a thread of magic leading back to the Dimmer Sisters' house - implying that they are using a ritual to bring back generations of past Dimmer Sisters.

Unfortunately, their investigation draws the interest of some hostile ghosts. Reis and Kraid escape through the sewers. The Circle of Flame people withdraw also. Marto watches as the Circle of Flame guys dispose a crowd of ghosts, but also sees that they have wised up to the characters' use of the sewers - they spread out to cover nearby sewer accesses.

To worsen the situation, Reis observes that the spirit words are decaying.

The characters request a cab from the Cabbies. They are successful, but the help comes at a cost. The plan is to sneak out through the sewers, ride the ghosts on a chase to the Spirit Worker's courtyard, then escape somehow.

Marto leads the group out to the cab. Great success! Kraid calls out insults at the ghosts, drawing most of them away from the orphanage. Our destination is the Bellwether Crematorium. Marto uses his pistols & electroplastic shot to keep the ghosts from getting too close during the ride. (5 ticks on the clock!) Reis uses his lightning hook to deflect some, but ends up in a desperate position as one manifests right next to him. Kraid grabs the spirit with his ham-sized fists and flings it away! Kraid laughs like a madman!

At the reins, Harker guides the carriage through a complex path. He uses the

04/19/2020

p. 3

Blades in the Dark - Session 14, cont.

Devil's Tail to pull the trail of ghosts into itself, causing some of them to fight each other. Marto sets out another volley of gunfire, just in time to allow the carriage to drive into the Bellwether Crematorium. As he does, one ghost speaks to him in his dead mother's voice, almost causing him to fall from the carriage.

The Bellwether Crematorium is a hellish place, between the belching stacks of the electromesmic crematoria and the fuming rockeries of the Death Crows. The Spirit Wardens are already cut in force with their bronze masks and black cloaks. Kraid calls out, "Open a gate! Open a gate!" A gate opens, but closes so quickly that Kraid is almost flung to the ground (Reis and Marto avoid injury with ease)

Spirit

The characters watch as one ~~Ghost~~ ^{Spirit} Warden manifests a ghost dragon to fight the ghosts. Other Wardens all have other similarly-impressive whisper tricks. Marto watches transfixed, his mind ~~par~~ paralyzed by the sight. In contrast, Kraid drinks down his rage essence and plows cut, glaive in hand. He takes out an amazing number of ghosts, but is horribly withered by their retribution. And the Spirit Wardens finish off the rest.

Kraid barely manages to restrain himself before attacking any Spirit Wardens. Reis sneaks into the depths of Bellwether, then cut through a side door into an alley. Spirit Wardens detain both Kraid and Marto (who is in shack). Kraid explains that there are more spirits, and that the Dimmer Sisters are responsible. Haster has already escaped, so the shocked Marto ends up driving the group's borrowed cab back to the Orphanage under Kraid's direction. The Spirit Wardens follow behind.

04/19/2020

p. 4

Blades in the Dark - Session 14, cont.

On the way back, the ~~GB~~ Ghost Wardens interrogate Kraid and Marto. Kraid tells a coherent story in reasonable fashion. Marto provides accurate information but in much less helpful manner: "The eye! The eye! I see the eye!"

Kraid manages to convince the Spirit Warden of his veracity enough that they offer to recruit him, and he gains a Spirit Warden as a friend.

Aashi, Spirit Warden: friend of Kraid Naiber

The characters mostly stay out of the Spirit Wardens' way as they clean up the remaining ghosts at the Orphanage. The Wardens tell Kraid to avoid messing with strange cults; they will be paying the Dimmer Sisters a visit

Rewards

1 Reputation (the Dimmer Sisters' rep has taken some hits)

0 Coin

5 Heat (-2 for Bluecoat Intimidation)

No significant entanglements *

Dimmer Sisters go down to Rank 0 after the Spirit Wardens visit them.

Cab: Damaged but returned.

The characters agree to do a job for the Cabbies

Downtime

Marto: Clear stress (-4) and finish the vicious collar project (3 ticks, needed one).

Hasten: Goes out w/ Marto to indulge in mutant iguana blood (-5 Stress), and set up Marto as a cohort (Tier 3 pugilist)

Reis: Overindulge in possession, and brag about his exploits. Some of his friends get pulled in by the Bluecoats - he spends a Coin to bribe the problem away. While he's down at the station bailing out Jerry the Fox he

04/19/2020

p.5

Blades in the Dark - Session 14, cont.

also helps reduce group Heat (by -2)

Kraid: Heal his wounds (2 ticks on a 4-clock), and relieve stress by shoring up the Orphanage's buildings (-3 Stress)

Networking workshop gains 3 Coin for the gang.

Fighting pits group 2 Coin for the group

→ Distribute 1 Coin to each character.

Job: Put Paid to the Dimmer Sisters

We'll bring all of our goods. Marto brings his dogs. (still just an equipment check right now)

Kraid tells the others that over the last couple of weeks the Spirit Wardens have moved on the Dimmer Sisters' house. They've pulled out cart-loads of strange and contraband occult artifacts. Reis: "Dammit! That's loot that we could have taken!"

Grandios

The plan is simple: roll down on the house, using the cabbies for transport.

Engagement roll is 3/5. We arrive in a shabby part of Crow's Foot with a pack of men and a pack of dogs. There is no light visible in the Dimmer Sisters' townhouse, and their front hallway is dark, with peeling wallpaper and tattered paneling.

In his Spirit mask, the whole house looks to Reis like a giant spirit - with a forged mouth at the front door. Reis: "Whoa! We can't just run in there!"

Reis starts an exorcism to remove the spirit from the house (a clock starts).

Enormous tendrils of malign spirit energy emerge! Marto sends his dogs at the tendrils, a Desperate check! Kraid calls out orders!

04/19/2020

p. 6

Blades in the Dark - Session 14 cont.

Kraid launches himself at the ghost-tendrils (Desperate/Great). He suffers severe harm, struck by pieces of masonry falling from the house. He resists the numbness caused by the tentacles, but still needs to lie down for a moment.

Reis continues to exorcise the house, but new subsidiary ghosts start to appear around the group. Unable to fight the ghosts well, Hasten pulls up his fade clock and his spiritlore charm and sneaks into the house. The interior is unstable as the house fights the rest of the group. He finds that the house is anchored at the cellar stairs, going down into the stone. He goes down...

Reis finally banishes the possessing spirit. As it leaves, a large portion of the front of the house falls. Marto tries and fails to get everyone to make to safety. The group's gang becomes impaired. Marto is struck by debris. Reis and Kraid avoid harm. (+1 exp, desperate act)

Hasten moves deeper into the basements. He finds an ornate temple with stone-coned archways. He finds a temple with a stone altar adorned with a beast, llama-like but with a grotesquely stretched mouth. He finds a passage going deeper, and he takes it. He is sure he is below the level of the canals. He finds a chamber with a large central pit. To the west (and down more stairs) he hears chanting. He finds an aquifer or ~~hole~~ underground lake. There is another llama-like idol with bulging eyes and elongated mouth. Seven veiled Dimmer Sisters surround the altar. And emerging from the water is a creature that looks much like the creature on the altar - bulging eyes and elongated mouth.

04/19/2020

p.7

Blades in the Dark - Session 14, cont.

Hasten consumes his silence potion, dons his face clock, and moves in to kill one Dimmer Sister out of hand. His Devil's Footsteps power confuses them, leaving them striking out at each other: three of the Sisters go down before they know what is happening.

* Lizard Sisters!

The others enter the building. Merto sends his dog to track Hasten - a path that goes towards the sounds of conflict and screaming. Along the way, three Dimmer Sisters with reptilian eyes and scaled skin* emerge to engage the characters. Kraid holds them off while the others continue on.

Merto and Reis arrive at the underground lake. They can see almost nothing, though they can hear shouts and cries, interrupted by loud, grating sounds and the slosh of water around a huge body. Hasten can easily hear (and see) the huge llama-beast as it lurches out of the water.

Hasten shrieks as the llama-beast opens its mouth horizontally and attempts to engulf him. He avoids its gullet with the thinnest of margins.

There are two Dimmer Sisters remaining. Reis traps one with a Tempest and flings one into the monster's gullet. It sucks her in loudly, with a deeply disturbing sound. The other Sister is incapacitated. Reis scoops her up (she's the "hot one") and he beats a retreat with Hasten and Merto.

Kraid manages to defeat one Lizard Sister, taking a ~~leg~~ hit from the other in the process (armor takes the injury).

Reis looks at the pit in the ritual chamber. It has the look of having

04/19/2020

p. 9

Blades in the Dark - Session 14, cont.

burst out from below. He thinks that the Dimmer Sister probably summoned the monster from the Ghost Fields. There may be two ways to fix the situation: break the pillars and defile the altar (maybe collapsing the room) or use his ghost-key to reopen the gate and push the monster through it.

Kraid takes out the second Lizard Sister (she was the original "hot one" Reis saw in the ritual chamber upstairs) (Lizardism is a side effect of being left in a room full of uncontrolled magic). The third offers to surrender, but only if they spare The Sadder One - that's not acceptable, so Hester stabs her with his rapier.

Kraid rushes at the Sadder One, hoping to stab an eye. It gulps at him, ~~leaving him~~ swallowing him whole. A second later, it shows a strange expression and vomits him back up. Morte uses guns and dog to harry the thing ^(Desperate) towards the gate. At the last moment, Reis extends the pit and the Sadder One falls inside. Reis twists the ghost key and the gate closes.

Because the pillars were not harmed, the room is still usable as a Spirit Well. The house itself is badly damaged.

Reis brings out the one surviving Dimmer Sister as a prisoner. (She has green eyes, the worst kind!)

EXP

Morte:	Tracking / Violence	2	(also 3 Desperate rolls)
	Beliefs / Dues / Heritage	2	2 to Playback
	Vice / Traumas	1 = 5XP	3 to Insights +1 Timber

04/19/2020

p. 9

Blades in the Dark - Session 14, cont.

Crew

Battle/Extortion/etc.	2 XP	
Abae Station	1 XP	
Bolster Reputation	1 XP	(Spirit Wardens)
Express Goals, Drives, etc.	1 XP	= 5XP

Crew gains an advance

- +4 Stash for everyone
- +1 Workshop
- +1 Mastery

Not resolved: Job rewards for eliminating the Dimmer Sisters