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Blades in the Dark - Session 15

Paul

Chris

Lurk

Hester Doom

Bruce

Hound

Marta "The Bear"

Ernest

Whisper

Reis

Tim

Cutter

Kiraid Naiben

Patrick

Leach

Thaddeus "Toad" Todd (absent)

The character have completely eliminated the Dimmer Sisters!

Job Rewards

+4 Reputation (enough to fill the tracker, and 2 more)

→ Going to Tier 3 will cost 24 Coin, helped thanks to Patron to 12.

→ The crew raises the coin to do this

→ The Gambler's Orphans move to {Tier 3 Weak}

A pile of Dimmer Sister artifacts ;

property, including:

→ A healing pod that is unfortunately overrun with carnivorous plants

→ A heavily-damaged townhouse

→ A catacomb containing the bodies of

hundreds of fallen Dimmer Sister (Reis: "We get rid of the bodies and this can be an awesome barracks!")

→ Can be used as a story resource for magical effects or research, or sold for coin.

Kiraid May Soon Retire.

If he does, his successor should have half of the advances Kiraid had

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Heat +9, reduced to 7 by an Bluecoat Intimidation

→ Move to Wanted Level 1

→ No significant Entanglements.

Netmaking = +2 Coin

Fighting Pits = +4 Coin  
(distributed)

Downtime

Kraid: Gains 2 stash (something on the side), plus Healing (b/c he's really wounded) (completely recovered, all wounds down by 1). He's still badly hurt, so he heals again (+1 more tick). The Doctor (Toad) is worried about Horatio Pyle, who somehow got his privates electrocuted. And he takes 1 coin from Netmaking to relieve Stress and try to help out Horatio. It turns out that Horatio pissed on Reis' bed (again), and fell afoot of the electricity trap Reis put there.

Haster: Goes out gambling & blood injecting with Martene (-6 Stress) (thanks to "Functioning Vice" - he is a high-functioning bear blood addict). Works with Reis to create a smuggling operation dealing in tigerfruit and similar goods (12-clock, 5 ticks with a good roll and 1 coin) Tigerfruit - it is a delicacy from the far-off mountains of Iruvia

Reis: Allows Sallia to possess him, then goes on a social engagement with Dylasia Finchester (-3 Stress). And then he makes some Inconspicuous Spark-craft grenades (2 uses). Finally, he starts a 12-clock project to start rebuilding the Dimmer Sisters' townhouse (2 ticks)

Marto: Three actions to gain 6 ticks on a 12-clock to create a pack of ghost-potent hunting dogs. The plan is to set them up as a cohort for the gang.

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Job: Lord Strangford's Party

Strangford House sits upon a private island overlooking the Chertollow slums, protected by a private ghost field. Lord Strangford is throwing a grand party for the purpose of announcing his heir.

The characters intend to infiltrate as footmen, gaining employ through the Cabbies. This will be a light load operation. Captain Luckett is invited, Kraid goes as her +1. Dylasia Finchester can get an invitation, and is willing to bring Peis in as her guest.

The characters are mingling with the elite of Duskwel. Lord Strangford stands upon the grand staircase and gives a pompous speech about the importance of selecting an heir. Everyone is surprised when he announces that he has selected Captain Luckett. All attention turns to her as she sputters in surprise. She obviously had not been advised of this choice.

Peis sees an entitled-looking aristocrat take the news badly. ~~Lord Jaden~~ Lord Evenon Rowan has dealt with the Gambler's Orphans before. Peis proceeds to wind him up over Lord Strangford's choice. "Filthy commoners have no business inheriting the lands and perquisites of a noble! Say, haven't I seen you before?"

Kraid finds that he and Captain Luckett are in an empty circle of the floor. Lord Strangford calls for Captain Luckett to join him. Kraid whispers, "Don't trust him, he's sure to be using you for something..." The two of them ascend the stairs, with all eyes upon them. Lord Strangford takes Captain Luckett's hand and speaks in

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grand terms of her accomplishments.

Peis finds that the estate is shielded well, that the ghostfields are inaccessible. Fortunately, he has the ghost of Stinky Pete in a spirit bottle. He prepares to release him to cause trouble.

Marto realizes that Haster has vanished. He wanders into the servants' quarters, then attempts to choke out a household servant to get his uniform. Haster reappears enough to help. Marto doesn't realize that the man has a knife and a temper - he ends up at knifepoint! He manages to get the man's uniform, but not before the servant is stabbed with his own knife. Marto finds that the man is Iruvian - and he must watch the ~~serv~~ servant bleed out and cannot call for help. He gets the uniform, but also zones out on stress.

Kraid asks Lord Strangford about his motivations for such a strange choice of successor. He senses that Strangford only wants to create chaos, that he doesn't think that his fleets, his properties, and his wealth will mean anything soon.

Haster takes the servant's uniform and takes off, locking the closet behind him. Marto ends up in the dark with a naked, dead Iruvian. As usual, Haster slips invisibly up to the private parts of the mansion, to a door that may lead to Lord Strangford's office - or at least a door that is locked as if it were. He manages to open the door, finds a venomous snake waiting for him, and then easily traps the snake in the Seven-Snake Bag he always carries. Funny thing, the snake's venom is like black liquid latex.

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A drop that falls on the carpet starts to crawl slowly towards him. He makes a point of staying away from it.

Everything in the office is carved and polished dark wood. The carvings are in a nautical theme, krakens and octopi, and more. His chair is the nicest Hasten has ever seen. There are normal business papers all around, but Hasten wants to find something more sensitive. He finds a large locked closet, though he doesn't recognize the kind of lock. He manages to pick it anyway, and explores the papers and items inside. He finds a book covered in the slick, grotesque hide of some strange, demonic entity. Hasten stuffs it into a bag without touching it.

It seems that Lord Strongford has been having closer contact with (demonic) Leviathans than you would normally expect from just hunting them. { Aside: Leviathans are all giant demonic creatures. Their blood powers all the electropasm gods of Duskeval }

Also in the closet: a strange p[er] pelagic altar to some demonic entity

Hasten makes a point of stealing an ashtray before leaving. On his way out he picks up Manto, who insists upon bringing out the dead Inuvian servant. "Weekend At Bernie's" style.

Meanwhile at the party, the noble possessed by Stinley Pete is throwing food and insults as guards (and Lord Strongford) move in. Reis tries to quietly pull Pete back into his ghost jar, but he is seen.

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Hester attempts to cover Reis' escape as the Whisper runs for safety. Reis runs, but takes a shot on the way to the kitchen door.

Kraid and Captain Lockett have slipped into a side room. She is discomfited, "Things are crazy here!" A quiet voice answers, "And they're going to get even crazier." Lord Evenon Rowan steps out of the shadows. Kraid answers, "Killing you will be the best thing to happen to me all evening." Lord Rowan does not seem impressed.

With few other options on the table, Kraid clocks Lord Rowan and knocks him out. Captain Lockett is upset at him because he's just attacked a nobleman. Kraid rather lamely protests, "He drew a blade on us!" He leads her back to their carriage.

Reis finds himself stuffed into the carriage boot (shot) with a dead, naked Iruvian. He concentrates upon simply not bleeding. The guards are searching carriages, but Kraid tells them that Captain Lockett has been declared Lord Strongford's heir, and an attempt has been made on her life. They let the carriage go without a search.

Meanwhile, Marto has sort of checked out, upset because he killed a fellow Iruvian.

Kraid tells Captain Lockett about everything Hester saw and learned. She is not immediately ready to accept that Strongford intends to summon, or maybe become, a Leviathan.

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The book is more a folio or scrapbook of ancient documents, some of them not easily translated. There are several charts, noting sightings that grow ever closer to Duskvul, and the name or word "Praecillus".

Also, there is a page of insane rantings about how Death is the Song that the Leviathans sing, and that sacrifice can be used to sing with them. He found that one specific bloodline of horses, sacrificed, would draw Praecillus. Strangford obviously wants to draw a Leviathan to the city to beach itself. It seems like this will be the end of the city. Why Strangford wants to do this is not clear.

In another document, Strangford writes how his deeds & have allowed him to see the back of the mirror. He sounds very crazy.

### Rewards

+ 3 Heat (inc. the -2 reduction) - total Heat 4

Entanglement - Marto is haunted by the ghost of the dead Inuvian

+4 Reputation

### Downtime

Reis: Stress Reduce w/ Hasten (the functioning addict), and healing (2 ticks on a 4-clock)

Marto: Decent funeral for the dead Inuvian (4-clock, 1-tick), and more work on ghost-hunting dogs (+3 ticks)

Kraid: Healing, down to level 1 harm, and then even more healing.

He is no longer injured! Also, 1 coin from Net-making - will go to get the book inspected

Hasten: Indulges (as chae), and works on the smuggling operation (2 ticks)

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Exp

Marto - tracking/violence	1	
beliefs/drive/heritage	1	
vice/traumas	1	3XP

Crew - battle/extortion/sabotage		
above station	1	
holster rep	1	
goals/drives/inner nature	1	3XP

The Book

Strangford spent a lot of time researching the bargains ancient tribes made to create a specific strain of demon-blooded horse. His notes describe the incantation and ritual he intends to use to draw Praecillus. Key ingredients to the final ritual include the specific horses as sacrifices, plus the murder weapon, the torments, and a lot of chanting and rites. (plausible guess is that the ritual will take hours to execute, and may require a significant number of participants. My belief is that Strangford will draw from his ship crews to get the ritual practitioners.)