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Blades in the Dark - Session 16

Paul

Chris	Lurk	Hasten Dorn
Bruce	Hand	Marto "The Bear"
Ernest	Whisper	Reis
Tim	Cutter	Kraid Naiben
Patrick	Leech	Thaddeus "Toad" Todd

From Last Time: the heroes executed a raid upon Lord Strangford's estate, coming away with details of Strangford's plan to draw the Leviathan Praecillus to the city of Duskval.

The Job: Stop Strangford from Getting Kinclaiith's Horses.

Lord Strangford's ritual requires additional demon-blooded horses of a very specific bloodline, available from Lord Bronon Kinclaiith's stables. The gang intends to watch the stable and prevent him from getting more - they already know Kinclaiith won't sell him more horses. A complication is that Lord Kinclaiith's son Roethe Kinclaiith would like to kill the characters.

The Kinclaiith stables are in Brightstone - the characters set up a watch over the place.

Things start out in Desperate circumstance! Bluecoats (including our ally) are hassling Hasten and Reis, but our ally isn't in control of the situation. From a 2<sup>nd</sup> floor hotel window, Kraid and Marto see some guys come straight up out of the water of the canals - 10 of them, wet and dripping.

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Marto leads w/ a sniper shot to the lead fishman. The gunfire alerts the Bluecloaks to his position, they scramble for cover. Their whistles alert every nearby cop in Brightstone. One of the Wet Squad takes a hit to the shoulder, and they also go to cover. Kraid ziplines down, howling out a Sevrosi warning. Marto continues to fire, trying to keep the Bluecloaks from shooting him. A shot rings out anyway, but Kraid's armor stops it.

Reis runs into the stable courtyard. Horses and servants and customers are all around, milling in utter chaos because horses don't like gunfire. He ducks into a stall and starts invoking a ghost. Haster slips towards where Kraid touched down. He finds the Sevrosi in his element, facing down 10 guys with his glaive.

Marto vacates the room, taking a gunshot in the process (his armor takes it). The Bluecloaks are shooting the place apart from the street below - Marto gets up to the roof and out of sight.

Reis finishes invoking a spirit, just in time for Lord Kindaith and his son Rauthe to show up and question his motivations. Reis explains as best he can. And then he sends his ghost to distract the Bluecloaks.

Down in the street, Kraid finds himself facing a demonically-enhanced man, plated in black scale. A tentacle hangs and writhes from the man's mouth. The demon-fighter cuts down one of his own men to get to Kraid. Haster stabs from the back to distract Tentacle-mouth while Kraid comes at him with his glaive! Kraid cuts him, but as his weapon strikes the edges of the wound grow tentacles and draw the blade in. Kraid lets go of the glaive and

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draws out his cursed Severosi cavalry saber.

From his new vantage point, Marto fires again. His shot has limited effect, but it enrages a nearby hive of blood crows. The birds attack! He is stung and pierced, crow-venom burns his veins.

Reis manages to persuade Lord Kinclauth to accept the group's assistance, but he must agree to let Rauthe accompany him - and move out to directly engage the Wet Squad. He covers his approach with a thick magical fog.

Kraid flings a net, tied up with Gondolier charms, at Tentacle-mouth. He is trapped, and seems to be in pain. Foul smoke seeps from his skin where the charms touch him. Haster finds himself surrounded by the rest of the squad. He does his best to avoid them in fine Jackie Chan style, armor and cleverness help him escape without harm, and he takes out a couple of guns along the way. Kraid rumpages berserk, driving the survivors back into the water.

Marto escapes the birds down a drainpipe, but slides down into the middle of a crowd of Blackclacks intent upon arresting the sniper. Also, crow venom starts to make him hallucinate - he sees visions of his long-dead Inuvian comrades beckoning him to the afterlife. He takes advantage of Kraid (below) and fog to slip away.

Kraid simply murders Tentacle-mouth, but fails to notice a black demonic substance rising from the body. Haster alerts Kraid to the threat just as the substance flees. Kraid, zoned out, runs into the streets after it, scattering destruction as he goes. Haster takes the opportunity to capture one of the guns.

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Reis picks up some cash from the dead Wet Squad goons, but nothing that looks like orders from Strongford. From their tattoos, they are all Leviathan Hunter sailors. The body of Tentacle-mouth has gone from heavily to lightly tattooed - maybe many of his tattoos were done with Leviathan blood (once the province of the Bloodletters gang).

Lord Kindaith provides legal cover for the characters. He tells them that there is only one horse left of the bloodline Lord Strongford wants. Its name is Morningside, and Lord Kindaith is not pleased by the characters' proposals to simply kill the creature: it is a singular beast and very valuable.

Marto attempts to interrogate the captive with Reis' help. They only get limited information.

### Payoff

6 Coin

4 Reputation (gang to Tier 3 Strong, w/ 1 Rep)

7 Heat (-2 for Blueclacks) - to Wanted level 2, 0 Heat

→ Marto is currently the most-wanted gang member. The Wanted posters make him sound like a master criminal - expert in long arms, master of demonic hands, and so on.

Entanglements: The Circle of Flame owes to +3 Reputation, and asks for a favor

### Downtime

Krazid: works on ~~begin~~ finishing his special order to get an exceptional glaive cut, with a combination of Coin and doing collections for the blacksmith.

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Hasten: Goes gambling & reckless sex and beer blood w/ his best gal. Marto goes with him. Then he goes off ~~the~~ to help build his tigerfruit smuggling ring (2 ticks) (+1 tick). And then, celebrate w/ some beer blood!

Marto: Goes gambling, and get expensive treatments for his crow stings

Peis: Relieves stress and recovers from his wounds.

Fighting Pits and Netmaking net the gang 6 Coins; distributed 1 to each character, leaving 5 in the vaults.

Peis throws his bonus coin into work on rebuilding the Dimmer Sisters' townhouse (3 ticks)

### Job: The Heart of Kotar

Dylasia Finchesta tells Peis that the long-lost Heart of Kotar is in the Inuvian consulate, where it is expected to be given to the Emperor. She wants it. The characters have a contact in the Inuvian Embassy who could help, if no blame attaches to him:

#### Inuvian Consul Elsterra Arrathi

The Consul appears to be in poor health, but he does provide information on the Heart. It is in the Vault, protected by:

- A multiple-key lock
- Guards
- An electrified floor, controlled by the guards (which also blocks ghosts)

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Elsterra has one key, but the other is held by his (unsympathetic) second-in-command, an unfortunately vicious fellow. As Elsterra says this, he snorts a little something from a vial.

The plan: Kraid believes he is in love (long-distance) with an Iruvian Princess, an obvious scam. Marto is trying to help him see reason. And Reis and Hasten are concealed nearby, waiting for the first two to open a window.

The action starts w/ Kraid & Marto distracting the staff & opening up a window for Reis and Hasten. Things go well - Hasten slips the guards a drugged bottle of brandy w/ a note in Iruvian - "Enjoy!"

Meanwhile, Kraid breaks into tears - maybe the consular officer could let him & Marto go to a side room to feel out his emotions? This works, but the staff keep on coming in to check on him. Marto gets some official letterhead, writes "Do Not Disturb - Weeping" on it, and the two of them sneak away.

It turns out that Hasten was able to get very good drugs - Kraid and Marto find that after a half-bottle of brandy the guards are almost totally insensible. No need to cosh anyone at all. They shut down the electric floor, then let Reis know.

Reis takes out his ghost key and draws a jagged door into the vault. He and Hasten go in and look for the heart. Turns out, a pulsing, glowing gem isn't hard to find. Hasten sees that the bag is enchanted as a tracker - he exchanged bags. Reis snatches up an ancient ghost key as side loot. Hasten (on being pushed by Reis) steals something valuable - lacking for his drug habit - a ring

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and a gem. The gem goes into the tracer bag as a decoy. Haster has himself a signet ring. The trip back through the Ghost Fields is rough, but not too bad. Haster and Reis make it out.

Kraid and Morte are in the grandroom when someone comes in to check on the guards. They find that costumes for the Inuvian Ghost Festival are stored there - they hide under one of them, then slip out - but just in time to hear the alarm! Someone has invaded the vault! Don't let anyone leave! They sneak back to the waiting room and act like they've been there all along. To Morte's disbelief, Kraid keeps up a perfect pretense, even through hours of interrogation.

The Inuvians do eventually open the vault and figure out that the Heart of Kitor is gone. By that time, Reis has had his ghost Nyrix possess the characters' captive & head off on a false trail with the tracer bag, an easily-available fall guy. The ghost takes himself out with a grenade, in the process completely deflecting any blame from the characters.

### Job Rewards

2 Reputation

0 Heat & -1 Wanted level (!)

6 Coin in "operating expenses" from the Circle of Flame  
(2 to the gang, 1 to each character)

Entanglement: Gemma Dropkicks has been arrested for beating up a guy who was mistreating his wife. The characters pay her bail (1 Coin), though there may be some additional future consequences. She gets lectured at length on the virtues of premeditated crime vs. passionate crime. And she gets to help Morte w/ funeral arrangements.

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### Downtime

Marto: Goes w/ Reis & Haster to Relieve Stress (-4 Stress, Controlled Vice is awesome), and work on funeral arrangements for the dead Inuvian (2 ticks, w/ Gemma Droplich)

Reis: Research the ghost key he took from the Inuvian Consulate (2 ticks on a 4-clock - definitely tied to a specific vault or ghost room)

Haster: Finish setting up a tigerfruit smuggling operation (huzzah!) plus training in Insight.

→ The Smuggling Ring provides money like the Fighting Pitz (<sup>Tier Roll</sup> ~~1~~-Heat Coin per downtime)

Kraid: Shakes off his bear blood addiction (to Haster's disappointment), and learn the secrets of the 40-lens device he picked up some time ago.

It is the Key Lens, invented by Vlas Holdak. It was his last creation - he died of shock, and it was found on his workbench. It is hard to use, may be able to look into the Ghost Fields, to see demonic influences, and maybe to look into people. Using it requires Attune, so he trades it to Reis, who gives him a grenade. "Cool!"

After Fighting Pit & Smuggling gains, each character gains 2 Coin (and the group net vaults go down by two). Reis spends a Coin to unravel the ghost key mysteries:

Sonuvian Ghost Key: In the hands of one of the Sonuvian Family, opens the vaults in their old estates, now in the midst of the Seven Shallows slum.

The Sonuvian family was once an Inuvian family, before their fall.



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Marto	Tracking/Violence	1 XP		3 to playbook,
	Beliefs/Heritage/Background	2 XP		buy Focused
	Vice or Traumas	1 XP	= 4XP	1 to Insight

Crew	Battle/Extortion/etc.	1 XP		
	Challenge Above Station	1 XP		
	Bolster Reputation	2 XP		
	Goals/Drives/Inner Conflict	1 XP	= 5XP	

Side note: Marto spends a coin to finish his project to create his kennel of ghost-hunting dogs.