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Blades in the Dark - Session 17

Paul

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

We all still know that Duskool is still about to get wiped out by a giant Squiddipos. So, who's up for some looting? (j/k)

Reis has learned that the character took a Sonorian Vault Key from the Inavian Embassy. Kraid goes out (and spends a coin) to learn about the Sonorian family. They were very important once, with many mansions and branches. Unfortunately, their financial empire fell and their home here in Seven Shallows descended into slums. As a noble house, their power has been broken. But finding survivors and by-blows is not difficult.

There are six secrets on the city council:

Beamer
Clelland
Rowan

} anti-Strangford

Penderon

Dunville

Dunville has control of the Dunville Labor Camp, plus contacts in the Church of Gestary and the Blackbats.

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Lord Penderon is Chief Scholar of the Archive of Echoes, a collection of band ghosts held against need of ancient knowledge. Lady Penderon is a member of the Circle of Flame. They are very much involved in weird occult things.

Preceptor Dunville: High-ranking member of the Cult of Ecstasy

Lord Dunville: Family head, with an estate in Whitecrown and a new, young wife

Captain Dunville: Head of the Bluecloaks in Crow's Foot

Lord Dunville's wife turns out to have a blood relationship to the old Sonurion family - and thus could open the Sonurion vault in Seven Shallows.

Job: Break into the Sonurion Vaults (starting as a social op)

The starting point is to approach Lady Dunville, at the annual Hadar Parade put on by the Inuvian Beneficial Society - such a coincidence! And Lady Dunville happens to be the Chairwoman of the IBS, she'll be there on a float throwing out traditional conical bees. There will be costumes and colorful banners everywhere.

Traditional Inuvian street food includes conical boiled pearl onions. Marto loves them, Kraid eats them, everyone else is baffled by why anyone would make such a thing.

The notional plan is to get hired to provide event security, and then approach

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Lady Denville at the event. Merto's contact Corallo makes the arrangements. Unfortunately, things start off poorly - Lady Denville is immediately suspicious of Peis when he tries talking to her on the float. She claims no knowledge of the Sorvian family, or interest in a lost Sorvian vault. Peis attempts to persuade her, with Merto helping ~~her~~ by explaining how the Iruvian people are still ~~strongly remembered~~ by the lord of the Sorvian family. However, while Peis and Merto talk, Kiraid and Haster see a man in the crowd with a knife.

Kiraid moves to slap manacles on the guy, not realizing that there are several allies of his in the crowd. He gets stabbed in the back! Fortunately, his hidden armor takes the hit. Haster yells, "Krichoppers!" and goes for them with his Acherosi fighting knife. He cuts two of them.

Merto and Peis lead Lady Denville into the float interior, to a protected location. He tells the float crew, "Step on it!"

Meanwhile, Kiraid has his Severosi knife out. He cuts down another attacker, sustaining a light stabbing for his trouble. Haster finds himself in the center of the action, laying about with his knife - and remaining unharmed! One attacker makes it onto the float, Merto gets rid of him with his fancy dirk. He notes that the attackers are all Iruvian!

Kiraid hauls up a wounded attacker and demands information. "Only corruption of the heart will prepare us for transformation!" Then the man breaks a poison tooth and drow. Peis tells the Lady. "You're in serious trouble, just as the whole city!" She insists upon returning to Whitecrag. Peis and Merto escort her to a cobb, with Kiraid forcing the crowd apart ahead of them.

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Lady Danville is quite upset. Kraid and Reis both try to calm her through commanding presence and reassuring words. They nominally succeed, but Reis realizes (to his dismay) that she will never sleep with him. It turns out that the only thing that calms her is talking about ~~to~~ her husband. Oddly, she seems to really love him.

Reis shows her a sketch of the key and tells her the whole story. She grabs the drawing and asks, "You know where this is? I had only heard stories!" She takes the characters to her own carriage - the characters enjoy their first trip to Whitecrown, the separate island that includes the estates of the Lord Governor, the wealthiest and most powerful aristocrats, and Duskwol Academy. Danville Estate is a magnificent marble structure, the characters are still covered in colored chalk from the parade and draw dirty looks from the staff. The interior of the mansion is magnificent, with inlaid gold and platinum in the floors - the Danville family clearly is in no need of money.

The characters must wait while Lady Danville talks to her husband. Lord Danville is short and taciturn, and quite interested in the key to the Saurian vaults. He notes that his wife is interested in it, he offers to buy it. Negotiations start. Also refreshments: fresh fruits! Reis slips the key to Hoster, just in case. Lord Danville agrees to an expedition to open the vault, though because Lady Danville must go along he will also send some of his men as protection. Their leaders are:

Nathaniel: Big & brooding, raspy voice, very suspicious

Kelly: Beautiful, dark-skinned Inuvian, with an electro-plasmic leg extension (prosthesis)

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The characters reach Seven Shallows, with Lady Dunville, Nathaniel, Kelly, and some additional Dunville men as guards. Reis seeks out with his occult senses to find the site of the Ghost Door. He finds some collapsed ruins, perhaps once a fine mansion; in the ghost realm, he can see an actual vault door with a keyhole. To everyone else, when Lady Dunville puts the key into the lock it looks like it has been inserted into water. She turns the key and the door opens into a pocket Vault Room - a nicely appointed room done in Iruvian style.

Reis asks, "What are we looking for?"

"Perhaps a casket"

Haster: "And who is in the casket?"

Lady Dunville: "This is supposed to be a vault for the Protected Dead."

Haster Doom enters the room as if it contained a forest of lasers. He finds a pool of water, but when he drinks he sees a reflected image of an Iruvian in an ancient costume, dressed as an Iruvian slave. Reis: "You better let the Whisper check it out before y'all get your souls sucked out." He sees something similar. Marto also sees an ancient Iruvian slave, but goes into a trance and starts to have atavistic memories, at least until Kraid brings him back with some bear blood smelling salts.

There are two doors - labeled in Iruvian "Door of Youth" and "Door of Regret". Lady Dunville can read the script, but knows nothing about

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what they might mean.

The characters go through the Door of Regret, with Reis in the lead. He invokes as many protective charms as he knows before touching the handle. The next room is still decorated in Inuvian style, but from a newer era. There is a statue of a man with a sorrowful man holding a heart with two hands. The lower part of the statue (to the heart) can split open as a sarcophagus. Lady Dunville is not certain this is what they seek. Reis concludes that the dead man must have had a broken heart - perhaps because he misses his bride.

Back out, then to the Door of Youth. This room is decorated as a monastic library, but many of the scrolls are torn up and scattered. An emaciated, animated corpse walks around, clutching a scroll. There is another sarcophagus, the lid opened and shattered. Krow attempts to communicate. It lumbers forward, "I want solitude! Why are you here? Depart!"

Lady Dunville steps forward, "We seek the Mellified Man."

Haster smells a trap. He studies Nathaniel and Kelly. Kelly seems to know what she is talking about, and seems shocked. Reis knows that "mellified" means "preserved in honey" but nothing more.

The zombie monk knows more, and indicates that this is ancient medicine, only to be used in the direst circumstances. Lady Dunville tells the group "Eating the flesh of the Mellified Man is a powerful curative, able to cure any disease."

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Reis asks the zombie his name. He answers:

Iloch Theer: Immortal guardian of the Mellified Man

"The path to the Mellified Man is open only to the family. I can bring you one dose, a treasure worth a fortune."

Lady Dunville agrees this is acceptable. Iloch Theer opens a hidden door into a black void. He returns later bearing a wrapped package scented in honey. "The progenitor of our line died in agony to produce this. He bathed in honey and ate honey until it killed him. Then he was buried for a hundred years. His sacrifice produced this gift."

Lady Dunville takes the package with reverence. "You have fulfilled your obligation. We must leave now."

The group emerges to find Iruvian cultists waiting. Kraud knows what to do, he rushes them with his glaive. Marto, oddly comfortable with Iruvian-on-Iruvian violence, opens fire to cover him. Kelly runs coat, "Give me the Mellified Man, now!" and snatches at Lady Dunville. He is incredibly fast. Haster wounds him badly, though he still manages to grab Lady Dunville. Kelly reveals that he is a cultist as well! He triggers his leg and launches into the air! Marto shoots him through the head. Lady Dunville falls, landing among the cultists. And then Nathaniel tackles Marto - Kelly betrayed him, but he has some conflicted feelings.

Reis sees Lady Dunville in peril. He runs to her, blazing away with his

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pistol.

Morto loses his pistols and ends up badly bruised, but gets out of Nathaniel's grip. Reis uses his own pistol to gun down the remaining cultists.

Nathaniel is weeping over Kelly's body, pleading to Lady Duville to use the Mellified Man to bring him back. He ~~denies~~ denies knowing anything about Kelly's cult membership. Hasten convinces Lady Duville to see the bigger picture; Morto "helps" by angrily pointing out that Kelly was a traitor who deserved what he got. Nathaniel sadly gathers up Kelly's body and says "We need to go home now", his words tinged with sadness and anger. The Death-Bells ring.

Job Outcome

Success! Lord Duville is happy to have the Mellified Man, and pledges his support in removing Strangford from the Council.

+2 Reputation

∅ Coin (for the mission)

∅ Heat (thanks to Bluecloak Intimidation)

~~Entang~~ Entanglements: Rivals or Unquiet Dead

Downtime

Kraid: Gets stitches for his stab wound (fully recovered!), and then indulge vice w/ Hasten (6 Stress). Also, +2 Coin from Netmaking.

↗ Severos: Sports league, a semi-military version of capture the flag called "Blood-dogging"

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A group of Skovlander kids from the Grinders gang shows up while Kraid is assembling his orphan league. They challenge Kraid's team - and a gambling opportunity for Hester. And Marto. The game is held at the gang's fighting pits. Also, there is rampant cheating (which results in -1 Reputation w/ the Grinders), so much that the ~~Orphan~~ ~~Gambler~~ Orphan team wins.

Reis: Continues to rebuild the Dimmer Sisters' townhouse, and then starts a project to reconstruct a Soul vessel in one of the two empty Hulls in the group's basement. He summons Horatio Pyle's ghost to inhabit it.

Pyle the Hull joins the gang as a new Expert (in killing things)

Hester: Goes gambling (at the blood-dragging game) and gets high (-7 Stress)

Marto: Gambling, and healing.

EXP

Marto:	Violence	1 XP	
	Beliefs	2 XP	4
	Traumas	1 XP	= 5 XP

Crew	Battle/Extortion/etc.	2 XP	
	Abuse Station?	1 XP	
	Bolster Rep	-	5
	Goals/Drives/Nature	2 XP	4 XP

Crew advance, plus ~~each~~ each PC gains 5 Stash!
+1 Mastery, +1 Implements