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Blades in the Dark - Session 18

Paul

Chris	Lurk	Hasten Doom	
Bruce	Hand	Morto "The Bear"	
Ernest	Whisper	Reis	
Tim	Cutter	Kraid Naiben	(out today)
Patrick	Leech	Thaddeus "Toad" Todd	(out today)

From last time - the characters retrieved the Mellified Man for Lord Duville, securing the Duville support for removing him from the city Council. Accordingly, the characters see a news article (a headline!) describing his removal from the Council, to be replaced by the young Lord Scurlock.

Some rumors:

- Lord Strangford hadn't been attending Council meetings, and is rumored to be on a Leviathan expedition. However, his flagship has been seen lingering around the mouth of the Bay.
- Lord Scurlock is very young, only a teenager. He gained Lordship over his family following retirement of his aged uncle. There are unverified rumors that the uncle might be a vampire.

Options for a new job

- Strangford's flagship
- The Bloodletters gang has a tattoo parlor that does Leviathan-blood tattoos, similar to those seen on Strangford's men.

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Bloodletters: A smaller, local gang. Tier II. Their tattoo parlor is in the Pocks.

Hasten Doom proposes recruiting the Bloodletters. Reis suggests starting the conversation with some violence, to get their attention.

Job: Assault the Bloodletters' tattoo parlor, make it into an tattoo parlor.

Typical loadout = medium.

There are three leaders of the Bloodletters:

Contar Haig: Gun-toting thug

Oscar: Mysterious whisper

RC Keel: Disgraced Leviathan Captain

RC Keel was fired and disgraced by Strongford and his men. Her family has disowned her, including her husband and child. They spend little time at the tattoo parlor. The place is run by:

One-Eye: Also "Cyclops", leads the Bloodletters' thugs. May have a romantic entanglement with RC Keel.

With this information, the characters elect instead to start by making contact with RC Keel. They make contact through Captain Lockett, Kruid's squeeze (who happens to also be a Leviathan Captain).

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The characters arrange to meet RC Keel at the Golden Plum, a fine restaurant (Toad's favorite) in Six Towers. RC Keel is solidly built, all muscle, with a double-breasted long coat and a huge ~~too~~ sword. She is cold and commanding.

The characters order Meat Crisps on Reclaimed Lumber Scraps. Reis describes how the Gambler's² Ophans are organized and their goals. He mentions Lord Strangford when the food arrives. She notes that the Bloodletters' tattoos are popular with many Leviathan crews - she isn't surprised that Strangford's men also have them. She notes that not everyone who gets "special" tattoos survives, and recently the fatality rate has increased. It is the group's ~~tattoo~~ whisper ~~was~~ who develops the special rituals for the tattoos, using raw Leviathan blood that she buys from the ship crews by the barrel. The sensations they provide are so amazing that when they... mae on their wearers come back again and again. Notably, Oscar has his own patron (not a Leviathan) who provides inspiration for the tattoos.

In exchange for RC Keel's help, the characters agree to compensate for the loss of raw Leviathan blood, in particular by stealing her an additional supply. Finding actual raw Leviathan blood is difficult - there aren't many uses for it without refining, and that's usually done in refineries in Skovland (and which was the national cause of the Skovlander War)

Merto spends time lingering around the Docks looking for warehouses with raw Leviathan blood available. He finds a warehouse being loaded. He also finds three goons who ask his business. He provides a respectful answer, "No business of yours, fish-face!" and runs. He gets away scott free!

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The characters go in Healy, with a four-man team to carry off two barrels of Leviathan blood. Cabs to carry everyone away wait at a safe distance.

On the way in, Hester notes that the warehouse is normally guarded by a pack of mastiffs. Marto has bags of meat available to distract them, but they still make noise snapping at the food, enough to alert a guard upstairs, with a long firearm. Hester Down sneaks up on the guard and saps him. Hester is confused, "I didn't stab him! What's wrong?" So then he stabs the man in the neck anyway, confident the team will be able to get the barrels cut before the Death-Crews come.

The gang rolls out two barrels. Then they get greedy - they go for two more barrels, with Reis summoning the ghost of the Watchman to scare the dogs. Things go wrong because the ghost really wants revenge on Hester Down. Hester leaps down from the catwalk to escape the ghost, running into the warehouse office.

Marto tries to face down the dogs while the gangsters roll out additional barrels. They do not acknowledge his authority and he ends up in a desperate position. Reis attempts to pull Marto out of the way, but not before he gets mauled by Dogs. Hanging from the catwalk, Marto urges the gangsters to get the third and fourth barrels cut - and they do!

The characters high-five each other on the way out. They hide their three barrels in a safe space, then bring the fourth to the tattoo parlor. They find the place busy: five customers, two tattoo artists, some guards, plus Cyclops and Cantor Haig.

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Cantor Hig isn't big, but he is very flash - fine coat, popped collar, and rings on every finger. The grips of his pistols are flawless.

Cantor regards the characters, "Glad to see RC's doing her fucking job for once! Take it to the back room!" He's not interested in swapping out the "bad oil." He also doesn't want to let ^{Cyclops} the characters see the back room.

Reis ignores Cyclops. "I always do what the boss says."

Cantor puffs out his chest at Cyclops. "Yeah! I'm the boss here!"

Reis and a henchman go into the back room. It's dark, and disturbing. Reis lights a lantern and finds that there is a pile of bodies, many disfigured with odd growths. Some move faintly, without volition. There is also a pool of black water, surrounded by runes. Reis reads them, finding that it is consecrated to the demon Setarra, a sea-demon. She is able to manifest in the pool any time she wants.

Reis decides to summon the demon Setarra, intoning a chant while dripping blood from a cut in his hand into the pool. Setarra appears, a creature in the shape of a voluptuous woman but covered in scales and horn ridges. "You have summoned me! Do you wish to become one of my Band?" She wants him to kill her current ~~murder~~ minder. Also, there is a host of sea-demons encased in stone from before the Cataclysm. She wants them freed to bring vengeance upon the city. She also urges him to accept the artifacts of Koter into him, to gain the power to defeat Lord Strongford. He agrees to call on her later. She notes that she is friends with Oscar, which leads

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Reis to think "Oscar must die"

Payoff

3 Rep

6 Coin (2 for each character)

3-2 = 1 Heat

Entanglement: Gang troubles!

Some members of the gang come to Marto to report that the New Hull is sad, because he cannot spend his evenings drinking and whoring. They say that a solution is needed if Troll will be of real use. Moxie was his favorite. She is part of Theodore Lysander's stable, but will go to trusted customer's places.

Marto meets Moxie at Leopold's Rope Bar, a dive in Six Towers. She's red-headed and cute. She's friendly and charming, professionally. Also, willing to go along with Marto's plan after he puts a Coin on the proposal. And Reis works out a way to get Troll "drunk" on electroplasm. Their reunion in the room above Leopold's Rope Bar is heartfelt and joyful. Troll is both happy and grateful to Marto and Reis, and highly motivated. Moxie is happy to see Troll again. And even Lysander is pleased.

Downtime

Reis: Stress relief (w/ Hasten), and reconsecrate the temple under the Dimmer Sisters' townhouse. (success!). Also, spend a Coin to make some Tier 6 grenades (juiced with Leviathan blood)

Marto: Go gambling, and get heeled. Also, finish arranging a proper funeral for the Irvian servant he killed. He enjoys a moment of surcease.

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Haster Dawn: Pecar stress w/ Marlene, and a bit of light training.

Reis spends an extra Coin to train his Proves.

The Job: Take a Dagger Isles corsair, equip it with a crew drawn from the Bloodletters, and (eventually) use it to attack Strongford.

Fighting Pit: 5 Gold

Netmaking: 1 Coin

Tigerfruit Smuggling: 5 Coin

- 1 Coin from the Vaults

= 4 Coin to each

character

Ischaryyya's Lament: A ^{3a} Dagger Isles corsair, docked in Doslavol
Captains "Jagged Rudder" Tiekas: Captain of the Lament, reputed to have repeatedly cheated traders in the Dagger Isles, forcing him to dock at Doslavol.

RC Keel and Cantor Haig (for their own reasons) are both enthusiastic about helping with this plan, especially if it means they get the ship at the end of it. Oscar isn't willing to come along; RC explains that he's "really busy"

Everyone rows out to the Ischaryyya's Lament in longboats (Bloodletter rowers), timing to arrive after the crew is drunk. As the boats approach, the Ischaryyya ~~crew~~ lookouts call out. While Merto stares into the void in the water, Reis calls out to say that he's bringing back drunken crew. Unfortunately, they are already on high alert. Reis' Dagger Isles pattern sort of works, but they remain suspicious - the characters approach under the pirates' guns. Cantor Haig is eager to shoot someone

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As the longboat approaches, Hasten Doom leaps over to the Ischariygasi Lament's gunwale. Peis summons in a heavy fog to conceal both Hasten's climb and the characters' identities. As the fog rolls in, a couple of pirates fire their rifles into the mist.

Hasten gets onto the deck and cuts down three pirates before they realize he's there. He pulls down a sail and spreads chaos on the deck. RC Kreeel gives the order to board. Marto suppresses the enemy crew, but at the cost of exposing himself to a sharpshooter on the aft deck. Hasten stabs the sharpshooter, but not before he gets a shot off at Marto (Marto's armor and resilience protect him from harm).

RC Kreeel uses her massive blade to knock down pirates! Cantor Haig shoots down the sharpshooter Hasten stabbed - the man is tough, but almost out of the fight. Then Marto guns him down. The death-bells ring.

The cabin door slams open and Captain Tickles emerges, fully armored and bearing a multi-barreled electropulse gun. Peis exchanges fire with him, wounding him but taking some hits in response. Hasten swings down at the Captain, Matrix-style, evading the Captain's fire and delivering a vicious cut. Cantor Haig joins in, howling "You like that? You like that? You like how that tastes?" The Captain's armor absorbs most of Cantor's fire, but he looks weak.

Peis moves in with his lightning hook, clacking the Captain in the head and knocking him down, though his armor takes a bullet for him. Peis dies, rolls, and connects with the hook. The Captain drops his gun and falls.

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RC Keel continues to savage the crew. Haster demands that the last two crew surrender, and they do (NB: there might be some other crew who already surrendered).

The Death Bells are ringing. RC Keel takes command and gets the Ischariyge's Laurent under way. Cantor Haig flops himself down in a hammock and watches as Reis has the bodies dumped overboard, consecrating them to Setarra as he does. Cantor complains. "You sound just like Oscar."

Rewards

2 Rep (enough to go to Tier 4)

4 Coin

4-2 Heat = 2 Heat

Entanglements: business troubles

The gang goes to Tier 4 week, clearing the vaults & requiring contributions from the character

EXP

Marto	Tracking/Violence	2 XP	
	Beliefs/Heritage	1 XP	
	Vice/Traumas	1 0 XP	4XP

Crew	Battle/Extortion/Sabotage	2XP	
	Above Station	0XP	
	Bolsto/Develop Rep	1XP	
	Goals/Drives/Essential Nature	2XP	5XP