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Blades in the Dark - Session 19

Paul

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

It turns out that the theme song of Blades in the Dark is "Furnace Room Lullaby" by Nelson Case.

Ischariygai Lonest: A Dagger Isles corsair, now under the characters' control (with the aid of the Bloodletters)

RC Keel

Conor Haig

Oscar

Cyclops

Bloodletters leaders now allied to the characters (at least for the moment)

Downtime

Reis: Partying w/ a possessor & Dylasia Finchester, and creation of a ritual to call on Setarra, demon queen of the Seas, to produce a horde of zombies from the ocean. The hope is to use this to distract the crew of Lord Strongford's Leviathan Hunter.

The ritual is to produce a large horde (80) of zombies, in aggregate a Tier 6 mob. Making the ritual work will require two human sacrifices.

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During the work, Peis develops an enduring faith in the supreme Power of Setarra. The ritual will be called Setarra's Jetson and requires an 8-tick progress clock. Learning the ritual costs Peis 3 Coins, including the Coin to cast the ritual, and 6 Stress (which he burns away)

Haster: Goes out to reduce stress, w/ Marto. Marto talks way too much about the group's plans to take out Strongford, about their fondness for Setarra, and so on (+2 group Heat). Haster is out partying with Cantor Itzig and Rauth Kinclath at the time, which is troublesome because they have murderous tempers (+2 more Heat). To reduce heat, Haster, Cantor, and Rauth go to make trouble with the Hive: they kill some people, free some slaves, and break some property. (-3 Heat)

Kraid: Spends 3 Coins & talks to Captain Luckett to get a Tier 7 anti-Leviathan Rocket Bomb. He also recruits Salty Gornash as a fine Cohort. And when he goes to pick up a Coin from ~~the~~ his remaking operation, he finds that reps from the Hive have come around to collect 4 Coin. He murders them and throws them in the river. The Gamblers' Orphans end up at -3 Reputation and at war with the Hive.

Marto: Stress reduction (as above), plus Heat Reduction (-3) by finding people who have been talking about the Orphans and leaving threatening notes to them. And then he spends 2 coins to get an Asset, a tripwire blunderbuss.

And then, off to Lord Strongford's Leviathan Hunter, Unironic.

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The Job: Assault the Unironic.

Heavy loadout for everyone. The Bloodletters come along, plus Salty Gemash, plus the character's own thugs and cohorts.

The situation starts in desperate straits - the Ischaryyeir Lament is out in the bay when the massive iron flanks of the Unironic come into view. The Leviathan Hunter is anchored, surrounded by buoys that provide its own electroplasmic barrier. The sounds of chanting are easily audible.

A torpedo speeds from the Unironic, exploding against the hull of the Lament. Kraid and Reis launch a rocket bomb at the electroplasmic barrier. The ghost force collapses with a great explosion. The Lament is not crippled, but all the hungry ghosts around the force split and surge forward, with some going for the Unironics, and some going towards the Lament.

The Lament is able to pull up to the Unironic. The ship takes some damage, but the thugs are impeded by the ghosts. Marto reaches the deck to find it smeared with blood. The hunter-ship crew are crazed, deformed, and in many ways derailed.

Marto leaves his blunderbuss trap on deck, then climbs to a shooting position. Boom! The trap sends devastation among the crew. Hasten cloaks himself and moves among the crew with his blade. He cuts down several, but notes that the Orphan's men are taking heavy losses.

Reis calls upon Setunnis Jetsom to bring a wave carrying 80 zombies to

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the deck of the Unironic. A rogue wave washes over the deck, carrying away some of the bloodied hunter-ship crew even as it brings 80 zombies into the fight.

Troll the Hull struggles to the deck and uses his electroplasmic gatling gun on the crew. They answer by rushing him, overwhelming him by numbers. Haster frees Troll, but not after taking some hits.

A huge, bearded man wearing a bandolier of throwing axes rallies the Leviathan hunter's crew. Marta shoots him, then has his dog attack! The axeman throws his axe, and cuts Marta's dog in half! Daaa!

Kraid sees the axeman's axes come back to him - they return! Kraid cries out "not the dog!" He rushes at the Axeman. Kraid charges with his glaive, cutting the Axeman down, allowing his armor to deflect the man's return strike. Kraid's strike is so strong, he cuts the Axeman in half!

The deck is briefly clear of foes, until an Old Man emerges from the cabin. He gestures, and brings forth a wash of Leviathan blood. Supporting him are a heavy-duty Hull and a young boy (perhaps a cabin boy) with a crazed, possessed look to him. Covered by Marta's rifle fire, Haster moves in to stab the Old Man. His first strike wounds the man, but doesn't kill him - and then the Old Man blocks his attacker with his bare hands.

Reis urges his zombies to shove the hull overboard. They rush the thing!



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Suddenly, its legs move like pistons and it comes straight for Reis! Marto shoots it as it leaps, but that's not enough to prevent Reis from taking a hit - his armor helps him, but he ends up in melee with the Hull.

The Cabin boy moves like a whirlwind, cutting down the Orphan's men with disturbing ease, armed only with a knife. Frigid moves to halt the child, glaive at the ready. He slides across the wetted deck like Jason Statham, glaive slashing forward. Frigid lashes out, and cuts the boy in half. Also, somehow he became shirtless.

The demon possessing the boy lurches forth. The demon-hunter Salty Gamash raises his consecrated orbulet, peers at the demon from beneath his wide-brimmed hat, and fires! The electropulsim-infused bolt slips into the demon's body, leaving it transfixed and screaming. The demon's four barren eyes stare through Salty Gamash.

Marto shoots the Old Man, but for his trouble a wave of Leviathan blood lashes at him. It comes so close it shaves some of his arm-hairs, but he is unharmed... and unpoisoned. Haster and Marlene box in the Old Man, Marlene punches him in the face as Haster ~~stabs~~ stabs him in the back of the head. They kiss, just as he dies. But then, she stiffens, pierced by a razor-sharp rope of Leviathan blood. She collapses. The blood is entering her wound, writhing under her skin. Haster tries to cauterize the wound to halt the venom, calling out to Reis for help!

Troll hammers into the enemy hull. They roll across the deck in a tangle of

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mechanical limbs. Reis ~~is~~ runs to Hasten, hoping to save Marlene. He uses his jeweled hypodermic to draw out the blood. She lives, but is too badly hurt to continue fighting.

Troll hammers open the chamber containing the enemy hull's spirit receptacle. He strikes the crystal again and again until it fragments. The enemy hull ceases to move.

Kraid breaks open a hatchway and storms below. "Strongford!"

Marta tells ~~the~~ RC Kead to patch a spare battery to Salty Gamash's electroplastic orbulet. She does, wounding the demon, but also setting it free.

Kraid storms into a chamber used to store severed Leviathan parts. Strongford is there, a man larger even than Kraid. He is suspended in air by crackling electropasm. "Praedluw! Come forth! Your time is nigh!" Kraid swallows a rage vial and takes a flying leap at Strongford from the catwalk above. It all goes wrong - Kraid is buried by electropasm and falls among the tentacles, which animate and try to trap him. Kraid calls out to his men, "Fire!"

Strongford's electrical fields evaporate most of the bullets, but some do chise him back.

Above on the deck, the wounded demon stalks around on its four legs. Most of the character men have followed Kraid down below decks.

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Reis tells Haster, "There's still something ritualistic going on! We need to get this ship moving!" Haster leads the Bloodletters to the bridge, where RC keel gets the paddlewheels rolling - hopefully enough to pull the Leviathan Praecillus away from Darkwell.

Just on cue a lookout yells, "I see it!" She points out a huge wave onrushing from the distance. A yellow nodule breaks the surface, then submerges again.

Reis unleashes his Tempest against the demon, wounding it again. It stoves into his eyes and attempts possession. Marto and Salty Gamash shoot it, taking it down but not before Marto is burned by the demon's fiery essence.

Kraid struggles out of the tentacles. He gets mildly crushed in the process (L2 harm). Meanwhile, his men manage to score a few more hits on Strangford.

Haster slips down into the hold and gets into a hidden position. He tries to help Marto get in a good shot, but draws Strangford's attention. As Strangford focuses his lightning he opens his shield and Marto shoots him! Strangford is wounded! Kraid leaps up at him, slashes at Strangford, grabs the catwalk, but then he loses his grip and falls back into the tentacles - he's out of stress and gaining a new trauma.

Reis sees that Marto is shooting through an inspection hatch above the hold. He pulls out his grenades and sends one down. The explosion left Strangford burned, but still alive. The character's allies belowdecks flee!

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Troll fires down at Strongford, distracting him. Strongford focuses his lightning at Troll. Morte shoots, striking an amulet on his wrist and ricocheting into Strongford's eye. Robbed of his focusing amulet, the electroplasm turns upon him. He falls into the mass of writhing tentacles below.

Hester tries to persuade the surviving Gambler's Orphans to pull Kraid out of the tentacles. The tentacles pull back on their ropes, so they drop the ropes and flee.

On the bridge, RC Keel reports that Praecillus is advancing slower, but still making ground. Reis urges her to continue shooting it enough to slow it down, but to get the ship moved enough to draw the beast away from Duskvöl. Reis juices the engines. The ship speeds up, though the engines smoke and burn, and pieces are falling free.

The characters get glimpses of Praecillus, small looks at a thing of nightmare horror. It is plainly larger than the ship, by far.

The Unironic's engines last for about an hour, getting the ship out to deep sea. Everyone evacuates to the Ischariyyis Lament. From a distance, they see the Unironic's engines fail, ~~and then~~ The Leviathan catches up with the ship and tears it to pieces.

The surviving Gambler's Orphan thugs are very sad, for Kraid was very popular and is deeply missed.



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The characters return to Duskval, both successful in their contract and the notional masters of a criminal network.

Morto walks out into the wastelands, rifle on his shoulder and second-favorite dog by his side.

Reis retires to the Dimmer Sisters' old townhouse and the arms of Dylasica Finchester. He prefers to spend time at his sex cult and worshipping Setana. He thinks on using one of the body parts of Kotan.

Haster ends up as the Al Pacino of the Gambler's Orphans. Beer Blood for all!

Kraid washes up on shore. He raises his head, and his eyes are black!