

Blades in the Dark Session Summary

Jan 26, 2020

The Gambler's Orphans are looking for a new operation to do to increase their sway in the city of Duskvöl.

We decide we need more turf in general, and need a target organization to take it from. The Dimmer Sisters also have an occult artifact, the Eye of Kotor, we want.

The Dimmer Sisters (a Tier 3 organization) are house-bound recluses with an occult reputation. No one knows how many of them there are or what they do specifically. No one who goes into their house comes out again. Possessing spirits? Vampires?

We decide that the way to deal with a group like that is to force them to come to us instead of going into their murder house, so we'll start by taking away their turf and resources in the city.

Kick Murder Squad

Reis, Toad, and Kraid decide to perform an assault/extortion raid on someone aligned with the Dimmer Sisters to kick it off. Flint, a spirit trafficker on Reis' bad side, is in a condemned manor house in Six Towers. He is a calculating and suspicious weirdo. One who is about to enjoy a home invasion.

They roll a "5" on their engagement roll to simply kick down the door, just the three of them, to kick some ass. Flint is standing there with two upper class lady customers and spirit traps in hand. "This establishment is under new management!" declares Kraid. Flint shouts "I think not!" and tosses some electroplasm-sheathed ghost trap at him. Kraid tries to hit it back at him with his glaive and only succeeds in busting open the ghost trap and getting possessed by an angry ghost. Also his limbs twitch uncontrollably.

Flint goes to throw another trap and Reis raises his hands and summons a storm! Wind lashes down the hallway and throws the trap back onto the spirit trafficker. Unfortunately, the blowing wind and rain blow out the fire providing light in the old house.

Toad busts a hole in the wall to extricate the ladies from the situation.

The ghost attacking Kraid (generated by <http://monstersandmanuals.blogspot.com/2014/01/random-ghost-generator.html?m=1>) is a horde of distended incels that warp reality in their area. Kraid disperses them with his manliness.

Reis flips down his spirit mask to see the lovelorn zombie parrot ghost attacking Flint. He compels the parrot to possess the spiritualist; it forces itself down the hapless man's throat.

An electrified metal claw with a spike in it flies in to hit Reis! It clangs off his chain shirt from behind.

Toad moves out of the main storm to light a lantern, revealing some trailing feathers disappearing down Flint's throat. He shudders.

Mess With The Bull, You Get The Horns

Kraid whirls to find the owner of the claw thing, and sees a giant ghost-possessed robotic Hull. (aka Steampunk Zombie). He hollers and charges him; they both tumble out into the street and into a cabbage cart. He severs its arm with the chain weapon attached. He discovers there are four more of these things, behind which stand Smelly Pete with glowing eyes and shadowy form and the obese form of Lord Bulward Skinnister, but with a bull head.

Reis runs out to join him and eyes them with the spirit mask. He compels one of the hulls to start fighting the other ones. Toad finishes tying up Flint and comes out to help. He tries to pull out the Bane-venom-hoses on one of the hulls; despite the other hull running interference he gets punched with a spike-laden mechanical arm and is wounded through his armor.

Kraid kicks one of the hulls into the canal, where it sinks right to the bottom. He immediately increases his Finesse from the XP.

Reis whips out a spirit bottle and tries to draw Smelly Pete into it, but the hulls intervene. Reis rolls with the punches and avoids severe harm.

Toad hoses some drift oil onto one of the hulls to set up Kraid to push another into the canal. Kraid pushes it in, but Skinnister the portly ghost minotaur grabs Toad by the shoulder in an exceptionally strong grip. Reis zaps him with his lightning hook and frees Toad, but Toad gets mauled badly by Skinnister in the process. He goes to 3 levels of harm and all his stress track is filled; he's out of the fight and takes a permanent trauma (Haunted).

Smelly Pete glides towards Kraid. Kraid says, "this is going to hurt me... Because my glaive is going to smell afterwards," and slashes at the apparition. He has Ghost Potency so is able to impregnate ghosts as needed. He slashes through the ghost and disincorporates him; he reforms but weaker. Kraid slashes him again and disperses him like a stale fart. His glaive smells like musty cheese.

Reis pops out a spirit bottle and tries to suck Skinnister into it, but Skinnister knocks him into the canal! Kraid sings a Severosi battle song and attacks.

Over the side of the canal, Reis is actually hanging on by his lightning hook. Grappling chain-claws from the hulls reach up for him, but he dumps an electroplasm vial into the water and shocks them into insensibility, and clammers up on the bank.

Skinnister tries to light out. Reis says "Kraid!" and tosses him a spirit bottle. Kraid grabs the bottle and tries to spike it down onto the ghost but it disappears as he does. The two remaining armored hulls flop to the ground.

Toss A Coin To Your Farmer

Reis arranges for the old lady in charge of the cabbage wagon to transport the hulls back to their base for a coin. They haul Toad back into the mansion.

They loot the place and find a gladius stitched with runes that can be used against ghosts, a "plasmic blade-flail" (like the Brotherhood of the Wolf sword). Reis looks for a liquid to splash on Toad to wake him up and discover Flint only drinks bergamot tea. They give him the blade-flail for his service and since he's the only one who's meat for the beast when it comes to ghosts.

They return to the parrot-possessed Flint. He is saying things like "Keeping pets is like slavery! <squawk!>" and "If you don't know how to treat a parrot it can be emotionally scarred and spend decades feeling frightened and unhappy! <squawk!>" Once he's naked and in a parrot cage he can barely fit into, Reis dismisses the parrot ghost from him so they can have a little chat.

"So, Flint.... Mmmmwah hah hah haaaaa!!!!" declares Reis. This isn't the first time they've found themselves in this situation; as Reis is a whisper with spirit friends and Flint is a spirit trafficker they have kind of a Ash Ketchum vs Team Rocket kind of thing going on. They explain to him this is Gambler's Orphans turf now and he has to kick up to them instead of the Dimmer Sisters.

"This turf is now possessed!" says Kraid. Toad and Reis are staring hauntedly into space and fail to chortle.

Results

Success! We get a square of turf, 2 rep, 6 coin, and 1 heat (reduced from 3 due to our intimidated Bluecoats). No entanglements or wanted levels. 2 coins of income from our fighting pits.

We go to -2 rep with the Dimmer Sisters. That's just short of "at war" so we decide to lay off on them till we tier up.

We also remember we got an armory and all our weapons are now Tier 2, which would have been good information prior to a giant fight.

Downtime

Kraid has a funeral for Stinky Pete, and Toad attends to work on his social skills. Toad also gets some blood infusions to try to heal. Kraid tries to teach the orphans some Severosi words and stuff but that doesn't go to well, they just keep making nonsense noises at him and asking "what did that mean?" Reis goes and gets possessed to blow off some stress and heads to try to get into the Centralia Club (the Eyes Wide Shut style social club Delazia Finchester and the Circle of Flame is part of). He hangs out with some members and doesn't get an invite yet but gets to work the cloakroom.

Foghat

We puzzle over our next step. We decide to pick on someone weaker than us. Either the Lost, who are kinda slum white knights that we could perhaps join up with, or the Foghounds, who are smugglers looking for a patron, which could be us. We decide on the Foghounds, and consider the merits of social versus violent action. Social, we think – we roll in, hang out, say we can be their patrons and get them into markets with the Gondoliers and Circle of Flame. Our muscle and Bluecoat contacts can provide security. We spend a coin for another downtime action to find out details about them. They are tough and love tough people. So we take all our 20-person tier 2 thugs, a hull in a trenchcoat (possessed by Reis' friend Nyryx), and Marlene the pugilist (Kraid's friend).

We roll into the bar they hang out with and get a sit-down with Foghounds Goldie, Bear, and Marguette Vale. They all discuss how to make poppies into opium into morphine into heroin. Kraid pitches them on bridging their outside-the-city smuggling to our internal smuggling and consumption friends. Bear wants to go party with Kraid and Marlene. Marguette propositions Marlene directly ("So, I hear you're good with your fists.") but she demurs.

A Tycherosi woman, having overheard the discussion of smuggling, approaches Kraid and tells him she can procure exotic drugs for him. She produces a strange liquid and tells him to rub it on his main vein. He asks her name; it is Duvrel the Snake. Kraid gets hopped up on goofballs and tries to introduce her to the others. Bear doesn't like her, she's a rival smuggler, and he flexes up on her. She fades into the ghost field like a Predator.

Reis goes to get an initial order from the gondoliers; they'd like some arcane doodads.

Toad stays to party, and gets pushed to indulge past his endurance level. He wakes up in bed with Goldie later with little memory of how he got there.

Kraid develops a taste for seppronium (the drug the snake lady gave him).

Reis returns and has the men carry off those who are too impaired to continue.

Results

Success! We get 2 rep, 2 coin, no heat from the operation, nothing from the fighting pits, and one coin from the netmaking enterprise.

Downtime

Kraid trains Resolve and finished up getting Leviathan Captain Luckit as a girlfriend.

Reis joins the Circle of Flame.

Toad heals somewhat. He improves his Resolve and fills up his playbook and gets Ghost Ward.

We gather up XP and end the session. The gang doesn't tier up.