Everyone gets XP.

 Phin: 1 for violence, 1 for background/drives

Crew selects an advancement; ask for details about how they got it/them. Tell everyone they get to add 2 coins to their stash.

**Stress/Harm**

Phin: 0 Stress / Healing Arm Wound (Level 1; Less Effect anything using her arm)

Myra: 0 Stress / Exhaustion (Level 1; Less Effect anything physical)

Minx: 1 Stress / No Harm

Blaire: 3 Stress / Recovering Gunshot Wound (Level 2; -1D anything physical)

**Note for Myra:** Next time she tries to ask Jeren for help, he’s going to be *extremely* reluctant; she asked him for info about the Nightmarket station, and then the station was broken into and three of the officers were beaten nearly to death; one of them won’t be able to work again, has permanent brain damage. He’s angry and feels betrayed and taken advantage of; “you said you wouldn’t attack it, and now a woman’s had her fucking *skull* caved in, Myra!” She also can’t meet him at the Charterhall station anymore, due to their wanted level. “If you didn’t know me, I’d be just as--as expendable to you as the rest of them.” Effectively, she’s at lesser effect with him on her Gather Info rolls; Limited info becomes none, standard becomes limited, etc.

**Start of session:** the crew has spent about a week recovering and doing some work upgrading the lair/crew/etc (ask each person what they’ve been doing for the week). Myra learns a bit about the history/creation of the blood-iron ring. The whole group goes to deliver the report to Lani and probably ask her to research some things for them (she’ll end up looking into a lot of the stuff, will ask what info they’d like first).

Score is up to them (Ink Lane is a good place for gossip and rumors!), but whatever they do, the Lampblacks are going to interfere; probably can only spare 2-3 people, and they’re not inclined to violence, just mayhem.

* Controlled Engagement: Lampblacks show up after the crew
* Risky: Lampblacks show up at the same time
* Desperate: Lampblacks are already there and fucking things up

Silver Nails will approach them in Session 3 or 4; want to give them a chance to pick what they want to do completely on their own without my steering them

**LEADS**:

* Gondolier attacks/murders
* The Father of the Abyss Cult (kind of a dead end; this Forgotten God isn’t all that bad/spooky, just associated with deep waters, many Gondoliers worship/respect him)
* Kotar
* Blood-iron ring - Myra is researching
* Tya Laren, cultist in hiding
* Umbra Hunters gang

**END OF SESSION**

Make downtime more narratively interesting! Do the mechanics and then ask everyone for little vignettes of their character doing (at least) one of their downtime actions. Try to come up with a good “next time” hook as well--ask them what they’re thinking they want to do next, ideally with a short in-character conversation.

Myra - Devil’s Bargain: Burned her cover identity, can’t use it again until she does an Acquire Asset action.

Entanglement: Flipped. Due to the heat on the Magpies (and the murder of the guy whose party she got them into), Adelaide is avoiding the crew for the time being. They’ll have to spend some time smoothing things over with her.