

Cairo Fortunes

Back to [sessions](#)

Part I: Aligning Stars

Setting: Cairo

- [Amberley](#), transported by [Mr White](#) in his [Sopwith Camel](#), seeks to buy a new boat
- [Kitty](#) looks for a lead in a bar regarding [Jack](#) and encounters a hot Italian
- [Amberley](#) and [Mr White](#) take care of the Italian's bodyguards while he makes a break for it
- Capturing him, [Kitty](#) questions him about [Jack](#) the reporter. Apparently he was got rid of before he found out too much
- [Finnegan](#), passports investigation plain clothes division, looks into strange happenings
- [Alec](#), partying with actors, sees a face in the stars and tracks down [Amberley](#) and [Mr White](#) at the Hotel to ask about the woman's face.
- [Ravikiran](#), disturbed by what he reads after the change of the horoscope authorship from [Doctor Starlight](#) to [Madam Astara](#), investigates the newspaper
- Bumping into [Kitty](#), a meeting is set up with [Finnegan](#), [Alec](#) and [Madam Astara](#)
- The face [Alec](#) saw is [Astara's](#)
- [Ravikiran](#) scares the bejesus out of [Astara](#) and finds out plans

Part II: Paddlesteamer on the Nile

Setting: The Nile

- [Jack Archer](#)'s sacrifice is to take place at a party on board a paddlesteamer on the Nile
- [Kitty](#) and [Finnegan](#) get guests invitations to the party
 - Aspects: Secret Benefactor and Greased Wheels
- [Ravikiran](#) and [Mr White](#) infiltrate as servants
 - Aspects: Hired Help and Unnoticed
- [Amberley](#) sneaks onboard as backup from her clunker of a boat and starts looting
- An [Austrian nobleman](#) (possibly a duke or a prince) monopolises [Kitty](#) on the dance floor with tales of woe, gambling loses and the loss of his [machine](#).
- A mysterious sheik wanders the top deck looking for people.
- A lascivious, fat, fez wearing [head servant](#) is bribed by [Finnegan](#) to show him and Kitty the surprise event ahead of time.
- Party objectives are seen as
 1. Stop sacrifice and rescue [Jack Archer](#)
 2. Thwart the plans of [the Order of the Scarab](#)
 3. Don't burn down the boat
- [Kitty](#), [Finnegan](#) and [Benni](#) see [Marconi's Cadaverous Prototype](#) under a sheet in a meeting room, before hiding after hearing someone approaching (the mysterious shiek and the hot Italian)
- A drunk American woman wins the "Anubis prize" in a wheel of fortune spin in a gambling area rife with prophetic trappings. [Ravikiran](#) follows the woman, suspecting foul play while [Mr White](#)

stays in the room.

- A servant attempts to stop [Ravikiran](#) from reaching the meeting room and is punched through the door
- The woman is rescued, Ravikiran, Kitty and Finnegan flee the guards by going outside the ship. Mr White lowers them some bunting to climb up
- Mr White hides the Marconi device in a silver salver and wanders the ship with it, keeping it away from the search parties.
- Two servants attempt to throw the [Austrian nobleman](#) overboard, Ravikiran and Mr White take them out
- Kitty enters the cultists's meeting room and sees a tied up and injured [Jack Archer](#)
- Ravikiran and Amberley set fire to the boat
- Diverse Alarums
- In the ensuing combat with all characters, Jack is struck by the Dagger of Norn
- In the confusion of the combat, the dagger is lost, but the Marconi device is kept
- Everyone evacuates to Amberley's backup boat
- The [head servant](#) is last seen charging passengers to get on the life boat.

Quotes

- **GM:** For choosing an aspect, decide what you want to accomplish at the party
PC: "Flammable Boat"
- [Benni](#) : "I noticed your friend is... female. That's my kind of woman."
- [Mr White](#), in the cupboard, with the silver salver

Continuity

- [Jack Archer](#) was stabbed by [the dagger of norn](#)
- The group is now in possession of [Marconi's Cadaverous Prototype](#) - a radio attached to a mummified head that can allegedly communicate with the other side

Part III: Voices of the Dead

Setting: Cairo

- [Finnegan](#) believes he has Marconi's prototype working. He, [Kitty](#) and [Ravikiran](#) take it to the bridge where [Doctor Starlight](#) died.
- The radio contacts the Other Side, where a clamour of ghosts vie for attention. One claims to be Starlight, and asks Kitty for a kiss.
- Following the spirit's advice - without payment - the party heads to the Souk to confront [Swami Mokti](#) about Starlight's death.
- Mokti takes Finnegan to the Other Side to look for himself - but has no intention of returning him to the land of the living. Instead, he introduces his friend, the Dark Spirit.
- Meanwhile, Ravi and Kitty are threatened by Mokti's thugs. They escape with the bodies into the alleyways of the Souk.
- Finnegan confronts the Dark Spirit, and fools it into chasing a simulcrum of himself. He converses with the ghost of Starlight, who offers some insight into the plans of [the Order of the Scarab](#) and tells of a journal that he sent to [Archer](#).

- Kitty wins over the locals, and Ravi intimidates Mokti into revealing his plans.

Back to [sessions](#)

spirit:fortune_teller.mp3

[session report](#), [episode 1](#), [episode 2](#), [episode 3](#), [egypt](#), [cairo](#), [nile](#), [fortune tellers](#)

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