

# Blades in the Dark FSA - Episode 1

Wherein the legendary crew of the Filthy Sanchez Alliance (FSA) is forged

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The Members of the FSA (Filthy Sanchez Alliance), are a local crew of Shadows operating in Crow's Foot Neighborhood of Duskval. The world of Blades in the Dark is a steampunk hellscape with the unending curse of undead. Duskval is a seaside city that is broken into neighborhoods by a large number of canals and bridges. A new crew has set up shop to break into the risky business of burglary and espionage.

## The Crew:

**Darsh** - A mastermind who cares for his ailing mother (Dave Nelson)

**Rexthor** - A stealthy infiltrator who can talk to ghosts (Tim Moyer)

**Bix Zippo** - A tinkerer with an appetite for barbeque (Jason Leibert)

**Glance** - A sniper who has a taste for the finer things (Marlon Kirton)

The crew sets up shop in a hidden cave beneath the Northern bridge linking Crow's Foot to "The Claw", the smaller island that comprises Crow's Foot. It is a shabby and leaky affair, but it boasts a hidden entrance and links to the subterranean tunnels beneath Duskval that provides easy escape from the street level. The crew has the backing of a loyal but savage group of thugs that they collectively call the "River Rats".

## Score 1

*Wherein the FSA shows what they can do by kicking the Cult of the Forgotten Gods off their territory and stealing their loot*

The score starts with Darsh walking into the drug den masquerading as a pie shop that is run by the Cult of the Forgotten Gods and asking a series of confusing questions. He returns later and asks more questions, this time with a veiled threat. The proprietor named Earl asks all the patrons to leave and brings out the muscle - a goon named Jumboi. Glance shoots the muscle through the head, blinding him permanently from a sniper position near the FSA's hideout. He shoots the proprietor in the knee, disabling him as well.

Meanwhile, Rexthor bumps open a locked bilco door previously weakened by Bix Zippo and discovers that the drugged pies actually include the distilled souls of unfortunates from some of

the more desperate parts of Duskval. A stern female cultist threatens to make Rexthor into a pie himself, but he turns the trapped souls against her instead and finds the cult's safe.

Zippo appears and cracks the cult's safe and the crew disappears into the night through the underground tunnels to cover their escape and keep their nearby lair hidden.

During the following downtime, the FSA decides to give their fealty to The Crows, the dominant gang in Crow's Foot. In doing so they separate themselves from the gang war going on between the Lampblacks and the Red Sashes.

## Score 2

*Wherein the FSA takes some territory by convincing a local fence that their previous suppliers want them dead*

The FSA locates a fence who works for the Red Sashes. After doing extensive recon on the fence, they decide that the best way to win their loyalty is to convince them that their previous suppliers are out to kill them.

Darsh drops some hints with his contact Maxime at the Lampblacks that he knows about a Red Sashes delivery to the fence. Maxime passes the information, but tells Darsh he owes her a favor. The delivery is under heavier guard than Darsh originally planned for, but with the help of Glance's sniping and Rexthor's backstabbing they manage to stop the shipment, but not before Glance's leg is shot up pretty badly. The Lampblacks thank them for the loot, giving the FSA their cut.

Next, ~~Darsh~~ Bix Zippo arrives at the fence with an offer and a rumor telling them that the Red Sashes are out to kill them. ~~Bix Zippo~~ Darsh and the River Rats arrive dressed as the Red Sashes angry that the fence had given away the shipment to the Lampblacks. ~~Darsh~~-Zippo "drives them off" with threats and wins the fence's loyalty.

In the following downtime, Bix Zippo builds a barbecue cooker with an explosive surprise.

## Score 3

*Wherein the FSA steal a lucky penny from a very bizarre man*

With a new fence all lined up, the FSA decides to line up a burglary score. They learn about a gambler named Otto whose "lucky penny" could fetch a high price. The gambler's private home is outside of Crow's Foot, a walled enclosure with four strange obelisks at each corner and a hexagonal tower for the building. Rexthor is crossing a high wire to the top of the tower when he is attacked by two ghosts.

Glance's ghost-slaying bullets put the ghosts down, but not before drawing some unwanted attention from the gambler's mortal guards. Darsh leads them on a wild-goose chase while Rexthor makes his way into the building using his ghostly talents.

The gambler sleeps like the dead - his pale lips unable to hide prominent fangs, and his room is filled with restless ghosts. Rexthor calms the undead and deftly takes the "lucky penny" from under the gambler's sleeping head - a dinner-plate sized affair of pure platinum with strange sigils on it. As Rexthor makes his way out of the tower, the gambler's eyes pop open and he raises eerily from his resting place to make chase.

Bix Zippo lights off a bomb that breaks a hole in the compound's wall, but an obelisk falls toward the tower. The gambler Otto gives chase, but Glance shoots him repeatedly. Otto is knocked down several times by the shots, but there is no blood and he always gets up. The crew makes their escape into the tunnels.

During the downtime, Glance's supplier of finery cuts him off and he is forced to turn to someone else to pursue his vice. Many of the crew work to reduce heat.

## Score 4

*Wherein the FSA gains an ally within the Gondaliers and locates a long, lost relative*

The FSA identifies the Goldalier's Guild of Crow's Foot as a great source of lookouts for future scores. They meet a rower who says he is in line to take control of the operations in the district, but he needs his father out of the way.

The FSA also got a tip that a merchant captain was looking for information about his lost younger brother, a Bluecoat. The crew comes up with a plan that puts both these opportunities into motion.

First, the FSA locates the captain's brother. Is has already been killed by the Red Sashes and buried in an unmarked grave in the park beside their lair. Rexthor visits the park and manages to escape both the ghosts and any Red Sash guards to convince the brother's spirit to accompany him.

Meanwhile, Darsh has convinced the lady of the house that he should be given entrance. He meets with the father who runs the Gondolier's Guild, and drugs him and the rest of the household with candles spiked by Bix Zippo to put everyone into a sleepy and suggestible mood.

The crew all meet at the captain's office, and give the captain the ghost of his son and in exchange he is to take the father off to sea never to return to Duskval. The captain agrees and gives the crew a coin for all their help.