

Blades in the Dark FSA - Episode 4

Wherein the Alliance is driven from Crow's Foot

10/09/2016

The Members of the FSA (Filthy Sanchez Alliance - often just called "The 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 and aunts (Dave Nelson)

Rexthor - A stealthy infiltrator who worships and ghosts (Tim Moyer)

Crandick "Creepazoid" Zell - A Whisper who is supremely creepy (Dave Nelson)

Score 1

Wherein the FSA helps to end the war between the Red Sashes and the Lampblacks

The Alliance's first score is stealing a box for the Lampblacks that is being delivered to the leader of the Cabbies. Research indicates that it is a large-human sized box. The FSA manages to get their box delivered first. The Cabbies' boss opens the box. Inside she finds Simpkin the Incontinent, while Rexthor slips out the back of the box invisibly in ghost form.

The actual box arrives, and Darsh manages to reroute it for the Coleslaw Xpress to make away with it. Rexthor escapes the cabbies while Spurlock is tortured for information. Later Darsh rescues Spurlock from incarceration by the Bluecoats with a bribe. The box is delivered to the Lampblacks, but as the FSA leaves the entire building explodes. Darsh's demon, angered that no one was spiked stresses out and he is replaced the next score by the new Whisper "Creepazoid".

Following the explosion, the Lambblacks and the Red Sashes make peace. The treaty includes the Lampblacks ending all operations in Crow's Foot. That leaves the FSA as the only crew that stands against the Red Sashes.

Score 2

Wherein the FSA learns the dark agenda of the Forgotten Gods

Next, "Creepazoid" and Rexthor are tasked with spying on a meeting between the Red Sashes and the Forgotten gods in Tumbletown, a makeshift island of floating barges and trash. The Red Sashes led by Mylerva Klev brought about a dozen men. Earl the piemaker is the only one who arrives for the Forgotten Gods. Earl wants the Sashes to put a hit on Otto Skurlock, the Gambler. Klev doesn't take the job. Skurlock is a powerful man, and she fears him and his followers. That angers Earl and he picks up a Red Sash and rips him apart. The Red Sashes flee on boats. Earl drops into the canal without a splash and disappears. Rexthor and Creepazoid report back to the Spirit Wardens and tell them their findings.

Score 3

Wherein the FSA finds that the Red Sashes are as deadly as they are rumored to be

After learning that any treaty with the Red Sashes must include the FSA leaving their turf in Crow's Foot, the crew decides to fight back. They set their sights on taking a blockhouse used as an infirmary by the Red Sashes. For hours before the assault, Darsh and the Cole Slaw Xpress stop by asking if "Johnson" has been there. At the appointed hour, Darsh storms in the front gate.

Meanwhile, Rexthor and the River Rats cross the catwalks to the roof of the infirmary. There, Mylera Klev herself waits. She fights off the River Rats, killing many of them. Rexthor calls them off, drawing Klev to himself. He tries to send her tumbling to the cobblestones below by cutting a catwalk but was unsuccessful. Klev recovers, and sees right through Rexthor's second gambit of using his ghost form to pop up behind her. Rexthor is stabbed through the heart and dies. Darsh calls off the assault. He and the Xpress flee after making gains below. The FSA decides to leave Crow's Foot to ensure peace, with the understanding that they would return to get revenge later.