

Blades in the Dark FSA - Episode 2

Wherein the FSA crew go to war with the Red Sashes

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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 and aunts (Dave Nelson)

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

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

Score 1

Wherein the FSA get a personal look at the power of the Forgotten Gods

The session opens with the crew sneaking onto a roof to view a dark ritual of the Forgotten Gods in a courtyard below. They were employed by an academic named Gagan, who has interest in something specific about this ritual due to its time and place.

The ritual includes Earl, the pie shop salesman and the stern looking nun as well as about two score of the pie shop junkies. The stern nun lines the junkies up, and stabs them each in the side of the neck with a very thin stiletto. Blood is spilled, and many of the junkies bleed to death. However, the blood calls forth something hideous and ancient from the abandoned well in the courtyard. A gelatinous column of red-tinged organs including eyes, mouths, and tentacles seeps its way toward Earl and latches onto his face. After agonizing minutes of bone-cracking horror, the beast has pushed itself completely inside the former pie-shop proprietor, engorging him to an uncomfortably large rib-cracking size. Next, the stern nun stabs him in the neck dragging the knife easily through his chest and releasing a blood-soaked mass. Inside this placenta of viscera is a naked balled-up man, who himself looks exactly like Earl the pie salesman. He is led off, and the surviving junkies get their free fix as they leave.

In the next downtime, the crew learn that Gagan disappears soon after learning what happened in the ritual from the FSA.

Score 2

Wherein the FSA take the Red Sashes turf using a "trojan turnip cart" and go to war

For the next score, the crew decides to take a neighborhood controlled from a watchtower from the Red Sashes. After some investigation (with no help from the newly-created "Cole Slaw" bandit gang that the FSA recruits) the crew learns that two of the Red Sashes who run the neighborhood are themselves rivals.

Rexthor throws himself a birthday party at the Glad Bucket tavern to get one of the gang member leaders named Gad drunk, and then incriminate the other in a plot to steal his trusty sword. Darsh wheels a turnip cart past the tower and gets himself robbed so that the Red Sashes decide to drink the fine spirits he had spiked earlier.

Gad returns for vengeance on his rival, but is killed by the other Red Sash easily due to his drunkenness. Meanwhile, the crew sneak into the tower now left undefended because the rest of the gang have been drugged by the booze they stole from Darsh's turnip truck. The FSA almost get into trouble fighting the other Red Sash leader, but they eventually cut his throat and throw him from the tower. The population of the neighborhood, themselves sick of the Red Sashes' tyranny take the remaining gang members and kick them out of the FSA's new turf. The Red Sashes declare war on the FSA for their treachery.

Score 3

Wherein the crew do a service for the Lampblacks to attack the Red Sashes' resources

The crew is visited by their Lampblack contact Maxime, who calls in the favor asked by Darsh. She brings them to the Lampblack's leader, Bazo Baz. He asks that the FSA spy on a ship and tell them when the best place and method would be to steal the leviathan blood aboard it that he believes is going to the Red Sashes. Bazo Baz offers a new contact, the cheerful Velo to follow and help organize the mission to the docks.

With the help of the Cole Slaw Xpress bandits, the crew intercept Lomond the musician. Darsh lures him to an abandoned warehouse where they question him. They learn that the blood is in fact going to the Forgotten Gods and not the Red Sashes. They report this back to Velo, who insists that the FSA show him proof that Lomond has been silenced on the matter. They retrieve Lomond, bring him to Velo, and Darsh shoots Lomond dead. The crew suspects Velo of backstabbing, and Rexthor tails him in the rain ruining his pistols but there is no evidence of such. The spying is done, and no attack is planned or executed.

In the next downtime, a Red Sash threatens Darsh's mother and she throws him out of the house in fear. Darsh is then upset that he's got to come up with another way to indulge in his family life vice.

Score 4

Wherein Darsh and the crew take their revenge on the Red Sashes

Angered by the loss of his vice, Darsh vows to attack the Red Sash named Klowne who threatened his mother. He gets a note from the Red Sashes offering peace, but instead comes up with a plan for an ambush to kill Klowne.

They arrange to meet Klowne and his posse at the Glad Bucket tavern in their newly taken turf. Klowne enters the tavern with his gang, and the Coleslaw Xpress bandits indicate to the crew that the attack is on. Darsh leads the ambush shooting Klowne with pistols, while Rexthor and Bix Zippo support along with the River Rats with stabs and glue bombs. At first things aren't looking good for the FSA as the River Rats are overpowered by the Red Sashes and Klowne refuses to go down without a fight. However, Darsh reaches deep into a well of bitterness and hate to drive a cruel spike through Klowne's clavicle killing him but summoning a personal haunting as a result. Pre-set bombs installed throughout the tavern help Bix Zippo clear out the remaining gangsters.

In the downtime, Bix Zippo recruits the apothecary Stazia to help him build a gigantic bomb powered by explosive leviathan blood. The Glad Bucket tavern is closed for repairs for another four scores, and the River Rats are out for one score and down a level of effectiveness for a second.