

Blades in the Dark FSA - Episode 3

Wherein the Alliance assassinates a Spirit Warden exorcist

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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)

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

Bad Touch Johnson - A cutter who likes to bet on the rat races (Jason Leibert)

Score 1

Wherein the FSA makes off with a valuable drug shipment

The Alliance is tasked by Alfredo of the Gondoliers with recovering a shipment of powdered monkey from the headquarters of the Cabbies. This hilltop depot is the center of all the cab activity in the city of Duskvol. The pillow-sized briquettes of carbon frozen monkeys fetches a high price on the open market as drugs, and by taking it Alfredo can make some money. The Alliance knows that they need to take the shipment from cab #4 and make off with it. To do so, Darsh delivers several barrels of "cab varnish". Unbeknownst to the cabbies supervisor Arran Nix, Rexthor is in one of the barrels. When the guards attention is turned, he loads all the monkey dust into the newly delivered barrels. A note is found with the shipment linking it to Otto Scurlock the gambler. Later, Darsh arrives in a goat-drawn cart apologizing for a mixup. Nix knows there is a lie there, but he lets Darsh get away after studying his face.

That downtime, The Glance is captured by the Bluecoats and questioned. The Alliance rescues him, only to later poison him and capture his ghost. In subsequent downtimes, the Alliance uses him as an alibi. They spread a rumors that The Glance has made off with all the money. At first the others take this story at face value, but later The Glance is known to be mysteriously gone.

After a particularly bad batch of kitten barbecue lays Bix Zippo low for a bit, Bad Touch Johnson

joins the crew. He is a cutter who gambles on the rat races too much and chugs rage juice to get things dead.

The drug den gives the Alliance a boost, and they progress to being a level 1 crew of shadows.

Score 2

Wherein the FSA takes the Red Sashes' main drug den

The second score involves raiding the Red Sashes' main drug den. It is a three-story apartment building with a central staircase where the Powdered Monkey drugs are distributed on the roof. The Alliance assaults the den from their underground maps, only to be met by a red sashes hit squad immediately. Bad Touch Johnson (BTJ) chugs his rage juice as Rexthor slips into shadow form and Darsh poses as a Red Sash himself. As the Alliance fight their way up the stairs, Darsh stabs "Brown Trousers", a swordsman of the Red Sashes with his spike, allowing the demon that feeds off his personality to thrive. Rexthor manages to keep the Red Sashes from demolishing the staircase with them all on it. There is a fight on the rooftop with Birch, the foreigner who is a Red Sash master assassin. The Alliance is outclassed by this single combatant, allowing the Red Sash crew to escape with their drugs. However, BTJ manages to ride the Birch all the way down the side of the building before cutting his head off to finish the job of taking over the Red Sashes' turf.

Later, there is an entanglement that implicates the River Rats – one of the Alliances' gangs. BTJ finds the offending member – a man named Simpkin. He ties his penis up with a rope and makes him consume a shit-ton of beer. Then he stabs him in the bladder. The other River Rats take note and decide to be more loyal, now that they see Simpkin the Incontinent as an example.

Darsh tries to make a love connection for Jeren his BlueCoat Archivist friend, only to find that his lady love Mary Dawson is even colder than he thought. Judge Lomond, the fellow Mary was pining for was described as being "itchy britches" because of a demonic type of venereal infection. Mary didn't end up being a love connection for the archivist. However, Darsh managed to come up with some real credible blackmail on Jeren for the future.

Score 3

Wherein the FSA is attacked by the Red Sashes

In the third score, the Red Sashes attacked with a strike team at the drug den. The Alliance turned the attack away with few casualties. In the following downtime, Darsh painted his

mother's toolshed. Later he visited his arch nemesis Salia and suggested that The Glance was behind their hijinks. Instead Darsh learned that Salia was now part of the Red Sashes gang.

Score 4

Wherein the FSA makes a terrible decision

In the fourth score, the Lampblacks have hired the Alliance to beat up a Spirit Warden named Strash to "teach him a lesson". Darsh walks into the Spirit Warden cathedral disguised as "Louis of the Highlands, ESQ" and asks to see Strash. He mentions that his "friend" has a worm-like demon that sits on his shoulder he needs to get rid of. Strash's arcane sight clearly sees the demon that invisibly lurks on Darsh's shoulder and takes him back to his laboratory. There he asks Darsh to allow himself to be chained up. Many torture-like instruments are around. The demon starts gibbering wildly, telling Darsh that he's going to die if the Spirit Wardens are allowed to lock him up. The demon causes a distraction, and Darsh stabs Strash in the back of the head killing him instantly! With the help of the rest of the Alliance, Darsh escapes the cathedral more or less unscathed.

In the downtime that follows, the alliance's wanted level increases despite Darsh making sure that "Louis of the Highlands" is seen trying to leave Doskval.