

“The Electric Rose”

This quick start scenario for *Blades in the Dark* deals with a situation that has been borrowed (shamelessly) from an unnamed source. Use the Hawker crew template with the “Ghost Market” special ability.

The Avarash Sisters, twin witches who used to run a popular haunted bath house, disappeared some time ago. The bath house was not really haunted, of course. The sisters just rigged up a few costumes and parlor tricks to make their business stand out. For various reasons, you teamed up to purchase the foundering establishment for essentially nothing, hoping to turn it around and make it profitable again. Perhaps you inherited a share in the business. Perhaps you worked there and are stepping up to save the place. Of course, there are dangerous, violent criminal gangs everywhere, ready to make the bathwater run red with your blood. Someone in the crew (a PC if possible, otherwise an NPC who works at the bath house) has started impersonating the Avarash Sisters with their “colorful devilry” in order to regain lost business. Also, maybe those violent criminal gangs will give you some space if they think there’s a chance there might actually be a witch running the bath house. The gambit has worked too well – actual spirits are visiting the bath house now. Can you build your reputation and fortune from the mysterious, perilous and possibly profitable legacy left to you by the Avarash Sisters?

- Main Allied Faction: The Reconciled
- Other allies: The Gondoliers, The Forgotten Gods
- Main Enemy Faction: The Spirit Wardens
- Other enemies: The Dimmer Sisters, the Dagger Isles Consulate

I recommend the players help populate the Allied and Enemy factions with their own friends, contacts and rivals.

Score I

One of your contacts or friends requests a favor (i.e., score) on behalf of an allied faction: bathe a spirit anchored to a portable shrine in the Dagger Isles Consulate. The Consulate is opposed to the idea, or they will be if they find out about it.

Questions: What significance does the shrine have to the Dagger Isles? Do they know there’s a spirit bound to it? Does the shrine need to be taken back to your lair to complete the operation?

Possible complications: The consulate unexpectedly decides to hold a banquet or social event at the consulate. The shrine is guarded by insanely violent, yet also oddly disciplined, consular guards. The spirit is unclean, yes, but may need some extra inducements before consenting to a bath.

Score II

A spirit of some power wants to visit your establishment, but needs help getting across town. You hear a rumor that an unfriendly faction (Spirit Wardens, Silver Nails) is hunting the spirit.

Questions: Why does the spirit need help? Who or what must the spirit possess while getting across town? Which unfriendly faction is hunting this spirit and why?

Possible complications: The unfriendly faction has heard about you and is staking out your establishment. The spirit demands to make a few pit stops along the way. A rival gang tries to do something to you that ends in “uggery” without realizing you are in the middle of a sensitive operation.

Score III

Your superiors (bluecoats, inspectors, landlord) are planning to patronize you (score). They made it clear that something or someone in particular is expected to be in your establishment when they visit. It isn't there now.

Questions: What or whom are they looking for? Where is it? Whom do you need to take it from?

Possible complications: The thing you need is not quite what your superiors were expecting. A rival tries to offer something better. The thing you need is actually quite dangerous.