



The Seven Quillcrows

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The Seven Quillcrows

A Savage Worlds One Sheet for the Blackwood

Begins in: Talbrand, Denvorn Province
Harvest, 1452

Once upon a time, the hedge protecting the village of Talbrand was raised by the Elder King himself. Perhaps that is why the village fell on such hard times when he disappeared. In the past fourteen years, crops have failed and the forest threatens to break through the hedge. Many families have fled for the crowded safety of the town of Denvorn.

Six months ago, the last seven young adults in the village were tempted away by Fly-by-Night, an elf disguised as an errant. Fly-by-Night has enchanted the youths to turn into quillcrows, large and fearsome carrion fowl, between dusk and dawn. In that form, they raid much-needed food from their old home for the elf's absurd enjoyment.



Red Sun Rising

An overcast autumn dawn is mere minutes away. Our errant heroes—guarding two wagons on their way to Talbrand—find themselves in the midst of battle in a long, narrow gorge. A coven of pagans (one for each player) has ambushed the party from the top of the gorge, 15 feet overhead. The pagans will try to steal food from the wagons.

In the second round of combat, a murder of seven large quillcrows swoops down from the sky to join the fight. In the fourth round, one of the birds cries “The dawn breaks! Fly away! Fly away!” and the surviving quillcrows and pagans melt into the forest.

A successful Knowledge (Lore) roll (or a Common Knowledge roll at -2) will reveal that quillcrows can only talk in the most fanciful of children's stories.

If the party searches any slain pagans, they will find two items of interest:

- **Wingseed Pouch:** Intelligent Relic; Manipulative (Aid Elves); Spirit d6; Knowledge (Elves) d8. Twice per session, the winged maple seeds in this leather pouch grant the Leaf Step Edge (see next page) for a single scene or combat. They must be thrown in the air to be activated. The elven magic within the seeds is cursed to tempt the owner to aid Fly-by-Night in its schemes.

- **Dream Bark:** Mildly poisonous when boiled into a tea (Vigor -2 vs. Hallucination; lasts 1d6+6 minutes), dream bark causes the victim to suffer a -2 penalty to Fear tests, and also a -2 penalty to resist Persuasion rolls. There is enough bark for a single use.

Unwelcome Guests

A gang of villagers halts the party at the hedge gate when they arrive at Talbrand. They demand to know the errants' intentions.

A Social Conflict ensues wherein the villagers rail against all errants, who walk the “Way's Margin” on the edge of the Elder King's law, and who tempt good men and women away from their homes with foolish dreams of glory. The errants are denied entry to the village if they fail to convince the villagers that their intentions are admirable.

Hidden Sorrows, Secret Hope

One thing is clear: Talbrand harbors a rare hatred of errantry. Attempts to gather information about this are made at -2, but a success reveals that seven youths were recently tempted away from Talbrand by a mysterious female errant. Without them, the village is home only to the very young and the very old. Their departure has doomed Talbrand to slow ruin.

If asked how the errants can help, the villagers will begrudgingly ask the characters to drive out the local pagans. They can offer no payment for the service.

A raise on any of the tests reveals that two villagers may know more. Bramble, the local herbalist, and Lars, a recent convert to the foreign Unified faith, have connected the departure of the youths with the

arrival of the quillcrows.

Both suspect the youths have been enchanted by an elf. They have held this knowledge in secret (even from each other), waiting for errants to come save them from despair. Both believe they know how to break the curse. If either becomes aware of the other's plan, both will insist that theirs is the only guaranteed method to free the youths.

Into the Elven Wilds

The villagers, the herbalist, and the convert all point the errants southeast. The pagans live inside elven wilderness, which slowly migrates throughout the Blackwood. The party must enter the wilderness, then navigate its perils with a Survival-based Dramatic Task at the standard -2 difficulty penalty. Should this Dramatic Task fail, our heroes will be lost to the forest forever. On a success, the party finds its way through the elven wilds and arrives at the pagan camp.

A Murderous Flock

Located in a naturally-tiered grove, the coven is made up of one pagan per player (regardless of how many were killed earlier), any remaining quillcrows, and the elf. The pagans will fight to the death to protect their home. Fly-by-Night will fight to protect its pagan pets but flees if the battle turns against it. The remaining details of this scene are determined by the errants' actions back in the village:

- **Villagers:** The party must assault the coven. Slain quillcrows will revert to their human form when killed. If the elf is killed, it will be revived 2d6 minutes later to escape.

- **Herbalist:** The errants must assault the coven but they are armed with the secret of the elf's mortality: salt to wither it, and fire to burn it away. A simple Alchemy roll successfully administers the herbalist's salty poultice to the elf, and burning its corpse doesn't require any roll at all. Once the elf is truly destroyed, the pagans will flee and the youths will be freed of their enchantment.

- **Celebrant:** One errant must conduct a ritual (treat this as a Faith-based Dramatic Task at -2) to hallow this area with a portable Unified shrine. The coven, quillcrows, and elf will attack as normal. If the ritual is completed, the elf and coven are repelled, but the youths are not cured of their quillcrow enchantment.

LEAF STEP (WEIRD EDGE)

Whenever this character uses the "run" action, they gain the Wall Walker ability for 1 round. If they run during combat, they may also make an Agility Trick as a free action.

QUILLCROW

Larger than most eagles, quillcrows are cunning scavengers with an intimidating caw. They prefer to strafe their targets and paralyze from a distance with dartlike feathers. When their targets are helpless, they swoop in to finish the job. These quillcrows are better than average.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d8, Notice d6, Shooting d8

Pace: 2; **Parry:** 5; **Toughness:** 6

Special Abilities

- **Talons:** Str+d6.

- **Flight:** Flying Pace of 10 with Climb 1.

- **Quills:** Str+d4; Range 3/6/12; Paralysis Poison.

PAGAN

Living in magical wilderness is the height of folly for anyone but a pagan, and that allowance is dearly bought. Pagans bind themselves to elves in pacts of servitude, power and protection. In battle, pagans work in eerie harmony and use every dirty trick they can get away with.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Notice d6, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Outsider, Zealot (Major: Elves)

Edges: Arcane Background (Elven Pact), Leaf Step (as described at the bottom of this page)

Powers: *Beast friend* (Friend of Ravens), *elemental protection* (Hard Living), 15 PP

Gear: Spear x2 (St+d6, Parry +1, Reach 1, Range 3/6/12), Antler Knife x2 (St+d4, Parry +1 if dual-wielded, Range 2/4/8), Hide Armor (+1)



FLY-BY-NIGHT

Mostly humanoid save for strangely sharp features and a hole in its back revealing a hollow wooden body, Fly-by-Night is a kind of elf known as a Hollowback. Fly-by-Night keeps its pagans as pets, and demands the youths steal food and wine from the surrounding area by day to fuel absurd, theatrical feasts each night. It wants the villagers to abandon Talbrand for good.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d12, Intimidation d8, Notice d6

Pace: 6; **Parry:** 8; **Toughness:** 6

Hindrances: Stubborn

Edges: Ambidextrous, Coven Pact (+1 PP per Pagan), Martial Artist (Str+d4 Hoary Fists), Two-Fisted

Powers: *Armor* (Oakenheart), 6 PP

Gear: Daggerbraid (Str+d6, +2 Grapple)