



Blackwood

sample file

The Seven Quillcrows

By Eli Kurtz



The Seven Quillcrows

Author

Eli Kurtz

Cover and Page Design

Lord Zsezse Works

Artwork

Logos by Elizabeth Gaiindorf
The Twa Corbies by Arthur Rackam, circa 1919

Layout

Richard Woolcock

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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