



Tourist Season

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Tourist Season

A Savage Worlds One Sheet for the Blackwood

Begins in: Farwater Beach, Giant Province
Summer, 1452

The green of spring has turned to the oppressive heat of summer. A drought has hit the Elder Kingdom. The year's harvest withers on the vine and livestock falls over in the fields. Players take the role of errants recently arrived as a few of many new refugees seeking relief from the drought.

A mysterious force has taken hold of the folk of Far Water Beach, forcing once peaceful civilians to action of murderous intent. Using their investigative skills and ambush ingenuity, the Players must find the source behind recent attacks and find a way to keep panic from engulfing the crowded city.

An Eventful Breakfast

It is mid-morning, and our errants find themselves in the breakfast hall of the Grandeur Glaize Inn. Refugees from the drought crowd the Inn with their disheveled and shabby gear. One of these refugees is chipper despite the blisters on his bare feet. He introduces himself as Seventh ("six older siblings and four younger!"). He will ask the party where he could find essentials like food, work, and shelter. Errants may take an Interlude to describe part of the city.

At the end of the interlude, the chat is suddenly interrupted by a loud scream of pain and the scrape of many tables and chairs. The crowd parts to reveal a red-haired woman leaning over a middle-aged man in the center of the room. She is flaying the skin from his hand.

Draw initiative if the party chooses to get involved. After the first round, two city guards and a Sentinel, Sir Raftus Von Hammersmith, arrive in response to the situation. They will attempt to arrest the woman, but she will fight to the death.

After the fight, the Sentinel loudly proclaims to the crowded room, "This is the sixth incident of flaying in nine days! I am on my own urgent business, but I shall post a reward of 50 silver pieces with the city guard, given to any errant who can put an end to this." If asked, Sir Raftus will tell the players he was only in town long enough to find a fresh horse and new boots. He must ride to Sentry Grove with all haste.

Seeking a Reward

At the guardhouse, the party finds several of the recent assailants locked up awaiting trial. Such men and women are dressed simply in rags, their personal belongings lying in a large pile nearby. The assailants have no memory of their murderous behavior, but each remember arriving in town recently and shopping for new clothing in the Harbor Market.

Investigating the pile of personal belongings will reveal many different jerkins, bodices, tunics, leggings, and boots. While most of the clothing is of decent quality, all of the boots stick out as finely-crafted, and one pair looks to be a perfect fit for one of the errants in the party. A successful Notice check will reveal that all of the boots bear the mark of the same cobbler.

A Quick Trip to the Market

The players now need to find the cobbler who made the boots. A successful Streetwise check will lead our errants directly to the correct shop. On a failure, reports of a seventh attack begin to circulate as the players search from shop to shop. Showing the cobbler's mark during the check gives a +2 bonus.

Upon finding the correct cobbler's shop, a Social Conflict ensues with the cobbler. On a failure or tie, the cobbler will reluctantly share his story but is not willing to help the errants capture his mysterious benefactor. On a success of 1-2, the errants convince the cobbler to cooperate and help them ambush the mystery boot maker. On a success of 3-4, the errants may set a trap as if they had the Trapper edge. On a success of 5 or more, the errants will also have the drop.



The Cobbler's Story

The drought dried up more than water. The usual steady trickle of hides for shoe leather withered also, and without hides the cobbler has no livelihood. Then, one morning, a miracle: the cobbler discovered a brand-new pair of boots sitting on his workbench.

Wary at first of unknown magic, the cobbler's hunger eventually won out. He decided this must be a gift from his ancestors and quickly sold the boots to one of the many new faces in the city. The cobbler slept with a full belly that night and woke to find another pair of boots waiting for him on his workbench. Deciding he was indeed blessed by his ancestors, the cobbler continued to sell the boots that appeared in his shop each morning.

Lying in Wait

Around one in the morning, the party starts to hear high-pitched laughter and song.

*Ringed around with forests,
a city full of tourists,
flay them, flay them,
they all fall dead!*

As the last word is sung, the front door blows open, and the errants see a short, shadowy Caller elf.

If the errants are successfully hidden, the Caller will go to the workbench and start making a pair of boots. The elf talks to itself about flaying humans and turning their hides into shoes. The elf laughs as it reveals the nature of the shoes' curse. If the errants are not hidden, the elf will attack upon entering.

After the first round of combat, a number of townsfolk equal to the number of players will enter. Each newcomer has glazed eyes, and will rush to defend the elf. To the errants' dismay, one of the charmed townsfolk is none other than Sir Hammersmith. A successful Notice check will reveal each of the newcomers is wearing the elven boots. A successful Knowledge (elves) check will reveal removing the boots will free the victim of the elven curse.

When the Caller is defeated it gives a loud screech and turns into a blowing pile of leaves that exit the shop. At that moment, the remaining enthralled humans turn their attentions from the errants and begin to attack each other with murderous intent until they die or their cursed boots are removed.

Aftermath

In the morning, the players go collect their reward. The mystery solved, our errants can explore the city or try to find any other potential victims of the crafty Caller.



CALLER

This Caller loves singing nonsense songs and stealing leather to make human crafts. Of course, the best leather comes straight from the humans. They're also best at gathering the leather. So useful, those humans.

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

Skills: Climbing d8, Fighting d6, Intimidation d6, Notice d10, Persuasion d12, Stealth d8, Swimming d6

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

Special Abilities

• **Claws:** Str+d4

• **Elven Call:** When Callers use the *puppet* power, targets who fail by 4 or more are under the Caller's control until death.

• **Leaf Darts x15:** Range 3/6/12; Str +d4; RoF 3

• **Powers:** Callers have 20 power points and know the *beast friend*, *confusion*, and *puppet* powers. They use Spirit for their spellcasting die.

BOOTS OF THE PUPPET (CURSED ITEM)

These boots force the wearer to make an immediate Spirit check at -2 when worn. On a failure, the wearer will attack any nearby person and attempt to flay their skin. Each hour, make another Spirit check to maintain or regain control. The curse ends as soon as the boots are removed. The wearer has no memory of his actions during the curse.



Sir Raftus Von Hammersmith

A tall, middle aged man with a deep voice and exceptionally well maintained armor and clothing. It is almost as if he is reluctant to allow others to see him in a shabby condition.

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

Skills: Fighting d10, Intimidation d6, Knowledge (Law) d6, Notice d6, Persuasion d6

Pace: 6; **Parry:** 7; **Toughness:** 10(4); **Charisma:** +2

Edges: Counterattack, Sentinel

Hindrances: Vow (minor), Stubborn (minor)

Gear: Falchion (Str+d6+2), Plate Corselet (Armor +4), Errantry Kit

Commoner

Plain and simple folk in every regard, save one: they are each wearing such fine leather boots!

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

Skills: Fighting d4, Gambling d6, Notice d6, Streetwise d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Laborer's Tool (Str+d4), \$5