

Blackwood

Leafstone and Silk

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Leafstone and Silk

A Savage Worlds One Shot for the Blackwood

Begins in: Vossoerlin, Stonecrown Province
Spring 1452

A hard winter has come and gone for the frontier town of Vossoerlin. The common folk scraped by on stale pottage and frozen hearthbread, while the town's nobility enjoyed salted pork and hearty stews at every needless banquet. Now spring has sprung, and with it come the taxes of the first harvest. The townsfolk are hopeful for a light tax and good business, but the nobility has other, much crueler plans in mind.

Players take the role of errants who arrive in Vossoerlin looking for work. Over the course of a few days, they watch rumors and corruption spiral the town down into violence. The party can't stop the mob, but perhaps they can point the mob in the right direction.



Memories and Mysteries

The party arrives in Vossoerlin market harbor just before noon. They are each paid 20 silver pieces for safely guarding the *Dour Hansen* into port. After doling out payment, the captain and first mate turn to the task of unloading the ship. It has carried a shipment of woodland herbs and crafting tools from Three Rivers.

Anyone is welcome to say they've been to Vossoerlin before. If so, they take an Interlude scene to describe a detail of the town they remember from their last visit (which should be several years ago). At the end of these Interludes, the party will find itself caught up in a sudden street fight between two errant bands. Both bands will try to recruit the party to their side, denouncing their opponents as foul knaves who must be stopped.

After two rounds of combat, the Vossoerlin town guard arrives. The Coins and the Daughters flee the scene. The players notice many townsfolk glaring as the guards make a hasty exit too, ignoring the party if anyone asks for information.

A fury Thawed

The party may make Streetwise checks to see what they can learn around town. A success reveals basic information about the Leafstone Coins, the Daughters of Silk, and the town guard. With a raise on the Streetwise check, choose two of the factions and share the corresponding rare information with the errants.

Even with no check, the party will catch some of the local news. Spring is important for Vossoerlin because it's the best time for hunters to gather a variety of rare herbs from the forest. Only the nobles can afford these herbs. Typically, they buy them each spring to make potent teas and glamours. So far this spring, they have refused to buy. It's been a long, hungry winter, and now the first labors of the season are stymied. The silence from the nobles has put the whole town on edge.

With a raise on the Streetwise check, the errants hear that Three Rivers downstream had a better herb harvest, so the nobility is importing their stock. In fact, they unknowingly guarded the shipment themselves. If leaked, this information seems likely to anger the townsfolk even more.

A Kettle Steeping

Now aware of the factions at play, the errants should pick one to investigate. Their choice will introduce them to the leader of that faction, and reveal the faction's rare and secret information over the course of two scenes. After the first scene, either faction will award the party with two of their badges if they are receptive to the faction's vision. Both factions will shun the party if they are found consorting with the enemy.

Daughters of Silk: The soup kitchen near Turnissen Tower is bright with patchwork drapery. The errants are granted an audience with the leader of the Daughters, Silken Flame. Over lunch, she reveals her plan to fund the kitchen by robbing from the treasuries of House von Korr, who is instrumental in the court's decision to trade with Three Rivers. Resolve this as a Stealth-based Dramatic Task. On a failure, the party is spotted by the guards, who will try to arrest them.

Leafstone Coins: Eckart Ritter-Gratz, leader of the Leafstone Coins, personally welcomes the errants to the Sage Pine Teahouse. Over tea he invites the party to a noble banquet at House von Korr that night. The Coins have heard the nobles plan to buy herbs exclusively from Three Rivers, and ask the players to help persuade the nobles to buy a portion of their herbs locally. Resolve this as a Social Conflict. During the attempt, anyone who passes a Notice check at a -2 penalty will spy a pair of Daughters trying to rob the treasury. The Daughters will try to escape, and will fight to the death if cornered.

Leafstone or Silk

The next morning, the town criers announce three noble decrees. First, the spring taxes are over twice as high as expected. Second, the nobility will not purchase any of the town's herbs (unless the party helped the Leafstone Coins). Third, the criers announce that the townsfolk are forbidden from selling their herbs to merchants traveling back downriver. Vosslerin's harvest will go to waste.

By dusk, over 100 townsfolk have formed a mob the harbor market. The Daughters of Silk try to convince the mob to dump the imported herbs into the harbor, then oust the noble court. The Leafstone Coins want to negotiate with the nobles to find a compromise. Both factions want to stop the other by any means. The party must pick a side and resolve the debate as a Social Conflict. A success of 2 or less means the crowd is mostly deflated. Half the mob dissipates. A success of 3-4 means the mob will suffer a -2 morale penalty to all their action. 5 or more means the entire mob fights with all they've got.

A Night of Weeping

A Mass Battle ensues as the mob (represented by 10 tokens) clashes with the town guard and a small unit of hastily mustered knights (represented by 8 tokens). If half the mob dissipated at the end of the previous scene, switch the tokens allotted to each side. The mob is more numerous than the guards, but the guards are better equipped and trained. The mob lends its pitchforks to whichever side won in the previous scene. The party should lend their support to whichever cause they value more.

If the Daughters of Silk prevail, the common folk have set up a siege around Vosslerin Castle by the next dawn and the Leafstone Coins are run out of town. The Daughters thank the errants for their help, and ask them to each donate some coin for the good of the commoners before they leave. If the Leafstone Coins prevail instead, the Daughters are defeated and the uprising is quelled. The noble court agrees to negotiations, but bitterness lingers in the town. The Coins bestow a single leafstone coin (worth 50 silver pieces each) as a token of fellowship. The next ship downriver leaves the next morning, so players may do whatever they like in the mean time.

Vosslerin Town Guard

Clad in the checkered gold and blue livery of Vosslerin, the town guard is easy to spot from a distance. Armed with spear, crossbow, or baton and shield, they prefer to fight as a unit. They would just as soon arrest someone, but won't lose sleep if that someone ends up dead.

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

Skills: Fighting d6, Investigation d4, Notice d6, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Gear: Baton (St+d6, bludgeoning) and Heater Shield (Parry +1, Armor +2 vs. Ranged), or Crossbow (2d6, Range 30/60/120, min. St d8) or Spear (St+d6, Parry +1, Reach 1, Range 3/6/12, min. St d6); Chain Hauberk (Armor +2, torso only), Kettle Helm (Armor +2, head only, 50% vs. Head Shot)

Basic Information: This past winter, the guards cared more about collecting taxes and tributes than about keeping the peace.

Rare Information: A few folks have noticed extra guard patrols on the walls. They've heard rumors of pagans out in the Wood.

Secret Information: The nobles, expecting resistance to their new taxes, have commanded the guard to quell any uprisings in the coming months.

Leafstone Coins

Each Leafstone Coin wears ostentatiously simple courtly robes, and each wears a leafstone brooch on their chest. Books and scrolls are deadly weapons in their hands, but even unarmed they are formidable foes. The nerve attacks of the Leafstone Coins can paralyze the unwary.



Eckart Ritter-Gratz, their leader, is a riverman in his mid twenties and a Wild Card. His tousled brown hair and well-trimmed moustache frame a brilliant smile. He is relatively new to Vosslerin, and is said to have come from a family of wealthy merchants near Three Rivers.

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

Skills: Knowledge (Court) d8, Fighting d8, Healing d8, Notice d6, Throwing d6

Pace: 6; **Parry:** 7 (1); **Toughness:** 6 (1)

Hindrances: Bad Eyes (Minor), Zealot (Elder King, Minor)

Edges: Aspiring Stag's Crown Student (Crown Palm Nerve Strike: 2-handed attack for zero damage. On a success, the target must make a Vigor check at -2 or become Shaken), Distracting Technique (Smarts Tricks +2, Success means target suffers Parry -3 until next action), Two-Fisted

Gear: Leafstone Brooch, Medicinal Tome (Str+d6), Scroll x3 (Str+d4, 2/4/8), Quilted Silk (Armor +1, Parry +1)

Basic Information: The Coins are a group of wealthy physicians who answered the Call of Errantry just two years ago. When they are not fundraising for the needy, they spend most of their time at the Sage Pine Teahouse.

Rare Information: A few people know the Coins hope to buy their way into the Vosslerin noble court. They hope to instill a humanitarian sentiment among the nobility.

Secret Information: The Coins spend more of their wealth trying to curry favor with the nobility than they do actually helping the town. They are as eager to enjoy noble luxury as they are to help the commoners.

LEAFSTONE BROOCH (MAGIC ITEM)

Money talks. When the command word is spoken, this brooch fashioned from a leafstone coin flits away as if caught up by the wind. It travels to the nearest member of the Coins and is a signal for their aid. Treat this as the Connections Edge.

Daughters of Silk

Their outfits may be careworn, but each Daughter of Silk wears a shawl of beautiful red silk with pride. These shawls are as much a weapon as the antler knives dangling at each Daughter's hip. They may be dancers and acrobats, but they would sooner kill their enemies than give them quarter.



Silken Flame, leader of the Daughters of Silk, is an aging riverwoman and a Wild Card. Her red hair and green eyes are as tumultuous as her personality. She was a weaver woman in Vosslerin for most of her life, but around three years ago she decided she couldn't sit idly by while her fellows suffered.

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

Skills: Climbing d8, Fighting d8, Notice d6, Stealth d8, Throwing d6

Pace: 7; **Parry:** 7 (1); **Toughness:** 6 (1)

Hindrances: Bloodthirsty

Edges: Aspiring Red Bear Student (+1 to Agility Tricks, Pace +1, Running die increases by 1), Leaf Step (Run: gain Wall Walker for 1 round; if in combat, you can make a free Agility Trick), Two-Fisted

Gear: Antler Knife x2 (Str+d6, 3/6/12, Parry +1 if dual-wielding), Silken Shawl, Quilted Silk (Armor +1, Parry +1)

Basic Information: The Daughters of Silk are acrobats and dancers in the streets of Vosslerin. They use their earnings to run a soup kitchen near Turnissen Tower. Each one of them is as boastful as any rake.

Rare Information: Woe betide anyone who hurts the Daughters' community. No one gets off with just a warning, and the worst offenders usually wind up dead.

Secret Information: The Daughters of Silk consider the nobility to be hopelessly decadent. The nobles will never change, so they should be cast out into the Elven Wilds. The common folk don't need them.

SILKEN SHAWL (MAGIC ITEM)

Acrobats seem to recover from every fall. When worn, this shawl slows down a person's descent enough to avoid falling damage from any height. It is, however, very gaudy, and imposes a -1 to Charisma when worn.

