



SCARE CROW

A Savage Worlds One Sheet™ By Jeffrey Womack
for use with Deadlands: Reloaded™ or as a Western diversion



The posse faces a murder of crows and murders of townfolk. Do they have the mettle to carrion?
Use the Deadlands characters on our Savage website at www.peginc.com or make your own.

CROW'S KINGDOM

Fear Level: 4

One year ago a giant crow began carrying off victims from the town of Alder Creek and leaving broken, picked-over bodies in the town square. After two months, Gareth Grackle strode into the local saloon and proclaimed that the evil creature was the King of Crows, and that the attacks would continue until the townfolk provided two live sacrifices for the birds. Then he disappeared.

Most folk opposed the idea, but that very night the Scare Crow carried off the town sheriff and the local priest. As the corpses piled up, a few townfolk took matters into their own hands, hoisting two sacrifices on poles just outside town.

Now Gareth Grackle appears each new moon to proclaim the coming of the Crow. At first the locals always managed to capture some unlucky travelers, but traffic on the road ends in winter, so a group of ruthless young men, led by Leonard Bolton, proclaimed themselves the new law in Alder Creek. Sacrifice is the penalty for all crimes.

UNWELCOME

This adventure begins in late afternoon as the posse travels along a little-used mining road through the mountains. A town lies ahead. The posse notices huge flocks of chattering black birds roosting in the trees to either side of the road. Soon the posse comes across a grisly sight: a body lashed up on a pole beside the road. The picked-over corpse provokes a Guts check; failure leaves the victim nauseated (-1 penalty to all Trait rolls) for the duration of the upcoming encounter. Anyone with an appropriate Knowledge skill or background experience (allowing a Common Knowledge check) remembers the Sioux practice of lashing up trespassers' bodies.

THE BIRDS

As they enter town, the posse members should make a Notice check. With a success, they spot more makeshift wooden Ts, each with a body, erected in the town square. On a raise, a cowpoke notices two empty wooden poles amidst the bodies. Posse members don't have long to contemplate the scene.

Suddenly a child's wail splits the silence. In the fading light, a man emerges onto the porch of a building in the town square, dragging a little girl behind him. With a shove, he sends her reeling into the street before going back inside. Wicked cackles and shrieks fill the air as a cloud of black birds rises from the trees and flocks to attack the child.

Deal action cards. The posse enters town from the south. A few individual birds peck at the helplessly flailing child, but the real threat comes from three murders (flocks) of crows approaching the little girl. One takes shape halfway between the posse and the little girl at the beginning of the fight, as the birds lift off from nearby roofs. Two more form in the subsequent rounds. The second flock approaches from the north. The third murder appears at the east side of town, moving between the buildings and attempting to overwhelm the little girl. If questioned, she answers only with plaintive demands for her parents.

Murder of Crows (3): See stats below.

Sarah Leifson: Use Townfolk stats in *Deadlands: Reloaded*.

COWARD'S HOSPITALITY

The posse can see lights in buildings, but every door is shut. Once the heroes defeat two swarms, however, a white-haired man appears on the porch of the general store, calling out and waving them over. Ezekiel Gates whisks the posse inside, slamming and bolting the door.

Gates relates the story of Alder Creek. He has grown increasingly sick of the sacrifices and the terror and begs the posse to leave town with him and the girl, Sarah Leifson. In the past the Scare Crow hunted down those who tried to leave town and left their bodies in the square. Gates hopes, however, that the posse can provide protection. Tonight marks the new moon, so Gates urgently implores the posse to leave. A Notice check reveals that Gates is hiding something. If pressed (using Intimidation or Persuasion), Gates admits that the little girl was in the sheriff's office because her parents will go on the poles tonight.

Clever posses who plan to confront the townfolk can learn their names from Gates with a Streetwise check (see Townfolk Mob).

Ezekiel Gates: Use Townfolk stats in *Deadlands: Reloaded*.

SURVIVING THE NIGHT

A small mob of masked townspeople eventually gathers in the town square. The new "sheriff" and his henchmen bring out Jo Ann and Gary Leifson. If undisturbed, the mob uses ropes to hoist the two struggling victims up onto the crossbars. Gareth Grackle appears at the edge of town just as the mob finishes up.

If the posse chooses to face down the townfolk before their ritual, Grackle shows up just as the initial conflict winds down, before the mob can disperse. Grackle begins any battle by ordering remaining members of the mob to attack, and reanimating the corpses of the previous victims to slow down the posse. Next, Grackle summons two murders of his feathered minions. Then he uses his black magic, picking off posse members with *bolts* and using *obscure* to create confusion. Destroying Grackle's body reveals his true form—the Scare Crow.

Leonard Bolton: Wild Card. See stats below.

Mob (2 per hero): See Townfolk Mob below.

Gareth Grackle: Wild Card. See stats below.

AFTERMATH

Without the Scare Crow's influence, the birds in the area cease their vicious attacks, and the Fear Level begins to drop. Many of the local residents, ashamed and fearful of their own and their neighbors' behavior, leave town in the ensuing weeks, but a few stay on to rebuild the community. Alder Creek needs a new lawman, if the posse wants to stick around.



MURDER OF CROWS

These flocks of vicious crows have cruel, curved beaks—perfect for plucking out eyeballs. Each murder fills a Medium Burst Template.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6, Guts d4

Pace: 0; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Eyeball Pluckers:** A character rolling on the Injury Table as a result of wounds inflicted by a murder of crows automatically suffers damage to his or her face. Use the “Head” entry, re-rolling “Brain Damage” results.
- **Flight:** Pace 10.
- **Peck and Scratch:** Numerous crows scratch and peck at their victims, automatically causing 2d4 damage—to the least armored location—to everyone in the template each round.
- **Swarm:** Parry +2; Because the murder is composed of scores of small birds, cutting and piercing weapons do little real damage to the group as a whole. Area-effect weapons work normally, as do blunt weapons, which a character can use to sweep through the cloud of birds, knocking down many animals at once. Characters can also use hands and feet to inflict Strength damage each round.

LEONARD BOLTON

The self-styled sheriff of Alder Creek does not work for Grackle—he simply saw an opportunity and took it—but his reign of terror certainly serves the Reckoners’ needs. Bolton fancies himself a gunman and accepts if someone calls him out.

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

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

Charisma: -4; **Grit:** 1; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Bloodthirsty

Edges: Reputation (local—see below), Quick Draw

Gear: Knife (Str+d4), single-action Colt Army .44 (12/24/48, 2d6+1, RoF 1, 6 shots, AP 1)

Special Abilities:

- **Bloodthirsty Reputation:** Everyone in town knows Leonard enjoys killing folks; he makes Intimidation checks against townspeople with a +4 bonus.
- **Henchmen:** Leonard Bolton has christened two “deputies.” Jethro and Gus both use Townsfolk stats, but Jethro carries a double-barrel shotgun (12/24/48, 1-3d6, RoF 1-2, Shots 2, +2 Shooting), and Gus has a Winchester ’73 (24/48/96, 2d8, RoF 1,

Shots 15; AP 2). If Leonard Bolton is killed or Incapacitated, his henchmen immediately surrender or run away.

TOWNSFOLK MOB

If necessary, use the Townsfolk stats in *Deadlands: Reloaded*. Most folks hate the sacrifices, so the mob only fights if ordered to do so by Bolton or Grackle. A successful Intimidation or Persuasion roll, opposed by Bolton’s or Grackle’s Intimidation, disperses the mob. With a raise on Persuasion, a few townsfolk actually switch sides.

In a fight, members of the mob beaten in a Test of Wills flee the scene.

Calling someone out by name (see **Coward’s Hospitality**) grants a +2 bonus to Intimidation and Taunt rolls. All of the townsfolk wear sackcloth masks; removing the mask (Called Shot to the head or Agility trick) causes that person to immediately flee the scene.

GARETH GRACKLE

Gareth Grackle is the human guise adopted by the Scare Crow. Without the body, the diabolical creature could only scare the people in town, but taking on a human form has allowed the Scare Crow to go further and corrupt the entire community.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d6

Skills: Guts d6, Intimidation d10, Knowledge (Arcana) d6, Notice d6, Spellcasting d10, Taunt d6

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

Hindrances: Minor Phobia (Cats), Vengeful (Major)

Edges: Arcane Background (Black Magic), Charismatic (Snappy dresser)

Special Abilities:

- **Black Magic:** Gareth Grackle has *bolt* (blasts of black energy in the shapes of crows), *obscure* (swirling flock of crows fills the area, obscuring all vision), and *beast friend* (once per encounter, summons two murders of crows, which act independently), and as many Power Points as he needs.
- **Pole Dance:** Grackle animates the corpses hanging on poles around town as a special version of entangle. Instead of using a template or target, the power affects one person adjacent to each of the corpses in the town square; each corpse attempts to grab one victim.
- **Skin Molt:** When Gareth Grackle takes his second wound, the skin along his back bursts open and the Scare Crow emerges.

What Are You Waiting For?

Want to get started right away? Well you can. All you have to do is get online and download some of the sample characters we’ve provided for you at www.peginc.com.

Want to check out the game before you drop your dough on the book? No problem. Download the Test Drive rules.

With a One Sheet, the Test Drive rules, and a few heroes, you can get a flavor for *Deadlands*. We think you’ll get a taste for it! And keep checking back for more One Sheets for our *Savage Worlds* settings.

SCARE CROW

The Scare Crow is the monstrous form of a particularly powerful manitou. The fiend’s vengeful nature is its weakness; it will risk permanent destruction and fight to the death rather than fleeing enemies.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d12, Guts d8, Intimidation d10, Notice d6, Stealth d12, Taunt d6

Pace: 4; **Parry:** 8; **Toughness:** 7

Special Abilities:

- **Beak/Claws:** Str+d6.
- **Carry Off:** If the Scare Crow makes a successful Grapple attack, on the next round it can lift the poor sod into the air, moving vertically at half the Crow’s normal Climb rate. The bird lifts the struggling victim to a deadly height before dropping him. If a sod breaks the grapple while in the air, he falls back to the ground, taking normal falling damage. A cowpoke can try to break free of the grapple without letting go of the bird’s legs by taking a -2 penalty on the check.
- **Fear -2:** Anyone who sees the Scare Crow bursting out of the corpse of Gareth Grackle must make a Guts check at -2.
- **Flight:** Pace 12.
- **Hard to See:** The Scare Crow’s black feathers blend into the darkness. When the Crow begins the round in the air, victims must make a Notice roll, opposed by the Scare Crow’s Stealth, or it gets the Drop on them. Ranged attacks on the Scare Crow suffer a -2 penalty.
- **Supernaturally Tough:** The Scare Crow ignores two points’ worth of wound penalties.
- **Coup:** A Harrowed who eats the Scare Crow’s essence can summon a murder of crows once per day, as an action.