



CORVIDAE

Spencer Campbell

CORVIDAE

The City and Nest have merged together.

The Corvid Court finds itself in a new world, with infinite possibilities.

The Slayers have a new world of monsters to hunt.

What is This?

This is Corvidae, a Corvid Court themed supplement for the Slayers RPG. Inside, you'll find a new district to explore, a new Slayers class to hunt monsters with, and a new feature to Slayers: backgrounds.

The city of Nest has emerged as a new district in The City. The Corvid Court and their criminal empire look to expand with this new opportunity, creating a new "agent" to spread their influence.

But there are power struggles in Nest, and the Slayers will need to navigate the world of high spires and even higher aspirations.

This supplement is being released as part of the two year anniversary of Slayers. I hope you enjoy this fun new twist on combining two of my favorite games!

NEST



You hear Nest before you see it. The flapping of thousands of wings in the air above, the calls from a thousand more birds watching you as you approach. Towering buildings reach high into the air, to meet the flock that flies eternally.

There is a lot of work to be done for an enterprising Slayer, but it's just as likely you end up the target of someone else's job.

Keep your head down, hunt your monsters, and try not to ruffle any feathers while you do so.

Travel Guide

Before anything else, it's important you know about the Corvid Court. The Court is a group of bad people who do terrible things to worse people, or so they would have you believe.

The Corvid Court has been the de facto rulers of Nest for as long as anyone can remember. They have names for people like them in other districts: gang, organized crime, syndicate. Just don't use any of those names around them.

They dabble in a little bit of everything when it comes to criminal activity. Their network is massive, with countless Birds planeted throughout Nest keeping tabs on the comings and goings of its people. Rumors are that they've started flying Birds beyond Nest's borders.

Just don't piss off the Court, ok?

With that business out of the way, Nest is a fascinating neighborhood. Much more of a city than other districts, Nest is massive. Don't expect urban sprawl, but instead look up. The spires of Nest are without compare. They reach high up into the air, so that the people of Nest will always be surrounded by the Flock.

The local currency is called Seed. You probably don't need it, with you being a Slayer and everything. The locals won't hire you. The Court will come knocking on your door with work offers in hand in no time at all.

I should give you a warning. The Court aren't the only power source in Nest. A number of other organizations have risen up recently to challenge them. The Ursine Underground and the Strigid Syndicate to name a few.

You're coming to Nest at an interesting time. Choose wisely who you work for.

Remember, birds of a feather kill together.

Factions, NPCs, & Locations

CORVID COURT - The most powerful criminal group in all of Nest. A favor from the Court is worth more than any amount of riches.

STRIGID SYNDICATE - Owls are the wisest birds, or so the Strigid say. Less explicit in their activities, they prefer to run things at a “higher” level.

URSINE UNDERGROUND - Absolute brutes who revel in the streets below, far from the graces of the spires of Nest. They’ve been slumbering a while. But never poke a sleeping bear.

SCRIMSHAW - A Jay that just doesn’t know when to stop. They have their ear to the ground more than most though, and will gladly share rumors in exchange for lies, stories, or legends.

THREEBEAK - Named because of their insatiable appetite. This Magpie has everything you need, if only they could find it. It’s around here somewhere...

NECTAR - Watering hole for most Birds between work. The owners run a tight ship, and make sure that any tensions are quickly soothed over a strong drink and stronger bouncer.

AVIARY - Where the Corvids hold “court”, and listen to the needs of the people of Nest. If you can caw loud enough, you might just get their attention.

Rumors

The Corvid Court is preparing a new kind of Bird. They are calling it an “agent”, and plan on sending them throughout The City. Could this be a new ally in your work as a Slayer, or a new threat?

One of the spires of Nest has gone dark. All of the lights are out, the tower bell no longer rings, and all of the windows and doors were boarded up overnight. Still, locals hear...something moving around inside there.

Images of a net have been painted on walls across the district. Nets are forbidden here, so whoever is doing this is trying to provoke the Court to action. Perhaps you could look into this without drawing too much attention?

CORVID AGENT

From another world entirely, this agent of the Corvid Court made quick friends with the local birds of The City.

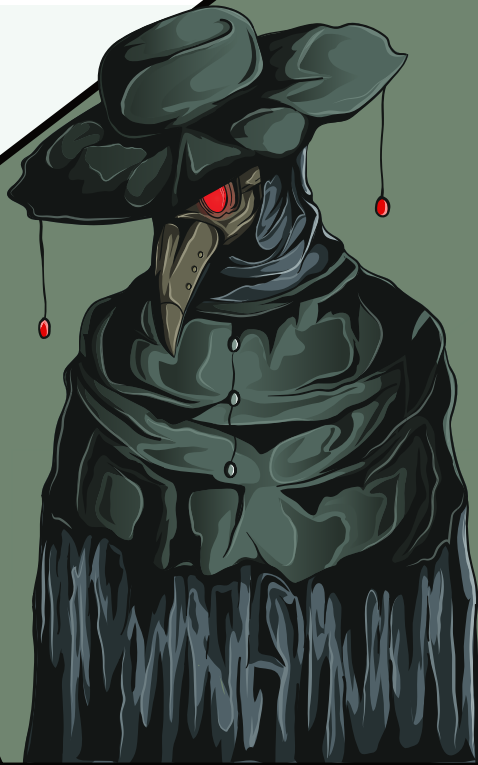
They also made a lot of enemies even faster.

STARTING STATS

HP: 7

SPEED: D6

FLOCK: 2



READY ACTION - CORVID CALL

At the start of combat, summon a number of Corvids equal to your Flock stat. You may choose multiple copies of the same type of Corvid. Corvids start at Engaged range to you. Your Corvids have 1 Health.

ATTACK ACTION - CAW

Choose two of your Corvids and activate their abilities. Ranges are in relation to the position of the Corvid, not you. Each type of Corvid has a different ability:

- **Crow:** Deal 3 damage to an Engaged monster.
- **Raven:** Learn a piece of information (Health, Actions, etc.) about any monster up to Near range.
- **Jay:** Chosen Engaged range monster has one less action on its next turn.

QUICK ACTION - CORVID CALL

You conduct the flock, moving your corvids around and bringing in new ones. Choose one when you Take Flight:

- Choose any two Corvids and move them each once.
- Summon another Corvid, if you are not at your Flock limit.
- Swap out a current Corvid for another type. The new Corvid may be used this turn.

BASIC ADVANCES

- ▶ **MIGRATE:** If a Corvid is at Engaged range from you, you gain an extra free Move action. The Corvid moves with you.
- ▶ **AVIARY:** Increase Flock size +1. [Can be taken twice].
- ▶ **BUDDY SYSTEM:** When you take damage, you may sacrifice a Corvid to reduce the Harm by 1.
- ▶ **HEARTY:** Your Corvids have 2 Health.
- ▶ **FALCON:** Increase your Speed die to d10.
- ▶ **LOOK AT THE BIRDIE:** Allies attacking monsters that are at Engaged range with a Corvid deal +1 Harm.

EXPERT ADVANCES

- ▶ **HIDDEN GEMS:** Gain a new Corvid type. Magpie: Roll Streets. On a Hit, Magpie finds a small item of use for the fight.
- ▶ **MURDER:** Crows now deal 5 damage.
- ▶ **EYE SPY:** Ravens can learn information of any monster you can see, regardless of range.
- ▶ **ARE YOU MOCKING ME?:** Jays now cause monsters to also lose their Move until their next turn.
- ▶ **CHOIR OF THE CORVIDAE:** You can choose three Corvids when you use CAW.

CORVID AGENT

SLAYERS
IT'S SLAY OR BE SLAIN.

NAME

STYLE

HP - CURRENT/MAX

SPEED

FLOCK

READY ACTION - CORVID CALL

Summon a number of Corvids equal to your Flock stat. You may choose multiple copies of the same type of Corvid. Corvids start at Engaged range to you. Your Corvids have 1 Health.

AGILE

BRAWN

DECEIVE

HUNT

MEND

NEGOTIATE

STEALTH

STREETS

STUDY

TACTICS

ATTACK ACTION - CAW

Choose two of your Corvids and activate them:

- ▲ **Crow:** Deal 3 damage to an Engaged monster.
- ▲ **Raven:** Learn a piece of information (Health, Actions, etc.) about any monster up to Near range.
- ▲ **Jay:** Chosen Engaged range monster has one less action on its next turn.

QUICK ACTION - TAKE FLIGHT

Choose one when you Take Flight:

- ▲ Choose any two Corvids and move them each once.
- ▲ Summon another Corvid, if you are not at your Flock limit.
- ▲ Swap out a current Corvid for another type. The new Corvid may be used this turn.

BASIC ADVANCES

EXPERT ADVANCES

Backgrounds

Want to add to your Slayers experience? Bring a little bit of the Corvid Court with you on all of your hunts across The City? Then try out one of these new backgrounds for your Slayer!

Backgrounds are a new optional ruleset being added to Slayers later this year. With them, you'll be able to flesh out your character a bit more with what they did before they became a monster hunter for hire.

The backgrounds included here will be compatible with the background expansion that is released later, so feel free to start using them right away!

USING BACKGROUNDS

A background gives your Slayer three important things.

First, it gives them access to 5 abilities that they can use outside of combat. These abilities will help support the non-combat side of the game, and give your character even more to do beyond the skill list of Slayers. **All Slayers start with one of these abilities unlocked.**

Two, it gives you a Hunt Prompt. This is a question or piece of information that you create or are given at the start of each Hunt, related to your background.

Third, it gives you an additional reflection question to answer at the end of Hunts. Answer this question during character advancement in addition to any other questions you answer, and you can choose another one of your background's abilities to unlock!

Crow

You were the enforcer and muscle of the Corvid Court. If someone needed to be taken care of, you and your fellow Crows were sent in. Don't forget, a group of Crows is called a murder after all.

HUNT PROMPT

You can size up any opponent. After learning what the monster is, you and the GM work together to decide on one of its weaknesses.

ABILITIES

MURDER - Your familiarity with violence is unparalleled. Whenever you see a wound or damage, you can recognize the source of it.

FURY - You can really scare the shit out of someone. They will immediately tell you what you want, but will not work with you any further afterward.

CROWSTORM - Once per session, you can wrap yourself in a storm of crows, and instantly appear in another location.

GUARDIAN - You can declare a non-Slayer as under your protection. Nobody will dare to harm them, until you declare a new person to protect.

ENFORCER - When you are attempting feats of incredible strength or speed outside of combat, you roll your Skill checks with Advantage.

REFLECTION QUESTION

How did your ruthlessness help you in a way that compassion never could?

Raven

You were the mind of the Corvid Court. While other Birds would get their claws dirty, you were the one who pointed them along their path of violence. Ravens of the Court are unmatched thinkers and puzzle solvers.

HUNT PROMPT

You know its best to look before you leap. At the start of a Hunt, the GM will tell you about a special clue that no other eye would have caught.

ABILITIES

KEY - Nothing can bind or bar you. Doors unlock at your touch, and shackles fall from your wrists.

CONNECTED - You have a connection to the most important people to talk to in each district. Even if you've never been there, you know someone who knows someone.

MUNINN - Once per session, you can call on your contacts for insights. The GM will answer two of your questions. One truthfully, one a lie.

VERSED - You were the face of the Court, and appearances are important. You always know the local customs, traditions, and social norms of every district you visit.

DETECTIVE - When acting out of combat on a information you gathered from a clue, you roll any relevant Skill checks with Advantage.

REFLECTION QUESTION

What important piece of information did you learn in this district that you must immediately pass on back to the Corvid Court?

Jay

You were the face of the Corvid Court. Always with a clever quip right on the tip of your tongue, you can't help but let others know what you're thinking. Loved and loathed equally, the Jays certainly know how to draw a crowd.

HUNT PROMPT

You ask questions, and people answer. Sometimes, even the "gods" above answer. At the start of the Hunt, ask the GM a question about the monster and they will answer it.

ABILITIES

CACKLE - Your laughter is contagious. Whenever you laugh or tell a joke, everyone around you immediately sees you as a close friend.

BABBLE - You can spout nonsense forever, and people will eat it up. People listening to you talk are distracted from the entire world around them.

BESTIE - Once per session, you can hypnotize a non-Slayer. They will aide you in whatever way they can, as long as you remain in their eyesight.

ASSESS - You can size up someone quickly. Once per scene, you can determine exactly what someone wants.

BEAKSPEAK - You can speak a dialect of your own creation, that only you and anyone you wish understand.

REFLECTION QUESTION

What story will you weave about this Hunt that will show others that the Court is not to be trifled with?

Magpie

You were the...well you were a greedy thief for the Court, there's no nice way of putting it. Magpies are experts at trade, bargaining, and stealing. If it's worth anything, a Magpie has it, or will get it.

HUNT PROMPT

You seek unique rewards for your hard work. At the start of the Hunt, establish a reward that you and your allies will get for successfully hunting the monster.

ABILITIES

SHINY - When you give a possession of yours to another, you make all Skill checks related to that person with Advantage.

BURGLE - Once per scene, you can appear anywhere you want, within eyesight.

HORDE - Once per session, you can declare you have three small but useful trinkets. Describe them.

RADAR - With a moment of concentration, you can detect everything of value around you. You decide what is "valuable" to you.

OFFERINGS - You find small offerings left for you by birds whenever you arrive at a new location.

REFLECTION QUESTION

What valuable item did you collect that will be added to your horde, and not shared with the Court?