



Tale Spinner One Sheet

Beast of Burden



2d6 Effect

- 2 **Total Frenzy:** All passengers, including the rider, roll Strength (-2). Any who fail are thrown from the warbeast and Shaken. The warbeast acts independently until the rider makes a successful Riding (-2) roll.
- 3-4 **Frenzy:** All passengers, including the rider, must roll Strength. Any who fail are thrown from the warbeast and Shaken.
- 5-9 **Distracted:** The warbeast loses its next action. When using the Chase Rules, the warbeast loses Advantage against all targets in the chase.
- 10-11 **Wild Strike:** The warbeast moves towards and attacks the nearest target, friend or foe.
- 12 **Adrenaline Strike:** The warbeast immediately recovers from being Shaken, and gains a +2 to all Trait and damage rolls on its next action. When using the Chase Rules, the warbeast is dealt an additional Action Card next round.

Warbeast Basics

A warbeast acts on its rider's initiative card, with the rider controlling it. If its rider is a Wild Card, a warbeast has three wounds, and its wound penalties are applied to its rider's Riding or Piloting rolls.

Dismounting a warbeast uses 2" of movement. Mounting a warbeast is an action. If the warbeast is not under the control of a friendly rider or is Out of Control, a successful Strength roll must be made to mount it. If a passenger other than the rider is Shaken by damage, they must succeed at a Strength roll or immediately fall off the warbeast.

Shaken Warbeasts: If a warbeast is Shaken, its rider can, as an action, make a Riding roll. If they are successful, their warbeast is no longer Shaken. This is in addition to the warbeast's own Spirit roll to recover.

Out of Control Warbeasts: Whenever a warbeast or its rider are at least Shaken by any source, including Tests of Will and Tricks, the rider must make an immediate Riding roll or the warbeast will go Out of Control, rolling on the table above. Each passenger other than the rider incurs a cumulative -1 penalty to this. Any actions taken by an Out of Control warbeast happen regardless of whether or not it is Shaken.

1d20 Effect

- 2-5 **Power Surge:** The spellcrafter is filled with arcane energies. Their next use of magic costs no dragondust, and automatically activates with a raise. This must be used by the next twilight, else they fade away.
- 6-9 **Shaping:** The terrain in a Large Burst Template centered on the spellcrafter is instantly transformed. Those within the transformed area are thrown about by the transformation, and must roll Agility or Strength (GM's choice), or become Shaken. They fall prone with a 1 on the Trait die.
- 10-13 **Wild Spirit:** A hostile wild spirit manifests. It is Force d8 with 2 Special Abilities.
- 14-17 **Primal Torrent:** The land turns wild in a Large Burst Template centered on the spellcrafter, lasting until their next action. Any within or who later enter it must roll Strength or Vigor (GM's choice), or suffer -2 to all Trait rolls while within the tempest. They are Shaken with a 1 on the Trait die.
- 18-21 **Nature's Wrath:** Wild forces deal 2d6 damage in a Large Burst Template centered on the spellcrafter.
- 22+ **Swarm of Spirits:** The energies of the spell have manifested 3d6 hostile wild spirits. These spirits are identical Force d8 spirits with two Special Abilities.

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Spellcraft

Dragondust: When using a power, a spellcrafter must spend motes of dragondust equal to its cost. The dragondust is spent even if the power fails to activate.

Durations: Powers with a Duration of more than Instant may be maintained as long as the spellcrafter desires, but each power being maintained inflicts a -1 penalty on all rolls to use magic. The spellcrafter must be conscious to maintain powers, and these powers can be disrupted, as described in *Savage Worlds Deluxe*.

Casting Trappings: Spellcraft requires the use of at least one free hand to gesture, as well as the ability to speak in order to work magics. Gestures are made with the dragondust, spreading it through the air or sprinkling it at the target, and incantations are spoken in Draconic, though the language need not be known.

Spellburn: If the spellcrafter fails a roll to use magic, they are Shaken, which can result in a wound.

Wild Magic: The energies of spellcraft are primal things, and can run wild without care work. If a 1 or less is rolled on the Spellcraft or Rituals die, regardless of the Wild Die, the spell has gone out of control. Roll a d20, adding the rank of the power, and refer to the Wild Magic Table. These effects take the form of untamed nature.



Beast of Burden

An ork caravan is targeted for death by an evil skinchanger and his dire buffalo herd, and the heroes must ride against them!



Buffalo Rage

Grakh ChargingHorns is an ork waywalker and skinchanger, guiding travelers across the Blasted Prairie. He reveres spirits of bestial savagery, and is obsessed with the raw power of dire beasts. He has conducted dark rituals to control these evil creatures, bending a herd of dire buffalo to his will. But they are mere tools; Grakh's goal is to find a way to skinchange into a dire beast. The discovery of a nether nexus near one of his caravan routes has given him that chance.

The nexus was controlled by a pack of pukwudgies. Grakh drove most out, and the rest now serve him. If he can sacrifice a powerful warbeast at the nexus, his transformation will be complete. By hiring onto a caravan from Camp of Hearths, he has his sacrifice. A caravan the heroes happen to be traveling with.

High Plains Pukwudgies

The caravan is crossing the Blasted Prairie, east towards Spire Port carrying Sweetwater copper and Firestone turquoise. The trade goods are carried by four lumberers, with Extras (d6 Riding) on each of them. The heroes are paired up on maulboars. The heroes might be hired protection, friends of the traders, or even a backer of the trade expedition.

It is spring on the Prairie. Wildflowers are in bloom, in hues of yellow, blue, and purple. A chill wind blows, bringing with it cold from the Frozen North. After several days of travel, call for Notice rolls. Those who succeed notice an eerie silence, with only the sound of the wind in the grass. A moment later, a javelin comes flying through the air, striking the central lumberer and sending the great beast Out Of Control.

The attackers are the pukwudgies (2 per hero), driven from the nexus by Grakh and his dire buffalo. The javelin was their last, and they are starving, desperate, and fight to the last. Anyone inspecting the bodies easily identifies their sorry state. The caravan continues its journey following the pukwudgie attack. This is a great opportunity for some Interludes, especially if your heroes are new to each other.

Needle Chase

One morning, the caravan's waterskins are found punctured and empty, sabotaged by Grakh in the night. Without water, the caravan will perish on the Prairie. Thankfully, Grakh knows a nearby spring, and leads the caravan there, straight into his trap.

They enter a great ruin, composed of minarets of bone colored stone. Named the Boneneedles, there are dozens of columns, forcing the caravan to travel single file through their maze. It is a haunting place, with strange chimes echoing at random. A Common Knowledge roll recalls that pukwudgies have often been seen here. A few minutes after entering the ruins, Grakh halts the caravan, moves ahead of it, and stops. The ground begins to shake, and suddenly a massive herd of dire buffalo, some ridden by pukwudgies (1 per hero), comes stampeding out of nowhere. The herd pounds the yound spring grass into nothing, and throws up dust and sod in great clouds. Grakh "disappears" amongst them immediately, and they begin



to pursue the caravan. Play this out using the Chase rules. These pukwudgies are Grakh's minions, and they are here to drive the caravan towards the heart of the Boneneedles, where the nether nexus lies. While they use their quill javelins to harry the caravan, their goal is not to kill them, only to drive them to the nether nexus. It takes five chase rounds for the heroes to reach it, and it is a great place to take cover from the stampede. Once the heroes are inside, the herd moves on. At least one of the lumberers needs to survive, and the pukwudgie outriders know this.

Dire Transformation

The nether nexus is a mound of dark and evil vines, winding around encircling Boneneedles, choking the life from the surrounding flowers and grass. When the first lumberer enters the circle, Grakh's pukwudgie minions loose javelins, taking it down. The ork rushes to it, and slits the great beast's throat. Blood pours out, Grakh drinks some of it, and begins to chant. Sickly violet energies flow from the nether nexus and surround him, causing the blood to dance in the air and envelop his form. A moment later, he transforms into a hulking dire buffalo, even larger than the ones he commands. Use the stats below, but give him Fighting d10 and Size +6, and make him a Wild Card.

His minions exult in his transformation, with pukwudgies on dire buffalo, and individual dire beasts arriving (1 of each per hero). They immediately attack the heroes. This is a rough fight for the heroes, especially if they have lost all of the lumberers. Grakh might be in a savage state, but he is not a fool; he withdraws if more than half of his minions are defeated.

Even if the heroes manage to defeat Grakh, there are many questions left unanswered. Is Grakh alone, or part of a larger group? Do other skinchangers have dire beast forms? It is up to your heroes to find out!

Pukwudgie

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

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

Pace: 6; **Parry:** 5; **Toughness:** 5 (1)

Special Abilities

- **Armor +1:** Leathery skin.
- **Digging Claws:** Str+d4.
- **Quill Javelins:** Str+d6, Range 12/24/48. A warbeast hit by a javelin immediately goes Out of Control.

- **Size -1:** Pukwudgies stand about 3 feet tall.
- **Wild Throw:** Pukwudgies can make wild attacks when throwing their quill javelins, gaining +2 Throwing and damage, but suffering -2 Parry until their next action.

Dire Buffalo

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+3, Vigor d8

Skills: Fighting d4, Notice d6, Stealth d4

Pace: 12; **Parry:** 4; **Toughness:** 7

Special Abilities

- **Grakh:** Fighting d10, Size +6, and a Wild Card.
- **Horns:** Str+d8.
- **Kick:** Str+d4.
- **Large:** Attackers add +2 to their attack rolls when attacking a dire buffalo due to its immense size.
- **No Mercy:** Dire buffalo can spend bennies on damage rolls.
- **Size +4:** Dire buffalo weigh 3 tons.

Maulboar

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+4, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 9

Special Abilities

- **Gore:** If a maulboar can charge more than 6" before attacking, it adds +4 to its damage total.
- **Large:** Attackers add +2 to their attack rolls when attacking a maulboar due to its immense size.
- **Size +4:** Maulboars are 6 foot tall and 3 ton beasts.
- **Tusks:** Str+d6, AP 3.

Lumberer

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 14

Special Abilities

- **Claws:** Str+d4.
- **Frenzy:** Lumberers can rear up on their hind legs to make a second claw attack at -2.
- **Huge:** Attackers add +4 to their attack rolls when attacking a lumberer, due to its massive size.
- **Size +8:** Lumberers weigh more than 12 tons.
- **Uproot:** Lumberers can use their immense bulk to tear down structures, adding their Size to the damage roll against it. This is a Heavy Weapon, but can only be used against completely stationary targets.

Haldyn
BIRTH NAME
Arbor Elf
PEOPLE
Outrider

HowlingRider
SOUL NAME
Black Squirrel
CLAN NAME



PLAYER NAME

CAMPAIGN

20

SEASONED

XP

RANK
ATTRIBUTE
DIE

Survival	Smarts	d4
Throwing	Agility	d6
Tracking	Smarts	d4
		-
		-
		-
		-

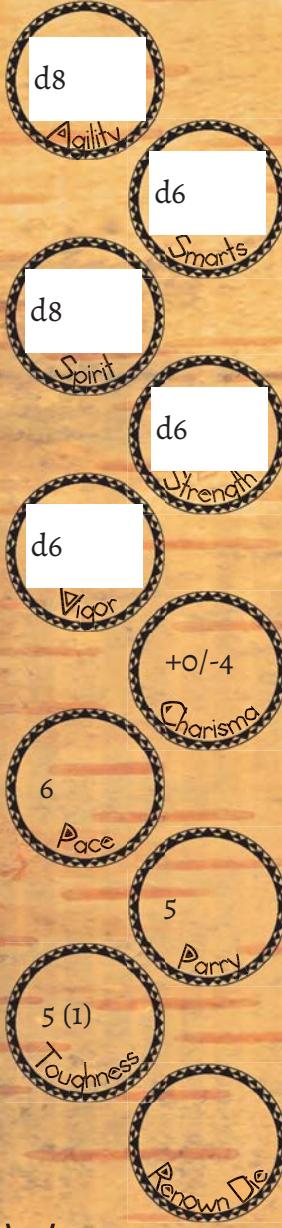
ARCHETYPE

Skills

ATTRIBUTE
DIE

Climbing	Strength	d4
Fighting	Agility	d6
Healing	Smarts	d6
Intimidation	Spirit	d4
Notice	Smarts	d4
Piloting	Agility	d4
Riding	Agility	d8

Attributes



Hindrances

Bones of Air: Toughness -1
Code of Honor: always protect warbeasts
Corrupted: cursed by nethermancer; eyes, Low Light Vision; GM can spend a benny to compel your hero's actions

Edges

Beast Rider: TwoStripes, fanghoof
Keen Ears: +2 on hearing based Notice rolls
Saddle Born: +2 Riding, can soak wounds for mount with Riding (-2)
Beast Bond: can spend bennies on mount's rolls
Experience Beast: Fighting d8
Battle Rider: take no actions to reduce mount's attack penalties due to Size difference by 2.

Weapons

Type
Fang bracer
Thrower

Damage
Str+d4
Str+d6

Range
-
4/8/16

Notes
AP 1. Can still use hand.

Languages

Injuries

Possessions

Light hairpipe vest
Fang bracer
Thrower
6 javelins
Healer's kit
50 talons



Wounds



Ammo



Fatigue

Odayah
BIRTH NAME
Blasted Human
PEOPLE

RunningStream
SOUL NAME
Copper Trout
CLAN NAME

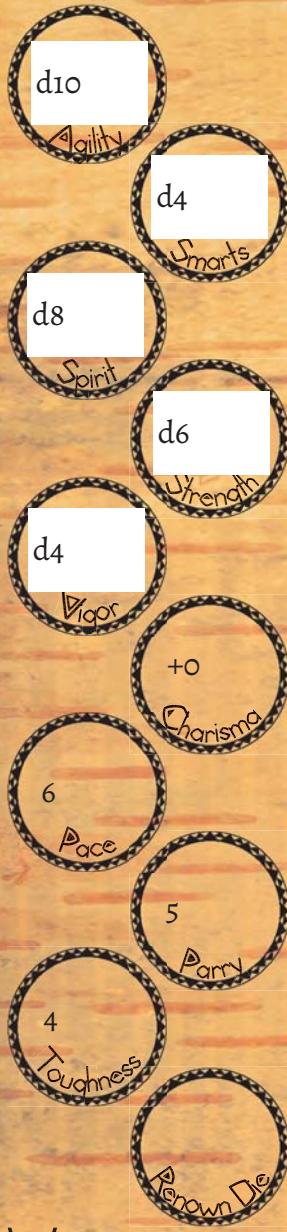


PLAYER NAME

Waywalker

ARCHETYPE

Attributes



Skills

	ATTRIBUTE	DIE
Climbing	Strength	d6
Fighting	Agility	d6
Intimidation	Spirit	d4
Knowledge (The Lands)	Smarts	d8
Lockpicking	Agility	d4
Notice	Smarts	d4
Riding	Agility	d6

ATTRIBUTE

DIE

20

SEASONED

XP

ATTRIBUTE

RANK

DIE

Stealth	Agility	d8
Streetwise	Smarts	d4
Throwing	Agility	d10
	-	-
	-	-
	-	-

Hindrances

Code of Honor: charges must reach destination

Frozen Flaw (Smarts): two advances to raise

Smarts

Greedy (minor)

Quirk: whistles

Edges

Beast Master: No Tips, fox

Quick

Waywalker: spend a benny to gain a geographic advantage

Long Throw: double all throwing ranges

Languages

Injuries

Possessions

Tomahawks, 3

Bandolier: free action to draw

Grappling hook

Lockpicks

Pole

Rope

10 talons

Weapons

Type

Tomahawk

Damage

Str+d6

Range

3/6/12

Notes



Fatigue

Ammo



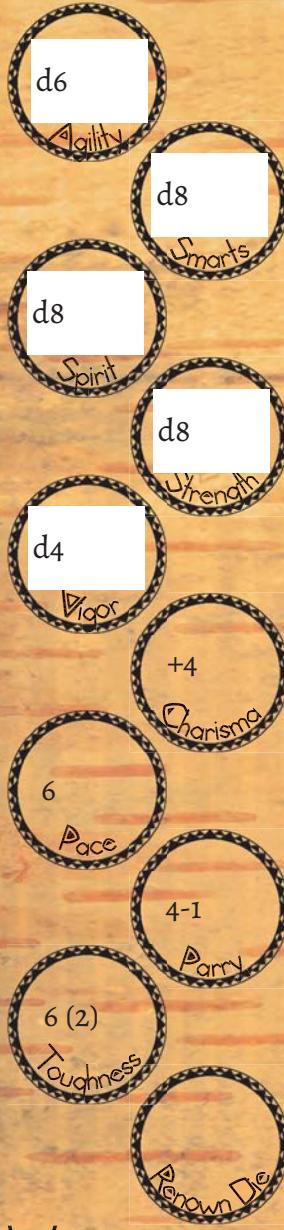
Ragh
BIRTH NAME
Frozen Ork
PEOPLE

WalksFar
SOUL NAME
Red Elk
CLAN NAME

High Born

ARCHETYPE

Attributes



Weapons

Type

Glaive

Stiletto

Damage

Str+d8

Str+d4

Range

-

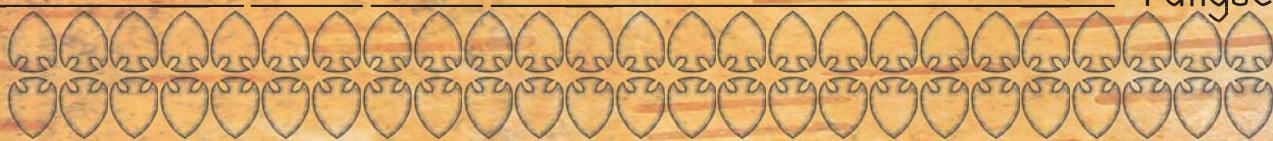
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Notes

Parry -1. Reach 2. Two hands.

AP 3. Parry -1. +2 Stealth to conceal.

Ammo



PLAYER NAME

CAMPAIGN

20

SEASONED

	ATTRIBUTE	DIE
Fighting	Agility	d6
Intimidation	Spirit	d8
Knowledge (Battle)	Smarts	d6
Knowledge (Politics)	Smarts	d6
Notice	Smarts	d4
Persuasion	Spirit	d8
Riding	Agility	d6

XP

	ATTRIBUTE	RANK	DIE
Stealth	Agility	d4	
Streetwise	Smarts	d4	
		-	
		-	
		-	
		-	

Languages

Hindrances

Burning Rage: Parry -1
Death Wish: slay the thrall who took his eye
One Eye
Stubborn

Injuries

Edges

Bundle Keeper: Bundle of Words
Good Nose: +2 on scent based Notice rolls
High Born: +2 Charisma, Wealthy (50 talon purchases are free, can spend minor favor for 200 talons, major favor for 1000 talons), obligations to his clan
Charismatic
Trickster: +2 on Trick rolls

Possessions

Heavy hairpipe vest
Bundle of Words
- hare skull (+2 Persuasion OO)
Glaive
Stiletto
Ceremonial garb: +1 Charisma
Codex
Ritual Garb: +1 on rituals
Scribe's kit
475 talons



Wounds



Fatigue

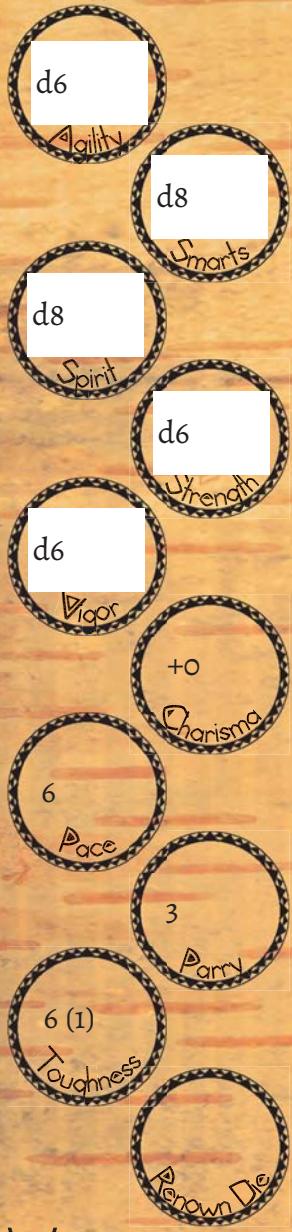
Vaka
BIRTH NAME
Thunder Ork
PEOPLE

RunningTree
SOUL NAME
Hidden Coyote
CLAN NAME

Spirit Caller

ARCHETYPE

Attributes



Weapons

Type

Knife

Damage: Str+d4
Range: 3/6/12
Notes: +2 Stealth to conceal.

Ammo



PLAYER NAME

CAMPAIGN

20

SEASONED

ATTRIBUTE	DIE
Fighting	Agility
Healing	Smarts
Intimidation	Spirit
Knowledge (Spirits)	Smarts
Notice	Smarts
Riding	Agility
Spellcraft	Spirit

XP

ATTRIBUTE	RANK	DIE
Streetwise	Smarts	d4
Survival	Smarts	d4
Throwing	Agility	d4
Tracking	Smarts	d4
	-	-
	-	-
	-	-

Hindrances

Burning Rage: Parry -1

Cursed (Water): -2 to conjure water spirits, water spirits get +2 on rolls against her, +2 damage

Vow (major): find way to heal nether nexuses

Edges

Brave

Good Nose: +2 on scent based Notice rolls

Spirit Caller: conjure spirits with 5 minute ritual

Nexus Weaver: one hour ritual at power nexus to link with it, regardless of distance, for one twilight per success and raise.

Languages

Injuries

Possessions

Brightstone vest: increase attacker's range penalty by 1

Knife

Dragondust, 30 motes

Conjurer's kit

25 talons



Wounds



Fatigue

Character Description

Height

Weight

Eyes

Hair

Age

Notes

Powers

Type	Trapping	Cost	Range	Duration	Notes
blind	burning eyes	2-6	12/24/48	I	Targets roll Agility -2/-4 or are Shaken and -2 Parry until next action. 1 on Agility die blinds (-6 all Traits) until not Shaken. 2 - 1 target, 4 - Medium Burst, 6 - Large Burst
healing	healing warmth	3	Touch	I	heal one/two wounds

Arcane d8

Skill

Max d6

Force

Dragondust

Renown Tracker

Renown Die d4

Minor Boon

Enemy

Minor Boon

Renown Die d6

Minor Boon

Hero of Tales

Major Boon

Living Legend

Renown Die d8



Advance Tracker

5 Intimidation d6, Notice d6

10 Smarts d8

15 Knowledge (Spirits) d8, Healing d8

20 Nexus Weaver

25

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100

110

120

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150

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200



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