



# 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 dragon-dust, 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.

## Spellcraft

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

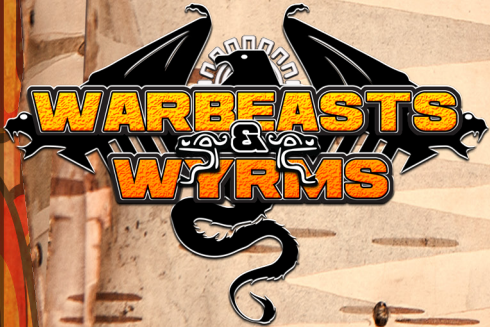
**Durations:** Powers with a Duration of more than Instant may be maintained as long as the spellcrafter desires, but each power being maintained inflicts a -1 penalty on all rolls to use magic. The spellcrafter must be conscious to maintain powers, and these powers can be disrupted, as described in *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 dragon dust, 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 maulboards. 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 young 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, Noticed 8, 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.





# Attributes

d8  
Agility

d6  
Smarts

d8  
Spirit

d6  
Luck

d6  
Vigor

+0/-4  
Charisma

6  
Pace

5  
Parry

5 (1)  
Toughness

5 (1)  
Renown Die

## Injuries

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.

Wounds

Minor Favor

Major Favor

-1

-2

-3

Incap

-2

-1

# Ammo





## Character Description

Age

# Renown Tracker



## Renown Die d8

# Advance Tracker

20

5 Beast Bond  
10 Spirit d8  
15 Experience Beast (Fighting d8)  
20 Battle Rider  
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100  
110  
120  
130  
140  
150  
160  
170  
180  
190  
200

## Notes

Size +4: Fanghooves stand 6 feet tall, and weigh 3 tons.

# Powers

Type	Trapping	Cost	Range	Duration	Notes
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Arcane Skill Max Force

# Dragon dust





Odayah  
BIRTH NAME  
Blasted Human  
PEOPLE  
Waywalker  
ARCHETYPE

RunningStream  
SOUL NAME  
Copper Trout  
CLAN NAME

PLAYER NAME  
CAMPAIGN

20 SEASONED

Attributes

d10  
Agility

d4  
Smarts

d8  
Spirit

d6  
Strength

d4  
Vigor

+0  
Charisma

6  
Pace

5  
Parry

4  
Toughness

Penown Die

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

	XP	RANK
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: NoTips, 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	Damage	Range	Notes
Tomahawk	Str+d6	3/6/12	

Minor Favor

Major Favor

Wounds

-1

-2

-3

Incap

-2

-1

### Ammo



### Fatigue









Ragh WalksFar  
BIRTH NAME SOUL NAME  
Frozen Ork Red Elk  
PEOPLE CLAN NAME

PLAYER NAME

CAMPAIGN

High Born

20

SEASONED

ARCHETYPE

XP

RANK

## Attributes

## Skills

ATTRIBUTE DIE

ATTRIBUTE DIE

d6

Agility

d8

Smarts

d8

Spirit

d8

Strength

d4

Vigor

+4

Charisma

6

Pace

4-1

Parry

6 (2)

Toughness

Penown Die

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

Stealth	Agility	d4
Streetwise	Smarts	d4
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		-
		-

## Hindrances

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

## Languages

## 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

## Weapons

Type	Damage	Range	Notes
Glaive	Str+d8	-	Parry -1. Reach 2. Two hands.
Stiletto	Str+d4	-	AP 3. Parry -1. +2 Stealth to conceal.

## Wounds

-1  
-2  
-3  
Incap  
-2  
-1

## Ammo

## Fatigue









Vaka  
BIRTH NAME  
Thunder Ork  
PEOPLE  
RunningTree  
SOUL NAME  
Hidden Coyote  
CLAN NAME

PLAYER NAME

CAMPAIGN

Spirit Caller  
ARCHETYPE

20  
XP  
SEASONED  
RANK

Attributes

d6  
Agility

d8  
Smarts

d8  
Spirit

d6  
Strength

d6  
Vigor

+0  
Charisma

6  
Pace

3  
Parry

6 (1)  
Toughness

Penown Die

Skills

	ATTRIBUTE	DIE
Fighting	Agility	d4
Healing	Smarts	d8
Intimidation	Spirit	d6
Knowledge (Spirits)	Smarts	d8
Notice	Smarts	d6
Riding	Agility	d4
Spellcraft	Spirit	d8

	ATTRIBUTE	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  
Dragon dust, 30 motes  
Conjurer's kit  
25 talons

Weapons

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

Minor Favor

Major Favor

Wounds

-1

-2

-3

Incap

-2

-1

Ammo



Fatigue



## Character Description

Age



# Renown Tracker



## Renown Die d8

## Notes

# Advance Tracker

20

5 Intimidation d6, Notice d6  
10 Smarts d8  
15 Knowledge (Spirits) d8, Healing d8  
20 Nexus Weaver  
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# Powers

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## Force

# Dragondust

