



Tale Spinner One Sheet Smoke on the Water



Windship Critical Hit Table

2d6 Effect

- 2 Scratch & Dent:** No wounds inflicted
- 3-4 Mast:** A mast is destroyed. Each destroyed mast reduces the windship's Acceleration and Top Speed by the appropriate fraction of the total number of masts.
- 5 Controls:** The steering board of the windship has been damaged, inflicting a -2 penalty to all Boating rolls. A second Controls hit increases this to -4, and makes it impossible to steer the ship until repaired.
- 6-8 Hull:** The windship suffers a hit to its hull, with no additional effects.
- 9-10 Crew:** Choose 1d4 random crew members. The attack deals the same number of wounds to each of them as it did to the windship. These wounds can be soaked as normal.
- 11 Weapon:** A random weapon is disabled and may not be used.
- 12 Wrecked:** The windship's hull has been completely ruptured and it begins to sink immediately.

Spellcraft

Dragon dust: When using a power, spend motes of dragon dust equal to its cost, regardless of whether the power is successfully activated.

Durations: Powers with a Duration of more than Instant are maintained, each one inflicting 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.

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, and can run wild. 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 d20, adding the rank of the power on the Wild Magic Table.

Spirit Basics

A spirit is defined by two things: its Force and its Abilities. A spirit's Force is a measure of its potency, rated with a die Type, to a maximum of d12. For Traits closely related to the spirit's nature, roll their Force. For those loosely related, roll one die type less. For unrelated traits, make an unskilled roll (for skills) or roll two die types less (for attributes). Force is not a Trait.

A spirit's Abilities provide them with a myriad of

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.

capabilities, from innate powers, to mighty attacks. The ones used in this adventure are shown below.

God (major): The spirit is a full Wild Card.

Heavy Attack: The listed attack is a Heavy Weapon.

Flying: The spirit can fly, with Pace equal to Force.

Innate Power: The spirit can use the listed power, using Force as the Arcane Skill, without dragon dust.

Massive (major): The spirit gains Size +8, the Huge Monstrous Ability, and increases its Strength by four die types.

Melee Attack: The spirit can make melee attacks with the listed damage.

Speed: The listed Pace is doubled.

By default, a spirit is an Extra with Size 0, a Pace of 6 and Charisma of +0. Spirits are innately magical beings, and any of their attacks and abilities count as magical. Spirits never count as Unarmed Defenders.

Windship Combat

Windship combat uses the Chase Rules. Instead of going Out of Control, when a windship takes damage exceeding its Toughness, it is Shaken. This can cause a wound if it is Shaken again. To recover, a character on board must succeed at a Boating or Repair roll, taking their whole action. If the helmsman becomes Shaken, then they must make a successful Boating roll or their windship becomes Shaken as well. Use the Critical Hit Table above instead of the one in *Savage Worlds Deluxe*.



Smoke on the Water

The heroes arrive at Reed Port in the middle of a pirate raid, but soon find themselves facing a nether god unleashed!



The Night smoke Codex

Laylaka HealingWaves is an human spirit caller, living in Port of Mists at the eastern edge of the Sweet-water Seas. The city has recently been the target of numerous enemies, from pirates, to wyrmspawn, to the forces of the Five Arbors Leaferation. Desperate to aid her people, she has begun to explore nearby ruins, searching for new sources of power.

She unearthed an ancient nethermantic tome, the Night smoke Codex, and has begun to tap into its evil. It is the prison for Ash-That-Burns, a nether god, allowing the user to siphon off her dark power while the thing within struggles for release. Laylaka paid no heed to these dangers, and quickly begins to use the codex's power. She is addicted to it, her souls already poisoned, and will soon be completely corrupted. And then the nether god will be free.

Word of her newfound power has spread quickly thanks to the many windships and traders that pass through Port of Mists, as well as rumors of great wealth



brought to the city by those thankful for her healing spellcraft. This has attracted the attention of the ruthless Burning Blade pirates, who have decided to attack the city and plunder its wealth.

Plundering Pirates

The heroes are traveling up the Serpent River on a rillrunner, the *Drifting Oak*, headed toward Port of Mists. They might be drawn to the city by tales of Laylaka's spellcraft, looking for trade, or simply traveling towards some other destination. Regardless of why they are there, it is a frigid winter night when they round the last bend and reach the settlement.

When they do, they find the district of Damp Docks consumed by flames, bombarded by pitch bolts, while swarms of pirates reave through the settlement. A Common Knowledge roll identifies them as the Burning Blades, scalawags known for incinerating their foes. Before the heroes can react, a pair of burning ballista bolts streak overhead, and they see a pirate rillrunner heading right for them!

Drifting Oak

Acc/TS: 3/10, **Masts:** 1, **Toughness:** 14, **Crew:** 1+9 Pirates, **Weapons:** 4 ballistas (4d6, 24/48/96, HW), 10 lance bolts, 10 pitch bolts. **Notes:** Heavy Armor.

Pirate Rillrunner

Acc/TS: 3/10, **Masts:** 1, **Toughness:** 14, **Crew:** 1+9 Pirates, **Weapons:** 4 ballistas (4d6, 24/48/96, HW), 10 lance bolts, 10 pitch bolts. **Notes:** Heavy Armor.

Pirate

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

Skills: Boating d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 5+1; **Toughness:** 6 (1)

Hindrances: Bloodthirsty, Greedy (major).

Edges: Combat Reflexes.

Gear: Longblade (Str+d8), stiletto (Str+d4, AP 4, Parry -1), light hairpipe vest (+1), buckler (Parry +1).

Lost Secrets

Once the heroes have dealt with the attacking pirate windship, they can come ashore. Damp Docks is still smoldering as snow falls, with burned and demolished warehouses, taverns, and clan lodges everywhere they look. The Mistwind Lift which portages windships across Roaring Mist Falls, is wrecked. The heroes can explore what's left, or head into other parts of the city. They quickly learn about the Codex, and the power and wealth it has brought to the city.

Eventually, the heroes are confronted by the speakers for the clans of the city, led by Laylaka. She thanks them for any aid they have already rendered to Port of Mists, and asks to meet them in private. She does not give details, but says that it is an important matter, and is willing to pay well if pushed. A Notice (-2) roll picks up on odd twitches in her behavior, including strips of hide wrapping and covering her hands.

She takes them to the remains of a lodge and reveals that, in addition to the riches they plundered, the pirates also stole the Codex. Laylaka begs the heroes to recover it, with the speakers willing to pledge them 300 talons each, more if they recover the plundered goods.

The heroes are free to spend some time amongst the survivors, looking for supplies or gathering information, but both are in short supply. Most of the residents report only that the pirates attacked with a volley of explosive pitch bolts, then attacked en masse from the harbor. An Investigation or Streetwise roll at the landing provides more useful information. All signs point to the pirates raiding from further down the Serpent River, especially near the mouth of a large tributary. The *Drifting Oak* is the only seaworthy windship left, and Laylaka convinces its captain to take the heroes and herself downriver in pursuit of the stolen codex. She insists on coming along, to ensure the codex is safely recovered.

Night smoke Unleashed

The pirates' raid was a success, at least at first. Their holds were bursting with swag when they withdrew from the port, but then one of the pirates began to read from the stolen codex. This released Ash-That-Burns from within! The nether god quickly consumed the flesh and souls of the pirates, and destroyed most of their windships. Only a single rillrunner survived.

The heroes arrive as the vile being is still revelling in the ecstasy of freedom in Creation, giving them a

chance to decide what to do. The corruption in Laylaka's souls is drawn to the nether god, and she will do anything to get the heroes to attack it and take back the codex. She is subtle and clever, but desperate, and a Notice roll sees the same tension she displayed in Port of Mists magnified a thousandfold.

A battle quickly ensues on the icy river, with small icebergs serving as obstacles and snow covering the both ships' decks. Ash-That-Burns is still joined to the evil book, but can control the pirate rillrunner, rolling its Force for Boating.

If the heroes attack Ash-That-Burns, Laylaka aids them with her powers, which have a nethermantic cast to their effects. When the nether god is defeated, its form is sucked back into the codex, which can be found right out on the deck of the pirate rillrunner.

If they do not attack, or if they confront her after the battle about the nether god, or if the codex is lost to the depths, she instantly strikes at them, conjuring one smoke demon per hero. Its up to the heroes to decide how to deal with this. Should they slay Laylaka as a nethermancer? Or do they decide to try bring her back? Destroying the Night smoke Codex could even launch a campaign!

Ash-That-Burns



Force: d10; **Parry:** 7; **Toughness:** 13

Abilities: God (major), Heavy Attack (all powers and Melee Attack), Innate Powers (*blast*, *bolt*, *obscure*), Massive (major), Melee Attack (Str+d8)

Laylaka Healing Waves



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

Skills: Fighting d6, Nethermancy d10, Noticed d6, Taunt d8

Charisma: 0/-4; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **RD:** d6

Hindrances: Corrupted (claws: Str+d6), Death Wish (recover Night smoke Codex)

Gear: Ritual knife (Str+d4).

Special Abilities:

- **Demon Conjuring:** Laylaka conjures demons as a Veteran spirit caller, using Nethermancy. She can also conjure a smoke demon of Force d4 as an action, if she takes no other actions that round.
- **Nethermancer:** *bolt*, *confusion*, *fear*, *blast*.

Smoke Demons

Force: d4; **Parry:** 4; **Toughness:** 4

Abilities: Flying, Innate Power (*obscure*), Melee Attack (Str+d8), Speed (Flying)

Vara StoneOnTheWind
BIRTH NAME SOUL NAME
Firestone Dwarf Silver Mouse
PEOPLE CLAN NAME



PLAYER NAME
CAMPAIGN

Totem Knight

20

SEASONED

ARCHETYPE

XP

RANK

Attributes

Skills

ATTRIBUTE DIE

ATTRIBUTE DIE

d8

Agility

d6

Smarts

d8

Spirit

d6

Strength

d6

Vigor

+0

Charisma

4

Pace

6+2

Parry

6 (1)

Toughness

Penown Die

Boating	Agility	d4
Fighting	Agility	d8
Healing	Smarts	d6
Intimidation	Spirit	d4
Investigation	Smarts	d6
Notice	Smarts	d6
Shooting	Agility	d6

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

Hindrances

Curious
Slow as Stone: Pace 4, d4 Running Die
Wanted (major): Spiresworn Conclave

Languages

Injuries

Edges

Low Light Vision
Guardian Spirit: Breeze-Of-Whispers
Conjure as an action with Spirit roll.
Force: d6; Parry: 4; Toughness: 4
Abilities: Flying (Pace 6), Innate Power
(elemental manipulation)
Totem Knight: spear, Scorpion, smite
Totem Knight: buckler, Bear, healing
Spirit as Arcane Skill, conjure totem spirits
with 5 minute ritual

Possessions

Light hairpipe vest
Buckler
3 bolas
Spear
Dragondust, 20 motes
50 talons

Weapons

Type	Damage	Range	Notes
Spear	Str+d6	3/6/12	Parry +1. Reach 1. Two hands.
Bola	Special	3/6/12	Success: Target cannot move on next action. Raise: Target cannot move on next action and Shaken.

Wounds

-1
-2
-3
Incap
-2
-1

Ammo



Aelyss
 BIRTH NAME
 Stonewood Elf
 PEOPLE
 Skinchanger
 ARCHETYPE

SkyArrow
 SOUL NAME
 Howling Pine
 CLAN NAME



PLAYER NAME
 CAMPAIGN

20 SEASONED
 XP

Attributes

d6
 Agility

d6
 Smarts

d8
 Spirit

d8
 Strength

d6
 Vigor

+0
 Charisma

6
 Pace

5
 Parry

4
 Toughness

Penown Die

Skills

ATTRIBUTE	DIE
Boating	Agility d4
Fighting	Agility d6
Healing	Smarts d4
Investigation	Smarts d4
Notice	Smarts d6
Shooting	Agility d8
Stealth	Agility d6

Hindrances

Big Mouth

Bones of Air: Toughness -1

Quirk: loves being high up

Arrogant

Edges

Giant Killer

Keen Ears: +2 on hearing based Notice rolls

Skinchanger: hawk

Rapid Shot: can make rapid attacks with bow

Soul of the Beast: can shapeshift as free action

Weapons

Type	Damage	Range	Notes
Double bow	2d8	12/24/48	Cannot be used mounted
Mace	Str+d6	-	AP 2 vs rigid armor

Ammo



Languages

Injuries

Possessions

Double bow

Mace

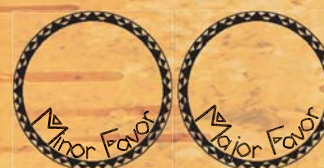
25 arrows

Quiver

Glowdust, 5 pouches

Glowlamp

45 talons



Wounds



Fatigue

Character Description

Age

Renown Tracker



Renown Die d8

Advance Tracker

20

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Notes

Extraction

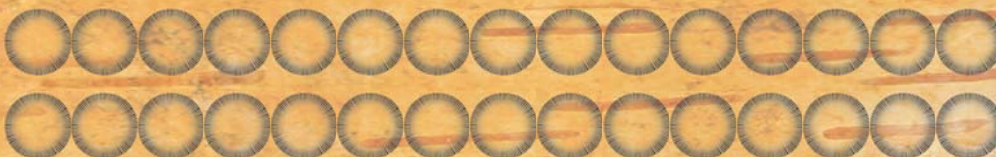
Powers

Duration Notes

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Force

Dragon dust



Wyanatt ChasingTales
BIRTH NAME SOUL NAME
Sweetwater Human Ice Walleye
PEOPLE CLAN NAME



PLAYER NAME
CAMPAIGN

Soul Singer
ARCHETYPE

20 SEASONED
XP RANK

Attributes

d8 Agility

d6 Smarts

d8 Spirit

d6 Strength

d4 Vigor

+0 Charisma

6 Pace

4+2 Parry

4 Toughness

Penown Die

Skills	ATTRIBUTE	DIE
Boating	Agility	d6
Climbing	Strength	d4
Fighting	Agility	d6
Investigation	Smarts	d6
Knowledge (Lore)	Smarts	d6
Notice	Smarts	d6
Persuasion	Spirit	d6

ATTRIBUTE	DIE
Spellcraft	Spirit d8
Streetwise	Smarts d6
Taunt	Smarts d4
	-
	-
	-
	-

Hindrances

Cautious
Enemy (major): three eyed assassin
Frozen Flaw (Vigor): two advances to raise Vigor
Loyal

Languages

Injuries

Edges

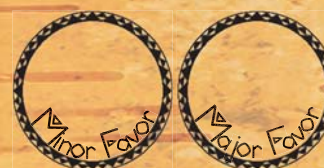
Alertness
Heroic Relic: Codex of Memories
Soul Singer: can sing a power, affecting Large Burst Template centered on self. Sung power does not count as maintained. Only one sung power at a time.
Steersman: +2 Boating, can soak wounds for windship with Boating (-2)

Possessions

Buckler
Needle blade
Dragondust, 20 motes
Musical instrument
Codex of Memories: lesser Named Item (Knowledge (Lore) and storytelling Persuasion)
50 talons

Weapons

Type	Damage	Range	Notes
Needle Blade	Str+d4	-	Parry +1



Wounds

-1

-2

-3

Incap

-2

-1

Ammo



Fatigue

Character Description

Age

Renown Tracker



Renown Die d8

Advance Tracker

20

5 Agility d8
10 Boating d6, Notice d6
15 Steersman
20 New Power (slumber)
25
30
35
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200

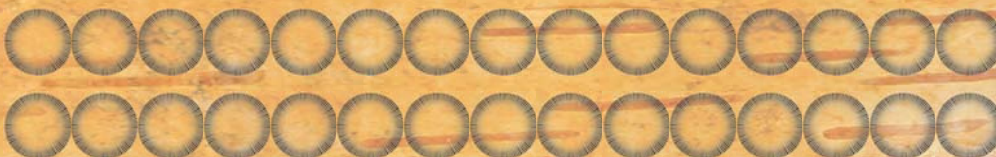
Notes

Powers

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Force

Dragon dust





Odayah RunningStream
BIRTH NAME SOUL NAME
Blasted Human Copper Trout
PEOPLE CLAN NAME

PLAYER NAME

CAMPAIGN

Waywalker
ARCHETYPE

20 SEASONED
XP RANK

Attributes

d10
Agility

d4
Smarts

d8
Spirit

d6
Strength

d4
Vigor

+0
Charisma

6
Pace

5
Parry

4
Toughness

Penown Die

Skills

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

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

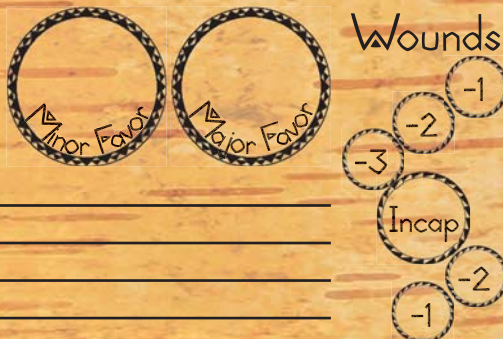
Weapons

Type	Damage	Range	Notes
Tomahawk	Str+d6	3/6/12	

Ammo



Wounds



Fatigue

Character Description

Age

Renown Tracker



Renown Die d8

Advance Tracker

20

20 Long Throw

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Notes

NoTips, Fox

Agility d10, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Fighting d6, Notice d10, Stealth d8

Pace: 8; Parry: 5; Toughness: 4

Special Abilities

Bite: Str+d4

Fleet-Footed: d10 Running Die

Go For The Throat: hits target's least armored location on a raise

Size -1

Powers

Duration Notes

[illegible]

Arcane Skill Max Force

Dragon dust