



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

Dragondust: When using a power, spend motes of dragondust 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 freehand 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 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.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.pewinc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

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 dragondust.

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*.

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*.

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*.

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*.

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 Nightsmoke Codex

Laylaka HealingWaves is an human spirit caller, living in Port of Mists at the eastern edge of the Sweetwater 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 Nightsmoke 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.

Nightsmoke 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. It's 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 Nightsmoke 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 Nightsmoke 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
BIRTH NAME
Firestone Dwarf
PEOPLE

StoneOnTheWind
SOUL NAME
Silver Mouse
CLAN NAME

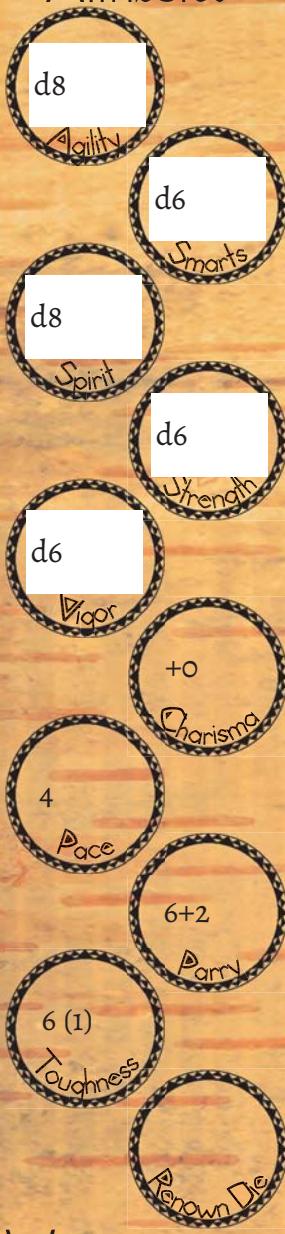


PLAYER NAME

Totem Knight

ARCHETYPE

Attributes



Skills

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

Hindrances

Curious

Slow as Stone: Pace 4, d4 Running Die

Wanted (major): Spiresworn Conclave

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

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.

Ammo



20

SEASONED

XP

ATTRIBUTE	RANK	DIE
Stealth	Agility	d6
Survival	Smarts	d4
Throwing	Agility	d6
Tracking	Smarts	d4
	-	-
	-	-
	-	-

Languages

Injuries

Possessions

Light hairpipe vest

Buckler

3 bolas

Spear

Dragondust, 20 motes

50 talons



Wounds



Fatigue

Character Description

Height

Weight

Eyes

Hair

Age

Notes

Powers

Type	Trapping	Cost	Range	Duration	Notes
smite	scorpion sting	2	Touch	M	+2/+4 damage with affected weapon
healing	Mother Bear's hug	3	Touch	I	heal one/two wounds

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 Spirit d8

10 Shooting d6, Stealth d6

15 Investigation d6, Notice d6

20 Totem Knight (buckler, bear, healing)

25

30

35

40

45

50

55

60

65

70

75

80

90

100

110

120

130

140

150

160

170

180

190

200

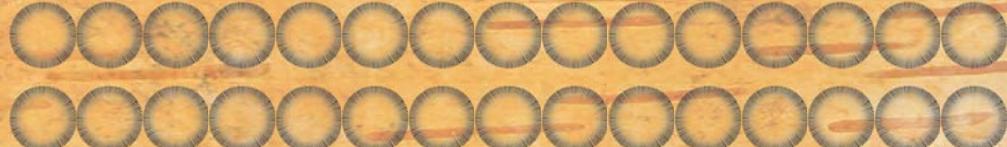
Arcane

Skill

Dragondust

Max

Force



Aelyss
BIRTH NAME
Stonewood Elf
PEOPLE

SkyArrow
SOUL NAME
Howling Pine
CLAN NAME

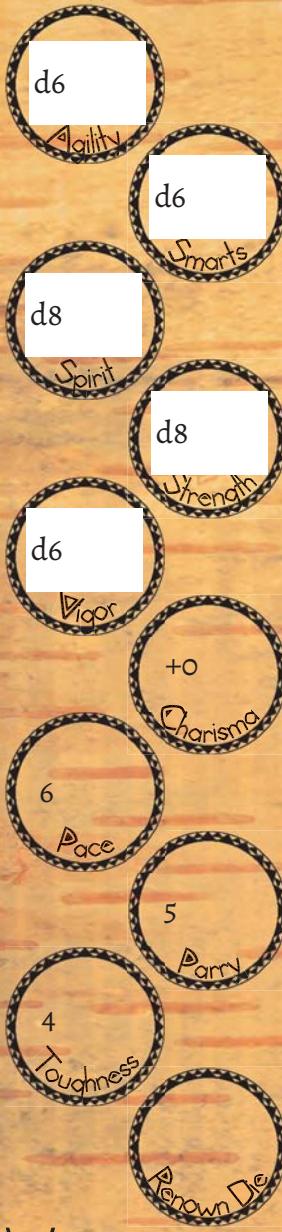


PLAYER NAME

Skinchanger

ARCHETYPE

Attributes



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

20

SEASONED

XP

ATTRIBUTE	RANK	DIE
Smarts	d4	
Smarts	d6	
Smarts	d4	
-	-	
-	-	
-	-	

Languages

Injuries

Possessions

Double bow

Mace

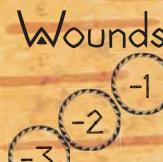
25 arrows

Quiver

Glowdust, 5 pouches

Glowlamp

45 talons



Weapons

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

Ammo



Wyanatt

BIRTH NAME

Sweetwater Human

ChasingTales

SOUL NAME

Ice Walleye

PEOPLE

CLAN NAME

Soul Singer

ARCHETYPE

Attributes

d8

Agility

d6

Smarts

d8

Spirit

d6

Vigor

d4

Charisma

+0

6

Pace

4+2

Parry

4

Toughness

Known De

Weapons

Type

Needle Blade

Damage

Str+d4

Range

-

Notes

Parry +1

Ammo



PLAYER NAME

CAMPAIGN

20

SEASONED

XP

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

ATTRIBUTE	RANK	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

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)

Injuries

Possessions

Buckler

Needle blade

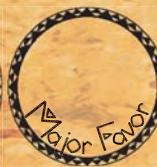
Dragondust, 20 motes

Musical instrument

Codex of Memories: lesser Named

Item (Knowledge (Lore) and
storytelling Persuasion)

50 talons



Wounds

-1



-2



-3



-2

Incap



-1



Fatigue

Character Description

Height

Weight

Eyes

Hair

Age

Notes

Powers

Type	Trapping	Cost	Range	Duration	Notes
boost/lower trait	aura of heroes	2	Smarts	M	raise or lower a trait by one/two die types, up to +5 motes for extra targets
fear	visions of terror	2	Smarts x 2	I	All in Large Burst Template make Fear check (-2 with raise)
slumber	song of sleep	2	Smarts x 2	M	All in Medium Burst Template roll Spirit (-2 with raise) or fall asleep

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 Agility d8

10 Boating d6, Notice d6

15 Steersman

20 New Power (slumber)

25

30

35

40

45

50

55

60

65

70

75

80

90

100

110

120

130

140

150

160

170

180

190

200



Arcane d8

Skill

Max

Force

Dragondust



Odayah
BIRTH NAME
Blasted Human
PEOPLE

RunningStream
SOUL NAME
Copper Trout
CLAN NAME

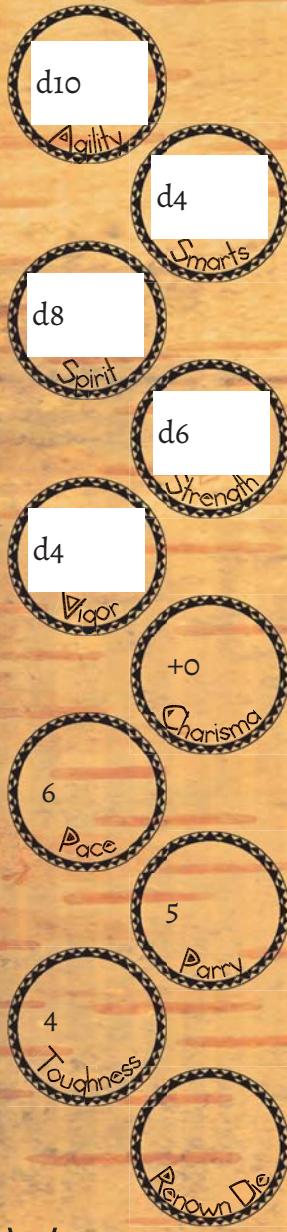


PLAYER NAME

Waywalker

ARCHETYPE

Attributes



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

20

SEASONED

XP

ATTRIBUTE	RANK	DIE
Agility	d4	
Agility	d6	
Smarts	d4	
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

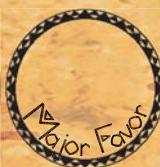
Tomahawk

Damage

Str+d6 3/6/12

Range

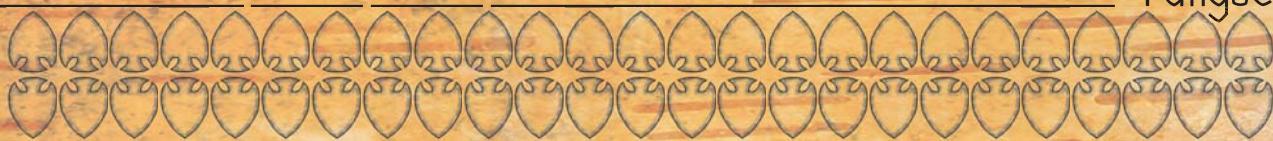
Notes



Wounds



Ammo



Fatigue

