




WARBEASTS & WYRMS



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.

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Spellcraft

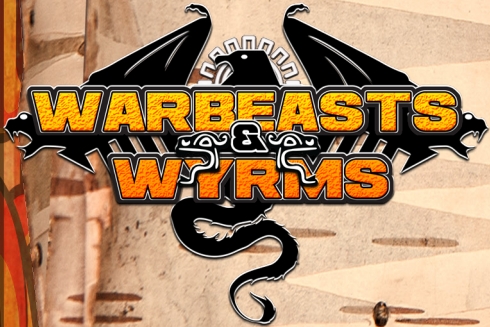
Dragon dust: When using a power, a spellcrafter must spend motes of dragon dust equal to its cost. The dragon dust is spent even if the power fails to activate.

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 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 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.



Haldyn
 BIRTH NAME
 Arbor Elf
 PEOPLE
 Outrider
 ARCHETYPE

HowlingRider
 SOUL NAME
 Black Squirrel
 CLAN NAME

PLAYER NAME
 CAMPAIGN
 20
 SEASONED
 XP

Attributes

d8
 Agility

d6
 Smarts

d8
 Spirit

d6
 Strength

d6
 Vigor

+0/-4
 Charisma

6
 Pace

5
 Parry

5 (1)
 Toughness

Penown Die

Skills

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

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

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

Languages

Injuries

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.

Possessions

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

Weapons

Type	Damage	Range	Notes
Fang bracer	Str+d4	-	AP 1. Can still use hand.
Thrower	Str+d6	4/8/16	

Minor Favor

Major Favor

Wounds

-1

-2

-3

Incap

-2

-1

Ammo



Fatigue



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

PLAYER NAME
 CAMPAIGN
 20 SEASONED
 XP

ARCHETYPE

Attributes

- d10 Agility
- d4 Smarts
- d8 Spirit
- d6 Vigor
- d4 Charisma
- 6 Pace
- 5 Parry
- 4 Toughness
- Penown Die

Skills

Skill	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

Skill	ATTRIBUTE	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

Languages

Injuries

Edges

- Beast Master: NoTips, fox
- Quick
- Waywalker: spend a benny to gain a geographic advantage
- Long Throw: double all throwing ranges

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	

Wounds

- Minor Favor
- Major Favor
- 3
- 2
- 1
- Incap
- 2
- 1

Ammo



Fatigue



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

PLAYER NAME
 CAMPAIGN
 20 SEASONED
 XP

ARCHETYPE

Attributes

d6 Agility

d8 Smarts

d8 Spirit

d4 Vigor

+4 Charisma

6 Pace

4-1 Parry

6 (2) Toughness

Penown Die

Skills

	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

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

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

Minor Favor

Major Favor

-3

-2

-1

Incap

-2

-1

Ammo



Fatigue



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

PLAYER NAME
 CAMPAIGN
 20 SEASONED
 XP

ARCHETYPE
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	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
 Conjuror'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

