

WARBEASTS & WYRMS

Tale Spinner One Sheet Rock Steady



Spellcraft

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

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.

Spirit Basics

A spirit in *Warbeasts & Wyrms* 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. This is used to determine the spirit's Trait dice. For Traits closely related to the nature of the spirit, roll their Force. For those loosely related, roll one die type less than their

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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Force. For unrelated traits, make an unskilled roll (for skills) or roll two die types less than their Force (for attributes). Force is not itself a Trait.

A spirit's Abilities provide them with a myriad of capabilities, from innate powers, to mighty attacks. The ones used in this adventure are shown below.

Armor: The spirit gains the indicated Armor.

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

Heavy Attack: The listed attack is a Heavy Weapon.

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.

Ranged Attack: The spirit can make ranged attacks with the listed damage and a range of 12/24/48.

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. When a spirit becomes Incapacitated, it immediately vanishes. The spirit itself still exists; this simply destroys its current physical form.

Healing Dire Spirits

The Diring is a vile curse, poisoning the spirits and animals of the Lands with the forces of the Nether Realms. Spirits can, however, be healed of this corruption, through a ritual. This requires a pure focus related to the its nature. The ritual is a Dramatic Task, as described in *Savage Worlds Deluxe*, using the Rituals skill, with a penalty equal to half the Force die of the dire spirit. Dire spirits can immediately sense such a ritual is being conducted, and will fight against those attempting it with everything at their command.



Rock Steady

A dire god of avalanches threatens Emerald Keep, and the heroes must cure it before its too late!



Rain-Of-Rocks

Emerald Keep has grown by leaps and bounds in recent years. Now the center of trade for the free dwarves and orks of the eastern Firestone Desert, it has been forced to greatly expand its defenses. But now a part of those defenses has turned against them.

The mesa towering over the city is home to Rain-Of-Rocks, an avalanche god. He normally slumbers, but the city's spirit callers conjure him up to send crashing stones at anyone attacking Emerald Keep. But agents from the rival Blue Path Stonedom have used dark nethermancy to curse this god with the Diring, and threatening to wipe the city from Creation.

Stone Sky

This tale begins at the height of summer, and while the Desert is hot and dry, Emerald Keep is cool in the shadow of the great mesa. The heroes are in the Weary Cutpurse, a well known tavern. It is a haunt of travelers, smugglers, and other less than savory types. The atmosphere within is raucous and celebratory, as a great shipment of turquoise, smuggled from the rival Blue Path dwarves, has recently arrived. They might be mercenaries working for the Emeralds Sand Stoneration, passing through with a trade caravan, or long-time residents of the city.

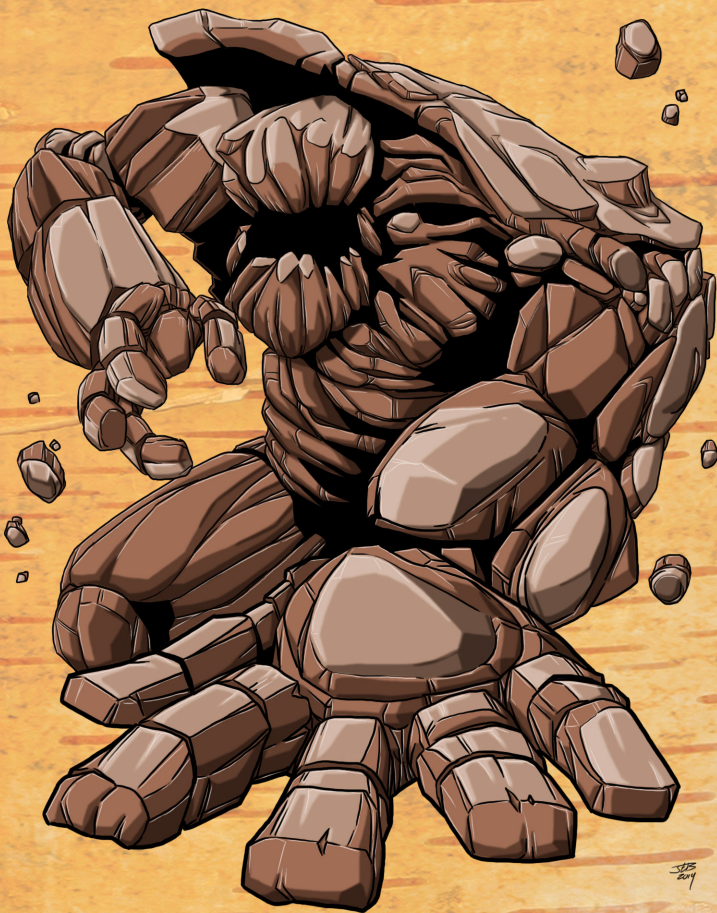
Suddenly, crashes thunder in from every direction, followed by a boulder exploding through the ceiling. Rocks fall throughout the Shadow Gates, for 3 rounds. Each round, each player makes an Agility roll. On a failure, they take 4d6 damage from the falling stones and debris. Reduce this by 1d6 for each success and raise.

The massive avalanche ends as suddenly as it began. Give the heroes time to treat their wounds, as well as to survey the massive damage throughout the Shadow Gates. The Weary Cutpurse still stands, though it has a large new skylight. Dozens of structures have been severely damage and many are nothing more than piles of rubble. Adobe brick dust and powdered stone hangs everywhere in the air. The whole district is in a state of chaos, and any help the heroes can offer

is greatly appreciated. The repair and recovery efforts go on well into the night lit by torches and oil lamps.

In the middle of this, the heroes are approached by a high born dwarf woman; Gurna BlueSage, matron of Clan Night Mouse. A Common Knowledge roll recalls that this is a wealthy trading clan, with links to the smuggling community that flourishes in Emerald Keep. Matron Gurna is desperate for the heroes' aid, offering them 50 talons to meeting with her at noon.

If they meet with her, she explains what her spirit callers have discovered: that the great god Rain-Of-Rocks has been struck by the Diring. Minor stone showers began a month ago, and last night they attempted to heal the avalanche god of this horrible curse. The massive stonefall seems to indicate that the ritual failed, and now dire god is awakened. If the Diring is not healed, Emerald Keep will be destroyed.



525
29

The Winding Stair

Matron Gurna wants this matter kept secret at all costs, to prevent a panic. She tells the heroes of a secret way to the top of the mesa, built by Clan Night Mouse before their recent rise. Called the Winding Stair, it is a hidden staircase that switches back and forth across the mesa, hidden by dwarven stonework. The matron outfits the heroes with climbing supplies, as well as a stone from one of Rain-Of-Stones's previous defenses of the city, to use as a focus for the healing ritual. She then leads them to the Stair's secret entryway.

As soon as the heroes enter the Stair, the summer heat hits them instantly. The Winding Stair is a dangerous ascent, especially since the path has been damaged by last night's avalanche. The journey to the mesa's top takes 7 hours. Each hour, draw a card from the Action Deck. On a red card, there is a gap in the Winding Stair, requiring a Climbing roll to pass, with a -2 penalty for a face card. On a black card, the structure is weakened, and passing it requires an Agility roll, with a -2 penalty for a face card. Jokers inflict a -4 penalty. A failure on any of these rolls inflicts 2d6 damage from the fall, but as long as they are using some basic climbing equipment, no one should fall off the stair.

Once the last card is dealt, rumbling stones start rolling down the stair towards them. These are dire boulder spirits, awakened and dispatched by the Blue Path agents who have corrupted Rain-Of-Rocks. There are two spirits per hero, and they come to a skidding halt and attack immediately. Don't forget the result of the last card, to add more flavor to the fight.

After the battle, a Notice roll finds a wooden dart that fell off one of the boulder spirits, tipped with pitch covered pine needles. Its shaft bears a number of glyphs in Dwurvish. A Knowledge (Spirits) roll recognizes it as some kind of nethermantic tool, but cannot see more than that.

Showdown at the Summit

Once the heroes make the final ascent over the western edge of Emerald Mesa they find a boulder strewn landscape, whipped by scorching and scouring winds. A great mound of boulders lies at the edge, overlooking the city of Emerald. They are wreathed in an aura of bilious black and green energies. Glyphs, similar to the ones from the dart, dance around and through them. This collection of stones forms a huge head and thick limbs. This is Rain of Rocks. The rocks

of his form move and shift as he swings his limbs, and his eyes, once crystalline geodes, are filled with darkness and evil. He slumbers now, giving the heroes a chance to begin the healing ritual at the edge of the mesa, his anchor in Creation. This is a Dramatic Task, using Spirit, at a -4 penalty. After the first round of the ritual, the dire god attacks.

Anyone who carefully looks over or engages in melee with the avalanche god notices a dozen darts, identical to the one recovered from the boulder spirits, sticking out of its form. These are how the Blue Path agents inflicted the Diring upon the slumbering god. They have used a scroll of *illusion* to keep themselves hidden, looking like just another pile of stoney rubble. If any of the heroes or Rain-Of-Rocks get too close to it, or if they ever get more than two total successes on their ritual Dramatic Task, they dispel the *illusion*, and the dwarves are revealed, two per hero. They are here on a secret mission, and must ensure there are no witnesses to the evil magicks they have unleashed.

If the heroes succeed at the ritual, Rain-Of-Rocks returns to his senses and aids the heroes against the Blue Path warriors. Their victory is richly rewarded by Matron Gurna, but questions remain. Who crafted the nethermantic darts? What other dire spirits might they unleash? Is the Stonedom planning an invasion? All of these are mysteries the heroes need to solve!

Blue Path Warriors

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

Skills: Climbing d8, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d8, Survival d6

Charisma: 0; **Pace:** 4; **Parry:** 5+1; **Toughness:** 7 (2)

Hindrances: Death Wish (keep their mission secret).

Edges: No Mercy.

Gear: Battle hawk (Str+d8, AP 1), heavy crossbow (2d6, 12/24/48, AP 2, Reload 1, can be used in melee), heavy hairpipe vest (+2), buckler (Parry +1), 12 bolts.

Boulder Spirits

Force: d6; **Parry:** 5; **Toughness:** 7 (2)

Abilities: Armor (+2), Melee Attack (Str+d8), Ranged Attack (2d6, 12/24/48)

Rain-Of-Rocks

Force: d8; **Parry:** 7; **Toughness:** 18 (2)

Abilities: Armor (+2), God (major), Heavy Attack (melee and ranged attacks), Massive (major), Melee Attack (Str+d8), Ranged Attack (d12+d6, 12/24/48)



Broomum _____
 STANDS ALONE _____
 BIRTH NAME _____
 SOUL NAME _____
 Grandfather Dwarf _____
 Clanless _____
 PEOPLE _____
 CLAN NAME _____
 Sellspear _____

PLAYER NAME _____
 CAMPAIGN _____

20 _____
 SEASONED _____
 XP _____

ARCHETYPE _____

Attributes

d6 *Agility*

d6 *Smarts*

d6 *Spirit*

d8 *Strength*

d8 *Vigor*

+0 *Charisma*

4 *Pace*

6+2 *Parry*

8 (1) *Toughness*

Penown Die

Skills

Skill	ATTRIBUTE	DIE
Climbing	Strength	d6
Fighting	Agility	d8
Intimidation	Spirit	d6
Notice	Smarts	d4
Repair	Smarts	d6
Riding	Agility	d4
Shooting	Agility	d6

Skill	ATTRIBUTE	RANK	DIE
Stealth	Agility	d4	
Taunt	Smarts	d6	
		-	
		-	
		-	
		-	
		-	

Hindrances

Clanless: cannot use clan favors

Heroic

Slow as Stone: Pace 4, d4 Running die

Languages

Injuries

Edges

Brawny

Low Light Vision

Shield Fighter: increase Parry bonus from shields by +1

Nerves of Steel

Counterattack

Possessions

- Light hairpipe vest
- Shatter shield
- Light crossbow
- Mace
- 25 bolts
- Quiver
- Crafter's kit
- 5 talons

Weapons

Type	Damage	Range	Notes
Mace	Str+d6	-	AP 2 vs rigid armor
Light crossbow	2d6	8/16/32	AP 1. Reload 1. Can be used in melee. One hand.
Shatter shield			Parry +1. +2 Armor vs ranged attacks. +2 Fighting and damage rolls to disarm.

Minor Favor

Major Favor

Wounds

-1

-2

-3

Incap

-2

-1

Fatigue

Ammo



Character Description

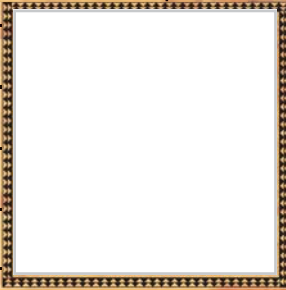
Height _____

Weight _____

Eyes _____

Hair _____

Age _____



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 Vigor d8

10 Nerves of Steel

15 Intimidation d6, Taunt d6

20 Counterattack

25

30

35

40

45

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90

100

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180

190

200

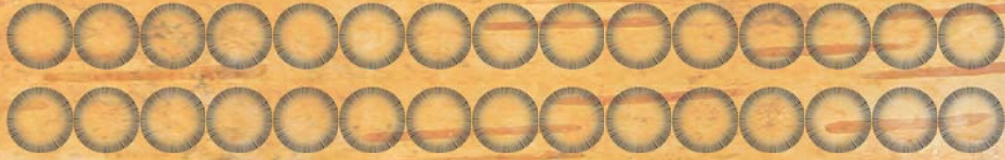
Notes

Powers

Type	Trapping	Cost	Range	Duration	Notes

Arcane Skill _____
 Max Force _____

Dragondust





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

PLAYER NAME
 CAMPAIGN

Totem Knight

20 SEASONED

ARCHETYPE

Attributes

- d8 Agility
- d6 Smarts
- d8 Spirit
- d6 Vigor
- +0 Charisma
- 4 Pace
- 6+2 Parry
- 6 (1) Toughness
- Penown Die

Skills

ATTRIBUTE	DIE
Fighting	Agility d8
Healing	Smarts d6
Intimidation	Spirit d6
Investigation	Smarts d6
Notice	Smarts d6
Stealth	Agility d6
Survival	Smarts d6

RANK

XP	ATTRIBUTE	DIE
	Throwing	Agility d6
	Tracking	Smarts d6
		-
		-
		-
		-
		-

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
 Dragon dust, 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.

Minor Favor
 Major Favor

Wounds

- 1
- 2
- 3
- Incap
- 2
- 1

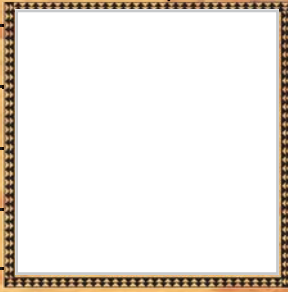
Ammo



Fatigue

Character Description

Height _____
 Weight _____
 Eyes _____
 Hair _____
 Age _____



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 Intimidation d6, Stealth d6
 15 Survival d6, Tracking d6
 20 Totem Knight (buckler, bear, healing)
 25 _____
 30 _____
 35 _____
 40 _____
 45 _____
 50 _____
 55 _____
 60 _____
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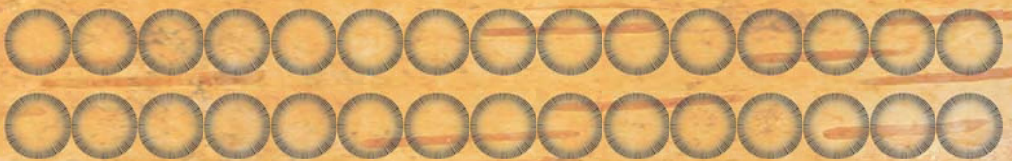
Notes

Powers

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

Arcane _____
 Skill _____
 Max _____
 Force _____

Dragondust





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

PLAYER NAME
 CAMPAIGN
 20 SEASONED
 XP

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	d4
Climbing	Strength	d6
Fighting	Agility	d6
Investigation	Smarts	d6
Knowledge (Lore)	Smarts	d6
Notice	Smarts	d6
Persuasion	Spirit	d8

	ATTRIBUTE	RANK
Spellcraft	Spirit	d8
Streetwise	Smarts	d6
Taunt	Smarts	d6
		-
		-
		-
		-

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.

Possessions

Buckler
 Needle blade
 Dragon dust, 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

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

PLAYER NAME
 CAMPAIGN

Spirit Caller

20 SEASONED

ARCHETYPE

XP

RANK

Attributes

Skills

ATTRIBUTE DIE

ATTRIBUTE DIE

d6 Agility
 d8 Smarts
 d8 Spirit
 d6 Strength
 d6 Vigor
 +0 Charisma
 6 Pace
 3 Parry
 6 (1) Toughness
 Penown Die

Climbing	Strength	d4
Fighting	Agility	d4
Healing	Smarts	d8
Intimidation	Spirit	d6
Knowledge (Spirits)	Smarts	d8
Notice	Smarts	d6
Spellcraft	Spirit	d8

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

Languages

Injuries

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.

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

Fatigue

Ammo

