



Windship on the Storm

The heroes are hunting a cadre of dire storm spirits, but the true opposition is even darker than they imagined!



A Bundle of Thunders

The waters around Port of Isles have become a battleground. Buccaneers from north and south encroach on the trade lanes, dire spirits of sea and surf strike without warning, and wyrmspawn reavers sail out of the Goblin Fens. The City of Ships, once a bustling trading center, now struggles to survive. So when a cadre of storm spirits started sinking trading vessels, it was thought they were just the latest threat produced by the Diring. But there is a different evil at work here.

Known as Wailing-Waves, this cadre is not cursed, but is, in fact, trying to destroy a powerful nethermantic weapon. In the depths of the Fens, a band of goblins discovered a terrible relic. Called the Drum of the Deep, this device drains power from the seas, and uses those energies to twist the waves into terrible onslaughts. After taking to the seas, and destroying a number of windships with their new weapon, Wailing-Waves manifested to bring an end to the Drum. But in their fury, they have destroyed many other windships, while the goblins stay one step ahead of them.



Chasing Storms

The heroes have been hired by the Isleguard to bring an end to Wailing-Waves. These defenders and peacekeepers of Port of Isles, also called the Bluecapes, have been forced to seek outside aid to deal with this new threat, while the city is assailed by so many others. How the heroes have been contacted is up to you. They might be trying to make connections in Port of Isles, looking to earn some coppers, or perhaps are known on Trader's Bay already. The Isleguard can provide the heroes with information on the locations of the cadre's attacks, and with an older rillrunner, the *Wave Arrow*.

The heroes' hunt starts fruitlessly. The skies over the Bay are clear, the waters calm, and the only other windships they encounter are friendly traders. As the sun begins to set, anyone topside sights a storm building, seemingly out of nowhere. Call for Notice rolls. With a success, they see a windship within the heart of the storm, being tossed about like a maize husk doll. This must be Wailing-Waves!

It takes the heroes' vessel three rounds to reach the other windship, and each round they must fight the fury of the storm. The ship's pilot must make a Boating roll each round. On a red card, they face driving winds and surging seas, with a -2 penalty for a face card. Without a success, the windship suffers a Crew Critical Hit, as per the Windship Critical Hit Table. On a black card, they must dodge lightning strikes, with a -2 penalty for a face card. Without a success, the windship suffers a Controls Critical Hit, as per the Windship Critical Hit Table. Jokers inflict a -4 penalty.

Once they are through the storm, the heroes finally get a good look at the ship at the center of the tempest. It is a rillrunner, like their own, but it is clearly no trader. The gunwales are adorned with bones and the sail bears a blood red fanged skull. Goblins swarm over the decks, and beat out fell music on a great cylindrical drum in the center of the quarterdeck. The drum is clearly magical in nature, covered with animated images of beasts of the deep and lashing out with nethermantic energies. It's goblin reavers!

Caught in the Crosswinds

The heroes have sailed into sea a melee! The cadre has 2 spirits per hero, with a minimum of 6, and the ship is crewed by 3 goblins per hero. Wailing-Waves attacks the goblins with rage, and will attack the heroes if attacked by them. The goblins, meanwhile, eagerly use the heroes' arrival as an opportunity to escape.

This is run with the Chase Rules. Wailing-Waves makes a single group maneuvering roll. The goblin rillrunner flees with every inch of sail flying, so the chase only lasts 3 rounds. The spirits focus their attentions on the goblins, but will fight back if the heroes attack. The goblins attack anyone in their way, with lance bolts and nethermantic beats from the Drum of the Deep.

Once the goblins escape, the spirits turn their attention on the heroes, thinking they are in league with the wyrmspawn. Any hero who engages with them immediately realizes they are not cursed by the Diring. After another round, or if the heroes attempt to communicate with them, Wailing-Waves calms the storm and manifests on the deck of the *Wave Arrow* to treat with the heroes. They detail the Drum's power, and will end their destructive storms if the heroes help them get the Drum from the these vicious wyrmspawn.

But Wailing-Waves does not know where the goblins are; they know only the waters of Trader's Bay. Every time they flee the spirits, they hide somewhere beyond their knowledge. But the heroes know exactly where goblins hide in these parts - the Goblin Fens!

Fighting Through The Fens

From the expansive field of waves that is Trader's Bay, the heroes and their new spirit allies soon find themselves in the murky, twisted maze that is the Goblin Fens. A successful Tracking (-2) roll finds a place that has been torn apart by wave and wind. This must be where the goblins entered the Fens' closed confines.

The goblins, meanwhile, have had time to resupply and recover. They make up for any casualties from the last battle, and there are now 4 goblins per hero. If the heroes failed the Tracking roll, it takes them some time to locate the goblins at their berth in the Fens, and the nefarious wyrmspawn also have time to replenish their spent lance bolts, and get another ballista ready on their rillrunner. With a raise on the Tracking roll, and a successful Boating roll, the heroes are in the perfect position to surprise the goblins!

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After the battle, many questions remain. Can the Drum of the Deep be destroyed? How did the goblins get it? Are there other relics like it out there? All of these must be answered by the heroes in their adventures!

Wave Arrow

Acc/TS: 3/10, **Masts:** 1, **Toughness:** 14, **Crew:** Heroes, **Weapons:** 2 heavy ballistas (5d6, 24/48/96, HW), 20 lance bolts. **Notes:** Heavy Armor.

Goblin Rillrunner

Acc/TS: 3/10, **Masts:** 1, **Toughness:** 14, **Crew:** Goblins, **Weapons:** 2 ballistas (4d6, 24/48/96, HW), 10 lance bolts. **Notes:** Heavy Armor.

- **Drum of the Deep:** This huge relic fills the quarter-deck, taller than an ork. Its power can be unleashed in two ways, each requiring an action and Shooting roll. Multiple goblins can use it each round.
 - **Storm Surge:** A wave is hurled at a target. This is a Shooting attack, inflicting 5d6 damage.
 - **Coarsing Currents:** The currents are shifted, slowed, or sped. On a success, the target windship's Top Speed is raised or lowered by 1, and by 2 with a raise, lasting the rest of the chase.

Goblin

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Boating d6, Fighting d6, Notice d6, Stealth d4, Shooting d8, Throwing d6, Taunt d6

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

Gear: War mace (Str+d6, AP 2 vs rigid armors) OR Short Bow (8/16/32, 2d6, 20 arrows), Buckler (Parry +1), Light weave shirt (+1)

Special Abilities:

- **Infravision:** Goblins halve all darkness penalties vs. warm targets.
- **Size -1:** Goblins stand only 3 feet tall.
- **Swarm Fighter:** Goblins apply any Gang Up Bonus to their damage rolls as well as their Fighting rolls.

Wailing-Waves

Force: d6; **Parry:** 5; **Toughness:** 5

Abilities: Aquatic, Cadre (Force d8 if at least 4 spirits, Force d10 if at least 8), Innate Powers (*bolt*, *burst*), Melee Attack (Str+d6), Speed (Aquatic)