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.

Spellcraft

Dragondust: When using a power, a spellcrafter must spend motes of dragondust equal to its cost. The dragondust 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 dragondust, 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.

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.

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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, Iin 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 yound 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:Fightingd6,Intimidationd6,Noticed8,Stealthd6 **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.

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Character Description	Renown Tracker	Advance Tracker (20)
Height	Renown Die d4	
	Minor Boon	5 Beast Bond
Weight	Enemy	10 Spirit d8 15 Experience Beast (Fighting d8)
Eyes		20 Battle Rider
	Minor Boon Renown Die d6	
Hair	Minor Boon	25
Age	Hero of Tales	30
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	Living Legend	50
Notes	and the state of the state of the	55
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Agility d8, Smarts d6 (A), Spirit d6,		70
Fighting d8, Intimidation d6, Notic	ce d8, Stealth d6	75
Pace: 8; Parry: 6; Toughness: 9	and the second s	80
Special Abilities	- Carl State	90
Bite: Str+d6		100
Fleet Footed		110
Large		120
Size +4: Fanghooves stand 6 feet	tall, and weigh 3 tons.	130
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Character Description	Renown Tracker	Advance Tradice
		Advance Tracker (20)
Height	Renown Die d4	5 Agility d10
	Minor Boon	5. Stealth d8, Throwing d10
Weight	Enemy	15 Riding d6, Climbing d6
Eyes	Minor Boon	20 Long Throw
	Renown Die d6	25
Hair	Minor Boon	30
Age	Hero of Tales	35
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	Living Legend	50
Notes	Renown Die d8	55
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Agility d10, Smarts d6 (A), Spirit d6,	Strength d6, Vigor d6	70
Fighting d6, Notice d10, Stealth d8		75
Pace: 8; Parry: 5; Toughness: 4	Contraction of the second	80
Special Abilities		90
Bite: Str+d4		110
Fleet-Footed: d10 Running Die		120
Go For The Throat: hits target's le	ast armored location on a raise	130
Size -1		140
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& general	Smarts Riding	Agility	d6		-
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Character Description	Renown Tracker	Advance Tracker (20)
Height	Renown Die d4	5 Spirit d8
	Minor Boon	5 Spint do 10 Intimidation d8, Persuasion d8
Weight	Enemy	15 Charismatic
Eyes	Minor Boon	20_Trickster
	Renown Die d6	25
Hair	Minor Boon	30
Age	Hero of Tales	35
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	Living Legend	50
Notes	Renown Die d8	55
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PEOPLE	CLAN NAME			CAMPAIGN
Spirit Caller	a series	9	20 SEASON	
ARCHETYPE		G	XP DEMOCI	RANK
Attribute	Skills	ATTRIBUTE DIE	Participation of the second	ATTRIBUTE DIE
7 TITI DUIC.	Fighting	Agility d4	Streetwise	Smarts d4
	Healing	Smarts d8	Survival	Smarts d4
d6	Intimidation	Spirit d6	Throwing	Agility d4
aility of an	Knowledge (Spirits)	Smarts d8	Tracking	Smarts d4
	Notice	Smarts d6		12 - 12
d8	Riding	Agility d4	Contract Contract	7.4
Jones & Small	Spellcraft	Spirit d8		-
	Hindrances	States Frank Conten	Languages	State State
d8	and the second	1417 1		
Spirit	Burning Rage: Par	the second se	the state of the s	the state of the s
and the second s		to conjure water spirits,	a Injunioa	
d6	damage	t +2 on rolls against her, +	2 Injuries	and the second s
Autor		way to heal nether nexus		The second second
		way to hear hether hexus	- 5	We Start Start
d6	Edges	The first	The state of the s	St. Conserve
Piopro	Brave	and the second second		
+0		scent based Notice rolls	Possessions	
TO		are spirits with 5 minute 1	Brightstone vest: in	crease attacker's
A hari		e hour ritual at power nex	range penalty by	1
		egardless of distance, for	one	a ser the ser
° /	twilight per suc	0	Dragondust, 30 mot	tes
Pace	State Part of the state		Conjurer's kit	
		Mar and a state	25 talons	Contraction of the
Par	- Harde			Contraction of the
6 (1)		and the second second		Contraction of the second
12 5	A CONTRACTOR OF		The second second	
Pughne a	A.	A State of the second		AND DALLASS FOR
		The state of the s		
1 A	nel .			Wounds
the second		Real and the state		
Weapons Type		and the second se	14 - 0 14 E	5 -2
and the second se	Damage	Range Notes	thor to or the	(-3)
Knife	Str+d4 3	/6/12 +2 Stealth to conceal	and the second	
	A Part of the Part	and the second s		
And the second	the second second		and the state of the	- (-2)
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The state	and the second s		and the second	- Fatique
				Talique
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Characte	r Description	Renown Tracker Advance Tracker (20)
		Renown Die d4
Height		Minor Boon 5 <u>Intimidation d6</u> , Notice d6
Weight		Enemy 10 Smarts d8
		15 Knowledge (Spirits) d8, Healing d8
Eyes		Minor Boon 20 Nexus Weaver
Hair		Renown Die d6 25
		Minor Boon 30
Age	***************************************	Hero of Tales 35.
in the second second		40
		Major Boon 45 Living Legend 50
NU	THE REAL PROPERTY OF	Living Legend 50
Notes	12 () () () () () () () () () (Renown Die d8 60
the second	and the second	65
Children -	The fair	70
Contraction of the second	Re-	75
	A 11. 2. 92	80
		90
	Strength and the	100
	the states	110
	North Martin	130
Mail a date		140
	and the second second	150
The second second		160
		170
495-19		180
Day iona		190
Powers	Trapping	Cost Range Duration Notes
blind	burning eyes	2-6 12/24/48 I Targets roll Agility -2/-4 or are Shaken and -2 Parry until next
Part - Carl		action. 1 on Agility die blinds (-6 all Traits) until not Shaken.
and the second		2 - 1 target, 4 - Medium Burst, 6 - Large Burst
healing	healing warmth	3 Touch I heal one/two wounds
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an in		
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and the second	State of the	
Amazana		
Arcane _{d8}	Carl C	000000000000000000000000000000000000
Skill	Dragondust 🚬	
Max _{d6}		000000000000000000000000000000000000
Force		000000000000000
10 -	and the second s	
A NEW YORK	5000	