Tale Spinner One Sheet Smoke on the Water

AID/7



Windship Critical Hit Table

2d6 Effect

- Scratch & Dent: No wounds inflicted 2
- 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.
- **Controls:** The steering board of the windship has been damaged, inflicting a -2 penalty to all Boating 5 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.
- **Weapon:** A random weapon is disabled and may not be used. 11

Wrecked: The windship's hull has been completely ruptured and it begins to sink immediately. 12 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 leastonefreehandtogesture, 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.

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.
- Shaping: The terrain in a Large Burst Template centered on the spellcrafter is instantly transformed. 6-9 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. Swarm of Spirits: The energies of the spell have manifested 3d6 hostile wild spirits. These spirits are 22+
- identical Force d8 spirits with two Special Abilities.

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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 spirt 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 damge.

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 A spirit's Abilities provide them with a myriad of 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 behvior, 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. Its 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!



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:Fightingd6,Nethermancyd10,Noticed6,Tauntd8 **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:**

Special Admities:

- **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)

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Character De	escription	Renown	Tro	acker	r	Y	Advance Tracker (20)
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Height		Minor Boon	-	1200			5 Spirit d8
Weight		Enemy				-	10 Shooting d6, Stealth d6 15 Investigation d6, Notice d6
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Eyes		Minor Boon					20 Totem Knight (buckler, bear, healing)
Hair		Renown Die	d6				25
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Character Description	Renown Tracker	Advance Tracker (20)
	Renown Die d4	(20)
Height	Minor Boon	5 Notice d6, Stealth d6
Weight	Enemy	10 Extraction (hawk form)
	Internet	15 Rapid Shot
Eyes	Minor Boon	20 Soul of the Beast
Hair	Renown Die d6	25
iidii	Minor Boon	30
Age	Hero of Tales	35
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LART RUSS STORE	Major Boon	45
	Living Legend	50
Notes	Renown Die d8	55
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Hawk Form		65
Agility d10, Strength d6, Vigor d6	and the second second	70
Flying d10, Notice d10, Stealth d6		75
Pace 2; Toughness: 3	and the second se	80
Special Abilities	- BARREL SALE	90
Beak and Claws: Str+d6		100
Dive: If a hawk dives at least 12" at	their target, they deal +2 damage	110
Flight: Flying Pace 20	and the second s	120
Size -2: Hawks have wingspans of	4 feet	130
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Advance Tracker (20) Character Description Renown Tracker Renown Die d4 Height 5 Agility d8 Minor Boon 10 Boating d6, Notice d6 Weight Enemy 15 Steersman 20 New Power (slumber) Eyes Minor Boon Renown Die d6 25-Hair Minor Boon 30_ Age ------Hero of Tales 35_ 40_ Major Boon 45-Living Legend 50. Notes 55. Renown Die d8 60_ 65-70_ 75-80. 90.

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Powers	the state of the s	Carlo Bar			200
Туре	Trapping	Cost	Range	Duration	Notes
boost/lower train		2	Smarts	М	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	М	All in Medium Burst Template roll Spirit (-2 with raise) or fall asleep
and the second	State of the second sec		The state	al and a	
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	Carlo Carlos and	1-1-100	1.00		and the second s
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	THE STATE OF	- 2-	- C. C.	1.11	the second states and the second
10-50 H 1-502		1. Starter		and and	Contraction of the state of the
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AN AN AN AN AN AN	No. Company and			30	
1 25	Rent Street Land	Sker 1	- and	19	
Arcane _{d8}	1 A		0		00000000
Skill	Care CC	X		X	
Standard Street	Dragondust				00000000
Max_		30.1	())(-	
Force			-		00000000
the state of the		S. C	-	-	TEASTRE AND
- NEW SING					66688

			200					
Odayah	RunningStream	sin a	E		302 5			
BIRTH NAME	SOUL NAME		STR		PLAYEI	RNAME		
Blasted Human	Copper Trout	P	STS!	and the second				
PEOPLE	CLAN NAME			Contraction and	CAN	APAIGN		
Waywalker	and the second	6	1.2	20 SEASC	ONED			
ARCHETYPE	Skills	Contra O	the second second	XP		RANK		
Attributes		ATTRIBUTE	and the location		ATTRIBUTE	and the second		
and the second	Boating	Agility	d6	Shooting	Agility	d4		
d10	Climbing	Strength		Stealth Streetwise	Agility	d6 d4		
uio	Fighting Intimidation	Agility Spirit	d6 d4	Throwing	Smarts Agility	d10		
gilty of game	Knowledge (The Land		d8	Intowing	<u>Aginty</u>	-		
d4	Lockpicking	Agility	d4			-		
	Notice	Smarts	d4	A second second	an conser	-		
a auman		Caller III I	- And	The second second		a series a		
d8	Hindrances			Languages		and the second		
A C. H A	Code of Honor: cl			on	and the second			
uppirit of other		arts): two advance	es to raise	- 14 hay				
d6	Smarts	Contraction of the second		Injuries	S Delers	15		
and autor	Greedy (minor)		Part	and the second second		1		
A A A A A A A A A A A A A A A A A A A	Quirk: whistles	Sand Sector			-	ton in		
d4	Edges				1923	a second		
Pigor		m' (E A SPE		Martin and	199		
	Beast Master: No	Tips, fox	1.3.15	Possessions	- 19 A			
+0	Quick	1.1.	2.2.7.4	Tomahawks, 3	-	1		
Baris		d a benny to gain	a geograp.	Bandolier: free act	ion to draw			
	advantage	hla all the average of the	maaa	Grappling hook	Station.			
6	Long Throw: dou	ble all throwing ra	anges	Lockpicks				
Pace A part	APP.			Pole				
	Rope							
5	10 talons							
A Part	Charles	See Street			1. A.			
4		Contract []			-			
X S		and the second						
eughnes g	APP.	1 . S. 19				Ser. 1		
		12011	and a second			2		
P	ne l	A starter	- Aller	and a part	A WO	unds		
A Dom		And A Contraction	E. Sam		-	-(-1)		
Weapons		The second second	Start Bar	MA - ON MA	Enter -	2)		
and the second se	Damage	Range Notes		for Por	(-3)	-		
Tomahawk	Str+d6	3/6/12	5-000			7		
		and a state of	-		line	cap		
- A - A	and the second second	-				-(-2)		
1		ster and a start	A.Y.		- (-	5		
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- A THERE A DESCRIPTION			20	A A A A	and the second	1		

	P T I	
Character Description	Renown Tracker	Advance Tracker (20)
Height	Renown Die d4	
	Minor Boon	5 Agility dio
Weight	Enemy	10 Stealth d6, Throwing d10
Eyes	and the second s	15 Boating d6, Climbing d6
Lycs	Minor Boon	20_Long Throw
Hair	Renown Die d6	25
	Minor Boon	30
Age	Hero of Tales	35
	the second se	40
Here and the second second second	Major Boon	45
State State State State	Living Legend	50
Notes	Renown Die d8	55
CARLES AND A CONTRACT OF THE OWNER	States of the second second	60
NoTips, Fox	Strongth de Vigor de	65
Agility d10, Smarts d6 (A), Spirit d6,	Strength db, vigor db	70
Fighting d6, Notice d10, Stealth d8		80
Pace: 8; Parry: 5; Toughness: 4	and the second second	90
Special Abilities	<b>一般的学习了这些主义的主义。</b>	100
Bite: Str+d4	La fine and the second second	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
TANK AND AND ADDRESS OF	The second second second second	150
		160
		170
		180
		190
Powers	a fair and the second	200
Type Trapping	Cost Range Duration Notes	A. F. I. I. W. MARNER W
	and the second	Charles and the second
	the second s	and the second second second
and the second se	and the second s	
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Skill Dragondust	000000000000000000000000000000000000000	100000
Max	AAAAAAA	A A A A A A A A A A A A A A A A A A A
Force		