

## Fantasy Grounds - Clockwork Dreams Intro Pack (Savage Worlds) Xforce



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## About This Content

### Clockwork Dreams Intro Pack

*This product includes the following:*

- Centri-Fugue
- Um, What Did I Just Drink?
- Mind the Gap
- Stealing Time
- The Grand Derby
- Clockwork Dreams Pre-Gens

## Centri-Fugue

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Your adventurers open their eyes and find themselves strewn around a smoke-filled clearing surrounded by trees. As they struggle to their feet under a heavy sensation of vertigo, each of them realizes they have no recollection where they are or how they got here. They remember their own names, and they remember each other and past adventures they've had together, their own histories, even what happened yesterday – but their short-term memory is totally inaccessible.

## **Um, What Did I Just Drink?**

One day, an envelope finds its way to one of your adventurers. It seems that Uncle Erwin has passed away, and his last will and testament bequeaths everything to that character. An address is listed in the will, some street in Thistledown County (Verna), not too far from Hawthorne. The will states, All the accumulation of my worldly goods and accomplishments are under that roof. May they see you to better times.

## **Mind the Gap**

It seemed a nice enough day when your adventurers boarded the Tube in the Idlewyld region of Torrindaen. Perhaps they're returning from a well-earned vacation to the copper dust beaches, or just on their way to it. Maybe they're there on some business. The sounds of shouting interrupt their otherwise pleasant ride, coming from the next car over. No usher is in sight yet, and passengers in your adventurers' car begin to exchange nervous glances. Your adventurers overhear bits and pieces of an agitated male voice saying, "Stop them from... you don't understand how close... keep it super-heated... going to die!"

## **Stealing Time**

"Hold there! This is our road you gents are usin', and we require a... modest toll for passage. Wages for our constant vigilance and upkeep of the area, you understand." On their way to (or from) Lothengard one night, your adventurers suddenly find themselves surrounded by a band of highwaymen.

## **The Grand Derby**

There are two phases to this scenario, the building of the krank and the Derby itself. There are endless permutations of designs, so your adventurers' options are wide open. Technomagical weaponry and gadgets are not only permitted to be built into the kranks, but encouraged. The crowd loves a good show. There are no size restrictions, so many competitor's designs have been getting progressively larger over the years.

**A copy of Savage Suzerain is required to use some parts of this product.**

*Conversion by: Jeannette Jarrar*

Released on March 29, 2018. Designed for Fantasy Grounds version 3.3.4 and higher.

**Requires:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and a one time purchase of the Savage Worlds ruleset.

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Title: Fantasy Grounds - Clockwork Dreams Intro Pack (Savage Worlds)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 11 Apr, 2018

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English



**STEALING TIME OVERVIEW**

When strangulok snags the Fry Riders of Dreams, you're in for some wild adventures.

Your adventures are on their way to air from Labyrinth, the capital of Anomima, where they've set upon by a band of infamous highlanders. What reason is a merry chase through the Clockwood, a hide-and-seek among the towering grandfather trees - but who ends up chasing whom?

**SAVAGE WORLDS**

**STEALING TIME 1**



# SUZERAIN

**NPCs**

Group: Clockwork Dreams Pre-Guns and One Sheets

- Discipline Team Giant
- Discipline Team Troll
- Ferustus
- Geonzes
- Gumm
- Norny
- Random Bandit
- Security
- Troll Watch Commander

Tough:

Wildcard:

**MONSTROUS ABILITIES**

- Destroy Machinery
- Fighter
- Grow
- Invisibility
- Knock-Back
- Language
- Oath
- Persuasive
- Racist
- Thick Skin And Strong Bones

**UM BACKGROUND**

When strangulok snags the Fry Riders of Dreams, you're in for some wild adventures.

Uncle Erwin has passed away, and he's left everything to one of your adventures. But with Uncle Erwin, everything seems not to be a run-down old workshop they do a few odd jobs in the markets of Handwerker (a major city in Verro, the springtime season).

While your adventures are poking around the abandoned shop, one of the abandoned neighboring buildings comes crashing down on top of the workshop. Your adventures find themselves trapped in the basement beneath a burning pile of rubble with not much other than a merry old chest full of two silver and bottles that are not your adventures' dad's to hold them out. If they can find - and stomach - the right combination of alchemical ingredients, they might not have to meet Uncle Erwin today.

**SAVAGE WORLDS**

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**CENTRI-FUGUE 1**

**CENTRI-FUGUE**

When stragglers meet the Fey Realm of Dreams, you're in for some wild adventures.

In this One Sheet scenario, your adventurers wake up in a forest clearing with no memory of how they got there, or why. A giant fungus ascends from a tangle of trees, and a remodeling machine that appears to have gone awry.

To make matters worse, the forest seems not to be the Centrifugal Forest, and it keeps rearranging itself around them. Scramble around the constantly changing scenery as the clues your adventurers need to piece together this mystery.

**SAVAGE MOJO**

**CENTRI-FUGUE 2**

**GRAND DERBY 1**

# SUZERAIN

**WEAPONS LIST**

Clickwork Dreams Ranged Weapons

Ⓢ Clockwork pistol	12/20/18	20R+1	2	200	8	6	-	-
Ⓢ Mechanized Bow	12/20/18	2R	1	250	8	40	AP2	-
Ⓢ Pneumatic Revolver	4/9/16	2R	-	-	-	-	-	1 action to reload

Melee weapons

Ⓢ Dagger	10/14	-	-	-	-	-	-	-
Ⓢ Tact handle	10/14	-	-	-	-	-	-	-

**MUNDANE ITEMS**

Tools and Fantastic devices

Ⓢ Mandatory math goggles	25
Ⓢ Temperature-regulating clothes	2 400

**EDGES**

- Ⓢ Aes scribe/Shining Ones
- Ⓢ Boozarts
- Ⓢ Cremlans
- Ⓢ Pixie
- Ⓢ Pooka
- Ⓢ Regeneration
- Ⓢ Sorixstars
- Ⓢ Troils

**GRAND DERBY OVERVIEW**

When stragglers meet the Fey Realm of Dreams, you're in for some wild adventures.

Your adventurers are roped into the most famous sporting event in the realm, the gobble annual Krank Grand Dermination Derby. It's a chaotic, dangerous, mechanical maelstrom created by goblins, for goblins, although all by any welcome to participate and watch. It's a good chance for your adventurers to gain some fame, especially among the gobble community.

The winner's prize for the last man standing isn't too shabby either.

**SAVAGE MOJO**

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

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# SUZERAIN

### DEYON POLARIS ALBION

**ATTACKS**

- Dueling Pistol
- Witchblade Bow
- Explosive

### ALBERT ROSS

**ATTRIBUTES**

Agility: 3, Smarts: 3, Spirit: 3, Strength: 3, Vigor: 3

**DERIVED STATS**

Perce: 6, Parry: 2, Toughness: 4, Charisma: 0, Pulse: 10

**SKILLS**

- Brink
- Knowledge: The Sky
- Notice
- Shooting
- Stealth
- Survival
- Unskilled

### BRIANNA PRATTEKA ENMA E

**EDGES**

- Attraction
- Charisma
- Flirt

**MINORANCES**

- Calves (Hate)
- Quick (Drove) Scumbag
- Miss Moves, even in
- Algebra
- How (Miss) Chores (Dishes) of Home in the best of her ability

### DR. AMBER BENKLEY

**ATTRIBUTES**

Agility: 3, Smarts: 3, Spirit: 3, Strength: 3, Vigor: 3

**DERIVED STATS**

Perce: 6, Parry: 2, Toughness: 4, Charisma: 0, Pulse: 10

**SKILLS**

- Brink
- Investigate
- Knowledge: Bureaucracy
- Perception
- Repair
- Unskilled

0 1 2 3 4









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