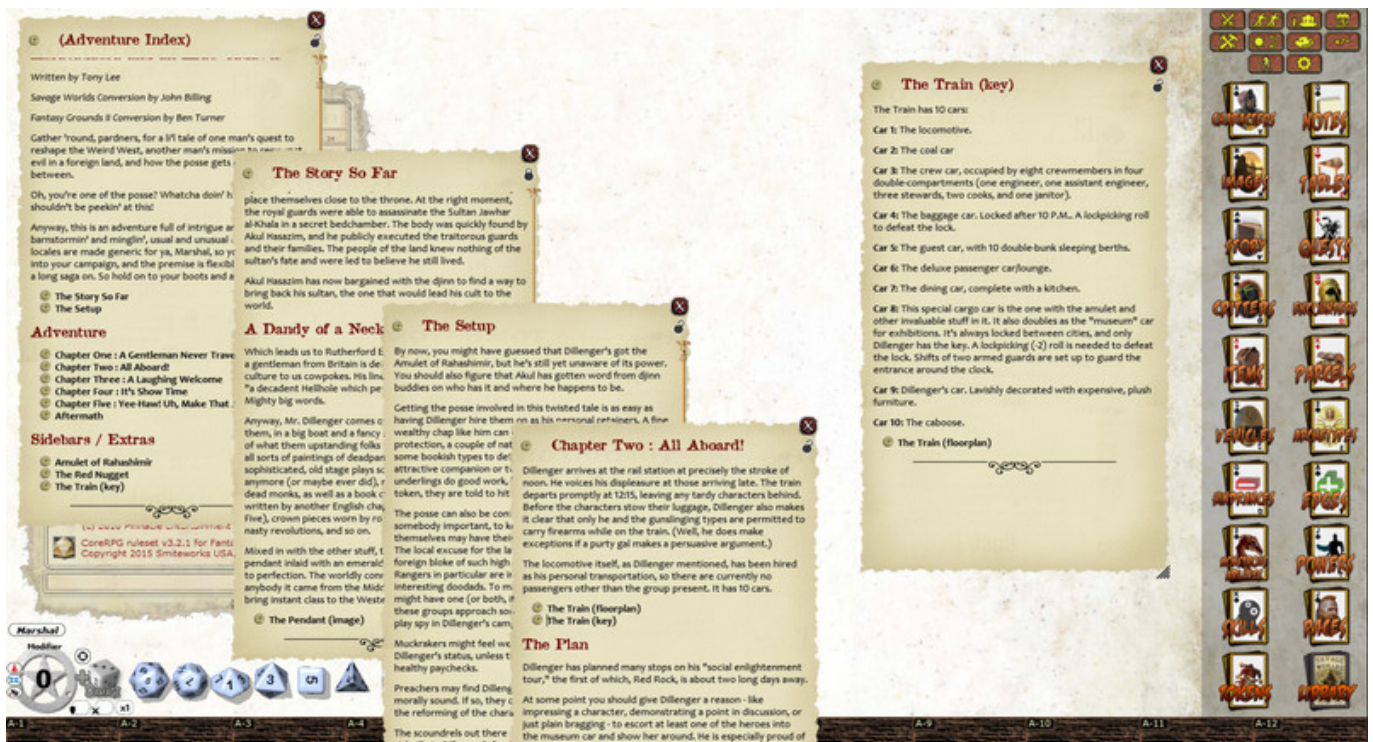


## Fantasy Grounds - Deadlands Reloaded: Abracadabra And An Arab Cadaver (Savage Worlds) Activation Code Offline



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### About This Content

## Deadlands Reloaded: Abracadabra and an Arab Cadaver

### Adventure

*Gather 'round, pardners, for a li'l tale of one man's quest to reshape the Weird West, another man's mission to resurrect evil in a foreign land, and how the posse gets caught in between. Oh, you're one of the posse? Watcha doin' here then? You shouldn't be peekin' at this!*

Anyway, this is an adventure full of intrigue and weird magic, barnstormin' and minglin', usual and unusual characters. The locales are made generic for ya, Marshal, so you can drop them into your campaign, and the premise is flexible enough to build a long saga on. So hold on to your boots and away we go!

*Fantasy Grounds Conversion: Ben Turner*

**Requires:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license, a one time purchase of the Savage Worlds Ruleset, a one time purchase of the Deadlands Reloaded Player's Guide module and the Deadlands Reloaded Marshalls module.

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Title: Fantasy Grounds - Deadlands Reloaded: Abracadabra and an Arab Cadaver (Savage Worlds)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 8 Dec, 2016

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**Minimum:**

**OS:** Windows XP, Vista, 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:** N/A

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

English

### THE TOMSTONE EPTAPU

Savage Worlds Deluxe v4.3.1 for Fantasy Grounds  
(c) 2011 Pinnacle Entertainment Group.

Deadlands! Reloaded Extension v2.3.2 for Fantasy Grounds  
(c) 2010 Pinnacle Entertainment Group.

CoreRPG ruleset v3.2.1 for Fantasy Grounds  
Copyright 2015 Smiteworks USA, LLC

### (Adventure Index)

Written by Tony Lee  
Savage Worlds Conversion by John Billing  
Fantasy Grounds Conversion by Ben Turner

Gather 'round, pardners, for a lit tale of one man's quest to reshape the Weird West, another man's mission to resurrect evil in a foreign land, and how the posse gets caught in between.

Oh, you're one of the pos shouldn't be peekin' at ti

Anyway, this is an advent barnstormin' and minglin' locales are made generic into your campaign, and a long saga on. So hold or

**Chapter Three : A Laughing Welc**

Even if nothing else happens, the amulet comes alive amidst the town's high Fear Level. Characters in the museum car notice the glow automatically. Those nearby (say, right next to the windows) notice it if they succeed at a Notice check. The power of the amulet attracts a weak walkin' dead to the train, which the guards easily dispose of (after a minute of steadying their hands from the shakes) if there are no heroes around to help out.

The corpse, if not disposed of, is later identified by the marshal as an out-of-town card cheat whose luck ran out at the Red Nugget just a week before.

**The Gulper**

Oh, we can't do justice to ti mentioning the Gulper.

The Gulper is a local Mojave crimson skin and a single sh tentacle. The name came fr creature's habit of gulping the hapless victims ever to.

The Gulper first showed up preyin' on this town ever s. striking day or night. The or your feet. The ratler is usu point barely enough time fi your arms before you beco


if the posse hangs around i they definitely hear about i It seems almost everybody

**The Red Nugget**

The name is only half apt: Red it is; must've thought blood stains wouldn't save on paint. As rambunctious as the c might be right.

The closest thing to a nugget in here is the left of the bar, unless you count leg broken plains. Newbies and outsiders tr better have something up their sleeves them drier than a starved prairie tick. golden-haired Ginger.

When Dillenger comes stridin' in, the of hard-drinking miners drop like a cart dandy adjusts his tie and clears his throo: a sic train tracks his way around the saloon under some bloody stares. He tips his hat politely at the few ladies present, all the while sticking out like the proverbial sore thumb.



**Marshal Jack Sloan**

Abilities	Ag	Int	St	Str	Vig
Derived	Per	Fer	Tough	Armor	Grif
Skills	Fighting	Guts	Notice	Shooting	
Attacks	Colt Army .44	Damage	Notes	Single-action	
	Scattergun	6/12/24. dmg	1:3d6, +2	shooting rolls	
	Winchester .73	24/48/96. AP	2. RoF 1		
Attributes	Bloodthirsty	Mean	Quirk (Dislikes outsiders)		

**Marshal**

Modifier: 0

Target: 4

Score: 4

A-1   A-2   A-3   A-4   A-5   A-10   A-11   A-12

### THE TOMSTONE EPTAPU

Volume 1      Tomstone, Arizona, Fantasy, September 4, 1974      Pg. 24

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### (Adventure Index)

Written by Tony Lee  
Savage Worlds Conversion by John Billing  
Fantasy Grounds Conversion by Ben Turner

Gather 'round, partners, for a lit tale of one man's quest to reshape the Weird West, another man's mission to resurrect evil in a foreign land, and how the pawns meet in between.

Oh, you're one of the posse shouldn't be peekin' at this with bulging sacks under their arms.

Anyway, this is an adventure barnstormin' and minglin', locales are made generic fit into your campaign, and the a long saga on. So hold on t

**Chapter Four : It's Show Time**

if you arrange for some of the heros Marshal Sloan eventually comes on clowns why nobody messes with h through the gizzards make his poi

Regardless of whether the posse heroes earn respect from the towns success in halting the robbery, thos if they decide to challenge Sloan fo

**Return Engagement**

Well, just because they're dead an that's the end of them, did you? Not while the amulet's around. The relic is only too happy to have weaves its evil magic that very sam the banditos come back faster than if any of Akul's spies met an unfort this encounter, too. Naturally, they all make a beeline depending where the heroes are, t zombies lumbering toward the tra two characters guarding the exhib rest fairly close by so they can help

Spy

Abilities: Agi 4, Int 4, Spi 4, Str 4, Vig 4

Derived: Fear 6, Parry 6, Tough 5, Armor 0, Cha 0

Skills: Climbing 4, Fighting 4, Knowledge (Arabic) 4, Lockpicking 4, Notice 4, Riding 4, Stealth 4, Throwing 4

Attacks:  Stacking

Damage:

Notes:

Start:  3/6/12, poisoned (see inventory)

End:  Loyalty to Akul

Bandit

Abilities: Agi 4, Int 4, Spi 4, Str 4, Vig 4

Derived: Fear 6, Parry 5, Tough 5, Armor 0, Cha -2

Skills: Fighting 4, Gambling 4, Notice 4, Shooting 4, Stealth 4, Survival 4

Attacks:  Colt Army  Damage:  Notes:

Hydrants:  Bloodthirsty   Wanted (Minor)

Edges:  Quick Draw

Powers:

**Marshal**

Modifier:       Target:       Score:

A-1      A-2      A-3      A-4      A-5      A-9      A-10      A-11      A-12







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