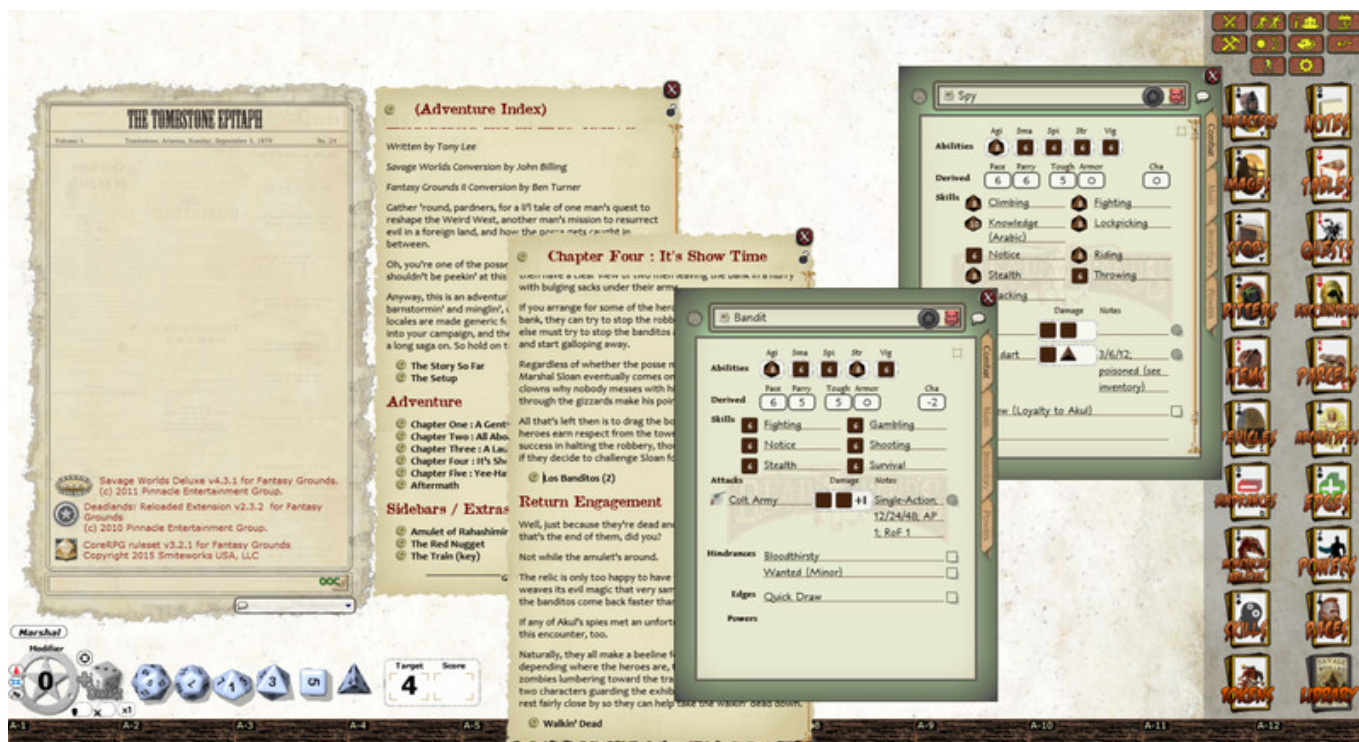


Fantasy Grounds - Deadlands Reloaded: Abracadabra And An Arab Cadaver (Savage Worlds) Key Serial Number



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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? Whatcha 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.

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



(Adventure Index)

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

Cather 'round, partners, for a lit' tale of one man's quest to reshape the Weird West, another man's mission to root out evil in a foreign land, and how the posse gets between.

Oh, you're one of the posse? Whatcha doin' h shouldn't be peekin' at this!

Anyway, this is an adventure full of intrigue or barmstormin' and minglin', usual and unusual locales are made generic for ya, Marshal, so y' into your campaign, and the premise is flexible a long saga on. So hold on to your boots and a

The Story So Far

The Setup

Adventure

- Chapter One : A Gentleman Never Travels
- Chapter Two : All Aboard!
- Chapter Three : A Laughing Welcome
- Chapter Four : It's Show Time
- Chapter Five : Yee-Haw! Uh, Make That Aftermath

Sidebars / Extras

- Amulet of Rahashimir
- The Red Nugget
- The Train (key)

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The Story So Far

place themselves close to the throne. At the right moment, the royal guards were able to assassinate the Sultan Jawhar al-Khala in a secret bedchamber. The body was quickly found by Akul Hasazin, and he publicly executed the traitorous guards and their families. The people of the land knew nothing of the sultan's fate and were led to believe he still lived.

Akul Hasazin has now bargained with the djinn to find a way to bring back his sultan, the one that would lead his cult to the world.

A Dandy of a Neck

Which leads us to Rutherford E. a gentleman from Britain is de culture to us cowpokes. His lin "a decadent Hellhole which pe Mighty big words.

Anyway, Mr. Dillenger comes c them, in a big boat and a fancy of what them upstanding folks sophisticated, old stage plays sc anyone (or maybe ever did), dead monks, as well as a book c written by another English chap (Five), crown pieces worn by ro nasty revolutions, and so on.

Mixed in with the other stuff, I pendant inlaid with an emerald to perfection. The worldly con anybody it came from the Mid; bring instant class to the Weste

The Pendant (image)

Muckrakers might feel we Dillenger's status, unless t healthy psyches.

Preachers may find Dilleng morally sound. If so, they c the reforming of the chara.

The scoundrels out there

The Setup

By now, you might have guessed that Dillenger's got the Amulet of Rahashimir, but he's still yet unaware of its power. You should also figure that Akul has gotten word from djinn buddies on who has it and where he happens to be.

Getting the posse involved in this twisted tale is as easy as having Dillenger hire them on as his personal enforcers. A fine wealthy chap like him can protection, a couple of not some bookish types to de attractive companion or t underlings do good work, token, they are told to hit

The posse can also be con somebody important, to k themselves may have the! The local excuse for the la foreign bloke of such high Rangers in particular are i interesting doodads. To m might have one (or both, if these groups approach so; play spy in Dillenger's cam.

Chapter Two : All Aboard!

Dillenger arrives at the rail station at precisely the stroke of noon. He voices his displeasure at those arriving late. The train departs promptly at 12:15, leaving any tardy characters behind. Before the characters stow their luggage, Dillenger also makes it clear that only he and the gunslinging types are permitted to carry firearms while on the train. (Well, he does make exceptions if a party gal makes a persuasive argument.)

The locomotive itself, as Dillenger mentioned, has been hired as his personal transportation, so there are currently no passengers other than the group present. It has 10 cars.

- The Train (floorplan)
- The Train (key)

The Plan

Dillenger has planned many stops on his "social enlightenment tour," the first of which, Red Rock, is about two long days away.

At some point you should give Dillenger a reason - like impressing a character, demonstrating a point in discussion, or just plain bragging - to escort at least one of the heroes into the museum car and show her around. He is especially proud of

Marshal

Modifier

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

THE TOMSTONE EPTAPPI

Tomstone, Arizona, Fantasy, September 4, 1974 No. 24

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
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(Adventure Index)

Written by Tony Lee
Savage Worlds Conversion by John Billing
Fantasy Grounds II 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 can 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 mentioning the Gulper.

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

The Gulper first showed up preying 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 striding in, the of hard-drinking miners drop like a cart dandy adjusts his tie and clears his throat. 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.

© Dillenger at the Red Nugget (Image)

Marshal Jack Sloan

Abilities	Ag	Sta	Sp	Str	Vig
Derived	6	5	6	0	0

Skills	Fear	Fury	Tough	Armor	Swift	Cha
Fighting	4	4	4	4	4	4
Notice	4	4	4	4	4	4

Attacks

Weapon	Damage	Notes
Colt Army .44	1d12+4	Single-action, 12/24/48, AP 1, RoF 1
Scattergun	6/12/24, dmg 1-3d6, +2	shooting rolls, shooting rolls
Winchester .73	2d4/4d/3d6	AP 2, RoF 1

Attributes

- Bloodthirsty
- Mean
- Quirk (Dislikes outsiders)

Marshal

Modifier: 0

Target: 4

Target: 4

Target: 4

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