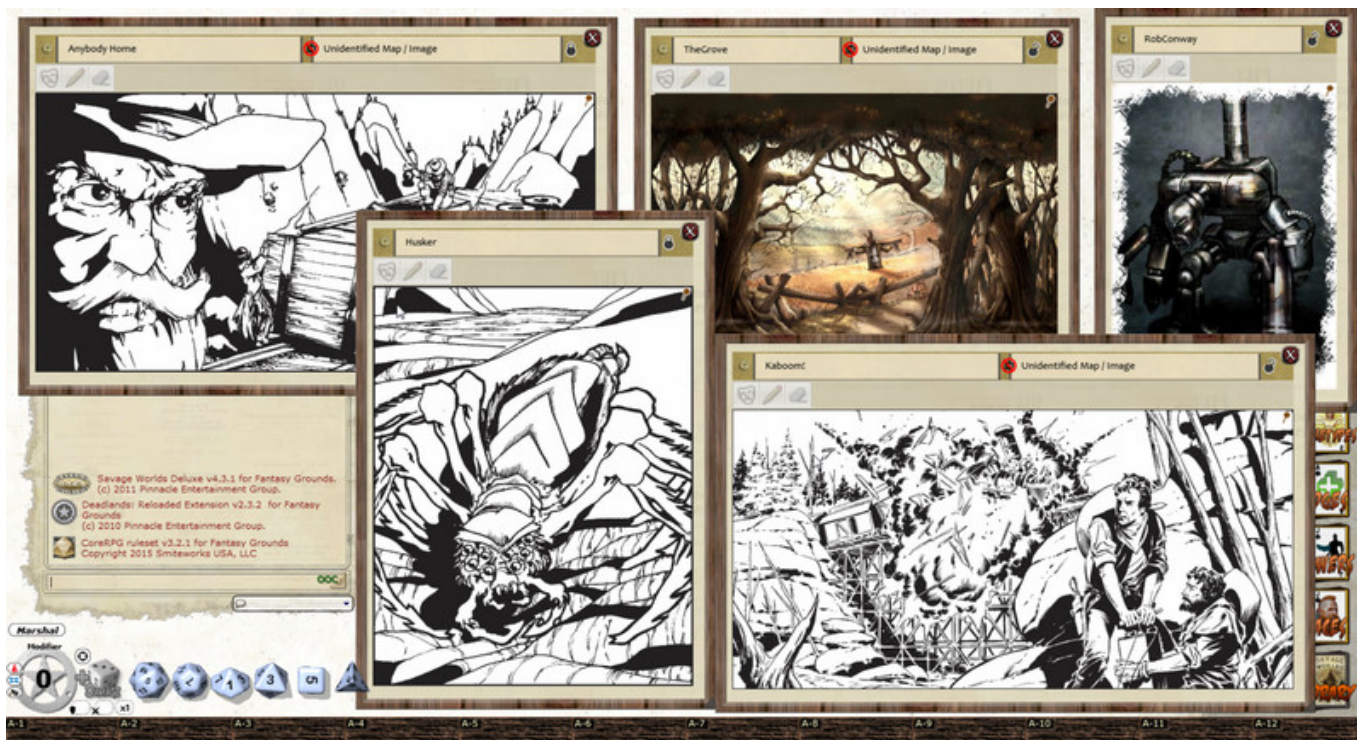


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## Fantasy Grounds - Deadlands Reloaded: OneSheet Adventure PAK (Savage Worlds) Download For Pc [portable Edition]



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### About This Content

#### 7 Quick Adventure Modules for the Fantasy Grounds virtual tabletop

PDF versions of this are available for free on the Pinnacle Entertainment Website.

Each of these adventures has been converted for use with Fantasy Grounds. They can be used in existing campaigns or as ideas for your own adventures.

*This PAK contains each of the following adventures:*

- Buffalo Soldiers
- Daddy's Boy
- Deep Dark Woods
- Feast of Famine
- Lover's Quarrel
- Lynched

- 
- Scare Crow

**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, one time purchase of the Deadlands Reloaded Player's Guide module and the Deadlands Reloaded Marshalls module.

*Fantasy Grounds Conversion:* **Kevin Doswell**

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Title: Fantasy Grounds - Deadlands Reloaded: OneSheet Adventure PAK (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 EPTAPH

Savage Worlds One Sheet™ By D...  
The posse stops for the night at a themselves smack in the middle of

**Adventure Index**

- 01 Gimme Shelter
- 02 Daddy's Home
- 03 Iron Man
- 04 The Retrieval Squad
- Finale

Savage Worlds Deluxe v4.3.1 for Fantasy Grounds.  
(c) 2011 Pinnacle Entertainment Group.  
Deadlands! Reloaded Extension v2.3.2 for Fantasy Grounds  
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CoreRPG ruleset v3.2.1 for Fantasy Grounds  
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**(Daddy's Boy)**

A Savage Worlds One Sheet™ By D...  
The posse stops for the night at a themselves smack in the middle of

**01) Gimme Shelter**

Late one evening the heroes are on the trail when they spot a farmstead miles from any town. Storm clouds loom overhead, threatening a massive downpour, whilst welcoming lights twinkle from the windows of the warm, dry farmhouse. Two barns, one fallen into disrepair, and pigpens are silhouetted by the setting sun.

Cowpokes approaching pretty woman in her late the boy struggles with a Conway. Sherilyn is frightened. Jamie on the other

Men folk are offered the offered a bed in the farm them to not go into the collapse at any minute. Notice roll reveals that though she tries to hide

**02) Daddy's Home**

He arrived only a week ago, while farm. Initially Jamie was terrified t hulk-even going so far as to unload father and son learnt to communicate scratching messages in the dirt.

Convinced the creature before hi the dilapidated old barn, whilst he was going to tell his mother, Rob L to his wife, and is content for now company. Sherilyn has come to te husband either abandoned his fan

Meanwhile, a Hellstromme retrieval missing automaton, determined to

**03) Iron Man**

During the night, those bedding down in the barn r runderun barn. Those in the house must make a s in hear Jamie sneaking out of the home.

Jamie visits his father see a small boy talking armed with a Gatling will try and stop their automaton will do all fuss and noise will aw

**04) The Retr**

As things are being resolve is one member of the squad more. They arrive in a large retrieve the automaton an been in contact with. They wagon for minor cover (2

Rob Conway will fight to protect his family, but makes sure to stay away from his loved ones for fear of killing them should he explode.

- 01 Conway's Automaton
- 02 Hellstromme Industries Retrieval Squad
- Finale

Rob Conway, Automaton

Abilities	Agil	Int	Stm	Str	Vig
	4	6	6	13	4
Derived	Per	Fury	Tough	Armor	
	4	6	13	4	
Skills	Fighting	Intimidation	Notice	Shooting	
Attacks	Damage	Notes			
Class					
Special	Construct	Hardy	Run Dry	Self-Destruct	Weakness (Head)
	Wounded				

**Marshal**

Modifier: 0

Target: 4

Score: 4

### THE TOMSTONE EPIGRAPH

Volume 1, Tomstone, Arizona, Fantasy Grounds, September 4, 1974 No. 24

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**Adventure Index**

- ⊙ Slaughter On The Plains
- ⊙ A Deal With The Devil
- ⊙ The Only Good Indian
- ⊙ Solutions
- ⊙ Aftermath

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Successful Notice or Investigate allows a posse member to raise a covopoke to do tracks was two-legged. Two one of the sets of tracks. This something impenetrable.

⊙ A Deal With The Devil

**(Buffalo Soldiers)**

A Savage Worlds One Sheet™ for By Dave Blever

The posse gets caught up in the Indians on the plains of Montana.

**01) Slaughter On The Plains**

While riding across the plains of Montana, the posse hears a distant fusillade of shots and see smoke in the distance, something fairly large is a-blaze. Reaching the battle site takes the better part of an hour, long after the fight ends, however the smoke remains constant, giving them something to aim for.

Investigating, they find a small wagon train. Three wagons have been attacked, and one burns fiercely. The wagons have been pulled into a defensive triangle, which didn't work as bullets are strewn all around.

Five Indians are poking around the posse makes their prize themselves, but are more in Indians have been dealt with investigated.

⊙ Indian Braves (5)

Successful Notice or Investigate allows a posse member to raise a covopoke to do tracks was two-legged. Two one of the sets of tracks. This something impenetrable.

⊙ A Deal With The Devil

**02) A Deal with the Devil**

Two weeks before the event detailed above takes place, deserters from the 10th Cavalry Regiment of the USA Army came upon a Blackfoot burial site on the Montana plains. Ignorant and greedy, they tore the grave apart, hoping to find treasures.

What they couldn't know, was the grave was also a prison. A powerful manitou was bound into the site by the bones of honorable warriors. In desecrating the grave, the soldiers inadvertently freed it.

The soldiers were cowed by suddenly manifested before offered them immortality and freeing it, they accepted.

As Fast before them discover to go bad. They were granted possessed them all and trans abominations, twisted buffalo, brought it low.

Since then these creatures have attacking settlers, attempting Blackfoot tribe, and sowing fear.

Their actions have not gone which sent its favorite son, L. Unfortunately the Montana shaman had to split his war p beasts quickly.

To make matters even worse captured by townsfolk thirst strung up.

⊙ The Only Good Indian...

**03) The Only Good Indian...**

Less than a couple of hours after the encounter with wagon train, the party rides into a nameless town, one has bothered to put up a sign. The fledgling collection of tents alongside partially built buildings posse ride into town they notice a mob of townsfolk roofless barn.

The townsfolk are about to string believing he is behind the attacks.

⊙ Solutions

What happens

The lynching to help him tr slaughtered by and they are th miles.

Once the abominations have been found, Laughing Call daubs a stylized white buffalo on the forehead of each posse member and then starts chanting. While the shaman chants, and the mark remains on the posse members, their attacks ignore the armor of the buffalo soldier.

**04) S...**

**Indian Brave**

Abilities	Ag	Sta	Spl	Str	Vig
Derived	6	7	6	0	0
Skills	Fighting	Intimidation	Shooting	Survival	Guts
Attacks	Box	Tomahawk	Stubborn	Block	
Defenses	Stubborn	Block			
Powers					

**Marshal**

Modifier

0

Target Score

4

**THE TOMSTONE EPTAPH**

Volume 1 Tomstone, Arizona, Fantasy, September 4, 1974 No. 24

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Savage Worlds Deluxe v4.3.1 for Fantasy Grounds.  
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CoreRPG ruleset v3.2.1 for Fantasy Grounds  
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**(Adventure Index)**

Written by John Goff  
Savage Worlds Conversion by John Billing  
Fantasy Grounds II Conversion by Ben Turner

Now that you know how to play this crazy game, you're no doubt keen to round up a posse and hit the trail. Well, we've got just the twisted tale for you to spring on a bunch of unsuspectin' cowpokes!

Settle in while we spin you a little yarn about the walkin' dead.

**Adventure Index**

- Ⓢ The Story So Far
- Ⓢ The Setup
- Ⓢ Chapter One: Tickets Please!
- Ⓢ Chapter Two: This is a Stickup!
- Ⓢ Chapter Three: Night on Cold Mountain
- Ⓢ Cleanin' Up

**Sidebar**

- Ⓢ Fellow passengers
- Ⓢ The Agents
- Ⓢ The Train
- Ⓢ The Life Cycle of a Husker

**Story**

Templates

Group Round the Mountain

- Ⓢ (Adventure Index)
- Ⓢ Chapter One: Tickets Please!
- Ⓢ Chapter Three: Night on Cold Mountain
- Ⓢ Chapter Two: This is a Stickup!
- Ⓢ Cleanin' Up
- Ⓢ Dang It! Now We Have to Shoot 'Em
- Ⓢ Fellow passengers
- Ⓢ Into The Woods
- Ⓢ Laura Comes Clean... Sort Of
- Ⓢ Passin' The Time
- Ⓢ The Agents
- Ⓢ The Setup
- Ⓢ The Story So Far

**Ⓢ The Story So Far**

A few weeks ago, a ship called Mary's Despair docked in the port of Boston. She carried an innocent cargo of bananas from Honduras. Or so her crew thought. A creature called a "husker" had crept aboard Mary's Despair the night before the ship sailed for Boston. The thing is a man-sized, insect-like monster with the extraordinarily nasty habit of reproducing by planting its eggs inside other animals.

Once Mary's Despair docked, the monster multiplying—at the expense of a number of the crew. It wasn't long before the Agency's office in Washington identified the problem and took husker infestation.

**Problem Solved...?**

A few days burned buildings, and corpse was well in hand. However, the field agent was a type of abomination they had never seen. After a high level conference in Washington decided the creature warranted further study.

They left one of the monsters alive. The creature was too dangerous to leave on the East Coast, however, so they arranged to ship it to one of its remote Western offices.

Two field operatives, Laura Giles and Ali, assigned to guard the shipment as it traveled across the country in a train, were given an easy assignment.

This is where the heroes come in.

**Bushwhacked!**

Philip Clarkson gave a law-abiding life a whole month. Now he's moving up to the train robbery. He's rinned a trestle over

**Ⓢ The Setup**

This is the easy part—all that's necessary to begin the adventure is that the posse be riding on the Skyline Steamer, a west-bound Denver-Pacific train somewhere in the Rocky Mountains. Have each of the players tell you why their characters are heading further west. They could have boarded the train anywhere from Boston to Denver, so you can accommodate a wide variety of character types.

You can have some of the characters want, or make them all want, for an easier way to get a posse together.

**Ⓢ Chapter One: Tickets Please!**

The first portion of the adventure is intended to let the players get a feel for the Skyline Steamer, its crew, and passengers. If they're strangers, they also have a little time to meet each other and introduce their characters.

As mentioned before, the point of departure and destination aren't really important to the adventure's plot—use whatever works for your particular game!

The story picks up as the train climbs into the higher elevations of the Rocky Mountains.

- Ⓢ The Train
- Ⓢ The Agents
- Ⓢ Fellow Passengers

Let the players get into their characters and get to know each other better by passing a little time before the action starts in the next chapter. In the Passin' The Time story element are a few subplots you can use to keep things happening if the posse doesn't get into trouble on their own.

**Marshal**

Modifier

0

Target Score

4

A-1 A-2 A-3 A-4 A-5 A-6 A-7 A-12







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