



DEADLANDS RELOADED ADVENTURE DECK

New Adventure Deck cards for Deadlands!

Howdy partners. This free supplement allows you to tweak your Savage Worlds Adventure Deck to be more appropriate for use with Deadlands. You can find the Adventure deck at our online store:

WWW.PEGINC.COM

These cards should be printed on cardstock, printed on paper and then placed in card sleeves, or lightly glued to standard playing cards. We have also included new backs that can be printed out for the entire deck to help set the mood!



Dead Man's Hand

"Read 'em and weep! Aces over eights"

Play when any character is dealt a poker hand for any reason. That hand becomes two pair, A(S) A(C) 8(S) 8(C) J(D). This hand cannot be changed.



Hot Iron and Whiskey

"Here, bite on this."

Play on a wounded character. That character has ONE wound healed, but gains a permanent scar. Roll on the Injury Table in the Savage Worlds core book for location. The character gains a -1 to charisma if the scar is visible.



Shakin' in thar Boots

"I won't just shoot ya. I'll kill ya good!"

Play in a combat situation. Your character does or says something so intensely horrific and intimidating that it brings the area to a standstill. All other characters, friend or foe, are Shaken.



The Pass!

"We can head him off at the pass."

Play when you are in pursuit of a character or monster. The posse knows a shortcut that will put your characters ahead of whatever you were pursuing.



Snake Oil

"Step right up for Dr. Bitz's Miracle Elixir!"

Play at any time. A snake oil salesman arrives in the middle of the scene, complete with wagon and entourage, promoting his wares.



Liquid Courage

"Just a quick sip and I'll be OK."

Play at any time to gain a +4 bonus to a guts roll or to automatically recover from being Shaken.



Use these to create customized Card Backs for your Adventure Deck!

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DEADLANDS RELOADED ADVENTURE DECK PART II

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Feel It

"It's like the gun took over and aimed itself"

Make a called shot with a ranged weapon with no penalties.



Spurred On

"Ride hard and we should make it by sundown."

The posse's travel distance is doubled for a day or one character gains double Pace for one round.



Quick Funeral

"I guess it wasn't my time."

Play on any character that has died. That character returns to the game in harrowed, however, the Manitou has control of that character for the first 24 hours after he has risen.



Cheatin'

"You're a cheat and a liar!"

Plays at any point where you are dealt a normal playing card. You may search the remaining deck for any card other than a Joker and replace a card you have been dealt. Then reshuffle the deck.



Sagebrush and Starlight

"Sometimes a nap in the saddle is all you need!"

Play when a character has at least a half hour of undisturbed downtime to restore a character as if she had a full night's rest. This restores all power points and removes all fatigue.



High Noon

"Let's settle this once and for all."

Play when in group combat. Combat stops. Your character and the leader of the opposing group settle the fight with a one-on-one pistol duel. (see Deadlands:Reloaded)



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