
Psi Cards - Soundtrack Best Crack



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About This Content

This is the soundtrack from the Psi Cards game.

Included tracks :

- Ancient dance in the Haunted forest
- Hover with the wind
- Journey
- The Path of Pharaos
- Two Philosophers
- Under Heaven over the Wall

Title: Psi Cards - Soundtrack
Genre: Casual, Indie
Developer:
IR Studio
Publisher:
IR Studio
Release Date: 9 Apr, 2018

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English

THE TOMSTONE EPIGRAPH

Volume 1, Tomstone, Ardenia, Pinnade, September 5, 1879 No. 14

Savage Worlds Deluxe v4.4 for Fantasy Grounds. Copyright 2015 Pinnacle Entertainment Group
 CoreRPG ruleset v3.3.0 for Fantasy Grounds Copyright 2015 Smiteworks USA, LLC
 Link Checker v0.4.0 for FG V.3.3.x Copyright 2017 Smiteworks USA, LLC.
 Author: James (Lukiane) Holloway (Inspired by Aki Heikkinen's Savage Worlds Enhanced Library extension).
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 Deadlands: Reloaded v2.4 for Fantasy Grounds. Copyright 2010 Pinnacle Entertainment Group

02) Initial Inquiries

Approaching the town requires walking up a rough trail with swaying corn on either side. Two scarecrows can be seen watching over the ripening crops, but there's no sign of anyone working in the fields. A few locals are in the street when the posse enters town, but they ~~know their way and head in the~~ opposite direction. A Notice something.

Curiosity should hopefully go body and thinning population. Aside from grabbing folk off the most likely places to eng (with Preach Samuel Dicks) patrons hunched over drinks McTavis). Regardless of whi the same information.

Asking about the body provi

That body is some mo g this town a month or s take our women and g We're single folk, not tolerated it as long as one day and murdered choice but to bring hi and strung up as a wa

Questions about the town's c more ominous reply.

Ever since that outlaw murder each night. Grr horrible! We've stoppe Marshal reckons he ha slow revenge. Call me more evil than outlau

02) Something Weird Is Hay

During the journey several strange events occur. These can be run in any order the Marshal wishes.

Card Game

A few of the passengers start up a friendly game of poker to pass the time. Use the Gambling rules as normal, but the maximum stake anyone b with Gambling d6, plus as

Feel free to create brief b details like their jobs and a few notes prepared in c conversation.

Should a character win, he success, he realizes all the hands (that's aces and eig wins, the character who lo figure out his few winning

Disturbed Sleep

If it's an overnight journe sleeper carriage. During th random) suffers a nightm into a bottomless pit. He his compartment closing, while, there's no one in th

Wet Woman

Along a corridor, one of th how many are in the curr wet dress. She smiles at t nearby compartment. She discovers a middle-aged m

02) Starving Folk

If the cowpokes don't suggest it, Mullins brings up the of the gundlingers helping out.

Look here—I don't suppose you folks would help You're fit and st yourselves in a fi wagons, hitch th supply warehou folks, but we ca only take you a lives.

02) The Old Mine

As Mortimer said, the gold m ancient natural cavern system the caverns were home to a n there were only three of the been reduced over time by ca through, the critters were ab their parasitic eggs. They eve town and snatch folk from th 15 critters, all in the young stage (Mortimer killed five who came snooping around town).

Worse, these particular beasties live in an area of ghost rock deposits. Ghost rock powder has become infused into their armor, giving them a strange ability—they burst into intense flame when they die. This has stopped them turning on each other, since both victim and killer get fried.

The gold mine is still productive and even the ghost rock deposits could be exploited. Once the critters are gone, the posse can set up their own mining business. Details of how much work is involved, the amount of deposits left, and annual income the mine earns the cowpokes are left to the Marshal to

Story

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- (One-Shot Happenings)
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- 01) Dead Man Walkin'
- 01) Food For Thought
- 01) Journey O' The Nightingale
- 01) Snatched
- 01) The Show Must Go On
- 02) Initial Inquiries
- 02) Something Weird is Happening
- 02) Starving Folk
- 02) The Empty Camp
- 02) The Old Mine

Marshal

Hudler

Assuming the gundling trail to the wagons. Ea

A-11 A-12





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