

Just alter the original adventure as shown below and you're ready to ride, Marshal!
Conversion notes by John Billings.

CONVERTED ROLLS & MODIFIERS

Here are the *Savage Worlds* equivalents for the various rules and rolls found in the adventure.

CHAPTER THREE

- p. 63 Get access to the compound:
Persuasion versus DuChamp's Smarts.
DuChamp's warning: Test of Wills:
Intimidation.
- p. 64 Notice Christopher's familiarity with
Lady Cynthia: Notice (-2).
- p. 65 Notice lack of Christian symbolism:
Common Knowledge.
- p. 66 Investigate compound grounds during
evening service: Stealth.
Enter a building during evening
service: Stealth (-1), optional
Lockpicking.
Eavesdrop on the service: Stealth (-1).
- p. 67 Investigate compound at any other
time: Stealth (-1).
Enter a building at any other time:
Stealth (-2), optional Lockpicking.
Enter the house of Lady Cynthia:
Stealth (-4).

CHAPTER FOUR

- p. 68 Poison resistance: Vigor (-2).

CHAPTER FIVE

- p. 69 Horse Ridin': use Riding.
Teamster: use Driving.
Break lock on cellar: Strength.
Reaction to the stench: Guts roll versus
Fear/Nausea.
Guts check for seeing dogs: Guts for
their Fear.

CHAPTER SIX

- p. 70 Tracking the cultists through the snow:
use Tracking (+2).
- p. 71 Ambush: Use Surprise rules from
Savage Worlds.

- p. 73 Cultists breaking free of control:
Surviving, Incapacitated cultists are no
longer loyal to Lady Carstairs.
See Church Caravan on the horizon:
Notice.
Recognise sound of avalanche: Notice
(failure gives direction of sound).
Climb avalanche with full climbing
Gear: Single roll, Climbing (+2).
Climb avalanche with rope: Single roll,
Climbing.

- p. 74 Climb avalanche with no equipment:
Single roll, Climbing (-2).
Falling damage: use rules from *Savage
Worlds*, assume one foot of snow.

CHAPTER SEVEN

- p. 77 Tale tellin': Use rules from *Deadlands
Reloaded*.

EXTRAS

For all Extras not mentioned here, use the
Townfolk stats in *Deadlands Reloaded*, and ad-
just as you feel appropriate.

For gear, refer to the original adventure un-
less noted below.

- p. 51 Sheriff Leland Turner: Use the
Soldier stats in *Deadlands Reloaded*.
Ignore the Soldier Edge. Add Stealth
d6 and Intimidation d6.

WILD CARDS

- p. 50 Reverend Owlsley: Use the Blessed
stats in *Deadlands Reloaded*. Add the
Strong Willed and Tale Teller Edges,
and Tracking d6.

RASCALS & CRITTERS

- p. 48 Edgar Duchamp: Use the Veteran
Gunman stats in *Deadlands Reloaded*.
Increase Vigor to d12 and Toughness
to 8. Add Intimidation d6 and the
Tough as Nails Edge.
- p. 50 Christopher Backlund: Use the
Cultist stats in *Deadlands Reloaded*. Add
the Vow Hindrance (Eternal love for
Cynthia).
- p. 67 Carstair's followers: Use the Cultist
stats in *Deadlands Reloaded*.
- p. 69 Undead Dogs: Use the Coyote stats
in *Deadlands Reloaded*. Add the Undead
Monstrous Ability from *Savage Worlds*,
Fear, and Weakness (Head).



.....

LADY CYNTHIA CARSTAIRS

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d6, Vigor d12

Skills: Fighting d10, Notice d10, Intimidation d10, Persuasion d10, Spellcasting d10

Charisma: +2; **Grit:** 2; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Hindrances: Bloodthirsty (Major)

Edges: Arcane Background (Black Magic), Attractive, Charismatic, Tough as Nails

Gear: Ancient Greek Dagger (Str+d4, inflicting an extra +2 damage for Lady Cynthia only).

Special Abilities:

- **Black Magic:** *Bolt* (Fire), *boost/lower trait, fly, vision quest* (Reading entrails). **Power Points:** 20
 - **Invulnerability:** Until her Soulflame is extinguished, Cynthia can be Shaken by attacks but suffers no wounds.
 - **Sacrifice:** Cynthia regains 2d6 Power Points, and removes one level of Fatigue, each time any number of her followers perish during the Unholy Ritual of Life (or at her normal rate at any other time).
 - **Weakness (Soulflame):** If her Soulflame is snuffed, Lady Carstairs becomes vulnerable to all attacks.
-

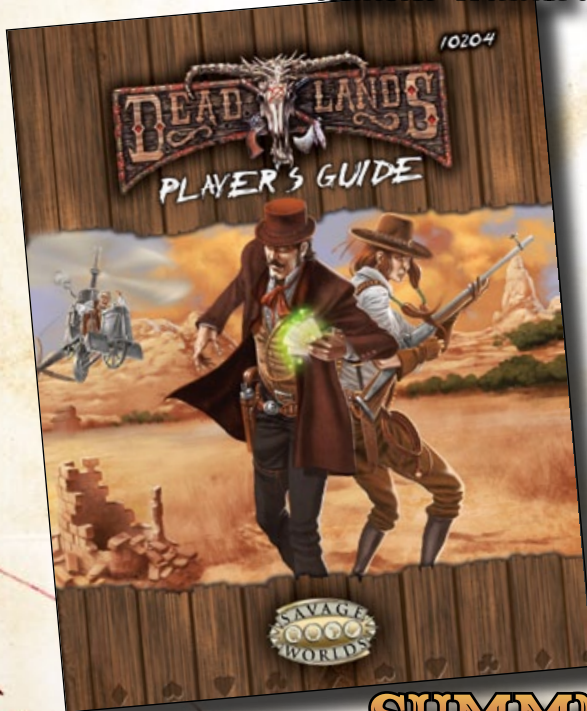
Want to get started right away? Well you can, pardner. All you have to do is get online and download some of the sample characters we've provided for you at:

www.deadlands.com

Want to check out the game before you drop your dinero on the book? No problem, amigo. Check out the Test Drive rules. With a One Sheet, the Test Drive rules, and a fist full o' characters, you can sample the flavor of the Weir'd West. We think you'll gain a hankerin' for it!

And keep checking back for more One Sheets for our Savage Worlds settings.

BACK WITH A VENGEANCE!



SUMMER 2010!