



ABRACADABRA AND AN ARAB CADAVER



A conversion of the Classic Hucksters & Hexes tale for use with Deadlands: Reloaded™

Just alter the original adventure as shown below and you're ready to ride, Marshall!
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 ONE

- p. 116 **Spot the dark-robed figures:** Notice.
Recognize the swords: Common Knowledge.
Follow a figure: Tracking (-4).
Make the thugs confess: Intimidation.

CHAPTER TWO

- p. 117 **Break into the baggage car:** Lockpicking.
p. 118 **Recognize the amulet:** Knowledge (Occult) (-2).
On recognizing the amulet, remember its stories: Knowledge (Occult) (-2).
Sense Hex: Use the *detect arcana* power in the *Deadlands Player's Guide*.

CHAPTER THREE

- p. 119 **Secure a seat in the saloon:** Intimidation or Persuasion (all occupants of the saloon start at Uncooperative).
p. 120 **Spot the glow from the museum car:** Notice.

CHAPTER FOUR

- p. 122 **Pick out the dark-robed strangers:** Notice versus Stealth.

CHAPTER FIVE

- p. 124 **Spot the flock of warriors:** Notice
Waking up due to the noise: Notice (-2).
p. 125 **Avoid falling over:** Agility.
Failed Agility roll: Damage 2d4.
Snake eyes on Agility: Damage 2d4 and one level Fatigue.

EXTRAS

For all extras not mentioned here, use the Townsfolk stats in the *Deadlands Marshal's Handbook* and adjust as you feel appropriate.

For NPC gear, refer to the original adventure unless noted below.

- p. 121 **Sloan's Deputies:** Use Gunman stats in the *Deadlands Marshal's Handbook*, and add the Quirk (Dislikes outsiders) and (Obey Sloan) Hindrances.

WILD CARDS

- p. 116 **Rutherford Dillenger:** Use the stats in *Deadlands: The Flood*.

- p. 121 **Marshal Jack Sloan:** Use Veteran Gunman stats in the *Deadlands Marshal's Handbook*, and add the Bloodthirsty, Mean, Quirk (Dislikes outsiders) and Vow (Protect the town and mining companies) Hindrances.

RASCALS & CRITTERS

- p. 116 **Thugs:** Use Townsfolk stats in the *Deadlands Marshal's Handbook*.



- p. 121 **The Gulper:** Use Rattler stats in the *Deadlands Marshal's Handbook*.
- p. 123 **Los Bandidos:** Use Outlaw stats in the *Deadlands Marshal's Handbook*.
- Walkin' Dead:** Use stats in the *Deadlands Marshal's Handbook*.
- p. 127 **Skeletons:** Use the stats in *Savage Worlds*.

AKUL'S SPIES

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d8, Fighting d8, Knowledge (Arabic) d10, Lockpicking d8, Notice d6, Riding d8, Stealth d8, Throwing d6, Tracking d6
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: Vow (Loyalty to Akul)
Gear: One throwing dart (Str+d4) with disorienting poison (Vigor -1 to resist) halve all skill rolls for 3 rounds (three days in the case of The Gulper), jambiya (Str+d6).

AKUL'S WARRIORS

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Climbing d10, Fighting d10, Knowledge (Arabic) d6, Notice d6, Riding d10, Stealth d10
Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6
Hindrances: Vow (Loyalty to Akul)
Gear: Scimitar (Str+d8), jambiya (Str+d6)

AKUL'S TRICKSTERS

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d6, Knowledge (Arabic) d8, Notice d8, Spellcasting d10, Stealth d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Vow (Loyalty to Akul)
Edges: Arcane Background (Black Magic)
Gear: Jambiya (Str+d6)
Special Abilities:

- **Black Magic:** *Bolt* (shadow), *deflection* (dark mist), *vision quest* (meditation). **Power Points:** 10

AKUL HASAZIM

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d6, Vigor d8
Skills: Fighting d8, Guts d8, Knowledge (Arabic) d10, Notice d6, Spellcasting d12+1, Stealth d8
Charisma: 0; **Grit:** 3; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Bad Luck, Vow (Serve Sultan Jawhar al-Khala)
Edges: Arcane Background (Black Magic), Followers, New Powers, Power Points, Professional (Spellcasting)
Gear: Jambiya (Str+d6), skeleton-summoning necklace.
Special Abilities:

- **Black Magic:** *Armor* (shifting sands), *bolt* (shadow), *deflection* (dark mist), *fear*, *puppet*. **Power Points:** 20
- **Skeleton-Summoning Necklace:** When thrown to the ground, acts as the *stun* power, and summons five Skeletons within the area of effect.

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 weird west. We think you'll gain a hankerin' for it!

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

AVAILABLE NOW!



BACK WITH A VENGEANCE!