



ON TOP OF OLD SKULL HILL, ALL COVERED IN BLOOD!



A conversion of the Classic Law Dogs 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. 110 Picking up the the bandit's trail:
Tracking.
Following the trail all the way to their camp: Tracking.
Find the horse with a strange shoe: A raise on a Tracking roll, or Notice (-2) for non-trackers.
- p. 111 Spotting the outlaw lookout: Notice.
Outlaw spotting a posse not trying to hide: Notice.
Outlaw spotting a posse trying to hide: Use the Stealth rules in *Savage Worlds*.
Lookout is considered Active.

CHAPTER THREE

- p. 112 Approaching the canyon: Use the Stealth rules as above.
Surprising or being surprised by the gang: use The Drop and the Surprise rules in *Savage Worlds*.
Realizing Sam Fern is missing: Smarts.
Find Sam's letter: Notice.
- p. 113 Work out how far ahead Sam Fern is: Tracking.

CHAPTER FOUR

- p. 113 Knowing where Boiling Springs is: Common Knowledge.

CHAPTER FIVE

- p. 123 Find first secret passage: Notice (-2).
Find additional secret passages: Notice.
Find laboratory door: Notice (-2).
- p. 124 Listening outside the door of the meeting: Notice.

CHAPTER SIX

- p. 125 Find the gold site with the map: Notice.
Find the gold site without the map: Notice (-2) or Tracking.
Find the remaining gold coins:
Automatic if the posse digs at the site.

EXTRAS

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

For NPC gear, refer to the original adventure unless otherwise mentioned.

- p. 114 Sheriff Howard Monroe: Use the Soldier stats in *Deadlands Reloaded*, but remove the Soldier Edge.

WILD CARDS

- p. 108 Ranger Ned Alden: Use the Ranger stats in *Deadlands Reloaded*.
Bounty Hunter Ned Alden: As above, but replace Ranger Edge with Beast Friend (*horse*) and Connections.



RASCALS & CRITTERS

- p. 109 **Bleeding Heart Gang Members:** Use the Outlaw stats in *Deadlands Reloaded*.
- p. 117 **Jack Carroway:** Use the Ranger stats in *Deadlands Reloaded*, add Stealth d12, the Two-Fisted Edge, and replace the True Grit Edge with the Quick Draw Edge.
- p. 118 **Sam Fern:** Use the Outlaw stats in *Deadlands Reloaded*, add the True Grit Edge.
Garrison: Use the Patchwork Man stats in *Deadlands Reloaded*, but he is not a Wild Card.
- p. 119 **Uriah Morgan:** Use the Soldier stats in *Deadlands Reloaded*, but remove the Soldier Edge.
- p. 120 **Paul Robertson:** Use the Townsfolk stats in *Deadlands Reloaded*, add the Ailin' (Major) Hindrance.
- p. 121 **Kyle Thomas:** Use the Huckster stats in *Deadlands Reloaded*.
- p. 123 **Zombie Assistant:** Use the Walkin' Dead stats in *Deadlands Reloaded*.
- p. 125 **LeCroix's Walkin' Dead:** Use the Bayou Vermilion Rail Warrior stats in *Deadlands Reloaded*.

★ FRANK ABERNATHY

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d8, Vigor d10
Skills: Intimidation d10, Knowledge (Battle) d10, Knowledge (Latin) d10, Knowledge (Occult) d12, Knowledge (Weird West) d10, Persuasion d10, Riding d6, Shooting d8, Spellcasting d8, Stealth d6

Charisma: 0; **Grit:** 1; **Pace:** 6; **Parry:** 2; **Toughness:** 7

Hindrances: Vengeful (Major), Vow (Major; serve the Reckoners)

Edges: Arcane Background (Black Magic), Nerves of Steel, Snakeoil Salesman

Special Abilities:

- **Black Magic:** *Beast friend* (Familiar, Snowball), *bolt* (Shadow), *deflection* (Dark mist), *fear*, *mind rider*, *puppet*, *stun*, *vision quest*, *zombie*. **Power Points:** 20
- **Familiar:** Abernathy adds +1 to all Spellcasting rolls while Snowball is alive.

★ SNOWBALL

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d8

Skills: Climbing d10, Fighting d10, Notice d12, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 4

Edges: Danger Sense, Improved Dodge

Special Abilities:

- **Aid Black Magic:** Abernathy adds +1 to all Spellcasting rolls while Snowball is alive.
- **Bad Luck:** Once per day, Snowball can curse someone with the Bad Luck Hindrance for one week. The curse can be removed by a blessed with the *dispel* power.
- **Claws:** Str+2.
- **Size -2:** Snowball is the size of a normal house cat.
- **Serpent Form:** Snowball can change its form to a small (non-venomous) serpent.

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!