

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. 10 **Witness the state of Klauber's hotel room:** Guts versus Fear/Nausea.  
**Assess Lil's Attitude:** Notice.  
**Find the note in Chinese:** Notice.  
**Assess the corpse:** Healing (+2). For each success and raise, reveal a clue.
- p. 11 **Hunch hex:** Use the *hunch* power in the *Deadlands Player's Guide*.  
**On a successful use of the Hunch power:** Guts roll (Fear Level 5).  
**Interrogating the Townsfolk (optional shortcut):** Streetwise. For each success and raise, reveal a clue.
- p. 13 **See through Red Cloud's deception:** Notice versus his Persuasion.
- p. 14 **See that H. J. Kent is lying:** Notice versus his Persuasion.

### CHAPTER TWO

- p. 15 **Get information from Pine:** Persuasion (begins at Uncooperative).
- p. 16 **Find papers:** Notice (-2).  
**Find annotation on papers:** Smarts.
- p. 17 **Communication with hotel workers:** Knowledge (Cantonese).  
**Get information from Moscoe:** Persuasion (begins at Uncooperative), or Intimidation. With a raise, he speaks of the Bloody Ones.
- p. 18 **Work out the chain of introductions:** Streetwise (-2) or Knowledge (Shan Fan).  
**Impress a street-level regulator:** Persuasion (begins at Uncooperative), or Intimidation.  
**Impress a Chinese street soldier:** Persuasion (begins at Uncooperative), or Intimidation.
- p. 19 **Get more info out of Hou:** Persuasion (begins at Uncooperative).  
**Penalty for backing down:** All rolls dealing with the people of Shan Fan are at -1.

**Fight length:** Continues until a combatant suffers a wound.

- p. 20 **Spot Caroline's reaction:** Notice versus her Persuasion.  
**Overtaken tables and saloon walls:** Provide Medium cover and Armor 2.
- p. 21 **Understand not to give chase:** Common Knowledge (+2 for Shan Fan citizens and Chinese; -2 for non-Chinese characters).
- p. 22 **Realize the implications of the town plan:** Common Knowledge.

### CHAPTER THREE

- p. 23 **Recognize Marie Dubois:** Knowledge (Lost Angels).

**Recognize Caroline DeCarlo:** Knowledge (Lost Angels) (-2).

**Realize Marie is serving food:** Smarts.

- p. 24 **See through each of Marie's stories:** Notice versus her Persuasion.
- p. 25 **Locate Harmon Kelly's hotel:** Streetwise.

### CHAPTER FOUR

- p. 26 **Maze Runner:** Use the stats in *Deadlands: The Flood*.
- p. 29 **DeCarlo sneaks onto the balcony:** Stealth (versus the posse's Notice, if they are on the lookout).
- p. 31 **Seeing through Grimme's stories:** Notice versus his Persuasion.





## 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. 6 **Harmon Kelly:** Use Townsfolk stats in the *Deadlands Marshal's Handbook* and add the McGyver Edge.
- p. 23 **Average Worshipper:** Use Townsfolk stats in the *Deadlands Marshal's Handbook*.

## WILD CARDS

- p. 8 **Mariposa Lil:** Use stats in *Deadlands: The Flood*.
- H. J. Kent:** Use stats in *Deadlands: The Flood*.
- p. 18 **Rat Skinner Hou:** Use stats in *Deadlands: The Flood*.



## STALKS THE NIGHT/RED CLOUD

**Attributes:** Agility d10, Smarts d8, Spirit d8, Strength d12, Vigor d10

**Skills:** Climbing d6, Fighting d10, Guts d8, Intimidation d8, Knowledge (English) d6, Knowledge (Great Maze Settlements) d10, Notice d6, Persuasion d6, Riding d6, Shooting d12, Stealth d8, Survival d10, Tracking d12

**Charisma:** -2; **Grit:** 6; **Pace:** 8; **Parry:** 9; **Toughness:** 8

**Hindrances:** Bloodthirsty, Old Ways Oath (Minor), Vengeful (Major), Vow (Destroy users of black magic), Vow (Drive out the white man)

**Edges:** Brawny, Command, Fervor, Fleet-Footed, Followers (The Warrior's Trail), Improved Block, Improved Frenzy, Inspire, Marksman, Nerves of Steel, Noble, No Mercy, Reputation, Trademark Weapon (Ancestral Bow), True Grit, Two-Fisted, Woodsman

**Gear:** Ancestral Bow (24/48/96; 3d6), twin war clubs (Str+d6).

## RASCALS & CRITTERS

- p. 18 **Chinese street-level Regulator:** Use Martial Artist stats in the *Deadlands Marshal's Handbook*, and add Shooting d6.
- Non-Chinese street-level Regulator:** Use Outlaw stats in the *Deadlands Marshal's Handbook*, but remove the Wanted Hindrance.
- Chinese Street Soldier:** Use Martial Artist stats in the *Deadlands Marshal's Handbook*, but increase Fighting to d10 and add Shooting d8.
- p. 23 **Marie Dubois:** Use stats above for Average Worshipper, but add Persuasion d6.
- p. 29 **Bloody Ones:** Use stats in the *Deadlands Marshal's Handbook*.
- p. 30 **Guardian Angels:** Use stats in the *Deadlands Marshal's Handbook*.
- p. 31 **Reverend Grimme:** Use stats in the *Deadlands Marshal's Handbook*.
- Caroline DeCarlo:** Use 13 Ghouls stats in *Deadlands: The Flood*, but she is not Harrowed. Add the Damned Edge.

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](http://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!

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