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 Townsfolk stats in Deadlands Reloaded, and adjust as you feel appropriate.

For gear, refer to the original adventure unless 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

RASCALS & CRITTERS

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
Weird West. We think you’ll gain a hankerin’ for it!
And keep checking back for more One Sheets for our
savage worlds settings.

SUMMER 2010!