CONVERTED ROLLS & MODIFIERS

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

CHAPTER FOUR

p. 28  Track the robbers: Tracking.
       Find clues: Notice.
       Discern position of the horses: Tracking.

PLANTERSTOWN

p. 31  Find the map: Notice.
       Discern the pattern: Investigation, or
       Common Knowledge (–2).

p. 34  Get a good deal: Persuasion versus
       Smarts.

NEW TOMORRIE

p. 39  Find the hanger: Notice.
       Work out what odd bits are: Weird
       Science (–4) or Repair (–4).
       Interpret blueprints: Weird Science (–4)
       or Repair (–4).
       Avoid falling debris: Agility (–4).
       Get out from under cave-in: Strength.

p. 41  Find lookout room: Notice (–4).

EXTRAS

For all Extras not mentioned here, use the
Townsfolk stats in Deadlands Reloaded, and ad-
just to your liking.

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

NAMED NEWTS

Use the Average Newt stats below, and modify as follows:

p. 36  Gerald the Gentle Giant: Agility d6, Strength d12+4, Smarts d6, add
       Brawny Edge.
       Louis Tiny: Agility d10, Strength d6, Vigor d12, Toughness 7, add Small
       Hindrance.

       Maurice the Lizardman: Fighting d8.
       Saber is as the Short Sword from Savage
       Worlds.
       Matilda the Bearded Lady: Shooting
       d12.

p. 38  Billy the Boar: Shooting d10.


AVGARE NEWT

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d10, Vigor d8.
Skills: Fighting d6, Guts d10, Knowledge
       (Trade) d8, Notice d6, Shooting d6, Throwing
       d6.
Charisma: –2; Pace: 6; Parry: 4; Toughness: 5
Hindrances: Outsider.
Edges: Dodge.
Gear: Newts carry a wide variety of shootin’
       irons, blades, clubs and thrown weapons. Some
       carry a flamethrower or one of Higgabottom’s
       acid guns (see below).

WILD CARDS

IGNATIOUS P. HIGGABOTTOM

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d10, Vigor d8.
Skills: Guts d12, Intimidation d12,
       Knowledge (Chemistry) d12, Knowledge
       (Engineering) d10, Knowledge (Explosives)
       d12, Riding d6, Notice d8, Persuasion d12,
       Repair d8, Shooting d8, Weird Science d8.
Charisma: –2; Grit: 4; Pace: 6; Parry: 2;
Toughness: 6
Hindrances: Ugly
Dementias: Evil Deeds
Edges: Arcane Background (Weird Science),
       Dodge, Command, Natural Leader, New
       Powers, Spook.
Powers: Burst (flamethrower), burst
       (Higgabottom’s Burning Water Shooter).

Special Abilities:
• Harrowed: Dominion 2. See Deadlands
       Reloaded.

HIGGABOTTOM’S BURNING
WATERS SHOOTER

Higgabottom has taken the New Powers Edge
multiple times to provide acid guns for his
servants’ use. He currently has three of them
on hand. These are governed by the rules for
Sharing gizmos in Savage Worlds. They use the
Shooting skill to activate and hold 20 Power
Points each.