

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.

THE STORY SO FAR

p. 35 **Relic Powers and Taint:** See below.

CHAPTER THREE

p. 46 **Work out that Paul is lying:** Notice versus Paul's Persuasion.

CHAPTER FOUR

p. 46 **Viewing gruesome murder scene:** Guts versus Fear/Nausea (-2).

p. 47 **Examine the body's wounds for clues:** Notice, or Knowledge (Medicine) (+2).

Find the scrap of fabric: Notice (-2).

Find the letter in Paul's Jacket lining: Notice.

Tracking the killer outside: Tracking.

p. 48 **Realize no limp on tracks:** Score a Raise on the above Tracking check.

CHAPTER SEVEN

p. 53 **Recognize Ralphie:** Smarts (-2).

CHAPTER EIGHT

p. 57 **Pick the lock:** Lockpicking.
Upon viewing the contents of the carpet bags: Guts.

CHAPTER TEN

p. 58 **First confrontation with the animated heads:** Guts.

p. 59 **Called shots to hit the scalpel or sever the hand.** See The Butcher's Weakness, below.

EXTRAS

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

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

p. 45 **Suzy Winger:** Use the Townsfolk stats in *Deadlands Reloaded*, and add the Very Attractive Edge.

p. 45 **Paul Goodwin:** Use the Agent stats in *Deadlands Reloaded*. Replace Intimidation with Persuasion, drop the Agent Edge, and add the Snakeoil Salesman Edge.

WILD CARDS

p. 36 **Wyatt Earp:** Use the stats in *Deadlands Reloaded*.

RASCALS & CRITTERS

p. 37 **Jake and Ralphie Simpkins:** Use the Outlaw stats in *Deadlands Reloaded*. Add the Vengeful Hindrance.

WALKIN' HEAD

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

Skills: Climbing d8, Fighting d8, Intimidation d6, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Bite/Claw:** Str+d4.
- **Size -2:** A walkin' head isn't much bigger than a human skull.

- **Small:** Due to its small size attackers subtract 2 from attempts to hit a walkin' head.
- **Undead:** Toughness +2; +2 to recover from Shaken; no additional damage from Called Shots (except to the head); immune to disease and poison.
- **Weakness (Head):** Called Shots to a walkin' head's cranium are +2 damage, for a total of +6.

THE BUTCHER: MANSFIELD HOST (WC)

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

Skills: Climbing d12, Fighting d12, Guts d12, Knowledge (Surgery) d12, Notice d10, Shooting d12, Stealth d12, Streetwise d10, Swimming d12

Pace: 10; **Parry:** 8; **Toughness:** 7

Special Abilities:

- **Fear (-2):** The Butcher's yellow eyes, and wide smile filled with sharp teeth, provoke a Guts check (-2) from all who see them.
- **Fearless:** The Butcher is immune to Fear and Intimidation.
- **Immunity:** The Butcher is harmed only by edged weapons.



- **Improved Frenzy:** The Butcher makes two Fighting attacks per round without suffering a multi-action penalty.
- **Scalpel:** Str+d8.
- **Size +1:** The Butcher stands a head taller than a man.
- **Wall Walker:** Pace 6. The Butcher scales even sheer surfaces like a loathsome spider.
- **Weakness (Scalpel):** If the scalpel is somehow removed from Morris' hand—or his hand removed from his body—he transforms back into human form.

THE BUTCHER'S SCALPEL (RELIC)

The scalpel (Str+d8) is a cursed relic of terrible power. It transforms its wielder into a murderer capable of the most horrific deeds.

Powers: While transformed into the Butcher (which happens only at night) the user has a Pace of 10 and rolls a d8 for Running. He gains two steps to each of his Attribute dice, as well as 3 steps to Fighting and Stealth. Plus, he can only be harmed by bladed weapons. Additionally the user gains the Fear (-2), Fearless, Improved Frenzy, Size (+1), and Wall Walker (Pace 6) Special Abilities.

The scalpel can create and give orders to up to 10 sets of walkin' heads at a time. If the wielder loses the scalpel, the scalpel can control them on its own.

Taint: Each night the scalpel psychically compels its owner to pick it up. To resist, the owner must roll Spirit opposed by the scalpel's Spirit d10. On a success the owner resists the pull. On a failure he picks up the blade. Each time a target holds the blade's bare handle at night, he gains all the powers of the scalpel and falls under the scalpel's control. If he wins, nothing happens.

Each time the wielder loses the struggle with the scalpel, he's at -1 for any future attempts to fend off the scalpel's attempts at control, up to a maximum penalty of -6.

If the scalpel is picked up by a Harrowed, it struggles for control with whoever is in control of the Harrowed's body at the time: the human mind or the manitou.

The scalpel is dormant in the daytime, but not powerless. Once picked up, it cannot be put down voluntarily or disposed of without succeeding on an opposed Spirit roll. When night falls, it tries for dominance again.

If the scalpel is taken from its owner, its power quickly fades (for now). This isn't as easy as it might sound. The scalpel is small and the Butcher is strong. Disarm attempts work as usual. The scalpel itself has a Toughness of 12—anything that snaps the scalpel's blade destroys it forever.

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.

BACK WITH A VENGEANCE!



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