



GHOSTRIDERS IN THE SKY

A conversion of the Classic Marshal Law adventure
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 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 adjust to your liking.

For gear, refer to the original adventure unless 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.

- p. 37 **Wolfman Willie:** Intimidation d10.
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.
- p. 39 **Rattler:** Add Stealth d10.

AVERAGE 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 shooting irons, blades, clubs and thrown weapons. Some carry a flamethrower or one of Higgabottom's acid guns (see below).

WILD CARDS

IGNATIUS 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).
Power Points: 20.

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.

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.