

SOLOMON KANE CONVERSION

CONVERT THE SOLOMON KANE™ RPG TO THE SAVAGE WORLDS ADVENTURE EDITION
BY SHANE HENSLEY

The *Savage World of Solomon Kane*™ included its own version of the *Savage Worlds* core rules, but it's easy to update for the current *Savage Worlds* Adventure Edition. Most of the rules can be used as-is. Those that require a little more work are detailed below.

Where core rules differ, the Game Master can use whichever version she prefers. Both versions will work just fine in your game, though those presented in SWADE are a bit more structured and streamlined.

Note: This is a living document. If you see something we missed, please tell us on the [Pinnacle forums!](#)

GENERAL NOTES

Racial abilities, skills, Edges, Hindrances, and gear should be converted to their SWADE equivalents. Knowledge (Chemistry) becomes Science, for example, and Tracking is Survival. If a character has two skills that have been merged into one in SWADE (such as Survival and Tracking), use the higher of the two values for the new skill.

If a being has an Edge or Hindrance without an obvious equivalent in SWADE, you can either ignore it or give it a new one you feel has the same general theme.

Unless otherwise stated, intelligent beings have Common Knowledge and Persuasion at d6, and all beings have Athletics, Notice, and Stealth at d6. The GM should increase this to the linked attribute (or higher) if she feels it's appropriate.

Charisma is ignored.

Ignore all instances of Climb for flying creatures and vehicles.

Special Abilities such as Construct or Undead, or those that mimic Edges such as Frenzy, should use the updated versions presented in SWADE.

CHARACTERS

Follow the rules presented in SWADE to make characters.

HINDRANCES

- **P28 BRANDED:** Treat as Shamed.
- **P28 COCKY:** Treat as Arrogant.

EDGES

- **P34 NOBLE:** Use Aristocrat instead.

- **P36 DIRTY FIGHTER:** The hero gets a free reroll when Testing enemies with arcane skills, Athletics, Fighting, or Shooting.
- **P36 REALLY DIRTY FIGHTER:** Replace Trick with "Test".
- **P36 ENTANGLE:** Use as-is, but use the rules for breaking free of the Entangled state for the foe.
- **P39 QUICK DRAW:** Replace with Quick.
- **P39 RIPOSTE / (Imp Riposte):** Replace with Counterattack and Improved Counterattack.

GEAR, TOOLS, & WEAPONS

Use as listed or replace with the rules from SWADE where an item has been updated.

Unless otherwise noted, the Minimum Strength for any hand weapon is now equal to its damage die. The kerambit, for example, has a Min Str of d4.

THE OLD WORLD

- **P184 THE MASTER (Tentacles):** Use the rules for tentacles instead. The creature has six tentacle actions and a Reach of 3.
- **P196 NAKARI'S SKULL (Size):** Reduce Size to -3 (Very Small), and Toughness to 2.
- **P196 FIREARMS & FEARSIDEBAR:** Reduce the Intimidation penalty to -1.
- **P202 AKAANA KING (Strength):** Increase Strength to d12+1.
- **P225 DEMON WORM (Tentacles):** Use the rules for tentacles instead. The creature has four tentacle actions and a Reach of 2.
- **P232 APEP (Size):** Increase Apep's Size to 12 (Gargantuan) and Toughness to 21 (2).
- **P237 THE GREAT SERPENT (Size):** Increase Size to 14 (Gargantuan), Toughness to 25 (4), and Strength to d12+12.
- **P238 THE GREAT SERPENT (Tentacles):** Use the rules for tentacles instead. The creature has four tentacle actions and a Reach of 10!
- **P238 SPAWN OF THE SERPENT (Size):** Reduce Size to -2 (Small), Toughness to 3, and Strength to d4-1.



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THE NEW WORLD

- **P247 DESERT THING:** Reduce the desert thing's Size to 4 (Large) and Toughness to 14 (2). Add the Tentacles Special Ability. It has four tentacle actions and a Reach of 3. Ignore its (Imp) Sweep attack.
- **P253 THE DRAGON (Size):** Increase the dragon's Size to 4 (Large) and Toughness to 15 (4).
- **P256 CROATAN (Size):** Increase Size to 5 (Large), Toughness to 16 (4), and Strength to d12+3.
- **P259 THE FEATHERED SERPENT (Size):** Increase Size to 6 (Large) and Toughness to 18 (4). Its fiery breath may be evaded.
- **P269 LORD OF THE VOLCANO (Size):** Reduce Size to 7 (Large), Toughness to 14, and increase Strength to d12+5.

GATHAY

- **P284 KAO THE WATER DEMON (Strength):** Increase Kao's Strength to d12.
- **P287 IMMORTAL HORSE (Size):** Reduce Size to 2 (Normal) and Toughness to 11 (2).

THE HORRID BEASTS OF SOLOMON KANE

Use any updated beasts from the *Savage Worlds* Adventure Edition. For those that weren't duplicated there, update their profiles as noted below.

- **P305 GORILLA (Size):** Reduce Size to 1 (Normal) and Toughness to 8.
- **P305 HAWK:** Use Raptor from the *Savage Worlds* Adventure Edition.
- **P306 MULE (Size):** Reduce Size to 1 (Normal) and Toughness to 7.
- **P306 RHINO (Size):** Increase Size to 5 and Toughness to 14 (2).
- **P309 CHONCHON (Size):** Reduce Size to -3 (Very Small), and Toughness to 6 (2).
- **P310 CREEPING HAND (Size):** Reduce Size to -3 (Very Small), and Toughness to 3.
- **P310 NINGONEK (Size):** Reduce Size to 1 (Normal) and Toughness to 8.
- **P312 GIANT APE (Size):** Reduce Size to 3 (Normal), Toughness to 8, and Strength to d12+3.
- **P313 GIANT LEECH (Size):** Reduce Size to -3 (Very Small), Toughness to 3, and Strength to d6.
- **P315 LUKWATA (Size):** Reduce Size to 7 (Large), Toughness to 12, and Strength to d12+4.
- **P315 LUKWATA (Tentacles):** Use the rules for tentacles. The creature has four tentacle actions and a Reach of 2.
- **P315 MALKIN (Size):** Reduce Size to -3 and Toughness to 1.
- **P520 WERETIGER (Size):** Reduce Size to 2 (Normal) and Toughness to 10.

THE PATH OF KANE

EUROPE

- **P17 CREEPING HAND (Size):** Reduce Size to -3 (Very Small), and Toughness to 3.
- **P58 ENRAGED BULL (Size):** Increase the bull's Size to 3 and Toughness to 11.

THE DARK CONTINENT

- **P99 UNDEAD SEA SERPENT (Size):** Increase Size to 6 (Large).
- **P114 (Apep-Si):** Increase Size to 5 (Large) and Toughness to 12.
- **P118 (Demon Bear):** Decrease Size to 2 (Normal) and Toughness to 9.

THE NEW WORLD

- **P147 STEAM GOLEM (Size):** Decrease the golem's Size to 2 (Normal) and Toughness to 12 (3).
- **P180 CREEPING HAND (Size):** Reduce Size to -3 (Very Small), and Toughness to 3.

GATHAY AND THE ORIENT

- **P192 YI MONG, GREEN SNAKE (Strength):** Increase Strength to d12+3.
- **P196 OGRE DEMON (Size):** Reduce Size to 2 (Normal), and Toughness to 11 (1).
- **P202 PIT VIPER:** Use Snake, Venomous from the *Savage Worlds* Adventure Edition.
- **P211 GOKURA (Size):** Increase Size to 12 (Gargantuan), Toughness to 22 (2), and Strength to d12+10.

FOES OF KANE

- **P2 BESTRIDER (Size):** Reduce Size to -2 (Small).
- **P54 GOD IN IVORY (Size):** Increase Size to 13 (Gargantuan), Toughness to 23 (4), and Strength to d12+10.
- **P77 HOMUNCULUS (Size):** Reduce Size to -4 (Tiny), Toughness to 2, and Strength to 1.
- **P108 MANDRAKE (Size):** Reduce the mandrake's Size to -4 (Tiny), Toughness to 1, and Strength to 1.
- **P128 SCYLLA (Tentacles):** Use the rules for tentacles. The creature has three tentacle actions and a Reach of 3.
- **P151 WILL O' WISP (Size):** Reduce Size to -2 (Small), Toughness to 3, and Strength to d4-1.

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