

Hexarcana



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GET YOUR MOJO RISIN'

You've got in your hands the single largest collection of magical options for characters in your *Deadlands* campaign. If you've looked at the back of this work, you probably already had some idea of what you were getting yourself into before you even cracked the spine on this tome. But in case you don't judge a book by its cover, let us assure you everything mentioned back there is in here.

That's right—over 150 spells, hexes, favors, and more all in one place!

We've included the *arcane backgrounds* from our popular boxed sets (*The Great Maze*, *City o' Gloom*, and *River o' Blood*), the martial artist, the metal mage, and the voodooist. All three of those sets are now out of print and we want everyone to have a shot at playing those character types.

Even if you've already got the original versions of those rules, odds are you're going to find a good bit of new stuff on each of them.

We've retooled the *arcane background: enlightened* rules (over-the-top kung fu fighting) to bring it more in line with the revised rulebooks, the *Weird West Player's Guide* and the *Marshal's Handbook*. The voodooist is also somewhat changed from her original incarnation as well.

However, even if these new backgrounds weren't enough, you'll find an additional 80 or so *totally* new powers, spells, and options, as well as a few new Aptitudes and other goodies as well.

USING THIS BOOK

Unlike many of our other sourcebooks, *Hexarcana* only has two sections.

Posse Territory by far contains the meat of this book. It's divided into five chapters, each dealing with a separate *arcane background*.

In each of those chapters you'll find new spells or powers associated with the type of magic. You may also run across new Edges, Aptitudes, or other options as well.

In the chapters devoted to blessed, hucksters, and shamans, we've also included any information you might need to update the appropriate sourcebooks to the newer revised rules. We added in notes correcting any kinks those pesky gremlins might have thrown into the printings as well.

Finally, at the end of this section, we've provided archetypes for the three new character types in this book: the martial artist, metal mage, and voodooist.

The Marshal's Handbook is very short in *Hexarcana*. Since the book is mostly dedicated to player character options, most of what's in this brief section is the details on exactly what happens when good magic goes bad.

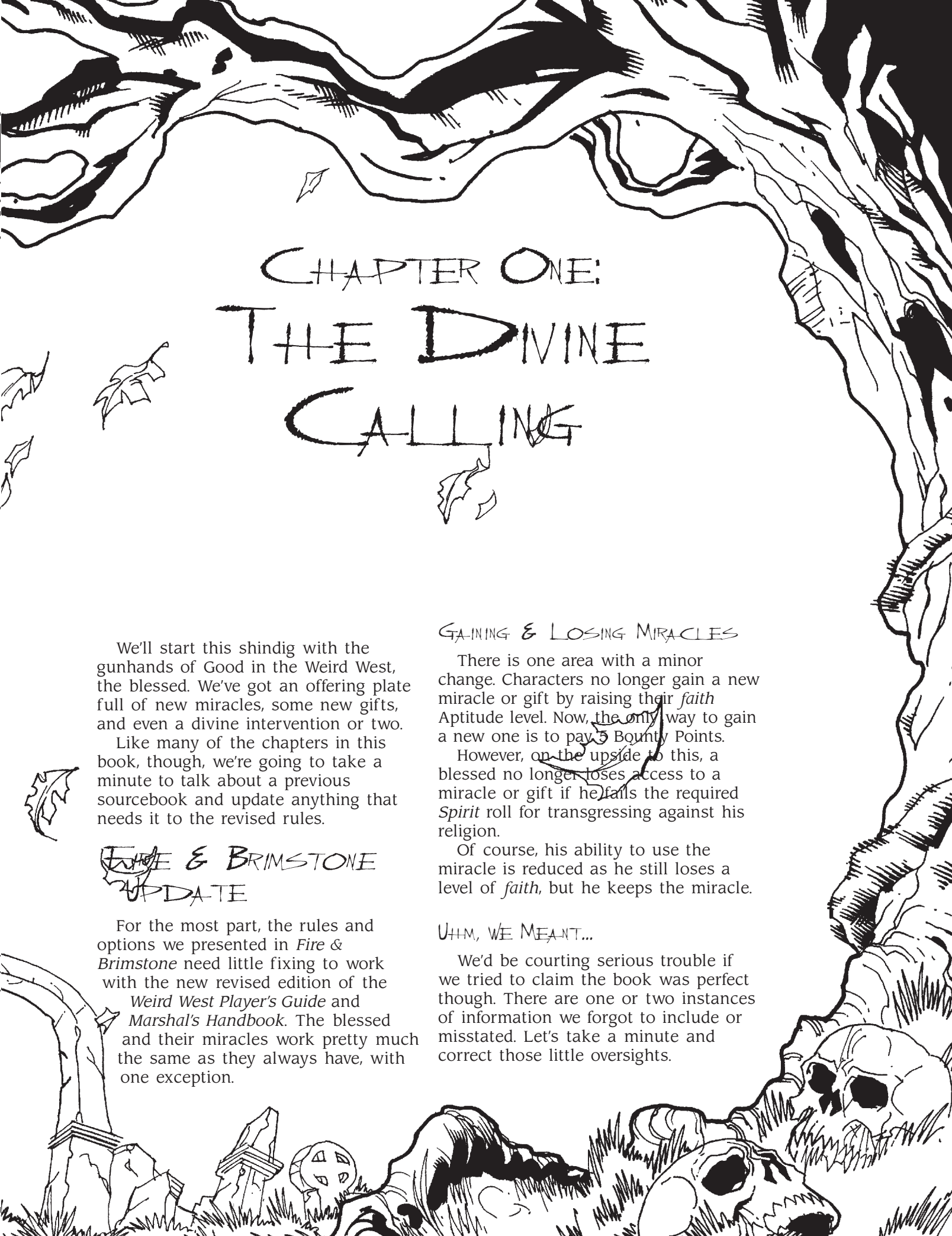
We've also updated Marshal-only info from the sourcebooks mentioned above, included any errata that slipped past us in the first printing, and dropped a few notes of explanation for a secret or two the players might not have the full story on.



POSSE TERRITORY







CHAPTER ONE: THE DIVINE CALLING

We'll start this shindig with the gunhands of Good in the Weird West, the blessed. We've got an offering plate full of new miracles, some new gifts, and even a divine intervention or two.

Like many of the chapters in this book, though, we're going to take a minute to talk about a previous sourcebook and update anything that needs it to the revised rules.

FIRE & BRIMSTONE UPDATE

For the most part, the rules and options we presented in *Fire & Brimstone* need little fixing to work with the new revised edition of the *Weird West Player's Guide* and *Marshal's Handbook*. The blessed and their miracles work pretty much the same as they always have, with one exception.

GAINING & LOSING MIRACLES

There is one area with a minor change. Characters no longer gain a new miracle or gift by raising their *faith* Aptitude level. Now, the only way to gain a new one is to pay 5 Bounty Points.

However, on the upside to this, a blessed no longer loses access to a miracle or gift if he fails the required *Spirit* roll for transgressing against his religion.

Of course, his ability to use the miracle is reduced as he still loses a level of *faith*, but he keeps the miracle.

UHM, WE MEANT...

We'd be courting serious trouble if we tried to claim the book was perfect though. There are one or two instances of information we forgot to include or misstated. Let's take a minute and correct those little oversights.

First off, we claimed Leonidas Polk was a Methodist minister. That's a white lie we confess; he was actually an Episcopalian.

The miracle *retribution* lists its TN as "Special." Well, it must be really special, because we didn't tell you what it was! The miracle's TN mirrors the standard healing TN for the wound inflicted (pg. 141, *Weird West Player's Guide*).

THE REWARDS OF FAITH

Okay, now that all that dull stuff is out of the way, let's get down to the good stuff—the new miracles, gifts, and such.

NEW MIRACLE DESCRIPTIONS

These miracles are available to blessed characters of any religion.

There are four elements to each miracle besides the actual description of the magic's effect.

TN is the Target Number the blessed needs to make on a *faith* roll to accomplish the miracle.

Speed is the number of actions it takes to complete the invocation.

Duration is the length of time the invocation stays in effect.

Range is the distance at which the miracle can take effect.

AN OINT

TN: 5

Speed: 2

Duration: 1 minute/*faith* level

Range: Touch

Kings, presidents, and most other important leaders throughout history have looked to religion to sanction and support their rule. After all, they figure, with Heaven for them, who's got a chance of standing against them?

This miracle lets a blessed pass on a little bit of that divine authority folks in the spotlight seem fired-up to lay their hands on. Granted, it doesn't last but a few minutes, but, honestly, some of those kings and lords didn't last much longer!

A blessed can only *anoint* a character with the same *faith* as he has—for example, Christianity, Judaism, Islam, etc. Once cast, the miracle provides the chosen character with a bonus to all her *Mien*-based rolls, either Trait or Aptitude, equal to her *faith* Aptitude level.

If she doesn't have the same *faith* as the blessed this miracle has absolutely no effect.

The blessed *cannot* cast this miracle on himself. Another blessed of the same *faith* could, however.

ANXIOUS SEAT

TN: 7

Speed: 1

Duration: 1 round/*faith* level

Range: 5 yards

The "anxious seat" is the front row pew in a church or revival tent. It's called that because that's where the folks who are itching to become new converts are usually asked to sit.

This miracle lets a blessed lend a little spiritual help to a cowpoke, provided he's willing to show a little patience. Like *anoint*, a blessed cannot cast this miracle on herself, only another character.

Once invoked, her target can spend Action Cards preparing to attempt a single Trait or Aptitude roll. As each of the target's Action Cards comes up in a round, he simply discards them, letting the Marshal know he's using them for *anxious seat*.

He can discard a number of Action Cards up to the blessed's *faith* Aptitude level. Then, on his next action, he gains a bonus to the Trait or Aptitude roll equal to the number of cards he discarded for the miracle. So, if the blessed invoking *anxious seat* had a *faith* 4, the target could get a maximum of +4 to his next roll.

This bonus lasts until his next action or for 1 round for every level of the blessed's *faith*, whichever comes first.

ASHES TO ASHES

TN: Opposed

Speed: 1

Duration: Instant

Range: Touch

There are few things as distasteful as a cowpoke that doesn't have the common decency to stay dead. The miracle *last rites* can help keep the dead quiet, but there's always a corpse somewhere just waiting to get up and tear into some innocent person.

Ashes to ashes lets your blessed put a walkin' dead or other reanimated corpse like a zombie or skeleton back down where it belongs. Unfortunately, it has no effect on more dedicated undead like vampires or ghosts, but fortunately, those aren't nearly as common.

The blessed must touch the abomination on the head with his bare hand to invoke this miracle. Not surprisingly, those things aren't too receptive to a pat on the forehead, though, so this requires a successful *fightin': brawlin'* attack to the head. The blessed can either call the shot (taking the -6 modifier) or swing wild and hope for a lucky hit location roll.

Once he's smacked the zombie upside the head, he may choose to do no damage, but instead invoke *ashes to ashes* immediately. This doesn't take an additional action; he can strike the walkin' dead and invoke the miracle all on one action.

He must make an opposed roll of his *faith* versus the undead's *Spirit*. If he wins, the thing drops (un-) lifeless to the ground. If he loses, he's fair game for it.

This miracle has no effect on Harrowed; they're too stubborn to drop that easy.

BEAR THE CROSS

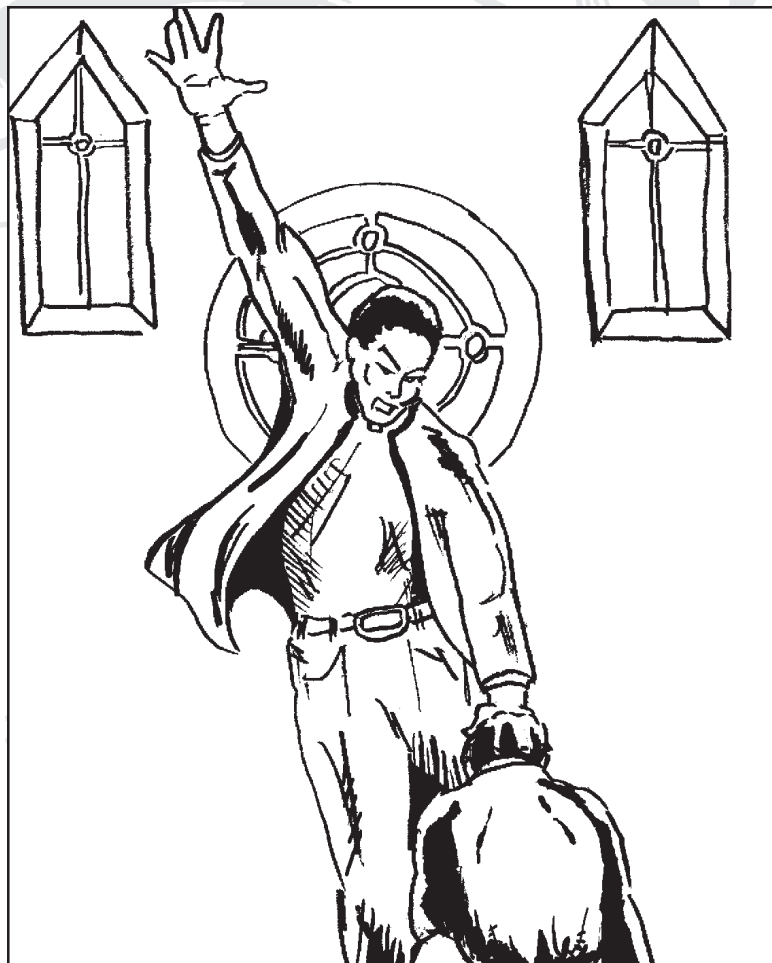
TN: 7

Speed: 1

Duration: 1 round/*faith* level

Range: 5 yards/*faith* level

Heaven knows the heroes of the Weird West have enough trials and troubles to bear. Anytime a good soul can help carry those burdens, it's almost as good as a victory for Light.



This miracle lets a blessed accept another character's wound penalties for a short time. Once invoked, the blessed receives any modifiers the target cowpoke might have suffered due to wounds. It doesn't actually transfer the wounds themselves, Wind loss, or any other effects, just the suffering.

The target character gets no penalties to his Trait or Aptitude rolls for wounds for the duration of *bear the cross*.

The blessed receives the penalty for the wound modifier in addition to any she might have herself. Combined in this fashion, it's possible the modifiers might take her over the normal -5 maximum!

Should the target be *thick-skinned* or otherwise suffer less than the full penalty for his wounds, this immunity does *not* carry over to the blessed. She gets the full amount. If she has an ability that allows her to reduce wound penalties herself, she applies only to the combined total, not to each set of modifiers.

CONSOLE

TN: Special

Speed: 1

Duration: Instant

Range: 5 yards/*faith* level

Running like a scared rabbit can be downright embarrassing—especially if the local townsfolk look up to your gunslinger like a dime novel hero. Fortunately, with *console*, a blessed can help his companions avoid such a shameful development.

This miracle lets your hero cancel the effects of a failed *guts* check on another character. The TN for this miracle is the original TN for the failed *guts* check. The blessed has one advantage though, the Fear level doesn't modify his *faith* TN; he's only rolling against the original number.

If he succeeds, any temporary effects, such as fleeing the scene, short-term Trait or Aptitude penalties, and the like are immediately lifted. Longer term effects, however, like reduced Traits, permanent Hindrances, and even lost Wind, are not remedied by this miracle.

FAST

TN: 5

Speed: 1 minute

Duration: 1 day/*faith* level

Range: Self

A truly enlightened soul supposedly can subsist on nothing but spiritual sustenance. Of course, that's little consolation when your stomach's empty and grumbling!

Fast lets a blessed survive without food for a number of days equal to her *faith* level. She still needs water during that time, but only half as much as usual. At the end of this period, she must eat real food for at least a day before she can invoke *fast* again.

Your hero can't benefit from the effects of this miracle at the same time she's attempting to use the *fastin'* Aptitude, by the way. That defeats the spiritual purpose of the Aptitude!

JAWBONE OF AN ASS

TN: 5

Speed: 1

Duration: 1 round/*faith* level

Range: Touch

Samson's faith turned the jawbone of a dead mule into a fearsome weapon. Your hero might not always have her favorite hickory stick on hand when it's time to knock a few heads for the greater good, so she might want to take a few pointers here.

When successfully invoked, this miracle turns any vaguely club-like item into a holy head-cracker. The item must be rigid, roughly cylindrical in shape and at least a foot and a half in length. Beyond that, there's a lot of leeway; a stick, chunk of firewood, broomhandle, or even a bone does nicely.

The weapon does your hero's *Strength* damage, plus an additional 1d6 for each success and raise she gets when invoking *jawbone of an ass*. On top of that, the weapon has a DB of +1 for each success and raise as well.

She needs *fightin': brawlin'* to use the weapon effectively. Since many blessed have issues with taking a life, she can choose to do either lethal or brawling-type damage with it.

The weapon's damage isn't magical so some abominations may not be too impressed with it.

JUDGEMENT OF THE UNRIGHTEOUS

TN: Special

Speed: 1

Duration: 1 round/*faith* level

Range: 10 yards/*faith* level

Vengeance belongs to the Powers That Be, but occasionally, they're willing to share it with a faithful servant.

Judgement of the unrighteous lets a blessed show the particularly wicked the errors of their ways.

The downside to this miracle is that the blessed must first turn the other cheek—although not necessarily intentionally. In other words, your hero has to let the bad guy hit him first and take at least a single wound level before he can cast *judgement of the unrighteous*.

Once that's happened, the blessed can invoke the miracle. He has to target a specific opponent when he does, and he'd be wise to choose the one that's done the most damage, as you'll see in a minute.

Also, he can only pass *judgment of the unrighteous* on foes with human intelligence (or greater!). No condemning the poor beasts of the field! The Marshal has final call on what's a fair target for this miracle.

When invoked, this miracle converts any wound level penalties caused by the target opponent from negative modifiers into positive ones as long as the Trait or Aptitude roll is directly affecting that foe. Thus, a *fightin'* attack or *spiritual backhand* miracle would get the bonus, but a *succor* cast to keep another hero in the fight—even if she's fighting the target—wouldn't.

Later attacks by the target during the duration that cause damage may increase this modifier if they cause heavier wounds. Use the highest wound level caused by a single attack before or during the miracle's duration. Of course, the blessed has to still be suffering the modifier; there's no passing judgement for events in the distant past!

In addition, any damage the blessed causes the target gets the same bonus, whether it's lethal or brawling.

Wounds from other sources still cause their normal penalties, however. These may even cancel out the benefits of the miracle, which is why *judgment* is best invoked against the blessed's most dangerous foe!

Finally, even if the blessed has the *thick-skinned* Edge or other means of reducing the wound penalty, he gets the bonus modifier as if he didn't. And, in case you're wondering, your hero can't combine this with *bear the cross*, but he could use it with *martyrdom*.

toting cultist, offsetting the last penalty and actually gaining a +2 bonus. He still suffers a -1 penalty from the earlier wound, so his total bonus against the target is +1; against any other foes, he's -3. His first action is to cast *smite* on himself. Since this move isn't a direct action against the target, he doesn't get the bonus to his roll. However, on his next action, he wallops the goon with his axe handle, gaining the bonus not only to his *fightin'* roll, but also to his damage as well. If, on his next action he chooses to invoke *spiritual backhand* against the target, he gets a +2 bonus to his *faith* roll, and +2 to the Wind he causes if the miracle is successful.



Reverend Harding takes a bullet from a cultist's pistol, causing him two wound levels. He's already suffering a Light wound (-1 penalty) in the same location, for a total of a Serious wound (-3). He invokes *judgment of the unrighteous* against the gun-

OPPORTUNITY'S KNOCK

TN: 5

Speed: 1

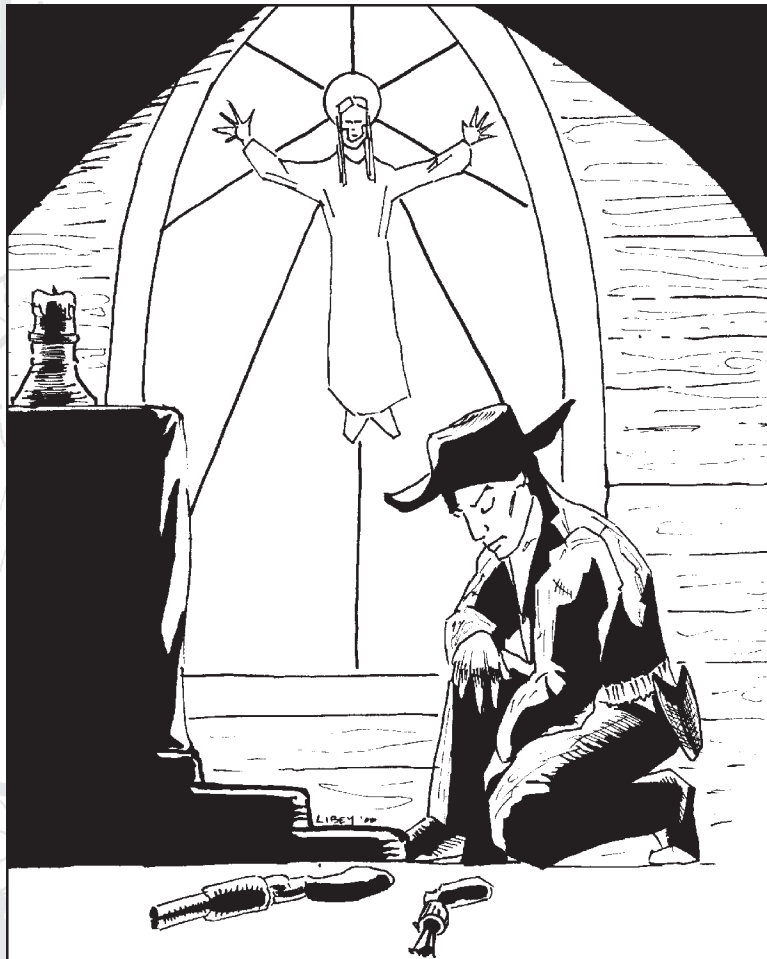
Duration: 1 round

Range: Self

Sometimes, your hero gets only one chance to turn the tide against the forces of Darkness. If she misses it, even by a second, all hope might be lost. Luckily, with a little divine guidance, your blessed never need miss such an opportunity.

When invoked, *opportunity's knock* turns another of her Action Cards into the equivalent of a red Joker. She doesn't get a draw from the Fate Pot, but she can go at any time during the round—and even interrupt another character's action with a *Quickness* check.

She can't use this on a card up her sleeve, but she can keep another Action Card there and still enact the miracle. Also, she can't keep the Action Card she chooses to affect this way beyond the end of the round.



PERSEVERANCE

TN: 7

Speed: 1

Duration: 1 round/*faith* level

Range: Self

If at first you don't succeed, try again; that seems to be the point the divine powers are trying to hammer home with this particular miracle. *Perseverance* awards your hero for not giving up just because he doesn't enjoy immediate success.

When the blessed casts *perseverance*, he chooses a single Trait or Aptitude roll *and* action he's trying to accomplish. For the duration of the miracle, each time he fails at the task, he gets a +1 bonus to his next attempt at that exact same task. This modifier is cumulative until he succeeds, then it's completely cancelled.

For example, if he's attempting to hit a particularly nimble walkin' dead with his Peacemaker, each time he misses he gets a +1 to the next *shootin'* roll. So, should he miss three times in a row, his fourth shot is at +3. Once he does hit the confounded thing, though, he loses all the bonuses on the next attempt, but the cycle does start over if *perseverance* is still in effect.

The miracle can only target one specific activity and associated Trait or Aptitude roll. If your blessed changes tactics and tries a different method, he loses any bonuses.

In the example above, should the hero decide to give up on his marksmanship and beat the zombie with a stick, he gains no bonus from *perseverance*. The bonus to his *shootin'* is lost, although he can start over if the miracle's duration allows.

PRAYERS OF THE FAITHFUL

TN: 7

Speed: 2

Duration: 1 round/*faith* level

Range: 10 yards/*faith* level

There's strength in numbers, particularly if those numbers are joined in a common faith and cause. This miracle allows your blessed to draw upon the power of other faithful of her own religion to assist in overcoming hardships.

Once invoked, any cowpokes in range can immediately sacrifice one of their own Action Cards—just as if they were making a vamoose—to utter a little prayer of support for the blessed. For this prayer to actually work, the character making the prayer must have at least one level in *faith* and have the same religion as your hero. He also has to spend the Action Card at the time of the miracle's casting—no waiting!

Each character can only do this once, and your blessed *cannot* participate in this part of the miracle. For each character who sacrifices an Action Card in this manner, she gains a +1 bonus to her next Trait or Aptitude roll—which she must specifically state when she invokes the miracle. No pulling the old bait-and-switch on divine favor!

The bonus your hero gains in this manner can't be greater than her *faith* Aptitude level. For example, if she has *faith* 5, the maximum modifier she can receive from these prayers is +5, no matter how many are praying for her.

The miracle lasts for 1 round for each level she has in *faith*, or until she attempts the named Trait or Aptitude roll—successfully or not—whichever comes first.

There is one exception to this limit. The blessed can garner *prayers of the faithful* to assist with her own natural healing rolls. To do so, she must invoke the miracle the day prior to actually making the healing roll. Even though such healing normally takes longer than the duration allows, Heaven cuts her a little slack and allows it.

Finally, a blessed can only benefit from a single *prayers of the faithful* at a time, even if she invokes it for another Trait or Aptitude.

QUENCH

TN: Special

Speed: 2

Duration: Special

Range: 10 yards/*faith* level

There's a place for fire in a religion, but burning down a schoolhouse—or worse, your hero himself— isn't it. With *quench*, your blessed can invoke a little Heavenly aid in extinguishing fires of both earthly and unearthly origin.

THE BLESSED

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The TN for the miracle depends on the intensity of the fire and is shown on the table below.

If successful, the miracle immediately quenches the fire. Unless restarted by an outside force, the fire stays permanently extinguished. Due to the power of this miracle, however, no fire can restart on the target for 1 round for each level of the blessed's *faith*.

While *quench* does initially put out ghost rock fires, unlike other blazes, these do restart on their own after 1 round for every level of your hero's *faith* Aptitude.

QUENCH

Intensity	TN
Lantern, torch	3
Campfire	5
Bonfire	7
Small burning building	9
Large burning building	11
Magical fire, ghostrock	13

SPARROW'S FALL

TN: 5

Speed: 2

Duration: 1 day/*faith* level

Range: 1 mile/*faith* level

They say Heaven knows when even a single sparrow falls from its perch. That's probably a little beyond the realm of even divinely inspired humans, but with this miracle, a blessed can at least keep track of one of her own flock.

When she invokes this miracle, your blessed must name a specific person. Furthermore, she can't target an unwilling character with *sparrow's fall*; the subject must allow it, otherwise it simple fails. Finally, the target character must be within range at the time she invokes the miracle, or it fails before she even rolls her *faith*.

If these conditions are met and she makes her *faith* roll, for the duration of the miracle, she is constantly aware of the state of the subject's well-being. In game terms, she knows the target's wound levels and current Wind.

If she gets a raise on her *faith* roll to invoke *sparrow's fall*, she knows the rough direction and distance to the chosen character.

Finally, thanks to the power of the miracle, she can give Fate Chips to the chosen character to prevent wounds or Wind loss for the duration of the miracle without having to sacrifice one of equal value to the Marshal. She can do so regardless of the distance separating the two, but the blessed must be conscious to pass along the Fate Chips.

Your blessed can only invoke a single *sparrow's fall* at a time. The drain on her spiritual awareness is too great to let her maintain more than one.

STRENGTH OF FELLOWSHIP

TN: 7

Speed: Vamoose

Duration: Instant

Range: 5 yards/*faith* level

Earlier we mentioned strength in numbers, but there's also courage there as well. *Strength of fellowship* helps your blessed boost the morale of his fellow worshipers when faced with the horrors of the Weird West.

When invoked, *strength of fellowship* provides a bonus to the *guts* rolls of all cowpokes within range who share your blessed's religion (i.e., have at least 1 level in the same *faith* Aptitude). This bonus is equal to the total number of characters within range of your blessed who have the same *faith* Aptitude as he does. Those who don't neither gain from nor contribute to the bonus.

There is no upper limit to this modifier, but it only applies to a single *guts* check made in the same round as the miracle is invoked. Later checks do not get this bonus.

This miracle is cast as an active defense—in other words, as a vamoose—because often abominations have a habit of jumping out at your character when he's not expecting it! To invoke *strength of fellowship*, your hero must spend his highest Action Card.

Sometimes the servants of Darkness manage to put the frighteners on folks before they've even had a chance to roll *Quickness*. In that case, your blessed can chuck a white Fate Chip (or higher) into the Fate Pot to invoke *strength of fellowship* at that time.

Your blessed counts toward the number of the total bonus to the *guts* check and receives it as well.

A cowpoke can only benefit from a single *strength of fellowship* at a time.

THE LORD PROVIDES

TN: 7

Speed: 1 minute

Duration: 1 hour/*faith* level

Range: Self

The Good Book tells the faithful to ask and their needs shall be answered. This miracle proves the truth in that passage.

Once she's invoked *the Lord provides*, your blessed gets a +5 on her *scroungin'* rolls, plus an additional +2 for every raise. Now, she may not find exactly what she wants if her roll is successful, but she does find what she *needs*. Exactly what that entails is the Marshal's call, of course.

The miracle is likewise effective in a wilderness setting. There, the blessed gains a similar bonus to her appropriate *survival* rolls to find food and water. Out in the wilds, it's a little more straightforward than in the city, so for every success and raise, she finds enough food and water to feed a single person for one day.

WATER OF LIFE

TN: 7

Speed: 1

Duration: Instant

Range: 10 yards/*faith* level

All life on earth needs water to survive. Given that, it's really no surprise that most religions place a great importance on the substance.

Turning this fount of life into foul poisons, toxic liquids, and the like just doesn't sit well with many blessed or their divine patrons.

Water of life lets your hero cleanse liquid of any harmful impurities and turn it to a revitalizing tonic. Regardless of how foul or toxic the target liquid is this miracle converts it to the purest of pure water. Acid, poison, alcohol, or any similar vile substance is instantly neutralized and purified.

Your hero can change 1 gallon of liquid per level of his *faith* to water with this miracle. He doesn't have to see it, but he does have to know where the water is and it must be within range when he invokes the miracle.

So, for example, he could transmute the acid in a tank on a mad scientist's back to water if he knew it was there; however, he can't simply cast the miracle blindly and cleanse the entire area.

The miracle has an added effect: Not only is the liquid cleansed, but *water of life* provides it with a mild healing power. Any hero that drinks of the water so created regains 1d6 Wind for each success and raise the blessed received when invoking the miracle. She must drink the liquid within 1 minute of its conversion, however, for this effect to work.

WATER TO WINE

TN: 7

Speed: 2

Duration: 1 hour/*faith* level

Range: Touch

The previous miracle completely purifies liquid, making it crystal clear water. This miracle, on the other hand, turns a beverage into a pacifying intoxicant.

Sure, drunkenness is frowned on by nearly all religions, but between shooting an enemy or rendering him senseless without violence, most would likely choose the latter!

When cast, *water to wine* turns up to 1 gallon per level of your blessed's *faith* of water, coffee, tea, whiskey, or just about any other, non-alchemical beverage to a pleasant, but powerfully intoxicating, drink. A single sip of the liquid is sufficient to cause its effects.

THE BLESSED

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For the duration of the miracle, anyone who imbibes the liquid must make a *Vigor* roll against a Fair (5) TN or settle down for a nice, relaxing nap. For every raise the blessed gets on her *faith* roll to invoke this miracle, that TN increases by +2.

Even if a drinker manages to stay awake, he suffers a -1 modifier for every success and raise your hero received on her *faith* roll to all other Trait and Aptitude checks for the duration of the miracle.

As noted, a single drink is sufficient to cause the effects noted above. At the Marshal's discretion, cowpokes who imbibe the liquid with gusto may receive additional modifiers to the *Vigor* roll to remain awake.

NEW GIFTS

We described gifts in detail in *Fire & Brimstone*. If you don't have that book, the simplest explanation is that a gift is a miracle that's always in effect, with no *faith* roll needed to activate it. Sort of a "Holy" Edge, if you will.

GAINING NEW GIFTS

A blessed picks up a gift in exactly the same manner as he does a new miracle: pay 5 Bounty Points. And, as before, if the Marshal's working with the rules in *Fire & Brimstone*, the blessed must pray for a day and make an Onerous (7) *faith* roll before spending those points.

NEW GIFT DESCRIPTIONS

Gifts don't have common elements in their descriptions like miracles. There is no TN, since the gift is always in effect; there's no speed or duration for the same reason. And, unless the gift specifically states otherwise, the range is *always* self.

CLARITY OF THOUGHT

All your hero's time in prayer and meditation must have centered his mind, because he has the ability to think clearly in the worst situations.

Whenever your hero draws a single Action Card, he can discard it and immediately redraw another. Unfortunately, even the calmest minds occasionally stumble, so if he pulls a black Joker, he's stuck.

This gift is cumulative with the Edge *level-headed*, but only when your blessed draws a single Action Card. If he draws more than one, you can't use *clarity of thought*, but you can still use the effect of *level-headed*.

FAVORED OF HEAVEN

The Powers That Be are looking out for your hero. So much so, in fact, that she has *no* chance of coming back from the dead as a walkin' dead, vampire, or any other foul form of undead.

If your blessed is put down by a critter that would normally cause her to come back as an unholy undead, she has the good graces to stay dead and in the ground. She's got no protection against other forms of unearthly transformation like lycanthropy—or worse.

Also, when she's unlucky enough to die through other means, there is a chance that Heaven intervenes. She draws a number of cards equal to her *faith* Aptitude plus one additional.

If she draws the red Joker, she somehow avoids even certain death. Her work on Earth obviously isn't finished yet, for she tenaciously clings to life. She does suffer a Critical wound to the guts, or at least enough to raise her wound level there to that location; however, somehow she remains alive.

If she draws a black Joker, for whatever reason, her Heavenly patron(s) has allowed her to return as a Harrowed; however, she does get a

bonus to her first Dominion roll equal to her *faith* Aptitude. This roll replaces the regular Harrowed card draw.

GOOD KARMA

Your hero has built quite a stock of good deeds to draw on in a clutch. For that reason, even Fate doesn't seem to be quite as harsh with him as it is with most folks.

Whenever your blessed spends a red Fate Chip to add a die to a Trait or Aptitude roll, the Marshal doesn't get a free draw from the Fate Pot. Also, anytime your hero pulls the black Joker, he still has to discard the Joker and any sleeve card, but at least the Marshal doesn't get to draw from the Fate Pot.

Thank Heaven for small favors!

GUMPTION

Call it determination, pluck, or just plain cussedness, but whatever it is, your blessed's got it in spades! She just doesn't know when to give up, and her Heavenly allies appreciate that trait.

Once per game session, your hero can reroll a single Trait or Aptitude check; however, she's stuck with the second result, for better or worse.

This doesn't cost her any Fate Chips, but she can't make a reroll if she goes bust on the first attempt. She can spend Fate Chips on the second roll as long as she doesn't go bust. Even then, if she's got the gift *divine providence*, she's allowed to spend Fate Chips on it as usual; if not, she's out of luck.

SAINT PATRICK'S BOON

Your blessed is a born snake-handler! Well, maybe not born, but with a little divine assistance, she does just fine. She's totally immune to natural animal venoms, like those of a rattler, copperhead, or even a scorpion. The bite might sting a bit, but she suffers no ill effects from the poison.

This resistance extends to other poisons as well, although it's not completely full proof against them. She gets a +4 on *Vigor* rolls to resist the venom of abominations, alchemical toxins, or poisons created through black magic.

NEW DIVINE INTERVENTIONS

Divine interventions are the “big guns” of the blessed. We introduced them in *Fire & Brimstone* and there's a whole passel of them in that book.

If you don't have that sourcebook handy, here's a short explanation of how they work

BLESSINGS

Every time your blessed takes an active roll in lowering a Fear Level, she can gain a Blessing. A Blessing is needed to request a divine intervention. Also, your blessed must have at least *faith* of 6; she can still gain a Blessing, but she can't use it until she raises her *faith* to the minimum level.

USING A BLESSING

Your blessed can call upon a divine intervention by spending a Blessing. As before, she has to make a *faith* roll against the intervention's TN. She can't add to her roll or lower the TN through other miracles or hexes (*prayers or the faithful*) or lower the TN (*penny ante*), but she can spend Fate Chips.

INTERVENTION DESCRIPTIONS

Intervention headings follow the same format as those of miracles.

DUST TO RUST

TN: Special
Speed: 3
Duration: Instant
Range: 5 yards

This intervention calls on the might of Heaven to send an infernal device back to the Hell that spawned it. If successful, the intervention turns a gizmo into a useless pile of rusted junk.

The TN for this intervention is equal to the Construction TN for the gizmo. You can find that number on The Gizmo Construction table in the *Weird West Player's Guide*. If your blessed makes that number, the gizmo is toast.



FIERY FURNACE

TN: 13
Speed: Vamoose
Duration: Concentration
Range: 5 yards

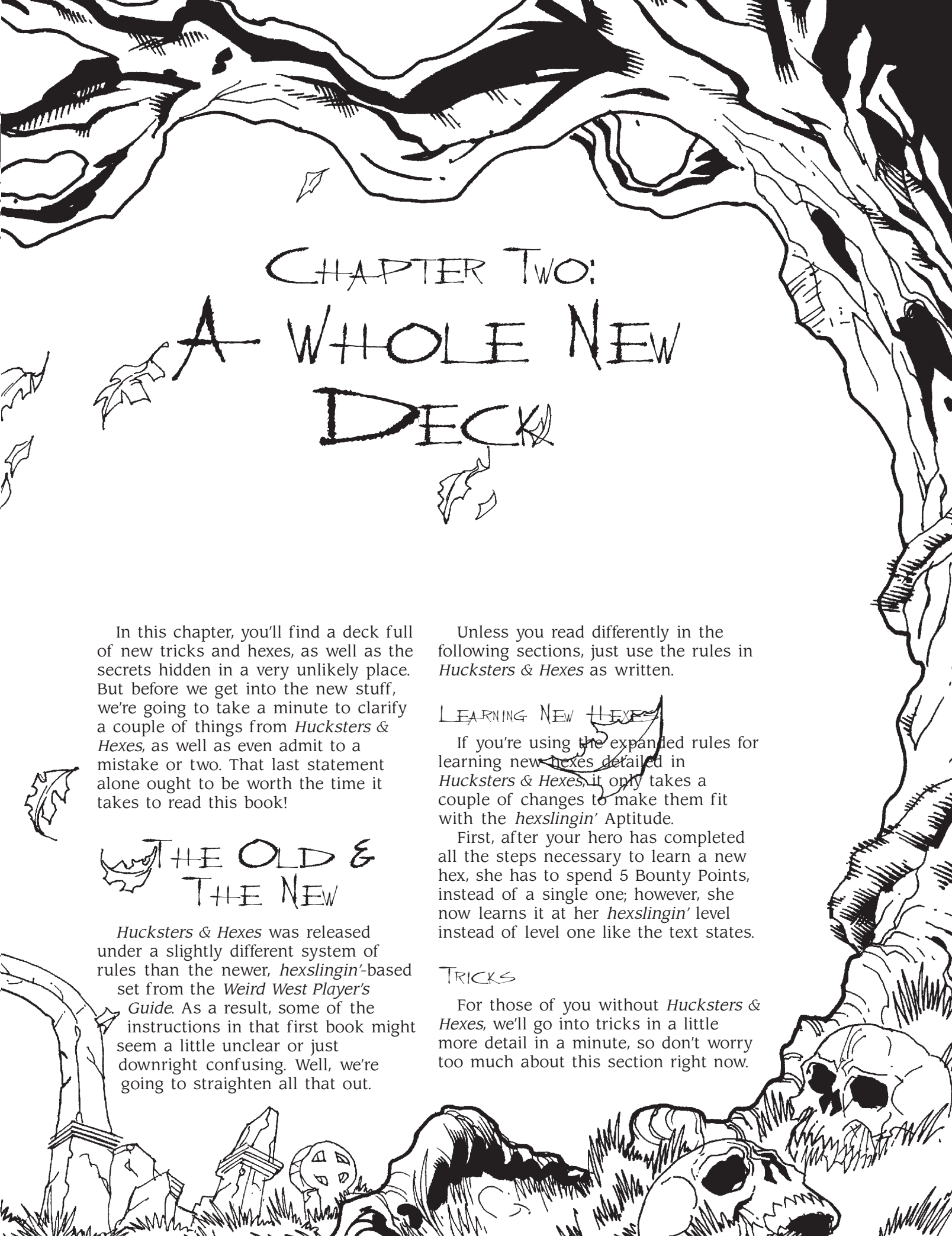
This intervention protects the blessed and a number of companions up to his *faith* level from certain death due to natural or environmental hazards. This includes blazing fire, avalanches, mine collapses, or even being swallowed alive by a whale!

Once activated, all your blessed can do is pray and attempt to move from the area. If he can't leave the area, he must continue to pray as he awaits rescue. During this time, his friends must remain within 5 yards of him or closer, depending on the circumstances.

Exactly how your hero and his companions survive the disaster is up to your Marshal, but she can be as creative as she wants.

This intervention is no help against direct attacks like artillery fire, black magic, or an abomination's attack.





CHAPTER TWO: A WHOLE NEW DECK

In this chapter, you'll find a deck full of new tricks and hexes, as well as the secrets hidden in a very unlikely place. But before we get into the new stuff, we're going to take a minute to clarify a couple of things from *Hucksters & Hexes*, as well as even admit to a mistake or two. That last statement alone ought to be worth the time it takes to read this book!

THE OLD & THE NEW

Hucksters & Hexes was released under a slightly different system of rules than the newer, *hexslingin'*-based set from the *Weird West Player's Guide*. As a result, some of the instructions in that first book might seem a little unclear or just downright confusing. Well, we're going to straighten all that out.

Unless you read differently in the following sections, just use the rules in *Hucksters & Hexes* as written.

LEARNING NEW HEXES

If you're using the expanded rules for learning new hexes detailed in *Hucksters & Hexes*, it only takes a couple of changes to make them fit with the *hexslingin'* Aptitude.

First, after your hero has completed all the steps necessary to learn a new hex, she has to spend 5 Bounty Points, instead of a single one; however, she now learns it at her *hexslingin'* level instead of level one like the text states.

TRICKS

For those of you without *Hucksters & Hexes*, we'll go into tricks in a little more detail in a minute, so don't worry too much about this section right now.

Hucksters use the *hexslingin'* Aptitude based on the associated Trait to cast tricks now, just like with hexes.

Also, if your cardslinger draws a black Joker while casting a trick, he doesn't automatically take backlash. Now, the trick fails, he loses 2 Wind and must make an Onerous (7) *Smarts* roll. Only if he fails that roll does he suffer backlash.

MISCELLANEOUS STUFF

Cowpokes wishing to become hucksters now need at least one level in *hexslingin'* before they can purchase the Edge *arcane background: huckster*. That applies whether they're starting characters or picking up a deck later in their career.

Ignore the part about hucksters with a level of 3 or more in a Hex not taking backlash from the red Joker. Like the *Weird West Player's Guide* says, hucksters no longer take backlash on the red Joker, regardless of their *hexslingin'* Aptitude.

Any time the text refers to "hex level" just substitute "*hexslingin'* level." There are no individual hex levels anymore.

And, just in case we've missed something, if a rule in *Hucksters & Hexes* flies in the face of the *Weird West Player's Guide*, ignore it.

WHOOOPS!

As usual, a pack of gremlins got into the printer's presses and played havoc with some of the hex descriptions. Here's a few that need correcting or further explanation.

Bodyguard has a range of "Self," not "Touch."

Gambler's luck needs two clarifications. First, it has a range of "Self," not "Touch." Second, the chips the cardslinger gains with it *can't* be used for Bounty Points, although they do still count against the 10 Chip limit.

Poltergeist has an area of effect of 5 yards/*hexslingin'* level.

Shadow man has a duration of "Concentration." Now, you've probably been wondering how your huckster is supposed to *sneak* while maintaining the hex. This hex is a specific exception to the rule that a cowpoke can only take simple actions while concentrating on a hex. She can use the *sneak* Aptitude while maintaining *shadow man*, but is otherwise limited to simple actions.

Silver-tongued devil has a Range of "Self," not "Touch."

Talisman has a Speed of three days, like the description says, not two as noted in the beginning entry.

TRICKS

Back in *Hucksters & Hexes*, we introduced a sort of minor hex called a trick. These magics allow hucksters to work smaller effects without worrying so much about backlash.

If you've got that fine tome, you already know the lowdown on tricks. You'll want to read through this section anyway to catch up on a few tweaks we've made to update them to the *hexslingin'* Aptitude revisions.

The basic idea behind a trick is that the huckster can avoid the big league manitous he needs to power potent hexes and instead grab one of the little guys and mop the floor with it. Spiritually speaking, of course.

Now, these peon manitous aren't much good for casting a real hex like *soul blast*, but they work just fine if all your hero wants to do is light a cigar.

CASTING A TRICK

Since they're minor magics, casting a trick is a whole lot easier than a full-blown hex.

All a huckster has to do to fire off a trick is make a Fair (5) *hexslingin'* roll using the associated Trait for the trick, just as if she were casting a hex. She doesn't draw a full hand, though; instead, she draws one card for each success and raise she gets on the roll.

If your huckster gets a red card, just one, the trick works. Even if she has 12 black cards and the lowly Deuce of Diamonds, the trick works.

Of course, every now and then, even one of the little guys gets a lucky shot in. If your huckster attempts to cast a trick and fails (it does happen!), she loses 2 Wind.

If she's unlucky enough to draw the black Joker, she's gotten hold of one of the shrimps' bigger cousins. Not only does the trick fail, causing her to lose 2 Wind as above, but she's also got to immediately make an Onerous (7) *Smarts* roll to let go of the nasty or take backlash just as if she were casting a real hex. If she makes the roll, she still loses the Wind, but she gets out of Dodge before the angry spirit gets a shot at her.

This last rule is a bit of a change from *Hucksters & Hexes*. We've eased up on cardslingers a little here to bring the risk for casting a trick more in line with the rewards.

LEARNIN' TRICKS

As you've probably guessed, tricks are easy to learn. During character creation, you can opt to learn three tricks instead of one hex for every level of your *hexslingin'* Aptitude. You can mix and match tricks and hexes when creating your huckster as well. For example, if your hero had *hexslingin'* 3, he could learn three hexes or nine tricks, or two hexes and three tricks, etc.

After character creation, your huckster can learn a new trick for 2 Bounty Points and a couple of nights practicing. He doesn't have to have a teacher, worry about *academia: occult* rolls, etc. Tricks are simple enough that he can figure them out for himself.

NEW TRICKS

All tricks take a single action to complete. Additionally, each of the tricks described in the following pages have three entries: Trait, Duration, and Range.

Trait is the Mental Trait the huckster uses to determine the die type to use with her *hexslingin'* Aptitude.

Duration is the length of time the trick stays in effect. Most are instantaneous, but some last longer.

Range is the distance at which the trick can be performed.

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FINISH

Trait: Mien

Duration: Permanent

Range: 1 elixir

This trick can put a shine on even the grimmest spittoon in a backstreet Shan Fan saloon.

The *finish* trick lets a huckster polish up an item to make it look like better-than-new. It shines metal, brushes velvet, polishes wood, you name it.

It doesn't do a thing for the item's functionality; if it was broken before, it's still broken after *finish* is cast—but it looks good! A fast-talking huckster can use this hex to get a +2 bonus made to his *persuasion* rolls to sell an item for a higher-than-normal price.

This trick can only spruce up items up to the size of about a love seat or chest of drawers. In case you haven't guessed, it only works on inanimate objects; if your hero wants to dandy himself up, he needs to use the *groom* trick. Gizmos are fair game, though, as long as they fit the size requirement.

FOOLED YOU!

Trait: Smarts

Duration: Concentration

Range: 1 elixir

This trick is a favorite of gambling hall cheats and a couple of outlaws who've mastered the secrets of Hoyle.

Fooled you! lets the caster create a small, two-dimensional illusion—just about the size of, say, a playing card or a face on a wanted poster. The illusion is static (that is, it doesn't move), but can be just about as complex as the huckster wants. The caster can also make the image created in color or monochrome, as best fits his situation.

It can't convincingly duplicate an imprint, but it is able to duplicate a bloody print, a small piece of a note, change a face on a wanted poster, and so forth.

The illusion lasts only as long as the huckster concentrates on it and remains within range.

MIRROR

Trait: Knowledge

Duration: Concentration

Range: 2 yards

Even the wisest man doesn't always know what's around the next corner. On the other hand, the most foolish huckster *can*, provided he knows this trick!

Mirror creates a small shimmering area about 2" in diameter that acts just like, well, a mirror. It's great for looking around corners, behind doors, or at an opponent's poker hand.

The caster can move the *mirror* anywhere within two yards of himself by spending an action. The mirror is insubstantial and can be moved through solid objects.

PICK ME UP

Trait: Spirit

Duration: Permanent

Range: Touch

There's nothing like a shot of whiskey to snap a cowpoke to his senses. This trick adds a little supernatural zing to a shot glass full of liquor—"good stuff" or not—and while some saloon patrons shudder at the thought of polluting a perfectly good drink, the benefits are undeniable.

Once successfully cast, this trick causes a shot of whiskey to restore 1d6 Wind to the person drinking it. Just the thing for those all-night saloon brawls!

There are a couple of drawbacks to *pick me up*, though. First, it won't work on anyone under the effects of another trick, *coffin varnish*. For some reason that trick complete cancels *pick me up*; in fact, both magics' effects are nullified if the same person tries to benefit from one while under the influence of the other.

The second is *pick me up* has an heightened intoxicating effect on the folks it cures. For every point of Wind recovered with this trick, the imbibor gets the effects of a full shot of whiskey—all at once. So, if your hero has been on the losing side of a serious brawl, she's liable to be drunk off her feet before she can recover all her Wind with *pick me up*!

On the other hand, it's hard to use this trick to get a cowpoke drunk without raising his suspicions. If he's lost no Wind prior to drinking it, it's no more potent than a regular shot. If your hero goes to thumping on him prior to buying his drink, his suspicions are probably going to be running a little high!

The Wind recovered is permanent (unless beat out of the cowpoke again later!), but the intoxicating effects wear off normally, usually after just a few hours.

STARTLE

Trait: Smarts

Duration: 1 round/*hexslingin'* level

Range: 1 yard/*hexslingin'* level

This trick strums on edges of the five senses, tickling the part of the brain that controls the "flight or fight" instinct. It affects every person and animal in range for its duration.

It's not terribly effective against most folks because humans just aren't all that on top of their senses—often in more ways than one. The worst *startle* can do to a cowpoke directly is cause him to suffer a -1 to any *guts* check he has to make during its effect.

Animals are quite a bit more susceptible to the trick, however, as they tend to be a little more aware of goings-on than their masters. Horses become skittish, dogs perk up and growl, cats' hiss and arch their backs, and so forth.

Now, most savvy Westerners are going to notice their animals are acting up, and maybe get a little skittish themselves. A quick-thinking huckster can no doubt find dozens of ways to use this trick.

Finally, any *ridin'* or *animal handlin'* roll made on animals under *startle's* effect is at -2 for the trick's duration.

TINHORN SHUFFLE

Trait: Smarts

Duration: 1 round

Range: Touch

For this trick to be effective, your hero must have a deck of cards handy.

When cast, it causes the deck to spray from his hand into the air, as if he'd just executed one of the worst shuffles in the history of poker. The cards erupt upwards in a near-mesmerizing blast of color and motion, drawing the attention of anyone within 5 yards. The *tinhorn shuffle* makes the explosion of cards even more eye-catching than normal, wafting them about on air currents for a moment before dropping them to the ground.

The effect of this—other than making the caster look like a total rube—is to give a +2 bonus to all *filchin'*, *sleight o' hand*, and *sneak* rolls for that round. The huckster himself can't take advantage of the bonus, as he's largely the center of attention, but another posse member who was clued in on the act certainly could.

NEW HEXES

These hexes can't be found in Hoyle's Book of Games. All are relatively new creations from various cardslingers in the Weird West. Of course, that means learning them isn't going to be as easy as cracking a book and studying for a little while.

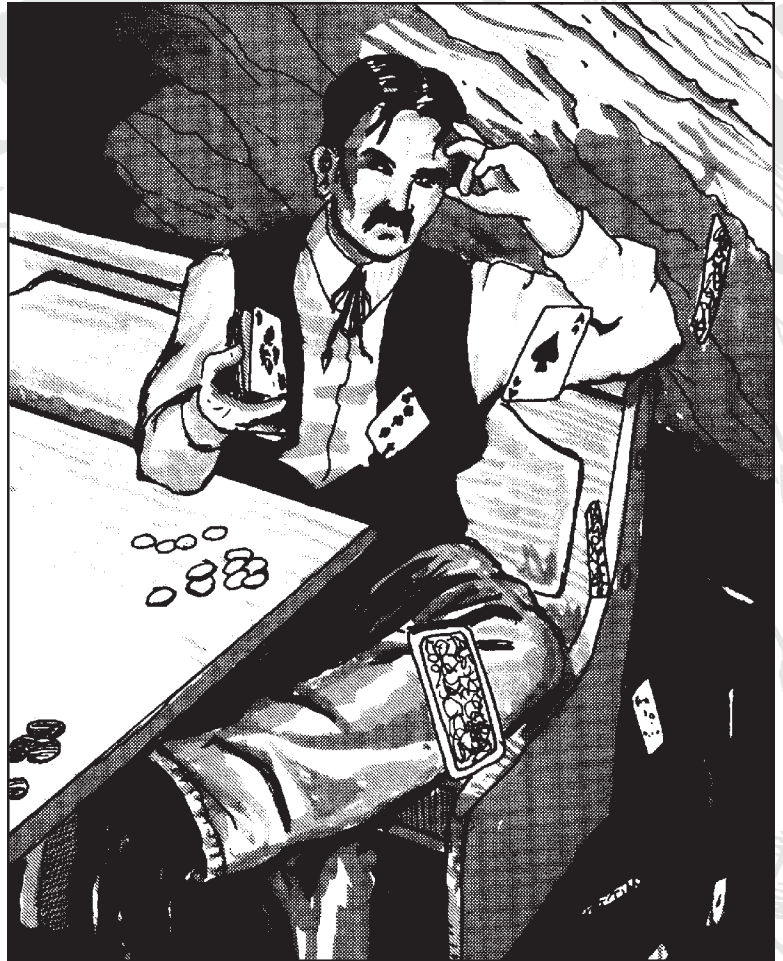
Your huckster is going to need to find another huckster to teach him any of these hexes. A few have worked their way into other publications, though, so your hero might—just might—stumble across one or two if he peruses the right books.

What are the "right" books, you ask? Well, that is the question isn't it? Your hero will just have to keep looking.

HEX DESCRIPTIONS

Just like in the *Weird West Player's Guide*, the hexes below have five entries: Trait, Hand, Speed, Duration, and Range.

Trait is the mental Trait used to cast the hex.



Hand refers to the minimum poker hand the huckster must draw to power up the hex. Depending on the hex, better hands might mean the hex is stronger, lasts longer, or has some other enhanced effect.

Speed is the number of actions it takes to finish the hex. A very few hexes might take longer and aren't really suitable for combat. These hexes have their speeds listed in minutes, hours, or even days.

Duration is the length of time the hex stays in effect. "Concentration" means the huckster must concentrate on the magic and can take only simple actions like moving or speaking. Other hexes require Wind to maintain; those last as long as the huckster pays the Wind to keep the hex in effect. A few use a combination of both. If that's the case, the huckster either maintains concentration or pays the listed Wind to keep the hex in effect.

Range is the distance at which the hex can take effect. Some hexes target the huckster himself, but then give him

an ability to affect targets at a longer range. If that's the case, we'll tell you in the description of the hex itself. The hex *Cardsharp* is a good example of this.

A GLASS DARKLY

Trait: Cognition

Hand: Pair

Speed: 2

Duration: 1 round/*hexslingin'* level

Range: 5 yards

This hex lets the huckster and his companions view psychic imprints left in a window pane by events occurring on the other side of the glass.

When cast, the viewers get a shadowy replay of an act or other occurrence that took place on the other side of the glass. In effect, the huckster rewinds time to view events of the past through the window.

Details are very hard to make out, as the images are little more than shadow plays and blurry; for example, a murderer's face can't be identified, but

the fact she was in a dark robe or light-colored pants and shirt can. The viewers might see a figure move to a mantelpiece and take *something* but not exactly what it was.

Anyone on the same side of the glass as the caster and within the hex's range can see the images unfold in the glass. Folks on the opposite side can see nothing but the long-necked gawkers staring out the window.

The hex targets the most psychically powerful event (murder is always a safe bet for this one!) in the period searched by the huckster. Subsequent castings of *a glass darkly* by the same cardslinger don't review the same scene, but instead move to the next most potent event in the period.

A GLASS DARKLY

Hand

Time

Period Scanned

Pair	1 day
Two Pairs	1 week
Three of a Kind	1 month
Straight	1 year
Flush	5 years
Full House	10 years

BLACK CAT

Trait: Smarts

Hand: Two Pairs

Speed: Vamoose

Duration: Instant

Range: 5 yards/*hexslingin'* level

Every so often a cowpoke just plain beats the odds and pulls off the impossible. And sometimes, your huckster may have rather seen him fail. *Black cat* lets your hero twist probabilities at the last second.

With this hex, your cardslinger can force another character to immediately reroll a Trait or Aptitude check he's just completed successfully. He—and your huckster—are stuck with the results of the second roll, for better or worse. Beware, this can be a double-edged hex!

To cast *black cat*, your huckster must make a vamoose and spend her highest remaining Action Card, with sleeve cards going first. If she can't vamoose, she can't cast *black cat*.



If she gets the requisite hand, the victim has to immediately roll the Trait or Aptitude again against the same TN and with the same modifiers he had on the original roll; however, due to the effect of the hex, he actually gets a +2 bonus on the second roll.

Obviously, then, your huckster doesn't want to cast *black cat* on relatively easy tasks. She's better off slinging a *confound* hex instead. However, it's great for foiling a one-in-a-million shot.

Finally, since the target has to succeed in the first place, your hero can't use the hex to give someone a second chance at a failed task.

CARDSHARP

Trait: Knowledge

Hand: Pair

Speed: 1

Duration: 1 round/*hexslingin'* level

Range: Self

Cardsharp is pretty true to its name; with it a huckster can create his own dead man's hand!

This hex works a little different than most, because the value of every card in the five the huckster uses to make his final hand matters. If you'll remember, a hand of cards magically appears in the huckster's hand before he casts any hex. With *cardsharp*, those cards remain, imbued with energy from the Hunting Grounds

Assuming he makes the minimum hand to cast the hex, each card of the final five he keeps becomes a razor sharp weapon he can hurl at his foes. Doing so effectively takes the *throwin': balanced* Aptitude. The cards have a Range Increment of 5, and a maximum range equal to the caster's *hexslingin'* Aptitude level times 5 yards.

The amount of damage done by the card is the huckster's *Strength* plus a bonus amount based on the value of the card itself. Deuces do +1d4, values 3 to 8 get +1d6, 9s to Jacks do +1d8, Kings and Queens are +1d10, and Aces inflict +1d12. Jokers do damage based on the card value they're copying (usually an Ace, unless your hero needs them to improve his hand!). However, the suit of the card doesn't matter for damage purposes.

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Your hero can hurl one card on each of his Actions.

For every hand above the minimum required, each card gets an additional +2 to damage. Occasionally, your huckster may opt to *not* take a higher-ranking hand so he can use other, more potent cards.

The damage dealt by these cards is considered magical, by the way.

The hex lasts until your huckster has chucked all his cards or the duration expires. Any cards he has left in his hand at the end of that time fade quickly to nothing, as do all he's thrown.



Velvet, faced by a threesome of gun-toting henchman, casts *cardsharp*. He draws an Ace, two 3s, two 5s, a Jack, and a King. He isn't lucky enough to pull a flush, so he opts to keep the two 5s, Ace, Jack, and King. While the other pair would have boosted all his cards' damage by +2, he decides to take the higher damage dice and hope for good rolls. He slings the Ace first, and hits with a 6 on his *throwin': balanced* Aptitude. He rolls a *Strength* check and gets a whopping 4 as his highest die—after all, he's a gambler and a gentlemen, not a brute! He now rolls 1d12—getting an 8— and adds it to his *Strength* roll for a total damage of 12. He's still got 4 cards to throw too.

COLD SNAP

Trait: Knowledge

Hand: Pair

Speed: 2

Duration: 5 rounds/*hexslingin'* level

Range: 5 yards/*hexslingin'* level

It's hard to be light-fingered when subzero temperatures are freezing the blood in your veins. *Cold snap* lets the huckster bring a supernatural spell of winter weather down over an area, causing everyone a lot of grief—and numb appendages!

Everyone in range has certain Corporeal Traits lowered for the duration of the hex as the uncanny chill settles into their bones. Even undead and other abominations suffer these effects. Except, of course, those that are native to frosty climates or are otherwise resistant to the effects of cold.

All in range have their *Deftness*, *Nimbleness*, and *Quickness* Traits lowered by a die type. For each hand the huckster gets above the minimum to cast the hex, those Traits are dropped by an additional step as well. Once the die type reaches d4, the Coordination is reduced instead, to a minimum of 1d4.

Once the Trait reaches 1d4, the poor sap is as cold as he can get, short of a permanent visit to the undertaker!

The cold radiates out from the cardslinger, so she's affected as well. While it doesn't give much offensive advantage, *cold snap* is a good defense, if your hero has the guts to take a little chill herself.



FIFTY-TWO PICKUP

Trait: Smarts

Hand: Ace

Speed: 1

Duration: 1 round/*hexslingin'* level

Range: Touch

If *tinhorn shuffle* catches folks' attention, *fifty-two pickup* grabs it, clubs it over the head, skins it, and sells the pelt for a profit!

This hex was no doubt developed by some cardslinger who felt the trick didn't go far enough with its effects. Instead of a seemingly clumsy spray of cards that flutter into the air, *fifty-two pickup* fills an area with a swirling mass of tumbling, spinning cards.

The hex effects originate from the huckster, who, just as if he were casting *tinhorn shuffle*, must have a deck of cards in his hand to begin with. The cards explode up, out and around him, multiplying their number a hundredfold or more. They whip about in an area up to 5 yards across for every level your hero has in *hexslingin'*.

Anyone in the area, or attempting to look at, shoot, or otherwise affect targets in it suffers a -2 to all vision-based rolls, whether they be purely *Cognition*-related, like *search*, or tied to another Trait, like *shootin'*.

For every hand the huckster gets above the minimum of an Ace, this modifier is increased by an additional -2.

A word of warning, however: While fairly effective, this is a truly *obvious* hex. Your hero is going to be hard pressed to explain it off as anything but "black magic" to a rope-toting lynch mob of peace-loving townsfolk.

HELL'S BARGAIN

Trait: Spirit

Hand: Ace

Speed: 1

Duration: 1 Wind/round

Range: 5 yards/*hexslingin'* level

With all the deals hucksters cut with—or, more correctly beat out of—manitous, it was only a matter of time before one of them figured out how to stack the deck with the spirits. At least as far as convincing one into bringing a cowpoke back from the other side, that is.

In short, *Hell's bargain* makes it more likely for a fellow to come back Harrowed. This is actually one of the easier hexes for a cardslinger to sucker a manitou into powering, since the confounded things are prone to reanimate the dead anyway.

It has to be cast on the body of a character who's died in the last round. For obvious reasons, a huckster can't cast it on herself.

The target of *Hell's bargain* draws an additional number of cards according to the hand the huckster gets when casting the hex. These cards are on top of any the poor sap might already get for a high Grit or other reason. The exact number of cards is indicated on the table below.

As you might guess with a hex named *Hell's bargain*, there's a catch.

First, if the target does come back from the grave thanks to *Hell's bargain*, roll for Dominion normally. The manitou gets a bonus to its roll equal to the number of extra cards granted by the hex. At low levels, that's not too bad, but it can be a killer later on!

Second, if he doesn't come back Harrowed, there's a pretty good chance the manitou still decides to animate the corpse—but as a walkin' dead. Without reshuffling the deck, the target draws an additional number of cards equal to the bonus he got from *Hell's bargain*. Don't count his Grit for these draws.

If a Joker comes up in the second batch, his corpse becomes a walkin' dead in the next round. Now, keep in mind it's awful hard to tell a Harrowed from a walkin' dead—until the zombie starts trying to eat a brain or two!

HELLS' BARGAIN

Hand	Extra Cards
Ace	1
Pair	3
Two Pairs	5
Three of a Kind	7
Straight	11
Flush	13
Full House	17
Four of a Kind	19
Straight Flush	23
Royal Flush	27

HELL'S FURY

Trait: Spirit

Hand: Pair

Speed: 1

Duration: 2 Wind/round

Range: Self

If your hero is tired of getting her kiester kicked around by barroom thugs or those fancy-pants Shan Fan kung fu types, *Hell's fury* is just the hex for her.

Hell's fury summons up flames from, well, probably the fires of Hell itself. These wrap the huckster's body like an unholy shroud, but don't so much as singe a hair on her head or even a thread on her duds.

Folks that touch her, on the other hand, are in for a world of hurt. The hex does damage to the body part that comes in contact with her, based on the hand she gets when she casts *Hell's fury*. If the hex causes so much as a single wound to the cowpoke, that hit location catches fire and burns for an additional 2d8 damage each round until extinguished.

Fires started by the hex can be doused or smothered normally.

It's important to note that the folks must touch the huckster, whether punching, kicking, or prodding. If she touches them, the fires do no damage, nor can she use *Hell's fury* to ignite combustibles, except as noted above.

Like *fifty-two pickup*, this is a fairly obvious hex, what with the wreath of unearthly flame and all. A huckster would be advised to take care when using it to avoid hemp neckties.

HELLS' FURY

Hand	Damage
Pair	1d6
Two Pairs	3d6
Three of a Kind	4d6
Straight	5d8
Flush	6d8

MIRROR, MIRROR

Trait: Smarts

Hand: Two Pairs

Speed: 2

Duration: 1 Wind/round

Range: 5 yards/*hexslingin'* level

Here's a hex that's handy for evening up the odds in a stacked fight—at least as far as your huckster is concerned.

Once *mirror, mirror* is successfully cast, your hero chooses a target within range. Usually, it's an opponent, but it doesn't have to be.

Next, she has to win a contest of *Spirit* with her intended target, and for every hand she gets above the minimum for the hex, she gets a +2 bonus to her roll. If she wins, she and the target temporarily swap a single Trait, Corporeal or Mental, of her choice for the duration of *mirror, mirror*.

Now, bear in mind, she usually has no idea exactly what another cowpoke's Traits are, but, with a Fair (5) *Smarts* roll she can usually make a good guess—at least about Corporeal ones. Mental Traits take a bit more exposure and the Marshal decides when your character knows enough about an individual to make that sort of educated guess.

Finally, this hex can only swap Traits between human or nearly-human targets (Marshal's call). Animals and other nonhuman creatures are too alien to make the exchange.

SLEEVE CARD

Trait: Smarts

Hand: Ace

Speed: 1

Duration: 1 round/*hexslingin'* level

Range: Self

A good gambler doesn't need to cheat to win, but sometimes having the right card up his sleeve makes all the difference—unless he gets caught with it, that is. *Sleeve card* lets a huckster tweak time to a minute degree, stacking the odds in a fight slightly in his favor.


When a huckster casts this hex, it allows him to discard an Action Card and draw a new one to replace it immediately after he rolls *Quickness* at the beginning of a round. If his hand is good enough, he can do this more than once. The exact number of times your hero can discard and redraw is determined by his hand and shown on the table following *sleeve card's* description.

The huckster actually doesn't gain any Action Cards through this hex; those are determined by his *Quickness* roll as usual.

Each discard and redraw is done separately, so it's possible for a huckster to discard a card he received on a previous redraw. He doesn't have to use the discard/redraw ability during a round if he doesn't want and he can chose to discard/redraw less than the total number allowed by the hex.

Since he's basically running a cheat on the laws of nature, there is a chance he can get caught. If he pulls the black Joker on a redraw, not only does he lose it and his hole card (if any), but he also suffers backlash, just as if he'd drawn it while casting the hex.

However, it's a little easier to take the second time around, so the roll to determine the result gets a -4 modifier, to minimum of 1.

 Velvet casts *sleeve card* and gets two pairs, letting him discard and redraw up to three cards at the beginning of each round. On his next *Quickness* roll he gets a total of two cards. Drawing, he comes up with a Jack and a Three. He chooses to keep the Jack, but discards the Three. His redraw is only a Five, and so, since he has two more discard/redraws remaining, he decides to discard it and draw again. This time he gets a Nine. Although he could discard one more time and redraw, Velvet decides to stick with the Nine and forfeits his remaining redraw. He can repeat this draw/redraw process each round until the hex's duration expires.

SLEEVE CARD

Hand	Discard/Redraw
Ace	1
Pair	2
Three of a Kind	3
Straight	4
Flush	5

STAYIN' PUT

Trait: Spirit

Hand: Pair

Speed: 1

Duration: Concentration or 1 Wind/round

Range: Self

This hex makes the caster tougher to budge from a spot than an Arizona mule on Sunday morning. It puts down magical "roots" that help hold the huckster in place.

While *stayin' put* is in effect, the huckster gets +5 to all her *Strength* rolls to resist being pushed, pulled, tugged or even lifted. For every hand above the minimum, she gets an additional +2 to the roll. *Stayin' put* makes a huckster a great doorstep!

She also gets this bonus to any *climbin'* roll made to hang on or avoid falling. The hex doesn't help her actually climb, just stay stuck to a spot once she gets there. Any *climbin'* roll to move up or down a surface *doesn't* get this bonus.

On the other hand, even she has to fight against the hex to some degree. Her Pace is lowered by 2 while she maintains *stayin' put*.

There is a benefit to the hex's supernatural restraint, as well, however. As long as *stayin' put* is effect, your huckster gets a +2 to all *guts* checks. In addition, if she fails the check, she can choose to stand her ground if the result of the failed check forces her to flee. In effect she gains the Edge *nerves o' steel*, although in this case it might better be called Feet o' Lead.

She still suffers any other effects, though. The hex only prevents her from having to flee; however it doesn't protect her from Wind loss, negative modifiers, or more lasting dementias.



THE DEMON'S EYE

Trait: Cognition

Hand: Ace

Speed: 1

Duration: 1 Wind/round

Range: 10 yards/*hexslingin'* level

A huckster casting this hex forces a manitou to give him a tiny glimpse of the immediate future. In effect, he sees with a "demon's eye," hence the name of the hex. He can't make out exact details or discern the outcome of events; his vision is limited to a snippet of the next few seconds only.

What this means in game terms is that when your hero casts this hex, the Marshal has to reveal some of the Action Cards for the opponents your hucksters are facing. Better yet, she has to show the highest cards first down to the lowest, so even with a minimal success, at least you know when the soonest she can shoot your hero is!

The total number of cards revealed is based on the final hand your huckster gets when casting *the demon's eye*. She

also has to let you know which of your hero's opponents have which cards, in case she tries to get sneaky.

Cards up an enemy's sleeve don't count against this total, but even the minimum hand lets you know from round to round which opponents are holding Action Cards and which aren't.

The table below shows how many cards your huckster can reveal according to his hand.

THE DEMON'S EYE

Hand	Cards Revealed
Ace	1
Pair	2
Jacks	3
Three of a Kind	4
Straight	6
Flush	8
Full House	10
Four of a Kind	All

THE SCIENCE OF MAGIC

Recently, a man named R. Percy Sitgreaves linked so-called "mad science" and the arcane practices of Hoyle. The result is a new group of hexes that draws on certain, almost pseudo-scientific, theories to explain their form and function.

These "scientifically-based" hexes are currently only found in a single place. They're also closely tied, in many cases, to mad science. For that reason, we've separated them—and the details behind their development—from the other hexes in this chapter.

MAN WITH A PLAN

R. Percy Sitgreaves is the 43-year-old owner of Infinity Press, the company that has the contract to print the Smith & Robards catalog for unique

inventions. A big part of the reason Sitgreaves was successful in getting the contract was the fact he used to be an employee of Smith & Robards in their Research & Development section.

Sitgreaves left the company for reasons we'll go into in just a moment, but pursued the contract for the catalog printing not out of loyalty to his former employers, but because R. Percy Sitgreaves has his own agenda.

"MAD" SCIENCE

Sitgreaves, like a handful of other folks in the Weird West, had made the connection between the sudden ease with which Hoyle's formulae were practiced and the advent of "mad science." He did a little homework and pieced together that the floodgates on "creativity" opened right about the same time so-called hucksters began having such tremendous success. He placed the timeframe for the sudden change in the rules of the universe somewhere between 1863 and 1868. Lots of unusual things were going on over those years, so he couldn't quite nail down an exact date.

Nonetheless, he became convinced that hucksters and mad scientists were just two different approaches to the same processes, but, because practitioners of either discipline tended to ignore the other, neither realized it. You see, Sitgreaves had a leg up most others didn't—he was familiar with both Hoyle's hexes and the "inspired" genius of mad science.

R. Percy Sitgreaves had mastered the secret of Hoyle's tome early on and even dabbled a bit in mad science himself. However, he tended to approach mad science in a fashion unlike his peers, since he suspected the "muses" guiding the scientists' hands were actually manitous. He also realized that not only did other mad scientists seem unaware of this, but the majority would not accept this as fact.

Perhaps the inventors did not actually peer into the Hunting Grounds as hucksters did, or the manitous warped their perceptions so that what they saw was a reflection of the physical world. After all, if human

hucksters could alter their perception of the Hunting Grounds to see that of a poker game, it only followed that the manitous, who were far more experienced, could warp their appearance to fool an unprepared visitor.

Either way, since the scientists had no empirical evidence of Sitgreaves' claims, they would be very unlikely to accept them as anything but the ravings of a lunatic. Rather than make himself a target for public ridicule, he kept his ideas to himself.

He also suspected the few who did occasionally catch some glimpse of the source of their power often went insane. The "laws" of the world their scientific minds rely on are shattered. Their minds simply couldn't handle the fact that the world as they know it is a sham.

Some became afraid of the dark, others spouted utter nonsense because delusions of pink elephants are easier to believe than a demon whispering the plans to your last invention in your mind's ear. This is why, he theorized, so many of the best inventors are slowly going insane.

THE MANITOUS' PURPOSE

The revelation frightened Sitgreaves in its implications. He'd gone head-to-head with manitous enough to know they were not likely to be passing along plans and designs out of the goodness of their hearts.

He knew the manitous are evil, so the only logical reason he could conceive for their assistance was to hurry humankind toward a horrible conclusion. Perhaps, he supposed, the manitous were handing humanity the means to destroy itself in the gadgets of mad science.

The number of new and devastating weapons coming out of the laboratories of the "mad" scientists seemed to bear out his theory. Especially when one considered the few advancements in healing or devices built to help humanity compared to the numbers of horrible new weapons designed to incinerate, crush, spindle, and otherwise mutilate that rolled out every month from laboratories across the West.



SMITH & ROBARDS

Sitgreaves is certainly the man to make these assumptions. Not only was he once an employee of Smith & Robards, but he'd been a tinkerer and inventor all his life. He stumbled onto Hoyle's secrets while traveling abroad, but it was little more than an interesting hobby of his until 1863 when all Hell opened up.

After that, he began honing his skills as a huckster, suspecting he would one day need them to fight against the evils he had glimpsed time and again in the Hunting Grounds.

Then, in 1871, he found himself in Salt Lake City, and was fascinated by the stories of Hellstromme and Smith & Robards. Possessing an active mind, skill with his hands, and a fresh outlook on "inventing," Sitgreaves was offered a job as a researcher. This was before a saboteur blew up one of the company's main labs, and it was much easier to get on staff.

He watched his co-researchers with interest because he could never quite seem to equal their abilities. He had grown too fond of his abilities as a huckster, and the long, tedious process of invention no longer suited him.

When a month had passed and he had nothing to show, his employer gave him a week to prove himself or be fired. In desperation, he turned to the Hunting Grounds. The manitous were all too eager to help.

The very next day, he presented Mr. Robards with the electrostatic gun. Yes, that one was his.

At first he was elated; then, he became afraid. Over the next few months he watched his fellow inventors carefully. With the careful application of his hexes, he learned the awful truth.

Manitous swarmed about the complex. His companions were drawing their ideas from the Hunting Grounds as well.

THAUMATURGICAL DIFFUSION

After that discovery, he turned to crossing his skills in invention with the secret arts of Hoyle. At first he focused on the design process itself. He found magical ways to make the manitous reveal the process by which another inventor's device had been made. He also found ways of making the manitous help him in his work, thus the *devil's workshop*.

Over the last two years, he concentrated on hexes that conjure raw material and assemble them into useful devices. He called this summoning and assembling of materials "thaumaturgical diffusion," as it uses the power of the Hunting Grounds to accelerate the natural (or in this case, unnatural) tendency for matter to move from an area of higher concentration to one of lower concentration. So, under this principle, since there is less of a concentration of gunpowder and metal

in his hand than in certain other places, he is able to use a little magical prodding to create a *grenade*.

To date, he has never been able to conjure ghost rock. This is the one element the manitous can't seem to create from "thin air."

THE GORGON

Sitgreaves might have kept his discoveries secret had he not realized he was being stalked by a horror from the Hunting Grounds. Although he has, as yet, only caught glimpses of the beast, he's named it a gorgon because it seems to be exactly that—a metallic-scaled, yellow-eyed bull straight from the Pits of Hell.

He has no idea why the gorgon hasn't killed him yet—or even why it's hunting him in particular. He suspects it is waiting for him to have some further revelation or unearth a hidden secret his research is speeding towards. And when the abomination does, he fears it may strike before he can spread the word to others.

To ensure what he has discovered continues, he's taken two steps. The first is to devise several new offensive and defensive hexes with which to protect himself. He's afraid the ubiquitous *soul blast* might not work on the gorgon, and created several new spells of a more physical nature.

His second safeguard is hidden within the pages of the Smith & Robards catalogs. He may not stop all the mad scientists from racing the world toward oblivion himself, so those hucksters who decipher his hidden message will continue the research he's begun and find a way to thwart the inevitable.

INFINITY PRESS

Of course, he doesn't want this information shared with the public at large. In the course of his research on the topic, he's uncovered evidence that indicates public hysteria only makes the influence of the manitous stronger. To that end, he purchased a printing press, founded a small printing firm named



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Infinity Press, and secured the contract to print the 1876 Smith & Robards' Catalog from his former employers.

Hidden within the catalog is not only the story you've just read, but also the hexes Sitgreaves has perfected using his rather unique approach. He found the structure of a catalog to be particularly receptive to encoding arcane formulae and has had great success with it. To the uninitiated, nothing appears out of order; even those wise to Hoyle's original text often overlook the secrets of the catalog.

Nonetheless, word is slowly getting around among hucksters in the Weird West that there's more to be had from the latest Smith & Robards than the newest fashion in bulletproof vests...

WHEN MAGIC & SCIENCE MEET

What makes Sitgreaves so special that he's figured out something few others even suspect? The biggest reason is he's not only a huckster, but he's also a mad scientist as well! He has both *arcane background: huckster* and *arcane background: mad scientist*.

You're probably wondering right now if your character can do the same thing. Sure she can!

If you're making a character from scratch, simply purchase both *arcane background: huckster* & *arcane background: mad scientist*. Spend your skill points wisely, because you won't have many to go around.

If you want your existing character to pick up a new *arcane background*, she can do it as detailed in the *Weird West Player's Guide*. If she already has one of the Edges, it should probably take about six months of game time to develop the other. Speed things up to three months if there's a teacher available.

A character with neither *arcane background* Edge doubles those times, *must* have a teacher, and must have the minimum levels in the required Aptitudes for each: *academia: occult* and *hexslingin'* for hucksters or *mad science* and *science* for mad scientists.

Sitgreaves' hexes doesn't require a huckster to be a mad scientist. Many of

them turned out to be great offensive and defensive spells that have nothing to do with building or inventing devices. When Sitgreaves created the *grenade* hex, for example, a huckster friend of his proved how potent it was against a pack of young rattlers that had cornered him.

Some of Sitgreaves' other spells are useful only if your character or one of her companions is a mad scientist. Just treat those hexes like any others, and if your hero is a mad scientist as well, pay particular attention to those that increase or augment his abilities—you may find they're among the most powerful, though perhaps in a far more subtle and long-term way.

FINDING THE HEXES

Any huckster studying the catalog with the intent to find a specific hex has to make a Hard (9) *academia: occult* roll to find the complete formula. The same applies to hucksters trying to find the new pseudo-scientific tricks as well. Of course, to look for either, the huckster has know they're there in the first place.

There are two ways for this to happen. First, someone in the know can pass the information along. The second is for the huckster to stumble across the formulae himself.

Any character with the Edge *arcane background: huckster* simply perusing a copy of one of Infinity Press' catalogs may notice snippets of the formulae. If he rolls a successful *academia: occult* check—based on *Cognition* instead of *Knowledge*—against a Hard (9) TN, he catches enough of a glimpse of the codes to realize there's more to the book than first meets the eye.

After that, he must spend a number of days equal to 15 minus his *Smarts* die type deciphering the codes and reading the text. Once he's finished, he can find individual hexes and tricks as described above.

THE GOODS

Now that you know a little about the history of the secrets of Infinity Press, it's time to reveal the actual arcane formulae themselves.

Most of the hexes' effects are rather distinctive and have a "technological" air about them—if a rusty piece of metal whizzing through the air at lethal speeds is technological. Any huckster seeing one of these in action can make a Fair (5) *academia: occult* roll to realize she's just seen a hex even Hoyle never dreamed of in action.

THE TRICKS

We've already covered the details on casting tricks and their descriptions earlier, so let's go right to the real reason you're here.

BRACE

Trait: Spirit

Duration: Concentration

Range: Touch

Sitgreaves developed the *brace* trick to help himself when building larger gizmos or constructs by himself. This trick gives the caster a phantasmal "third hand." She channels a small amount of spectral energy to hold an object in place or to brace a structure.

The object or structure supported must be one the caster could handle herself, and she has to actually hold the object in place while casting the trick. After that, she can move up to three yards away from the *braced* object and still maintain the trick.

A cowpoke trying to move a *braced* item must overcome the *brace* in a contest of *Strength*. The trick's *Strength* is equal to the caster's. In addition, if this trick is used to support, say, a ceiling that was collapsing (assuming the huckster was strong enough to actually hold it up!), it would buttress the ceiling with the caster's *Strength*. No more, no less.

This trick doesn't work on live organic material. No *bracing* people, compadre. Your hero could, however, *brace* a fellow's boot to the floor—if she could get a hold of it long enough to perform the trick, that is!

DEBUG

Trait: Knowledge

Duration: Next use or 1 hour

Range: Touch

There are times when a mad scientist *really* needs a device to work correctly. With his *debug* trick, Sitgreaves developed a method to give a device a magical "once-over," ensuring that the gizmo has a bit less of a chance of falling apart or exploding the next time it is used. The huckster needs about five minutes to tinker with the device, tightening a screws, oiling a joint, etc.

Once he's finished, the device's Reliability is increased by +2 the next time it is used. This bonus applies *only* on the next use. If the device isn't used within an hour following the casting of *debug*, the benefit is lost as well.

A gizmo can gain the benefit of only a single *debug* trick at a time. Further improvement of the device's Reliability requires either redesign or a more powerful hex.

STABILIZE

Trait: Smarts

Duration: Concentration

Range: 1 yard

Volatile chemicals and explosive substances are pretty common tools of the average mad scientist. Sitgreaves developed *stabilize* to add a modicum of safety to his work environment.

This trick allows your huckster to stabilize any one flammable or explosive substance within three feet of him. The amount affected is equal to a single cubic foot; mad scientists who insist on working with larger amounts of dangerous compounds at any one time deserve what they get!

Any substance your huckster targets with *stabilize* has its damage die type lowered by a single step. For example, a stick of dynamite *stabilized* has its damage die type lowered from d20 to d12.

This can also lower the damage die of any fire—except ghost rock, which is oddly resistant to the trick.

The effect lasts only as long as the huckster is actively concentrating on the substance in question and remains within range of it.

TOOL

Trait: Knowledge

Duration: 1 minute/*hexslingin'* level

Range: Touch

The *tool* trick allows a huckster to create a tool from some raw material. A casting of this trick creates a single, non-steam powered, hand tool.

Common tools created by the trick are hammers, screwdrivers, awls, and the like. The trick doesn't create the tool from thin air, however; it needs raw material to work with. For instance, a rock could be transformed into a hammer, a jagged piece of metal could become a saw, and a stick could be turned into a awl.

The tool can weigh up to one pound for every level of the caster's *hexslingin'* Aptitude.

THE HEXES

As with tricks, we've already given you the lowdown on what all the entries under each description mean, so let's just get to the hexes themselves.

ANALYZE

Trait: Cognition

Hand: Ace

Speed: Special

Duration: Special

Range: 1 elixir

Sitgreaves dabbled in alchemy while at Smith & Robards. One of the most aggravating problems he faced was figuring out what someone else's formulae was made of. If he could come up with a spell to do the work for him, he could come up with new elixirs in half the time. *Analyze* finally gave Sitgreaves the break he needed.

This hex automatically reveals the components of an alchemical formula (or an ordinary chemical formula if a more mundane use is ever needed). The hand needed to understand the formula

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is 2 ranks lower than would normally be needed to invent the device to a minimum of an Ace (use the Elixirs table in the *Smith & Robards* sourcebook).

The time it takes to glean the theory is equal to 5 minutes times the rank of the original hand needed for the gizmo.

The huckster must be able to perform some basic chemistry tests to cast this spell. That means he needs a few beakers, test tubes, and powders. He doesn't really need an entire lab—the process *is* magical after all, but it takes a bit of swirling, bubbling, and distilling to help the mind understand what the manitous are telling it.

If the huckster is a mad scientist and the spell is successful, he may now brew this elixir himself. If he is not a mad scientist, he can relate his formula to someone who is, within a number of hours equal to his *Smarts* die type. After that, the formula fades from his mind and the knowledge is lost.

Once related, a mad scientist must still make an Incredible (II) *Smarts* roll to understand the process and make use of it. The listener may only make this check once. If he wishes to try again, the huckster must cast *analyze* again for a "fresh perspective."

BARRICADE

Trait: Knowledge

Hand: Jacks

Speed: 2

Duration: 1 minute/*hexslingin'* level

Range: 5 yards/*hexslingin'* level

Using the principles of thaumaturgical diffusion, *barricade* conjures up a temporary wall of metal shards and other junk for your huckster, and her pardners to hide behind.

The wall stands only 3' high and is 3' long for every level your hero has in *hexslingin'*. *Barricade* provides Armor levels against ranged attacks for any hit location covered by it (see the combat section in the *Weird West Player's Guide*). It gives no protection against melee

attacks whatsoever; the attacker can just reach over it to wallop your cardslinger, although if she casts it between them, it might slow him down if he has to clamber over the mass of metal to get to her!

Like most creations of Sitgreaves' "thaumaturgical diffusion," the material summoned by the *barrier* hex does not remain after the duration of the hex. It seems to almost instantly corrode and crumble to dust. In moments, even the dust dissipates, leaving nothing behind.

The exact toughness of the wall—in other words how good it is at saving your metal mage's hide—depends on the hand she pulls when casting the hex.

BARRICADE

Hand	Armor Level
Jacks	Light (-4)
Two Pairs	1
Three of a Kind	2
Straight	3
Flush	4

BLAST FURNACE

Trait: Spirit

Hand: Ace

Speed: 2

Duration: Concentration

Range: 10 yards/*hexslingin'* level

Technology, weird or otherwise, relies heavily on metalworking. Just because an inventor can't afford a full smelting operation doesn't mean she doesn't need one. This hex provides a huckster with a pocket-sized forge no larger than her deck of cards.

Blast furnace causes metal items to heat up and eventually melt. The huckster can affect a single metal item of up to 10 pounds per level of her *hexslingin'* Aptitude.

The strength of the hex's energy depends on the huckster's hand. The hex begins to heat the metal

immediately, although it doesn't usually reach full potency for a few rounds.

Whatever the power of the *blast furnace*, the energy begins at the level generated by the lowest hand (a single Ace) and increases one level up the table per round until it has reached the level indicated by the huckster's hand.

Metals melt after the necessary level of energy has been maintained for 2 rounds per level of the minimum hand necessary to affect it. For example, it takes 4 rounds for the energy to reach the level necessary to affect aluminum, and then another 8 to actually melt it. Steel, on the other hand, takes 18 rounds, and tungsten a whopping 20!

The hex has no direct effect on nonmetal items or creatures; however, either of these may suffer damage if they are in contact with an item affected by this hex. Most energy from the hex stays within the metal itself, but some does leak out as heat. This leakage is nowhere near the level of energy affecting the target item, but it is high enough to cause severe damage to less resilient substances—like human flesh!

Any character touching an object affected by *blast furnace* takes damage at the beginning of each round to the hit location(s) in contact with it. Since the hex takes a moment to reach damaging levels, usually only cowpokes intent on injury—or a bit short in the smarts department—suffer from this.

However, touching an item after it's had time to heat up *does* do the listed damage to the body part contacting it.

Even if the hex is insufficient to melt the item, it does still heat the metal, and anyone or thing touching it takes the damage indicated by the huckster's draw hand. Flammable items may catch fire as well.

Once the hex ends, the metal, melted or not, immediately cools to room temperature. Any fires or other damage resulting from the metal's heat continue until dealt with normally.

Curiously, ghost steel doesn't even get warm unless the huckster draws a Dead Man's Hand (2 black Aces, 2 black Eights, and the Jack of Diamonds). If this happens, the ghost steel actually spontaneously combusts causing 3d6 damage to anyone touching it.

BLAST FURNACE

Hand	Metal	Damage
Ace	None	1d6
Pair	Lead	2d6
Two Pairs	Zinc	3d6
Three of a Kind	Aluminum	4d6
Straight	Silver	5d8
Flush	Gold/Copper	6d8
Full House	Nickel	7d10
Four of a Kind	Iron	8d10
Straight Flush	Steel	9d12
Royal Flush	Tungsten	10d12+2

BULLET PROOF

Trait: Smarts

Hand: Pair

Speed: 2

Duration: 5 rounds/*hexslingin'* level

Range: 10 yards

Sitgreaves was intrigued by Dr. Gash's augmentation process. His first attempt to mimic some of Gash's enhancements produced an ugly but useful effect—a bullet-proof vest that “grew” from the subject's own skin.

This hex causes rusted, scalelike metal growths to form on the subject's skin. If the hex is cast successfully, the subject gains 1 level of armor. For every hand over the minimum, the armor protection increases by an additional level to a maximum of 5 levels.

These scales provide protection against most forms of damage, but also impair the subject's ability to move freely. Every level of armor gained by this hex reduces the subjects *Nimbleness* Trait by 1 die type, to a minimum of d4.

The hex always produces the full amount of armor indicated by the huckster's hand. The caster can't choose a lesser effect for the hex.

Bullet proof characters have a disturbing and distinctly unnatural appearance. As a result of the visual effects, all *persuasion* rolls made while under the effects of this hex receive a -5 modifier. Conversely, the bizarre



appearance is rather intimidating, and the subject gains a +2 modifier to *overawe* attempts.

BULLET-STOPPER

Trait: Spirit

Hand: Ace

Speed: 1

Duration: 1 Wind/round

Range: 10 yards/*hexslingin'* level

Some folks were just born unlucky and some folks get that way with a little help. This hex is one of the ways to get someone on the bad side of Lady Luck.

Any cowpoke standing too close to a target in a gunfight has a 1 in 6 chance of catching a stray round meant for the other fellow. If your cardslinger gets at least an Ace on her draw hand to cast *bullet-stopper*, she ups that chance to 2 in 6.

If, for some reason, the odds of the poor sap getting hit by a misplaced bullet are already higher than normal, the hex increases them by one.

She also increases the distance at which her target is likely to catch a stray shot, detailed on the table below.

Note this spell doesn't do a thing for shots aimed at the cowpoke in the first place; it only increases the chances for a bullet that missed other targets to hit him. In a heated gunfight, the target isn't likely to walk away unscathed—especially if the participants are poor shots to begin with!

BULLET-STOPPER

Hand	Bonus Distance
Ace	+1 yard
Pair	+2 yards
Two Pairs	+3 yards
Three of a Kind	+4 yards
Straight	+5 yards

CAUSTIC GLOP

Trait: Smarts

Hand: Pair

Speed: 2

Duration: Special

Range: 5 yards/*hexslingin'* level

Working so close to the toxic goop that is the City o' Gloom's Sludge Creek, it's really no surprise that Sitgreaves eventually turned his efforts to a more chemically-based hex. As with many of his first hexes, this one is decidedly offensive in nature—but, with a monster from the pits of Hell hunting the man, who can honestly blame him?

Caustic glop produces, well, pretty much exactly what its name says. When cast, a fist-sized blob of acidic goo flies from the huckster's hand to his target. As with *soul blast*, the huckster has to not only cast the spell, but also hit the target with it.

Use the same *hexslingin'* roll to determine both the hex's success and if it hits. The *glop* requires a Fair (5) TN, but receives no range modifiers. The TN to hit is affected by factors such as cover, called shots, lighting, and so on.

The hex does the damage listed when the *glop* strikes its target, but it continues to burn the target at the beginning of each following round. Each round, drop the damage die type drops a level and it does damage again. Once the die type falls below d4, the goo does no further damage, although it does leave a nasty stain on clothing or walls. That means on the minimum hand (a Pair) the hex does no further damage after the initial hit.

Unlike *soul blast*, this hex's effect is affected by inanimate objects, so if the target's wearing armor or behind cover, she might escape damage. On the other hand, *caustic glop* does damage to inanimate objects as well.

Caustic glop can burn through armor in this fashion, lowering its protection permanently in that hit location. The initial round has no permanent effect on Armor levels, but each round following, provided the *glop* is doing at least d6 damage or better on that round, the target's armor is lowered by a level permanently as the acid scores it. In other words, the minimum hand to do lasting damage to armor this way is Three of a Kind.

CAUSTIC GLOP

Hand	Damage
Pair	2d4
Two Pairs	3d6
Three of a Kind	3d8
Straight	4d8
Flush	5d8
Full House	5d10
Four of a Kind	6d10
Straight Flush	7d10
Royal Flush	8d12

DECRYPT

Trait: Knowledge

Hand: Pair

Speed: 1

Duration: 1 minute/*hexslingin'* level

Range: Self

This hex comes in handy for breaking codes and ciphers. Sitgreaves developed this hex as a result of his work on encoding hexes into the Smith & Robards catalog.

Decrypt pulls coded and/or hidden messages out of texts, or rather it greatly assists a huckster in doing so. This hex gives a cardslinger a +5 bonus to his *professional: cryptology* rolls while it lasts. Each hand above a Pair gives him an additional +2. The hex works just fine if your hero is using it to boost her default in this Aptitude.

Decrypt does provide its bonus to breaking a message hidden by the hex *steganogram*. However, obviously your huckster has to know there's something concealed in a message in the first place! After all, it's pretty much impossible to look for something if you don't know it's there.

Rumor has it this hex was developed either by the Union's top-secret service, the Agency to monitor the Confederacy or by the group's foes to break its own secret messages.

DEMENTIA

Trait: Mien

Hand: Pair

Speed: 2

Duration: 1 minute/*hexslingin'* level

Range: 5 yards/*hexslingin'* level

Few folks understand the human mind as well as a mad scientist—at least the failings of the human mind, anyway. Sitgreaves has studied mad science and the entities responsible for its students' seemingly inevitable insanity.

The result is a hex that lets the caster simulate a mad scientist's "madness" for a short while. Not surprisingly, given the manitous' nature, this was a particularly simple hex for Sitgreaves to develop!

Dementia saddles the subject with the effects of a short-term mental illness. The exact type of madness and its effects depend on the huckster's hand and are depicted on the table following this description.

The caster may suggest possible effects for a result of **delusion** or **phobia**, but it's the Marshal's decision as to the exact consequences of those outcomes. He's encouraged, however, to draw on the circumstances at hand to shape any delusions or phobias the subject may suffer while under the effects of the hex.

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DEMENTIA

Hand
Pair

Hindrance

Mild delusion:

Subject believes some basically harmless, but bizarre, idea, like horses can perform higher math problems, or dirt is a nutritious food additive.

Absent minded:

Subject must make a Fair(5) *Smarts* check to remember important facts—such as what she is doing.

Minor phobia:

Subject gains a fear of something nearby. He is -2 to all actions involving the item/creature.

Paranoia:

Subject has an unnatural distrust of everyone else. She will allow no one, even trusted friends, nearer than 5 feet.

Major Phobia:

Subject gains an overpowering fear of something nearby. He is -4 to all actions involving the item/creature and must make a Hard (9) *guts* check to directly affect the source of fear.

Delusion:

Subject gains a dangerously false misconception. Possibilities include "I can fly," sulfuric acid is a good after-dinner cocktail, or that it's a known fact that a surefire way to calm a ravening werewolf is to scratch its ears.

Jacks

Two
Pairs

Three
of a
Kind

Straight

Flush

DEVIL'S WORKSHOP

Trait: Smarts

Hand: Pair

Speed: 1 hour

Duration: Special

Range: 1 yard

It's not enough to simply have an idea for some outlandish device—somebody's got to build it! Sitgreaves is a lazy inventor, so this was one of the first spells he created when he worked at Smith & Robards. This hex provides some supernatural help around the workshop by making the tinkerer faster, more efficient, and "insanely inspired."

The huckster can cast this hex on herself or any other character with *arcane background: mad scientist*. The hand drawn reduces the construction time as shown on the table below.

This hex must be cast on a tinkerer when he first begins construction of a project. It is "permanent" thereafter, until the item is built or dismantled.

DEVIL'S WORKSHOP

Hand	Time Reduction
Pair	10%
Two Pairs	20%
Three of a Kind	30%
Straight	40%
Full House	50%
Four of a Kind	60%
Royal Flush	75%

GRENADE

Trait: Knowledge

Hand: Pair

Speed: 2

Duration: Instant

Range: Self

There are few problems in life that can't be solved with a big enough explosion. *Grenade* proved this when one of Sitgreaves' associates tried it against a pack of young rattlers. He himself hopes it will do the job when the gorgon finally comes for him.

This hex does just what you probably think it does: summon up a metal shell filled with explosives. It detonates on impact with any surface, even if it's dropped. This isn't a hex for butterfingers hucksters!

The huckster can throw the grenade just like dynamite. It has a burst radius of 5, and causes damage as shown on the table below. And, again just like dynamite, this hex causes massive damage which means it loses a step in its damage dice with each range increment and its damage is spread randomly over a victim's body. The details for all of these effects can be found in the *Weird West Player's Guide* in the **Blowin' Things All to Hell** chapter.

GRENADE

Hand

Pair
Jacks
Two Pairs
Three of a Kind
Straight
Flush
Full House
Four of a Kind
Straight Flush
Royal Flush

Damage

1d6 Wind (total)
2d4
2d6
3d8
4d8
4d10
5d10
6d10
7d12
7d20

HAYWIRE

Trait: Smarts

Hand: Pair

Speed: 1

Duration: 1 minute/*hexslingin'* level

Range: 20 yards/*hexslingin'* level

One of the problems with weird gizmos is that your enemies can make them too. *Haywire* hurries along that inevitable malfunction to make sure your gizmo wins the day and the other guy's blows up in his face. Sitgreaves has run afoul of Hellstromme's goons more than once, and his protection is this handy spell.

The hex affects a single gizmo within range chosen by the huckster. *Haywire* affects any type of gizmo, from acid guns to flapjack machines to maze runners. It has absolutely no effect, however, against normal devices.

If the hex is used against a complicated device made up of more than a single component gizmo, such as a submersible boat or an air carriage, your huckster must choose one of the component devices for the hex. He can't affect the entire system of gizmos with a single *haywire*.

A gizmo affected by this device acts like it's been ambushed by a whole posse of gremlins. *Haywire* can cause the device all manner of trouble—ranging from a simple malfunction check all the way up to a Catastrophic Malfunction. The exact effect depends on the huckster's hand.

This hex has no effect on alchemical elixirs or tonics.

HAYWIRE

Hand	Effect
Pair	Reliability Check (+2 to the roll)
Jacks	Reliability Check (+4 to the roll)
Two Pairs	Minor Malfunction
Three of a Kind	Major Malfunction
Flush	Catastrophe!

INFERNAL MACHINE

Trait: Smarts

Hand: Two Pairs

Speed: 1 minute

Duration: 1d4 Wind/round

Range: Touch

Sometimes a hero needs a weird gizmo in a hurry. If a horde of prairie ticks are descending on you, a quickly conjured flamethrower might be just the infernal device you need to save your soul.

Infernal machine lets the caster take a bunch of junk and turn it into a marvel of mad science. The huckster must have roughly the same amount of scrap metal, wood, and other basic components of the device in question within reach.

Your huckster must describe the device and its difficulty before casting *infernal machine*, no waiting until you see how good a hand he drew to decide!

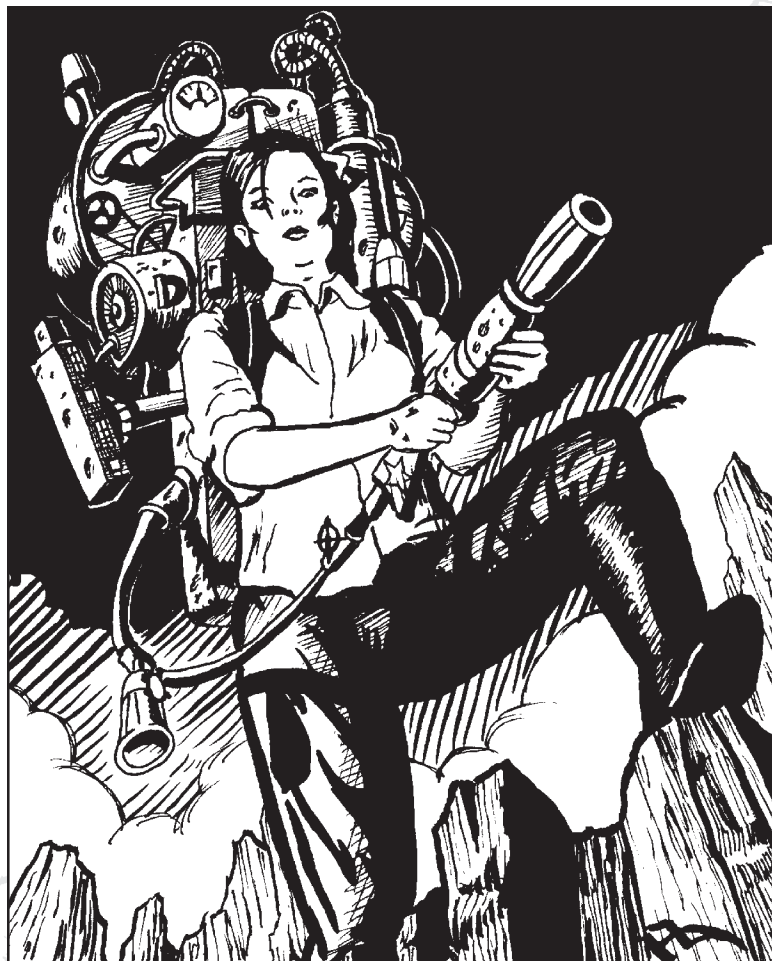
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On casting the spell, he “works” with the materials for a minute, and, if successful, has the device he so desperately needs in hand. The cost is high, though: It takes 1d4 Wind per round to keep the device from falling apart. (Don't reroll any Aces when checking for this hex's Wind requirement.)

This hex has no effect on existing gizmos. Also, the huckster gains no knowledge of what might be required to build the *infernal machine* for real later.

The device created by *infernal machine* isn't perfect. The gizmo has a reliability of 10 plus your huckster's *hexslingin'* Aptitude level. For every hand above that needed to create the device, it gains an additional +1. No matter how many bonuses the device has, its reliability is never greater than 18.



One last note: The manitous who grant this power do not provide "mundane" devices to the huckster. *Infernal machine* can't be used to summon up a simple pistol, for example. It can only conjure up weird gizmos.

It's almost as if they want these dangerous and unpredictable devices falling into the huckster's hands—which bears out Sitgreaves' suspicions nicely.

JERRY-RIG

Trait: Smarts

Hand: Pair

Speed: 2

Duration: 1 minute/*hexslingin'* level

Range: Touch

One thing about machines that's almost a universal truth is they all break down at some point. Few things are as disappointing as having a gizmo fail when your cowpoke's life depends on it.

This hex allows your huckster to quickly, but temporarily fix a gizmo. It also works on normal devices and equipment as well, but the effects on those are just as brief.

There are two ways to employ *jerry-rig* to repair damaged equipment. In both cases, the repair only lasts a short while—but if the posse needs the machine working right away, often that's long enough! They can worry about long-term fixes if the heroes can pull their fat out of the fire!

The first method repairs structural damage for a short time. The hex can replace lost Durability points to a single device or item. *Jerry-rig* even patches damage to structures like walls and buildings, but in this case, the hex only affects a 2' x 2' section at a time. The total number of Durability points gained is based on the huckster's hand.

The second method repairs functional damage to any device. Used in this fashion, *jerry-rig* raises the Reliability of any gizmo or device that's been lowered due to damage or even a magical effect like the hex *rust* or the Harrowed power *devil's touch*. The amount of improvement in Reliability depends on the huckster's hand.

Jerry-rig won't improve the mechanism beyond its original Durability or Reliability—it only repairs damage done to it. Also, at the end of the hex, the item returns to its damaged state, so the posse had better have a mechanic nearby!

The exact effects of the hex are listed on the following table. Remember, only one of the effects can be chosen each time the hex is cast, although the hex may be cast on any given item as often as the huckster wants.

Jerry-rig has no effect on gizmos or equipment that have not suffered damage or otherwise had their Reliability or Durability reduced below the starting levels. In other words, your hero can't use it to beef up faulty

INFERNAL MACHINE

Hand	Description	Item
Two Pairs	Slight (10%) improvement on existing technology	Armor piercing ammo, 10% longer range rifle, shooting knife
Three of a Kind	Major (25%) improvement on existing technology	Air catcher, silencer glove, 2% faster locomotive, leverage bow
Straight	Relatively simple, but new use of technology	Chain saw, rocket boots, flamethrower
Full House	New use of cutting edge technology	Sound telegraph, steam wagon, electrostatic gun
Four of a Kind	Entirely new but "realistic" technology	Rocket pack, auto-gyro, submersible boat
Straight Flush	New technology that flaunts the laws of science	Heat or freeze ray
Royal Flush	New technology that alters the laws of science	Mind control ray

engineering or to make “cheap” goods more reliable. He should invest a little more time or money to correct those.

JERRY-RIG

Hand	Reliability Repair	Durability Repair
Pair	1	5
Jacks	2	10
Two Pairs	3	15
Three of a Kind	4	25
Straight	6	35
Flush	8	45
Full House	10	55
Four of a Kind	12	70
Straight Flush	15	85
Royal Flush	20	100

MAD INSIGHT

Trait: Spirit

Hand: Ace

Speed: 1

Duration: Instant

Range: 1 yard

This is the hex that started it all. Sitgreaves actually stumbled onto it accidentally, then later came back and refined the process. This hex works like a beacon to draw manitous to the mad scientist (or alchemist).

The huckster can target himself or someone else with *mad insight*.

When successfully cast, the hex allows a mad scientist to draw an extra card when devising her blueprint. For each hand above the minimum level needed to cast the hex, *mad insight* grants her an additional card.

The real drawback to this hex is that if your huckster suffers backlash while casting the hex, the manitou is liable to get a swipe in at the scientist working with her as well! The huckster takes the normal effects of the backlash and a “research mishap” occurs as well. The Marshal should roll on that table in *Smith & Robards* if he has it. If not, he should devise some bizarre flaw for the device.

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MAGAZINE

Trait: Knowledge

Hand: Pair

Speed: 1

Duration: 1 Wind/Round

Range: 1 weapon within 10 yards

Nothing spoils the fun of a good shoot-out like running out of ammunition. Sitgreaves’ research has provided a near perfect solution to this dilemma.

This hex affects a single hand-held weapon. It works on pistols, rifles, and shotguns—including Gatling versions of the same. *Magazine* is ineffective for weapons like full-sized Gatling guns and cannons of any sort. It also doesn’t work on more exotic weapons like flamethrowers or acid guns.

While the weapon is under the effects of the hex, it has an effectively infinite supply of ammunition—the hex creates a new round for every one fired. Characters should note the shots left in the weapon at the beginning of the hex. After the hex ends, that’s how many shots are left in the weapon.

This hex does not increase the weapon’s rate of fire or otherwise affect it, except as noted above.

MAGIC BULLET

Trait: Smarts

Hand: Pair

Speed: 1

Duration: 2 rounds/*hexslingin’* level

Range: 5 yards

Sitgreaves lives in Junkyard where crime is rampant. He carries a gun when he goes out late at night, but knows he isn’t a gunslinger. Fortunately for him, he doesn’t have to be quick as long as he’s got a *magic bullet*.

Magic bullet turns one ordinary pistol or rifle round (no other type of shell) into, well, a “magic bullet.” Assuming the bullet hits its first target, it bounces out of the first victim and flies toward

another target. If it hits that victim, it might go on to hit a third, and so on up to a number of victims determined by the spell, shown on the following table.

Figure the shot as fired from the last victim to the other. The range increment is 5 regardless of whether it was fired from a pistol or a rifle, and instead of rolling another *shootin'* roll, use your huckster's *hexslingin'* (based on *Smarts*) to see if the bullet hits.

Regardless of the hand drawn, the *magic bullet* stops when it misses a victim.

MAGIC BULLET

Hand	Extra Targets
Pair	1
Jacks	2
Two Pairs	3
Three of a Kind	4
Flush	5
Royal Flush	6



MAGNETIZE

Trait: Spirit

Hand: Ace

Speed: 1

Duration: 1 round/*hexslingin'* level

Range: 10 yards/*hexslingin'* level

Much like the name implies, this hex magnetizes a metal item. Since just about every technological device from Army revolvers to mechanical mules are built at least in part with metal, if your huckster has this hex she can find endless potential for mischief.

The target item can weigh no more than 25 lbs per level of the hex. Other metal items stick to the target and require a cowpoke to make a *Strength* roll to pull them loose or even just resist having them pulled from his grasp.

The TN for the roll is based on the huckster's hand. The TN starts at Foolproof (3) with an Ace (the minimum) and increases one level of difficulty for every hand above that, including Jacks.

The target item draws any other metal objects to itself, provided they weigh less. If they weigh more than the magnetized item, it is pulled to them instead. The magnetism attracts any metal objects within a number of feet equal to the TN for the *Strength* roll. So, an item that takes a Foolproof (3) *Strength* roll to pull loose affects metal objects within 3 feet of itself.

The magnetism persists for the duration of the hex and additional *Strength* rolls should be made each round if any other metal objects are within the range of attraction.

POWER LEAK

Trait: Smarts

Hand: Ace

Speed: 1

Duration: 2 rounds/*hexslingin'* level

Range: 5 yards/*hexslingin'* level

Gizmos come in all shapes and sizes. They do everything from let a man walk on the bottom of the ocean or fly around the clouds. But, no matter how diverse they may seem, most of them have one thing in common—a power source of some kind or another. And no matter how fancy the doodad is, without power it won't work.

This hex takes advantage of that fact by siphoning energy from a non-magical power plant. The power source can be as complex as a steam engine or as simple as a wind-up spring. Even boilers fueled by ghost rock are considered non-magical for the purposes of this hex.

Only items which are powered solely by the effects of magic, such as relics or other hexes, are unaffected by *power leak*.

When successfully cast, *power leak* begins to drain energy from the power source and weakens the effectiveness of any device relying on it. The base effect of the hex lowers the device(s) effectiveness by 10%, and each hand increase (Jacks included) lowers this by another 10%.

The energy drained by the hex is dispersed harmlessly into the surrounding area. A really powerful energy source, like a locomotive engine, may temporarily raise the air temperature by a few degrees while it's being drained, but lesser ones aren't even noticeable.

The exact effect this power loss has depends on the device itself. Locomotives affected by *power leak* lose a corresponding amount of speed, whereas a flapjack machine produces fewer flapjacks, and Gatling pistols fire slower. When figuring the effects of the hex, remember the golden rule—round down. So, for example, a 20% reduction is necessary to lower the rate of fire on a steam Gatling to 5.

The hex reduces the power of explosive devices, like dynamite, flamethrowers, or even bullets—reducing the damage inflicted by the appropriate percentage. In this case, each bullet or stick of dynamite is considered a separate power source for targeting purposes.

The effects of the hex end completely when the duration runs out; power plants instantly return to full operating capacity.

Purely chemical reactions not functioning as a power source, like those of an elixir or acid, are not affected by this hex. Likewise, magical effects, except the hex *power surge*, are not adversely affected by *power leak*.

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POWER SURGE

Trait: Smarts

Hand: Ace

Speed: 1

Duration: 2 rounds/*hexslingin'* level

Range: 5 yards/*hexslingin'* level

Hindering an opponent is all well and good, but sometimes it's more important to your hero to improve his own situation. This hex is the opposite of *power leak*. It increases the power output of an energy source.

An Ace increases its energy production by 10%, and each additional level (including Jacks) adds another 10% to it.

As with *power leak*, the exact affect depends on the device. Steam wagons gain a boost in speed, mechanical skeletons become more powerful, and dynamite does more damage. See *power leak* for more details.

Increasing the power output does have a downside. A device affected by *power surge* consumes a greater amount of fuel. The increase in consumption is equal to the bonus production. For energy sources that don't consume fuel, like spring loaded Gatling pistols, each 10% increase in efficiency reduces its Reliability by -1.

As with *power leak*, pure chemical reactions that aren't serving as power sources, like elixirs and acids, aren't affected by this hex. *Power surge* can help offset the effects of a *power leak*, but otherwise magic is unaffected as well.

RAZOR COILS

Trait: Knowledge

Hand: Pair

Speed: 1

Duration: 1 round/*hexslingin'* level

Range: 5 yards/*hexslingin'* level

Ranchers have been using barbed wire for years to keep their herds in line. Binding a human up with this stuff is just plain cruel. But it's effective. This is one of the first of the

“thaumaturgical diffusion” hexes Sitgreaves invented and its relatively simple—but nonetheless effective—design shows that.

Razor coils appear as rusted wire with pointed barbs laced throughout. They materialize around the target and entangle it immediately.

Anyone caught by *razor coils* can attempt to break free by making a *Nimbleness* roll against a TN determined by the huckster's hand. The TN starts at Foolproof (3) for the minimum hand (an Ace) and increases one level for every hand above that, including Jacks.

If successful, the victim can free himself and act normally on his next action. Otherwise, he's held fast until his next action, when he can attempt the roll again. If the victim goes bust on the roll, he's trapped for the duration of the hex.

Struggling against the barbed wire isn't a pleasant prospect. Every action a victim attempts to break free and fails, she suffers Wind equal to the amount by which she failed her *Nimbleness* roll. If she's successful, however, she still takes 1d6 Wind, but she's loose of the hex.

REFLECT

Trait: Spirit

Hand: Special

Speed: Vamoose

Duration: Instant

Range: Self

There's a saying that goes the best offense is a good defense...or is that the best defense is a good offense? Whatever the case, this hex makes an opponent's magical offense the huckster's defense.

This hex causes a jagged piece of highly reflective, magically-charged metal momentarily appears in the air to the front of your huckster. The mirrorlike metal substance is intangible to physical objects—bullets, fists, broken bottles, and so forth pass through it without any effect.

However, the substance has a reflective property that affects not only light, but also some forms of magic. Hexes, black magic spells, voodoo spells, and Harrowed powers that have a targeted and ranged effect can be deflected with this hex. Area-of-affect spells or attacks cannot be reflected unless the caster is foolish enough to target it directly on the huckster.

Because the hex has an instant duration, the huckster must cast *reflect* in response to her opponent's spell. To do so, she must spend her highest action card—and a card up her sleeve is considered her highest—just like she's taking an active defense, like *dodge*.

If *reflect* is successful, the original caster suffers the effects of the spell or power he had intended for your hero.

The opponent's level in *hexslingin'*, *conjurin'*, black magic or the specific Harrowed power determines the hand necessary to successfully reflect the attack. The following table lists the hand necessary for each level.

REFLECT

Hand	Opponent's Power Level
Ace	1
Pair	2
Jacks	3
Two Pairs	4
Three of a Kind	5
Straight	6
Flush	7
Full House	8
Four of a Kind	9
Straight Flush	10
Royal Flush	11+

REVERSE ENGINEER

Trait: Cognition

Hand: Ace

Speed: Special

Duration: Special

Range: Touch

It's getting harder and harder for an inventor to come up with an original idea. With all the mad scientists running around these days, sometimes it seems like just about every good

gizmo has already been invented. Some less scrupulous inventors have taken advantage of the brain sweat of other, more creative individuals for their own creations. *Reverse engineer* is a godsend for those folks.

This hex allows your huckster to understand the theory behind a weird gizmo built by someone else. The hand needed to understand the gizmo is 2 ranks lower (including Jacks) than would normally be needed to invent the device (use the mad scientist's Gizmo Construction Table in the *Weird West Player's Guide*). A minimum hand of an Ace must be drawn.

It takes your huckster five minutes times the rank of his draw hand to "get" the theory behind the gizmo.

Your hero must be able to touch and inspect the device to cast this spell. If he is a mad scientist and the spell is successful, he may now construct such a device himself.

If he is not a mad scientist, he can relate his theory to another mad scientist within a number of hours equal to his *Smarts* die type. After that, the supernatural imprint of the blueprint fades from his mind and the knowledge is lost.

Once the information is passed on, a mad scientist must still make an Incredible (11) *Smarts* roll to understand the theory your hero has described and make use of it. The listener may only make this check once. If he wishes to try again, your huckster must cast *reverse engineer* again for a "fresh perspective" on the theory.

RIDE THE RAILS

Trait: Smarts

Hand: Three of a kind

Speed: 1 minute

Duration: Special

Range: Self

Sitgreaves occasionally has to travel to get components for his devices and formulae. This was inconvenient (and dangerous) until he read about a group of mystics known as druids. Centuries ago, across the Big Pond in England, these folks developed sites of power along routes of mystical energy called "ley lines." Druids would travel along these lines from site to site.

The closest Weird West equivalent of those are the rail lines crisscrossing the frontier. Sitgreaves figured he could use these to transport himself quickly along these modern day ley lines.

Ride the rails allows your huckster to use a railroad track as a fast method of transport—and she doesn't even have to buy a ticket. All she has to do is cast the hex while physically touching the rails (so it can't be cast while already on a train).

Next your hero determines where she wants to go, and the Marshal figures out the distance.

A good rule of thumb is to measure the straight line distance on one of our maps (or a more detailed "real" map if you have one), and multiply by 1.5 to account for all the different spurs, detours, and so on. Finally, look up the distance on the table below to see how far a single hand gets you, and how long it takes to get there.

The huckster remains visible and tangible for the first 50 feet of her travel as he suddenly races toward her destination. Then she vanishes in a flash, becoming nothing more than energy along the rail line until he reaches his destination.

If the track has been broken or destroyed—not an uncommon occurrence with the Rail Wars going on—the huckster's trip is abruptly ended. The rough and unexpected stop deals 3d6 Wind to the hexslinger, and she winds up on the ground at the site of the obstruction.

The same happens should she reach the end of a rail line, even if she knew it was coming! The Marshal might want to roll randomly to determine if the rail lines have been cut somewhere along the way. The chance is 2% for each hand needed to reach the chosen distance.

Fortunately, encountering a train while *riding the rails* has no effect on your hero. She's actually melded into the track itself, so she may get her teeth rattled a little, but nothing else.

RIDE THE RAILS

Hand	Distance	Time
Ace	10 miles	1 minute
Pair	25 miles	5 minutes
Jacks	50 miles	10 minutes
Two Pairs	100 miles	20 minutes
Three of a Kind	200 miles	30 minutes
Straight	300 miles	40 minutes
Flush	400 miles	50 minutes
Full House	500 miles	1 hour
Four of a Kind	750 miles	2 hours
Straight Flush	1000 miles	3 hours
Royal Flush	2000 miles	4 hours

SCRAP STORM

Trait: Knowledge

Hand: Jacks

Speed: 2

Duration: Concentration and 1d4
Wind/round

Range: Self

Scrap storm is a good example of what happens when a Texas twister touches down in the City o' Gloom. There are a lot of ways to describe the event, but they all spell bad news!

This hex causes a fierce, supernatural cyclone to whirl about your huckster, with a 5 yard diameter. A 1 yard diameter "eye" sits around your hero while she maintains the hex, which is a good thing, since the rest of the cyclone is filled with shards of razor-sharp metal flying nearly faster than the eye can see. A cowpoke walking through a *scrap storm* usually ends up looking like he went running through a field of barbed wire wearing a blindfold!

Keeping the unearthly winds blowing and maintaining the sorcerous shrapnel whizzing within them is *very* taxing—possible the most tiresome hex your huckster can attempt in a combat

situation! *Scrap storm* requires not only that your hero concentrate on the hex to the exclusion of all but simple actions, but it also costs him 1d4 Wind each round he keeps it in effect!

Just like with a *Texas twister* hex, any attacks crossing the cyclone suffer a -2 penalty and doing anything while within the area of effect requires a character to make a Hard (9) *Vigor* roll—as much to ignore the stinging bite of the metal fragments as to work against the howling wind.

However, unlike *Texas twister*, your cardslinger can't move the *scrap storm* around; because it sits in a deadly circle around her. She can walk about at half her normal Pace, though, and the *storm* moves with her if she does.

The metal fragments do damage to every cowpoke who's within the *storm* based on the draw hand the huckster pulls. The damage from *scrap storm* is considered massive—similar to an explosion—and may affect more than a single hit location.

SCRAP STORM

Hand	Damage
Jacks	1d4 Wind
Two Pairs	2d4
Three of a Kind	3d6
Straight	4d6
Flush	4d8
Full House	5d8
Four of a Kind	6d8
Straight Flush	6d10
Royal Flush	7d12

SHARD

Trait: Spirit

Hand: Pair

Speed: 1

Duration: Instant

Range: 10 yards/hexslingin' level

Soul blast has long been a staple hex for hucksters. However, the mystical energy produced by the hex can only hit a single target at a time. If the hexslinger's outnumbered by his foes, he'd better have a back-up plan! Sitgreaves realized his *magic bullet* spell was only useful if he could actually get to his gun, so he invented *shard*.

Shard makes one or more jagged metal nails and hurls them at the designated targets. The nails last only a few moments, crumbling to rust moments after they've been fired.

The huckster decides how many projectiles he wants to create before casting the hex. Each dart does the full damage indicated by the hand he draws. He can only create as many nails as he has *hexslingin'* levels. Every dart he conjures after the first raises the TN to cast the hex by +2. So, to create 3 darts with *shard*, your huckster must roll his *hexslingin'* against a Hard (9).

Just as with *soul blast*, the huckster's *hexslingin'* roll to cast the hex is also his roll to hit with the darts. Normally, your cardslinger rolls against a Fair (5) TN. While this isn't adjusted for range, cover does affect *shard*. Movement, lighting, wound modifiers, and the like may also apply.

Your hero can choose to fire darts at more than one target as well. Each target after the first gives him a -2 penalty to his roll to hit.

Finally, he can target specific hit locations with the darts produced by this hex. He can even choose different locations on each target! These receive the standard modifiers for called shots. Since each target of a multiple dart hex may have different modifiers to the huckster's roll, it's very possible some of the darts hit while others miss.

Although the projectiles are created by magic, the damage dealt by them is not, so certain abominations may be immune to the effects of this hex.

SHARD

Hand	Damage
Pair	1d4 Wind
Jacks	2d6
Two Pairs	3d6
Three of a Kind	4d6
Straigh	5d8
Flush	6d8
Full House	7d8
Four of a Kind	8d10
Straight Flush	9d10
Royal Flush	10d12

SHOCKER

Trait: Spirit

Hand: Ace

Speed: 1

Duration: 1 minute/*hexslingin'* level

Range: 5 yards/*hexslingin'* level

This hex creates a buildup of static electricity in a metal item. The effect is similar to that of an electrostatic weapon. The first creature to touch the item during the duration of the hex suffers the effects of the discharge.

Shocker causes Wind loss to the victim according to your huckster's hand. Also, the sudden burst of energy may startle and even momentarily stun the subject. The powerful jolt raises the usual stun check to an Ornerly (7).

The hex immediately ends when a character triggers the discharge. Otherwise the energy dissipates at the end of *shocker's* duration harmlessly.

SHOCKER

Hand

Ace

Pair

Jacks

Two Pairs

Three of a Kind

Flush

Full House

Wind

1d4

2d4

2d6

3d6

4d8

5d8

6d10

SLIVERSPRAY

Trait: Knowledge

Hand: Jacks

Speed: 1

Duration: Instant

Range: 1 yard/*hexslingin'* level

When this hex is cast, a spray of small metal splinters flies from your huckster's hand, shredding anyone unfortunate enough to be in the area.

The splinters created by *sliverspray* shower a wedge shaped area in front of your hero out to the hex's maximum

range. The wedge fans out to a width equal to its length. Thus, a four-yard *sliverspray* would widen from a width roughly equal to your character's palm to a maximum of two yards at its farthest point.

Every creature within the spray takes the full damage indicated by the huckster's hand. This damage is massive damage, just like an explosion: see the *Weird West Player's Guide* for more information on massive damage. For this reason, called shots aren't possible with *sliverspray*.

If a rolled hit location is covered by an object or otherwise blocked from being hit by the slivers, any damage dealt is simply lost. Armor works against *sliverspray* normally.



Hand	Damage
Jacks	2d4
Two Pairs	3d4
Three of a Kind	4d4
Straight	5d6
Flush	6d6
Full House	7d6
Four of a Kind	8d6
Straight Flush	9d8
Royal Flush	10d8

STEGANOGRAM

Trait: Knowledge

Hand: Ace

Speed: 2

Duration: 5 days/*hexslingin'* level

Range: Touch

Steganography is the technique of hiding a message so that no one outside of its intended recipients even knows the message is there. Technically, Hoyle was practicing steganography when he hid the hexes in his book, not cryptology, since most readers don't have a clue there's any secret message there at all. Sitgreaves used the same technique when hiding

these hexes in Smith & Robards' catalog, but before he got the hang of the actual skill itself, he developed this hex for passing messages.

When cast, *steganogram* completely conceals a message written by your huckster so that it appears as something completely different from what he inscribed. Only the intended recipient can see the true message under the false script. Your hero must name the recipient(s) of the message at the time he casts the hex, although they need not be present. He can name one recipient for each level of his *hexslingin'* Aptitude.

Others see an apparently innocent missive on butterfly collecting, an aunt's favorite recipe, the weather, business dealings, or whatever else your character wants the cover story to be.

If a suspicious reader scrutinizes the hex looking for hidden code, she has to make an Onerous (7) *professional: cryptology* roll based on her *Cognition* to even catch a hint something's amiss. If she makes it, she only knows there's a message other than the obvious one hidden in the text. To pull out what the note really says, she has to make an Incredible (11) *professional: cryptology* roll, this time based on *Smarts*.

Each hand above the minimum your huckster gets when casting *steganogram* increases the TN by +2. This applies to both the roll to spot the message as well as the one to actually decipher it once identified.

Your hero can hide a message up to a single letter-sized page in length with each casting, so really long-winded hucksters may have to make multiple castings for a single correspondence.

The magic of *steganogram* works even if transmitted over a telegraph, by the way, but the telegraph operator must send the exact wording of the cover story for the encoded message to make sense to the recipients. Beware of gremlins when doing this—a single misplaced word can wreak havoc on a *steganogram*.

At the end of the hex's duration, the message, both hidden and cover story become a jumbled mess of scrambled words and completely undecipherable to anyone, including the original recipient and even the caster.



TRANSCRIBE

Trait: Spirit

Hand: Pair

Speed: 2

Duration: 5 minute/*hexslingin'* level

Range: 5 feet/*hexslingin'* level

Some inventors, like Sitgreaves, need to pace the floor and just can't be bothered to jot notes as they're brainstorming. As a result, many a good idea has died of loneliness before its owner got around to writing it down. This hex creates a magical recorder to *transcribe* the spoken word onto paper.

Transcribe writes every word spoken within a range of 5 feet/*hexslingin'* level onto a normal writing surface, whether it be paper, canvas, chalkboard, or whatever. It will even provide simple punctuation. Although it can't identify speakers, it does use varied types of "handwriting" to differentiate between them.

The hex writes only in your hero's native tongue and doesn't provide any translation for foreign languages. Instead, it phonetically spells words spoken in any language other than her native one. Punctuation for other languages is spotty at best.

Your huckster must have a writing instrument and surface in order to cast this hex. Although it was originally intended to help Sitgreaves track his research, of late the hex has found use as a tool for magical spying. As such, the Agency and Rangers find it useful.

TWEAK

Trait: Spirit

Hand: Pair

Speed: 1

Duration: Concentration or 1 Wind/
Round

Range: One gizmo

Sometimes it's critical that a weird gizmo do what it was devised to do. This hex boost the dependability of a mad scientist's invention.

Tweak provides a temporary improvement in the Reliability score of a gizmo. A Pair (the minimum hand) provides a +2 bonus to a gizmo's Reliability; it has no effect on "cheap," normal goods. Each hand above the minimum gives an additional +1 bonus.

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On Three of a Kind or better, the hex has an additional effect. If the gizmo does fail a Reliability check, roll twice to see what kind of malfunction it suffers (Minor, Major, or Catastrophe) and take the best result.

UPGRADE

Trait: Smarts

Hand: Special

Speed: 2

Duration: 1 round/*hexslingin'* level

Range: Touch

Not only did Sitgreaves' background allow him to develop a hex or two to garner the assistance of the manitous with the creation of gizmos—or to repair them when they break—he's even found a way to force the hateful spirits



to help him make an existing one more effective. Or at least more complicated, at any rate.

Upgrade only works on gizmos. It does so by adding even more of the manitous' illogical concepts to an existing design. In game terms, it bumps a gadget one level of the mad science Gizmo Construction Table in the *Weird West Player's Guide*.

Exactly what that entails is up to your huckster, but it must fight within the framework of the gizmo design rules. In other words, your cardslinger still has to come up with a concept of exactly what and how he's modifying the gizmo to do. A blueprint is unnecessary, however, thanks to the manitou's (unwilling) assistance.

The hand required to cast the hex is equal to two levels below the one to which the *upgrade* will boost the device. So, if your hero is modifying a steam wagon (Flush), that means the level he's upgrading to is a Full House. To cast the hex, then, he needs to draw at least a Straight.

Remember, *upgrade* can only boost a gizmo one hand rank. Your hero can't turn a Gatling pistol (Three of a Kind) into a freeze ray (Four of a Kind) with *upgrade* but he very well could temporarily boost that pistol to a Gatling shotgun (Straight).

Now, just because a device sits a single hand above the gizmo your hero has to work with, it doesn't mean he can make the conversion. For example, it's pretty difficult for even a manitou to *upgrade* a bullet-proof vest to a flamethrower! It might be possible to make that bullet-proof vest AV 3—or maybe even AV 4.

The magic of the hex makes all the modifications to the device. Through thaumaturgical diffusion principles, the hex even provides the material necessary to conduct the upgrade.

The drawback—and you just knew there was one didn't you?—is that this process is inherently unstable. The gizmo enhanced in this manner has a

Reliability of 10, +2 for every hand above the minimum needed to cast the hex. It can be enhanced with other hexes like *tweak*, but it can never have a Reliability greater than 16 or that of the original gizmo, whichever is lower.

Your huckster doesn't *really* gain any true insight on how his newly *upgraded* gadget works; most of that is the work of the manitous. All he does is come up with the basic idea. So, as a result, he can't rush to the drawing board and come up with a blueprint for the new gizmo.

If he wants to do that, he has to follow the "accepted" procedures of mad science—or, in other words, the rules from the *Weird West Player's Guide*.

WASTE PRODUCT

Trait: Knowledge

Hand: Pair

Speed: 1

Duration: Permanent

Range: Touch

Of all Sitgreaves' hexes, *waste product* gives him the most hope that his methods may eventually provide a method to oppose whatever scheme the manitous are cooking up for humanity.

Waste product turns fuels of any kind into ash except ghost rock—without any combustion or other discernible chemical reaction. As soon as the hex is cast, the target matter is converted to plain old ash.

What gives Sitgreaves hope is the fact the hex also works on explosives in exactly the same fashion. Dynamite, nitro, even gunpowder—all turn instantly to ash when *waste product* is cast.

For normal fuels like coal or peat moss, the hex needs only a simple Pair to be effective. Your hero can affect ten pounds of fuel for each level she has in *hexslingin'*. Note that *waste product* only works on wood specifically prepared as firewood, not all wood.

For explosives, the hand is based on the damage die type of the explosive or bullet propelled by it in the case of gunpowder, as shown on the table below. Your huckster can defuse a single stick of dynamite, one bullet, or 8 oz. of other explosives for every level she has in *hexslingin'*.

WASTE PRODUCT

Hand	Die Type of Explosive
Pair	d4
Jacks	d6
Two Pairs	d8
Three of a Kind	d10
Straight	d12
Flush	d20

WEIRD SCIENCE

Trait: Knowledge

Hand: Pair

Speed: 1

Duration: 1 minute/*hexslingin'* level

Range: Self

This hex applies the "unique" approach of mad scientists to more than just simple inventions. *Weird science* uses insight straight from the Hunting Grounds to boost any *science* Aptitude roll, albeit in a roundabout and often illogical fashion.

For the duration of *weird science*, your huckster gets to make two rolls whenever he uses any of his *science* Aptitudes and take the best result.

For each hand above the minimum to cast the hex, he also gets +2 to the roll.

The catch is if he goes bust on *either* roll, he suffers the effects of that catastrophe. Worse, he's convinced his whacked theory is *completely* sound!

WIRE TAP

Trait: Cognition

Hand: Ace

Speed: 1

Duration: Concentration

Range: 20 yards/*hexslingin'* level

The fastest method of sending messages over distances is the telegraph, but it's not the most secure. And with *wire tap*, it's even less so.

This hex lets your huckster tap into telegraph wires and messages. A cardslinger armed with *wire tap* can intercept, send, and modify messages sent over telegraph lines.

Wire tap creates a barely visible ghostly white line from your huckster's ears to a nearby telegraph wire. Through

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this he can monitor the electrical impulses traveling along the wire. Even though the signals are sent in Morse code, your cardslinger can understand the messages even if she doesn't know a dot from a dash.

Your huckster's draw hand shows exactly how much control she has over the lines and messages. The effects of each hand are cumulative.

WIRE TAP

Hand

Ace

Pair

Jacks

Two Pairs

Effect

Listen to all messages sent and received

Send a message

Stop a message from being either sent or received

Sift through the wire for any message sent within the past day

ZILCH

Trait: Spirit

Hand: Special

Speed: 1

Duration: 1 round/*hexslingin'* level

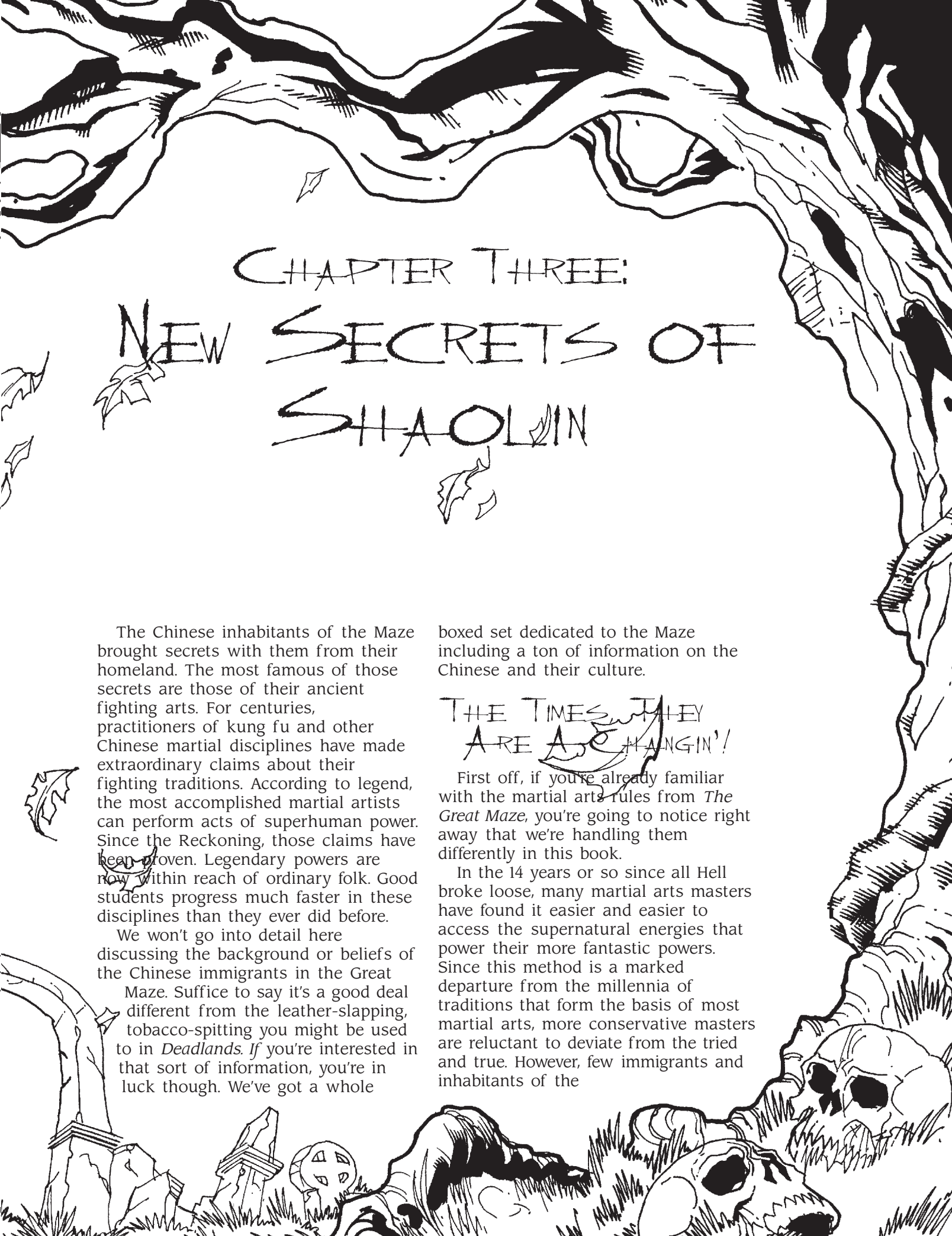
Range: 5 yards/*hexslingin'* level

Sitgreaves rightly figured if the manitous could warp science enough to make a strange gizmo work against the laws of physics, they could warp it back to stop the same device for at least a little while. *Zilch* proves that theory true.

With this hex, your hero can stop a mad scientist's gizmo from functioning temporarily. The draw hand to cast the hex is two less than the hand to create the device in the first place (see the Gizmo Creation Table in the *Weird West Player's Guide*). The gizmo is complicated, but useless junk for the duration.

A mad scientist can try to jump start her gadget prior to the end of the hex by beating your cardslinger in an opposed test of her *tinkerin'* versus your hero's *Spirit*.





CHAPTER THREE: NEW SECRETS OF SHAOLIN

The Chinese inhabitants of the Maze brought secrets with them from their homeland. The most famous of those secrets are those of their ancient fighting arts. For centuries, practitioners of kung fu and other Chinese martial disciplines have made extraordinary claims about their fighting traditions. According to legend, the most accomplished martial artists can perform acts of superhuman power. Since the Reckoning, those claims have been proven. Legendary powers are now within reach of ordinary folk. Good students progress much faster in these disciplines than they ever did before.

We won't go into detail here discussing the background or beliefs of the Chinese immigrants in the Great Maze. Suffice to say it's a good deal different from the leather-slapping, tobacco-spitting you might be used to in *Deadlands*. If you're interested in that sort of information, you're in luck though. We've got a whole

boxed set dedicated to the Maze including a ton of information on the Chinese and their culture.

THE TIMES THEY ARE A-CHANGIN'!

First off, if you're already familiar with the martial arts rules from *The Great Maze*, you're going to notice right away that we're handling them differently in this book.

In the 14 years or so since all Hell broke loose, many martial arts masters have found it easier and easier to access the supernatural energies that power their more fantastic powers. Since this method is a marked departure from the millennia of traditions that form the basis of most martial arts, more conservative masters are reluctant to deviate from the tried and true. However, few immigrants and inhabitants of the

Maze are of the sort likely to be balked by mere custom. The system we present in this chapter depicts this new fu.

If you're a player reading this and find yourself all fired up to try the new rules, as always, check with your Marshal first. She may have different plans for her campaign. If you're a Marshal and want to incorporate the new system into your campaign, it's not a bad idea to talk it over with the players. Especially if you've got one or more martial artists already in the game!

BUT I LIKED THE OLD WAY!

If you're already using the martial arts rules from *The Great Maze* and prefer them to the new incarnation, by all means keep using them! Like we said, this new incarnation represents the beginning of the evolution of the fighting arts, not a rewrite of the rules.

While many masters—particularly on the North American continent—have embraced these advances, no small number shuns them as well. It's possible to have *both* types of *enlightened* martial artists in a campaign. Be warned though, most traditionalists don't get along well with the "disrespectful upstarts!"

I LOVE THE NEW WAY, BUT...

If you've already got *enlightened* martial artists in your campaign, you might be afraid you're going to run into trouble if you want to use the new system. That's okay—here's a few quick guidelines to make it as painless as possible.

Raise your character's *ch'i* score to the level of his highest *ch'i* power, if it's not already. Individual powers no longer have their own level; it's all based on the *ch'i* Aptitude—a lot like the *hexslingin'* Aptitude for hucksters.

It's a whole lot cheaper to make a decent *enlightened* martial artist under the new system. Although the Edge *arcane background: enlightened* costs 1 point more than the old *enlightened*

Edge, this is more than offset by the lowered cost of the powers.

You'll need to talk with the Marshal to figure out how many points are now left over for you to spend on your character's other Aptitudes or maybe new *ch'i* powers.

MAKING A MARTIAL ARTIST

Okay, that's enough palavering. Here are the new rules for kung fu heroes.

A martial artist must have the *martial arts training* Edge. He must also take the *fightin'* Aptitude with a concentration in one of the martial arts styles listed below. Once these minimum requirements are met, the hero can buy any of the martial arts Edges, Aptitudes, and chi powers listed below.

If the hero wants to be a fly-through-the-air, fist-through-a-wall, snatch-bullets-from-the-air type of martial artist, he's also got to buy *arcane background: enlightened* and at least 1 level in the Aptitude *ch'i*. We'll get into that in more detail soon, though.

FIGHTIN' STYLES

While most folks out West think there's only one way to fight someone—dirty—the Chinese have actually developed all sorts of subtly different styles. If your hero has taken the *martial arts training* Edge, then she must also pick up the *fightin'* Aptitude with one of the following Chinese-style concentrations.

Note that while each concentration has its own name, for purposes of rules descriptions, they're all considered *fightin': martial arts*.

Your choice of style doesn't restrict your choice of other aptitudes or powers listed in this book. Each special aptitude was discovered by a particular school, but techniques don't remain secret for long in the world of martial arts. Any martial arts teacher knows moves from a variety of different styles. You may also have picked up some moves by observing other martial artists, even opponents, in action.

Drunken Style. You weave around like you're out of your tree on firewater, making your moves hard to follow and predict.

Eagle Claw. This is a fast, vicious style where you hold your hands like a claw and whale away on your opponent's pressure points.

Mantis. In this style, you hold your hands in a hook-like manner. You move from mesmerizing stillness to sudden striking.

Monkey. Based on the movements of apes, in this style you hunker down, screw up your face, and then move with sneakiness and speed. This surprises opponents who've underestimated you because you look so dang funny.

Shaolin Temple. Moves are based on five animal styles. In the Crane, you jab at people with your fingers pressed together in a beak-like manner; you also stand on one leg a lot. The Snake is sneaky and fluid. The Dragon is a punching style in which sheer force is used to exert good, old-fashioned crushing damage. The Leopard style is all knuckles. The Tiger style is all about ripping away at your opponent's muscles.

Shuai Chiao. This Chinese form of wrestling' discombobulates your eyes when you try to watch it. The practitioner grabs or throws his opponent, while sneaking in all kinds of highly-directed rabbit punches.

Tai Chi. You focus something called your *ch'i*, or internal energy, which then allows you to smack your opponent halfway to Philadelphia and back. Your internal organs are also in exceptional shape, and can move around inside your body to avoid taking wounds when you suffer a shot to the gizzards. (You gain no actual game benefit for this effect, but that doesn't stop you from constantly bragging about it.)

Tan Tui. In this style, you mostly kick your opponent. Some have taken to calling this kickboxing. Up in Shan Fan, where martial arts tournaments are held all the time, this is very popular with the spectators.

Wing Chun. This style emphasizes power and big flurries of punches at your opponent. Its moves are both offensive and defensive at the same time.

MANO A MANO

Since martial artists spend more time fighting up close and personal than your average cowpoke, we'd better clarify and expand some of the fighting rules.

ARMOR AND BARE HANDS

Normally, a fellow's got to be a little touched in the head to go hitting a steel plate with his bare hands.

Any normal sap that insists on bare-knuckle brawling with a locomotive (or any other target with Armor Value 1 or higher), does *no* damage whatsoever to the target. In fact, if the Marshal decides the target is tough enough, your hero actually may take damage himself! The numbskull rolls a *Strength* check and suffers that much damage to his fists.

Boxing gloves, boots (in the case of kicking), or the like protect the hero against this sort of self-abuse.

Martial artists are specially trained and toughened for this sort of fighting. They do their normal damage, adjusted down for the target's AV, but take no damage themselves. That bonus 1d6 damage lets them put a hurting on at least lightly armored targets!

ATTACKS FROM BEHIND

Generally speaking, fighters don't add their *fightin'* level to the TNs of opponents who are attacking them from behind. The same applies for cowpokes who are attacked in hand-to-hand while surprised. Most folks can't defend against an attack they don't see coming! Your Marshal may make exceptions to this rule as he sees fit.

NOGGINS & GIZZARDS

Normally, bare-handed attacks by humans get no bonus dice for blows to the noggin or gizzards hit locations. Due to their special training, martial artists' attacks do get the usual bonus dice—sometimes.

It all depends on whether the fu fighter is making a brawling-type attack or if she's doing lethal damage.

For normal, non-lethal attacks, the martial artist does *not* get the bonus dice for the noggins or gizzard. However, if she's making a lethal attack, she does.

Simple enough.

PRONE

We covered the effects of being prone against *shootin'* and other ranged attacks in the *Weird West Player's Guide*, but we didn't say much about how it affected people trying to stomp your hero flat. Laying down in front of unfriendly types is not a good idea!

Prone combatants suffer a -4 penalty to their own *fightin'* attacks, and if they do happen to connect, they subtract -4 from the hit location roll. By the way, they don't add the normal +2 for *fightin'* attacks either.

Fighters who have someone lying at their feet get a +2 to their *fightin'* rolls against the easy target. They get no bonus to the hit location rolls—not even the normal +2 for *fightin'*—though.

It doesn't take any movement to throw yourself to the ground, although your character can only do it on one of his Action Cards. Getting back on your feet does take an entire action, however.

STUN

As you already know, stunned characters cannot take any offensive actions against an opponent. They are also at a disadvantage when it comes to defending themselves. Someone who is seeing stars cannot vamoose and does not add her *fightin'* level to her opponent's TN in hand-to-hand combat.

NEW APTITUDES

To make all these nifty kung fu powers work, your character is going to need a few new Aptitudes. Most of these are specifically for martial artists.

CH'I

Associated Trait: Spirit

This Aptitude is a measure of the martial artist's ability to tap into the spiritual power of the Hunting Grounds. Without it, a fu fighter cannot generate the energy needed to use special ch'i powers described later in this chapter.

Whenever your martial artist wants to use one of his ch'i powers, he has to make a ch'i roll against the power's TN. If he's successful, he spends the Strain listed for the power and it works as described.

What's Strain, you ask?

Good question, and we'll get to that in just a moment.

By the way, your hero must have the *enlightened* edge to take this Aptitude.



FIGHTIN': BUTTERFLY KNIFE

Associated Trait: *Nimbleness*

Butterfly knives are broad, flashy knives about the size of a Texan's Bowie knife, but with a much wider blade. Any cowpoke with *fightin': knife* can pick one up and use it like a plain, old Arkansas toothpick, but to get the full benefit of the weapon, a fighter needs this specific concentration.

With it, he attacks using one of the knives in each hand without the usual -2 penalty for attacking with both hands. He still suffers the standard -4 penalty for off-handed attacks, however.

A hero with *fightin': butterfly knife* can use a normal knife in combat as well, but he receives the special bonus noted above only with true butterfly knives.

To purchase this Aptitude, a character must have the *martial arts training* Edge and *fightin': martial arts*.

FIGHTIN': FLYING CLAW

Associated Trait: *Nimbleness*

This Aptitude lets your fu fighter use the deadly flying claw—a nasty metal claw attached to a length of chain—as a normal melee weapon. While he can put a hurting on opponents up close without the ch'i power of the same name, with it your hero can realize the true powers of the weapon.

To learn this Aptitude, a character must have the *martial arts training* Edge and *fightin': martial arts*.

FIGHTIN': FLYING CRESCENT

Associated Trait: *Nimbleness*

This Aptitude allows your hero to use the flying crescent—a metal blade attached to a chain—as a normal melee weapon. It's somewhat similar to the flying claw, but different enough to require a separate Aptitude to master.

To use this weapon to its fullest fu, your hero also needs the *flying crescent* ch'i power. He can still cut folks to ribbons without the power, but with it, he can *really* reach out and touch someone! See the power description for details.

This Aptitude requires a character to have the *martial arts training* Edge and *fightin': martial arts*.

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FIGHTIN': THREE-SECTIONAL STAFF

Associated Trait: *Nimbleness*

A hero with this Aptitude can wield a three-sectional staff in combat. The staff, at first glance, resembles a set of nunchakus with big britches; however, the staff is Chinese in origin while nunchakus are Okinawan. It consists of three 2' wooden sections joined by short lengths of chain. The two end sections swing freely from the middle. A skilled wielder can turn the weapon into a spinning, humming skull-cracker.

A fu fighter armed and trained with a three-sectional staff is very hard to defend against. As a result, she can ignore 2 levels of an opponent's *fightin'* Aptitude when figuring her TN to hit in hand-to-hand with the staff. So, for example, if her opponent had *fightin': brawlin'* 4, her TN to hit him would only be increased by 2 (to a total of 7), instead of the usual 4.

This special ability only works against modifiers caused by an opponent's *fightin'* score and can never reduce the modifier below zero. Remember, it's not a bonus to hit the target; it just offsets defensive modifiers.

Needless to say, it's quite a difficult weapon to use and an untrained fighter is as likely to crack her own skull with the weapon as she is that of her foe! A character armed with one of these who isn't properly trained in its use does not get to reduce modifiers to her *fightin'* TN as noted above.

To purchase this Aptitude, a character must have the *martial arts training* Edge and *fightin': martial arts*.

MEDICINE: CHINESE TRADITIONAL

Associated Trait: *Knowledge*

This new concentration of the *medicine* Aptitude is not a martial arts Aptitude. Any character can take it, although your Marshal may expect you



to explain how you learned it if it seems out of character with your hero's background history.

A practitioner of Chinese traditional medicine, like a general practitioner in the Western style, can heal anything up to a heavy wound, unless that wound was inflicted by or on a martial artist. In that case, the Chinese practitioner can heal a serious wound.

MEDITATION

Associated Trait: *Spirit*

This Aptitude is only useful to a hero with *arcane background: enlightened*. A successful roll against a Hard (9) TN lets her recover 2 Strain an hour instead of the normal 1. She must roll each hour, however, and must be absolutely still in peaceful surroundings to do so.

For more on Strain and how it's recovered, see the section on **Ch'i Powers** later in this chapter.

THROWIN': BULLET

Associated Trait: *Deftness*

This Aptitude is really only useful if your hero has the *seize the pearl o' death* ch'i power. She can try chucking bullets at her foes without it, but it won't amount to much. This *throwin'* concentration cannot be used by default; it requires a hero to have *arcane background: enlightened* to even learn it.

THROWIN': FLYING GUILLOTINE

Associated Trait: *Deftness*

This Aptitude doesn't do your hero a lick of good unless he also gets the associated ch'i power, *flying guillotine*. Then, of course, it's quite wicked. Like *throwin': bullet*, this concentration cannot be used by default and only characters with *arcane background: enlightened* can learn it.

NEW EDGES

We've got a few new edges for your aspiring martial artist.

ARCANE BACKGROUND: ENLIGHTENED

3

Your hero has achieved the spiritual discipline necessary to focus and control his chi energy. *Enlightened* characters may purchase any of the chi powers listed later in this chapter. If you wish to be able to use these powers, your character must also buy at least one level in the *chi* aptitude.

A hero must have the *martial arts training* edge to purchase this edge.

MARTIAL ARTS TRAINING

3

Your character has trained for years in the martial arts, under the tutelage of a *sifu*, or master. Her sifu may have been the head of a renowned school of martial artists or just a wandering wise man that most mistook for a saddletramp. He taught her the secrets of fighting, both standard and mystical.

He also taught her a spiritual philosophy, which she can use to achieve harmony with nature, and also to spout poetical-type proverbs that make her sound real wise and peaceful just before she goes out to crack skulls.

To better enable her to crack those skulls, she deals additional damage when fighting hand to hand. She deals STR + 1d6 damage when striking with her hand or foot. This damage may be brawling type damage or lethal damage—your choice.

In addition, for each level she has in the *fightin': martial arts* Aptitude, she knows one special maneuver, detailed a little later in this chapter.

A hero can't take this Edge without also taking the *fightin': martial arts* Aptitude, with one of the concentrations described in the sidebar. Each represents a different style of Chinese martial arts.

This edge also entitles your cowpoke to pick up the *arcane background: enlightened* Edge.

QUICK THINKER 2

Maybe your hero has been trained to avoid situations in which he might be surprised or maybe he just doesn't seize up under pressure like most. Either way, there's a tiny part of him that always expects an ambush.

When making Cognition rolls to see if your hero has been surprised, he never faces a Target Number higher than 5. Even if he fails that roll, he still gets 1 Action card during the round in which he was supposedly surprised. He is never surprised past the first round; don't even bother rolling to recover.

Anyone may buy this edge.

MARTIAL ARTS HINDRANCES

The following hindrances are available only if you have *martial arts training*. They can be used to flesh out your martial artist's background or just help flavor the campaign in a more Oriental fashion. Remember, though, you can't take more than 10 points of Hindrances as a starting character.

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THE CUP OVERFLOWS 2

Your hero's *ch'i* energy is powerful. A mite too powerful, in fact. Whenever she uses any of the powers described in this book, her internal energy goes all external and wreaks high holy havoc on the surrounding terrain.

For example, if she uses *monkey goes to the mountain* to fly down a sandy hillside, clods of earth explode beneath her as if somebody's planted the hill with firecrackers. When she leaps into the air to kick a body, winds whip up all around her, whirling sand and leaves all over. Ever time she lands a punch, it sounds like a thunderclap going off.

In short, she stands out like a circus clown at a funeral. Anyone who sees her in action knows there's something not right about her. If they're regular folks, they run in terror from her, as if she's some kind of abomination.

If somebody watching her knows about martial arts, he knows what she's all about, and likely target her as the one to shoot first in a fight. And believe me, anybody with experience of the weirdness lurking behind the surface of the Maze is going to know all about martial arts.

"MY KUNG FU IS SUPERIOR!" 1-3

Your hero is easily challenged to a fight, especially if the challenger has the cojones to claim to be a better fighter than you. You're so proud of your martial arts abilities that you turn three shades of purple when anyone dares to question your vaunted prowess.

Worse yet, there's something about the way you carry yourself that attracts other similar hotheads with bone-headed attitudes similar to your own. And wouldn't you know it—challengers are extra likely to approach you at a moment of maximum inconvenience?

Your hero's ability to resist the urge to rise to a challenge is determined by how many points of this hindrance you select when you take this Hindrance.

MY KUNG FU IS SUPERIOR!

Value	Level
1	Onerous (7) <i>Smarts</i> to turn down any challenge to fight.
2	Incredible (11) <i>Smarts</i> to turn down a challenge.
3	Forget it—he's got to fight each and every time he's challenged!

"SIFU! SIFU!" 2–4

Your hero is still in contact with his *sifu*, the master who trained him. Whenever he sees her, he must bow before her and otherwise act as if he's a miserable bug and the sun shines out of her patoot. He shows this "respect" even in public or in front of his friends.

Although your hero can expect her to constantly castigate him for not living up to some impossible Confucian ideal of behavior, he is not allowed to give her any lip, no matter what she says. There is no amount of humiliation he isn't willing to endure in order to show his devotion to the *sifu*.

The Marshal should know that it's okay to threaten your character's *sifu*, thus motivating him to go out and save her on a regular basis. On the other hand, he should try not to let your hero's *sifu* kick the bucket.

Sometimes, though, the Marshal can't keep an extra alive without blowing his credibility all to bits. If your hero's *sifu* does take one too many Winchester rounds to the head, your hero is required to go through a lengthy period of weeping and wailing. If you don't then buy off the Hindrance (see the *Weird West Player's Guide*), the hero's

sifu's *sifu* shows up and commences to bossing him around and otherwise making sure that he still gets the full kick out of this Hindrance.

Although the *sifu* has more kung fu in his little pinky that your hero has in his whole body, for some reason she never ends up helping your cowpoke out much. If he asks for her assistance on a mission, she has other things to do. If she's along with your hero on a fight, she likely gets herself wounded in the first scene, and needs protecting throughout the adventure (This is when your hero cries "*Sifu! Sifu!*").

If she's still healthy by the time she meets up with the bad guys, she turns up her nose and refuses to engage such measly opponents. In other words, you can't use this Hindrance as a back door method of having your fu fighter's bacon saved whenever he gets into trouble. The *sifu* isn't the cavalry.

The value of this Hindrance tells how big a role the *sifu* plays in your hero's life. If you're thinking of taking a 4 point *sifu*, talk it over with your Marshal and fellow players first. If the *sifu* is forever showing up, that's going to affect the direction of the entire campaign.

The table below gives you a rough idea of how much trouble your fu fighter is going to have with his *sifu* by the point-value of the Hindrance.

SIFU! SIFU!

Value	Effect
-2	<i>Sifu</i> shows up infrequently. She rarely sends you on missions or requires rescuing.
-3	<i>Sifu</i> shows up once every couple of sessions. She requires a mission or rescue about one out of four sessions.
-4	<i>Sifu</i> shows up every session. Almost every adventure is a mission picked by your <i>sifu</i> , a rescue mission, or the like.

There are countless schools of Chinese martial arts. These schools have long histories, and those histories almost invariably include a deadly, ancient grudge against another school. Entire adventures might center around the feuding between rival schools.

It's up to you to pick the name of your fu fighter's school; you can choose one described in *The Great Maze* or you can just make one up. If you use one of the former, your hero already has a built-in rival school. If you make up one of your own, you've got to come up the name of a rival school as well.

Every member of that rival school is guaranteed to hate your hero's guts. They can identify her as a member of that school just by watching her moves when she's fighting.

And, wouldn't you know it, it just so happens that she seems to be constantly running into members of this rival school, no matter how rare it is. She isn't obligated to fight them, but they might feel obligated to fight her. In fact, you can just about count on it!

When combined with "*My Kung Fu Is Superior*," this can be a dilly of a Hindrance.

STYLE VULNERABILITY

1-3

Although your character may have learned moves from a number of disciplines, his sifu mainly trained him in one particular style of the Chinese fighting arts.

This adherence to tradition is a big part of the spiritual essence of kung fu. It also makes martial arts easier to teach to large numbers of students, since it uses set formulas and techniques. The disadvantage of this training method is that you're a sucker for the classic moves associated with certain other schools.

Choose up to three styles described above in the *Martial Arts Training* edge. When your hero is fighting an opponent with a concentration in one of the styles you have chosen, his Target Number to hit your hero is reduced by 3. You get 1 point for each style you so designate. You can choose a maximum of three styles this way.

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MARTIAL ARTS
MANEUVERS

Most martial artists worth their salt know more than just the basic moves of their school. A number of special maneuvers and weapons exist which, when used correctly, can give a fighter the edge she needs over her opponent.

Your hero learns one of the following maneuvers for each level she has in *fightin': martial arts*. The maneuvers themselves cost no additional points; they're part of the specialized training a fu fighter receives.

The only way to learn new maneuvers is to increase your hero's *fightin': martial arts*. You can't buy them separately at any cost. Mastery has its price, after all!



Your character must have the *martial arts training* Edge to learn these maneuvers.

All the maneuvers are based on the martial artists *fightin': martial arts* Aptitude unless indicated otherwise. Also, unless the description says differently, you must declare when your hero is using a maneuver *before* you make his *fightin': martial arts* roll.

DISARM

This is a special form of vamoosing. If your hero has an action card available when he's attacked in hand-to-hand combat by an armed opponent, you may spend the card to make a *fightin': martial arts* roll, but based on *Deftness* instead of *Nimbleness*. Compare your hero's total to his opponent's attack roll. If your enemy's roll is higher, she has hit your fu fighter. If your character's total is higher, the attack misses and your opponent must make a *Strength* roll against a TN of 5, plus 2 for each raise your hero got on the *disarm* roll. If your enemy fails the *Strength* roll, she has dropped his weapon.

EYE GOUGE

Your hero must hit with *two* raises to use this maneuver. If she succeeds, roll a contest of her *Strength* versus the defender's *Vigor*. If she wins the contest, her opponent takes 1d6 Wind and suffers a -4 to all rolls for the next hour due to his cry-baby eyes.

If the opponent goes bust on the *Vigor* roll, he is permanently blinded in one eye.

FLYING KICK

With this maneuver, your hero launches herself into the air at an opponent, leaping a distance equal to his total movement toward the target this round. He can't move a total distance of greater than his normal

Pace in this fashion, but he can clear intervening obstacles with the kick, like faro tables, other opponents, or boiling rivers of lava.

He's at -4 to hit with this attack, but if he connects, he does an extra 1d6 damage and adds an additional +2 to the hit location roll on top of the normal +2 for *fightin'*. If he misses, he must make a Fair (5) *Nimbleness* roll to avoid coming down hard and taking 1d6 Wind damage.

GET UP

If an opponent knocks your hero down, the fu fighter can use this maneuver on his next Action Card to pop right back up and take an action on the same card. This normally requires a Fair (5) *fightin': martial arts* roll, but the Marshal may adjust this for treacherous footing, high winds, etc.

GROUND FIGHTING

The *get up* maneuver can be a lifesaver, but your hero's enemies probably aren't going to wait around for him to have a chance to get to his feet in a fight. Those low-down, ornery cusses are liable to try to stomp his head long before his next Action Card comes around.

Ground fighting isn't so much a maneuver as it is a method of fighting. If your fu fighter knows this maneuver, opponents don't get the usual +2 to hit your character when he's flat on his back. Also, your hero suffers only a -2 to his own *fightin': martial arts* attacks, instead of the usual -4. He still subtracts -4 from his hit location rolls when attacking from the ground.

HEAD BUTT

Your hero really uses her head with this maneuver! She smacks her forehead into an opponent's face, causing him no end of pain and a couple of tears to boot.

She must get a raise on her *fightin': martial arts* roll to connect with the poor sap. If she does, roll a contest of her *Strength* versus the defender's *Vigor*. Don't add the usual +1d6 bonus for martial arts to this roll.

If she wins, her opponent takes the difference in Wind and must make a Hard (9) *Vigor* roll to avoid being stunned. If she loses, her opponent is unaffected by the attack.

Regardless of whether she wins or loses, she suffers 1d4 Wind herself for cracking her own skull.

LOCK

This maneuver allows your martial artist to trap an opponent's limb in a painful hold, hindering further actions on his part. Your hero must win a contest of her *fightin': martial arts* versus her opponent's *fightin'* with at least one raise.

If she does, her opponent must roll a contest of his *Vigor* against your character's *fightin': martial arts*. Should he lose, he suffers a minus to any action he takes equal to the amount by which he lost the contest until he breaks the lock. While maintaining the lock, your hero can take only simple actions without losing her grip.

The victim can spend an action to attempt to break the lock by winning an opposed roll of his *fightin'* versus your hero's *fightin': martial arts*.

This maneuver only works on normal—and living—human opponents.

SPIN KICK

This is a powerful kick with a lot of speed behind it. Your hero suffers a -2 penalty to hit with this attack, but if it hits, he does an additional 1d4 damage.

SWEEP

This is a non-damaging attack, but your hero gets +4 to hit with it. If it hits, your opponent is knocked off his feet and must spend an action getting back up.

This maneuver only works on roughly man-sized and two-legged (or less) opponents.

THROWIN' (PEOPLE)

This maneuver can be used to attack, or—if you have an unused action card—as an active defense. Either way, your hero must make an opposed roll

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of his *fightin': martial arts* against her opponent's *fightin'*. If she beats her opponent, she can chuck him to the ground anywhere within six feet of her.

He must also make an Easy (3) *Vigor* roll to avoid being stunned by the impact with the ground. This TN is increased by 2 for every raise your fighter gets on her roll. Even if he's not stunned, he must spend an action to get back on his feet.

This maneuver only works on roughly man-sized and shaped opponents. No tossing Mojave rattlers over your shoulder!

NEW HAND-TO-HAND WEAPONS

Chinese martial artists have brought with them a number of weapons not commonly seen in the Weird West.

Each of these new weapons has its own *fightin'* concentration. Those with special effects or requirements are detailed earlier in this chapter. The Chinese sword can also be used with good, old *fightin': sword*.

CHINESE FIGHTIN' WEAPONS

Weapon	DB	Damage	Cost
Flying Claw	-	STR + 2d4	\$30
Flying Crescent	-	STR + 2d8	\$50
Flying Guillotine	-	special ¹	\$150 ²
Knife, Butterfly	+1	STR + 1d6	\$5
Pole, 10'	+3	STR + 2d4	\$2
Pole, 5'	+2	STR + 1d4	\$1
Staff, Three-Sectional	+2	STR + 2d6	\$10
Sword, Chinese	+2	STR + 2d8	\$15

¹ See description in *throwing: flying guillotine* Aptitude.

² Must be specially manufactured by an unscrupulous metalworker familiar with the cruel and ancient techniques of its manufacture.

CH'I POWERS

Now that we've gotten the more mundane aspects of kung fu fighting out of the way, let's get down to the really powerful stuff! Truly wise martial artists (in other words, those with the *Edge arcane background: enlightened*) can tap into the power of the Hunting Grounds themselves.

With this supernatural energy to augment their awesome physical prowess, enlightened fu fighters are nothing short of living legends.

Starting Ch'i Powers: An enlightened martial artist knows one power for every level he has in the *ch'i* Aptitude.

New Ch'i Powers: After character creation, raising the *ch'i* Aptitude does not grant your hero any new powers. Instead, he must spend time in training and practice. Each new *ch'i* power costs 5 Bounty Points, but the only time requirement is how fast your character can accumulate Bounty Points.

The Marshal may decide your hero needs to find a teacher to learn a new *ch'i* power. If so, that can turn into an adventure in itself. However, fu fighters with the *sifu! sifu!* Hindrance at 3 points or higher get a little break here; it's safe to assume the sifu is willing to instruct his pupil (your character) in the new power.

KI-YA-H!

To the enlightened martial artist, *ch'i* is the name for a supernatural energy which all possess and can learn to focus and tap. Although it requires great stamina to use effectively, the energy itself comes from the Hunting Grounds, regardless of what the ancient masters might claim.

The spiritual and physical discipline learned through martial arts training is the key to using this power. There's a little more to it than that, but that's something only Marshals need to know.

STRAIN

Focusing supernatural energies and shaping them to enhance one's physical abilities is very taxing to say the least. When used successfully, a *ch'i* power causes an amount of Strain to your martial artist.

Once an enlightened martial artist's Strain has reached the breaking point (equal to his *Vigor* die type), he can no longer channel these supernatural energies.

REDUCING STRAIN

A hero's Strain is reduced by quiet rest and meditation. Every hour the fu fighter rests allows him to lower his Strain by 1 point. By "rest," we mean *no* physical or mental exertion.

USING CH'I POWERS

To use a power, you declare the power you want your martial artist to employ and make a *ch'i* Aptitude roll. If your hero makes the TN, mark off the Strain required and the power works just as described. If she fails the roll, nothing happens. Failed powers cost no Strain.

If the power's Strain would push the enlightened head-knocker past her breaking point, the power fails and she suffers no Strain.

If the fu fighter goes bust on her *ch'i* roll, she suffers a surge of energy from the Hunting Grounds. The Marshal has the details on this, but trust us, it isn't going to be a pleasant event for her!



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THE POWERS

Below are the powers available to enlightened martial artists. Here's a quick explanation of what all the mumbo-jumbo at the beginning of each power means.

TN is the Target Number the martial artist needs to make on a *ch'i* roll to activate the power. "Opposed" means your hero must compare his roll to one made by his opponent. Don't forget that

in an opposed roll, the minimum TN is a 5. Even if your fu fighter beats his opponent, if he doesn't get a 5, the power still fails.

Strain is the amount of stress the power puts on the martial artist. A hero doesn't suffer Strain for failed *ch'i* rolls.

Speed is the number of actions or time it takes to complete the power. Powers with Speed "0" activate instantaneously with no prep time.

Duration is how long the power stays in effect once activated. If the duration is 1 round, it lasts to the beginning of the next round, regardless of when the power was enabled during the previous round. "Concentration" means the power lasts only as long as the martial artist does nothing but simple actions. A number means the fu fighter can take that much Strain at the beginning of each round (or time period if otherwise noted) to keep the power in effect.

None of the *ch'i* powers have a range listed. That's because they only effect the martial artist himself. Some do enable the hero to make a ranged attack, but in and of themselves, they still only affect the martial artist, granting him a special ability. He still has to make the required rolls to hit his target. The specifics of those are detailed within the powers themselves.

ABUNDANCE OF PECKING BIRDS

TN: 7

Strain: 1/arrow

Speed: 1

Duration: Instant

Robin Hood's got nothing on you! This ability allows your hero to string and fire multiple arrows simultaneously. The arrows may all be aimed at a single target or she may divide your arrows between multiple targets.

All targets must be within your normal arc of fire and range. Your hero can fire up to five arrows at five different targets if she wants with this power, but she gets a -1 modifier to her attack roll for each target after the first.

Make a single *bow* Aptitude roll and compare it to all the TNs for your hero's chosen targets to see which arrows hit and which miss. It's possible for some to hit and some to miss completely.

Even if your fu fighter fires multiple arrows at a single target, a separate hit location must be rolled for every arrow. It is possible to make called shots with some or all of the arrows, but don't forget to figure in the TN modifiers for each separate arrow.

Li Ho knocks 3 arrows in his bow and takes aim at 3 bandits robbing a stage. Two are in his first range increment and the last is in the second. He decides he wants to hit their gun hands instead of causing a senseless waste of life. The Strain cost is 4, and his TN is 11 for the first two, but 12 for the last. He rolls an 11, hitting two of the outlaws, but the third arrow whizzes harmlessly into the desert.



BLOOD OF GOLD

TN: Special
Strain: Special
Speed: Special
Duration: Permanent

Your hero has such control over the inner workings of her body that she can use her *ch'i* to accelerate her own healing.

To use *blood of gold*, pick a wound location on your hero, make a *ch'i* roll, and pay the appropriate Strain. The TN, Strain, and time required to heal the wound are shown on the table below. Each success and raise against the TN for the wounded location heals one wound level.

The power only heals a single location at a time. Your hero has to roll her *ch'i* and pay the listed Strain for each location she wants to heal.

A martial artist cannot cure Maimed wound levels with this power. While she can recover wind with *blood of gold*, the power *closing the gate* is much quicker for that purpose.

BLOOD OF GOLD

Wound	TN	Strain	Time
Wind	3	1	1 minute
Light	5	2	5 minutes
Heavy	7	3	15 minutes
Serious	9	4	30 minutes
Critical	11	5	1 hour

COBRA STRIKE

TN: 5
Strain: 1 + 1/Action Card held
Speed: 1
Duration: Instant

Your hero's sifu taught him to wait patiently, conserving his energy, until an enemy presented an opening—then attacking with a single powerful strike.

When your martial artists activates this power, you must declare how many actions he's going to spend beyond the initial one to start the power.

At that time, he makes his *ch'i* roll to activate the *cobra strike*, but only pays 1 Strain. Once your hero begins a *cobra strike*, he may not perform any actions other than simple ones on his action cards until he unleashes the strike. Instead, as each action card comes up, set it aside.

Your hero may unleash the strike on any of his action cards—new ones, not saved ones. At this point, he must pay 1 additional Strain for each action card he has set aside to prepare the *cobra strike*. If he can't pay the required Strain, the power fails.

Once the Strain is paid, he lashes out in a lightning fast hand-to-hand attack that is +2 to hit and damage for each action card he set aside earlier.

You may set aside as many action cards as you want, but don't wait too long. If the black Joker is drawn, he must surrender all his saved cards at the end of that round to be reshuffled and start all over again—although he doesn't have to pay any more Strain or make another *ch'i* roll.

If your martial artist takes any action other than moving at half pace, all cards set aside are lost and he must begin again. If you are attacked in hand-to-hand combat while preparing, he gets his normal defense, but he may not vamoose without negating the *cobra strike*.

CLOSING THE GATE

TN: 5
Strain: 1
Speed: 1
Duration: Permanent

This ability allows your fu fighter to recover lost Wind very quickly so she can continue to battle her enemies. It's so embarrassing to be the first one knocked senseless!

While *blood of gold* can cure lost Wind, it's too slow to be practical to use in the middle of a brawl.

If your hero makes her *ch'i* roll, she recovers 1d6 Wind for every success and raise she received (by the way, don't forget to reroll aces). The total is the amount of Wind your hombre recovers.

This may not increase your hero's Wind above her normal maximum.

CRANE GUIDES THE ARROW

TN: 5

Strain: 1

Speed: 0

Duration: Instant

Your martial artist has mastered the concentration necessary to be a true sharpshooter with certain ranged weapons. He's even learned how to focus the power of the Hunting Grounds to give him supernatural accuracy!

This power can only be used in conjunction with *throwin'* or *bow* Aptitude. It can't be used with a gun, a hex, or any other kind of weird nonsense, nor, for some reason, does *crane guides the arrow* seem to function with *flying guillotine*.

You have to activate *crane guides the arrow* before your hero makes his attack roll. In other words, you don't get to wait until you're sure he's hit the target before making the *ch'i* roll and spending the Strain!

For each success and raise, you may alter the hit location roll by 2 points in either direction, up or down. This is in addition to any modifications you receive for raises on the initial attack roll.

By the way, if the attack misses, your hero still spends the Strain—and probably should consider a few more lessons with his weapon!

CRUMBLING DAM

TN: Opposed

Strain: 2

Speed: 0

Duration: Instant

While most enlightened martial artists concentrate their extraordinary powers on feats of legend, some take a more roundabout method to defeat their opponents. *Crumbling dam* tires an opponent out in the same way that using a *ch'i* power does—by adding Strain.

To employ this power, your hero uses *fightin': martial arts* to hit her foe as normal. This attack does no physical damage, but if she makes contact, roll a contest of her *ch'i* against her opponent's *Spirit*. If she wins, her opponent loses 1d4 Strain for every success and raise she received on this roll. If she loses, there's no effect.

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While your fu fighter can use this power on anyone, it really only affects characters using special abilities (like *chi* powers) that rely on Strain. For now, only enlightened martial artists are truly susceptible to its effects.

DEVASTATING APE STRIKE

TN: 5

Strain: 1

Speed: 0

Duration: Instant

This power allows your character to transfer *ch'i* energy to his foe's body, causing her no end of hurt.

Use *devastating ape strike* immediately before he attacks an opponent using *fightin': martial arts*. If he hits, make a *ch'i* roll to activate the power, but, if your hero is successful, add the result of that roll to his normal damage. Note you can spend Fate Chips on the *ch'i* roll to activate the power.

Devastating ape strike can only be used with a bare-handed attack; your hero can't use it to augment a weapon's damage. Also, the damage is added *after* the effects of any armor, but if your fu fighter can't penetrate the victim's armor, *devastating ape strike* doesn't cause any damage.

DRAGON'S CLAW

TN: 5

Strain: 2

Speed: 1

Duration: 1/round

Few things are more frustrating to a master of kung fu than raining a dozen perfectly executed blows down on an automaton, and end up with only bruised knuckles to show for it. With *the dragon's claw*, a fu fighter doesn't have to worry about that sort of humiliation.

When this power is activated, the martial artist's hands (and feet) are charged with focused energy, allowing them to cut through wood, stone, and even metal. Your hero's bare-handed attacks gain 1 level of armor-piercing

for every success and raise he gets on the *ch'i* roll to activate *the dragon's claw*. So, a hero who gets an 11 on his *ch'i* roll gains AP 2 for his empty-handed attacks—enough to punch through a piddling bulletproof vest!

This bonus applies only to attacks he makes with his hands or feet. In no instance does *the dragon's claw* affect a weapon of any sort. Your hero could use the power in conjunction with the *head butt* maneuver, but smashing one's head against really hard objects isn't usually a good idea!

A martial artist can also use this power to simply break through inanimate objects like a door or wall. If you've got access to *Smith & Robards*, you can find detailed rules there.

If not, use the armor values on page 133 of the *Weird West Player's Guide* and assume every 10 points of damage done after adjusting for armor pounds a 2' x 2' hole in the target.

FANGS OF THE SERPENT

TN: Opposed

Strain: 4

Speed: 0

Duration: Instant

Crumbling dam lets a martial artist drain the fortitude of an opponent, but *fangs of the serpent* goes one better. It lets the fu fighter actually regain some Strain herself while fatiguing her foe!

To do so, she rolls *fightin': martial arts* to hit as normal. This attack does no physical damage, but if she makes contact, she then rolls a contest of her *ch'i* against her opponent's *Vigor*. Her opponent loses 1d4 Strain for every success and raise she gets on this roll. In return, she regains 1 Strain for every two which are drained from her foe.

Like *crumbling dam*, this power is really only effective against characters using abilities based on Strain. While she can use it against other victims, it has no game effect whatsoever if she does.

FLYING CLAW

TN: 5

Strain: 1

Speed: 0

Duration: 1/round

This power allows your hero to use the flying claw to its full potential. Your fu fighter must have at least one level in *fightin': flying claw* to purchase this power.

The flying claw is a metal claw on the end of a long chain. It can be used as a normal melee weapon against opponents within 10'. If your hero makes his *ch'i* roll and pays the Strain, he can propel it through the air at an opponent. There are no range modifiers, simply make a normal *fightin': flyin' claw* roll to hit. The weapon does normal damage when used in this fashion.

The TN to hit is modified by the target's *fightin'* Aptitude level, and the victim can choose to use either *fightin'* or *dodge* should she vamoose.

If the claw causes at least one wound to the target, your martial artist can yank on the chain on your next action. If he wins a contest of *Strength* with his victim, he pulls the target back through the air to land at his feet, where he can lay a regular whipping on her. This special attack is completely optional; he can simply return the claw by itself and throw again on his next action is you'd prefer.

The flying claw, when powered by *ch'i* energy in this way, has a ROF 1 and your hero can hurl the weapon a maximum of 5 yards times his *ch'i* Aptitude level. There are no range modifiers to his attack roll.

FLYING CRESCENT

TN: 5

Strain: 2

Speed: 1

Duration: 1/round

This is another weapon which requires some spiritual power to use to its fullest. Your character must have at least one level in *fightin': flying crescent* to purchase this power.

The flying crescent is a big pole-arm type blade on a chain. It can be used as a regular melee weapon against any opponents within 10'.

When powered by your hero's *ch'i*, she can chuck it at opponents, like a fisherman casting a fishing lure, and hit them with its huge blade and then whiz the blade back to her, so she can go a-chucking it again on her next action card.

Your hero's TN for the attack roll is modified by her opponent's *fightin'* level, if any. Due to the nature of the attack, however, targets may choose to use either *fightin'* or *dodge* to make an active defense.

The flying crescent has a ROF 1 when used this way. The maximum range your hero can hurl the weapon is equal to 5 yards times her *ch'i* Aptitude level, but there are no range modifiers to the hero's attack roll.

FLYING GUILLOTINE

TN: 7

Strain: 4

Speed: 1

Duration: Instant

Only martial artists who want to identify themselves as Pure Evil on a Stick use the dreaded flying guillotine.

The weapon consists of a wire mesh bag attached to a ring. Inside the ring are a series of telescoping, ultra-sharp blades. The ring is attached to a chain that the wielder holds.

Using the guillotine is sort of like a razor-blade ring toss.

If your hero succeeds in chucking the ring over an opponent's head, he then yanks the chain tight, activating the blades inside the ring. The blades slice right on through his opponent's neck. The hero jerks the chain and is rewarded with a gruesome, severed head in his wire-mesh bag. The opponent, *sans* head, is left spurting great gouts of blood all over the sagebrush.

Your character must have at least one level in *throwin': flying guillotine* to purchase this power. All attempts to hit with a flying guillotine suffer a -6 penalty for the required called shot to the head, but each success and raise your martial artists gets on his *ch'i* roll to activate the power reduces the penalty by one.

The Marshal may assess further penalties if the target is hiding under eaves, wearing a large sombrero, or



otherwise impeding the flow of the ring over her head. The power only works on human-sized opponents, for obvious reasons.

If he fails the *throwin'* roll, he's out the Strain it took to activate the power and looks foolish tossing his fancy wire bag on the ground.

If he succeeds with a flying guillotine hit, the character automatically suffers a level 5 wound to the head—and that's why they call him Evil.

Each time your hero wants to use this bit of nastiness, he must pay the Strain and roll his *ch'i*. He can't maintain *flying guillotine* like he could *flying crescent* or *flying claw*.

Recently, some martial artists who specialize in fighting undead have begun using the flying guillotine.

The weapon has a ROF 1 and a maximum range equal to five yards times your hero's *ch'i* Aptitude level; however, he doesn't receive any modifiers to his attack roll for range when using this power.

FURY FANS THE FLAME

TN: 7

Strain: 2

Speed: 0

Duration: Instant

This power lets your hero unleash a flurry of fists and feet on a single opponent. Some folks liken this attack to a gunslinger fanning his pistol and the analogy isn't too far off!

This is one of the very few powers that can be used *after* your martial artist determines if his attack roll was successful.


Any time your hero gets a raise on a *fightin': martial arts* roll using only his fists or feet (no weapons!), he can attempt to use *fury fans the flame* to follow up with another attack. All he needs to do is make a *ch'i* roll against the power's TN and spend his Strain.

If his *ch'i* roll is successful, he can immediately make another *fightin': martial arts* attack against the same foe. Like the original attack, however, the second attack cannot use a weapon.



The attack takes place on the same action and doesn't require him to spend—or even have—another action card to do so. If he gets a raise on his second attack, he can once again attempt to use *fury fans the flame* and gain yet another attack. He can keep up this merciless rain of blows until he fails to get a raise on his *fightin': martial arts* attack or he runs out of Strain.

The attacks may do lethal or brawling-type damage and the fu fighter can switch between them if he wants, but he must decide before he rolls his attack. He can also make called shots and/or use any martial arts maneuver he knows while *fury fans the flame*, but don't forget to apply the appropriate modifiers to his TN.

 Li Ho is fighting one of Kang's Silver Tigers. The Tiger has a *fightin' Aptitude* of 4, but Li rolls a 14, giving him a raise on his *fightin': martial arts* attack. Li then successfully activates *fury fans the flame*. On the same action card, he follows up with a spin kick. This gives him an additional -2 to his roll, but luck is with him and he gets an 11. That's enough to hit his foe with the devastating kick, but not enough for a raise, so he can't continue the assault on this action.

GINNICK WEAPON

TN: 5

Strain: 2

Speed: 1

Duration: 1/round

Your hero is able to use an object not normally considered a hand-to-hand weapon when fighting. That weapon might be an umbrella, a suitcase, her own hair (assuming it's long enough), or any other odd weapon.

You have to be able to describe how your fu fighter is using it as a weapon to the Marshal, who is allowed to disqualify anything he finds simply too unbelievable or unduly silly.

Regardless of the item chosen, your hero uses her *fightin': martial arts* to wield it. The impromptu weapon does

STR damage, plus an additional 1d8 for each success and raise your martial artist gets on her *ch'i* roll to activate the power. It provides a +1 Defensive Bonus for each success and raise as well.

Due to the nature of the power, your fu fighter might very well get drastically different results from the same gimmick weapon over time.

While almost anything is fair game, your hero can only use objects weighing up to 10 lb for each level she has in her *ch'i* Aptitude.

HELL'S THUNDERCLAP

TN: Opposed

Strain: 1

Speed: 0

Duration: Instant

Use this power immediately after your fu fighter makes a successful *fightin': martial arts* (unarmed) attack to his opponent's head. The attack can be the result of a called shot or just a lucky hit location roll—it doesn't matter.

Instead of causing damage, he flattens his palms and claps them over his opponent's ears. Not only does he set up a ringing in her ears, but he temporarily severs her connection to her ancestors, the source of her prosperity and good fortune.

Roll a contest of your hero's *ch'i* versus his foe's *Spirit*. She suffers a penalty equal to the amount by which your hero won the contest to all of her Trait and Aptitude rolls. This effect lasts 1d6 rounds, rolled secretly by the Marshal.

This power only effects living targets (human or not) that have a pair of ears your hero can easily clap his hands over. Undead are immune to its effects. This probably isn't your martial artist's best choice against a Maze Dragon, for example!

Warning: In some cases, the Marshal may have decided a character has been cursed by his ancestors. This most often happens when a Chinese person fails to engage in the rituals necessary to propitiate his ancestors. If your hero disrupt a character's ancestral curse, your *hell's thunderclap* level is applied as a positive modifier instead!

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JADE KING'S STANCE

TN: 5

Strain: 2

Speed: 1

Duration: 1/round

By striking the ancient and mystic pose of the Jade King, your hero can intimidate your enemies and make it difficult for them to attack her. This applies even to those inferior sorts who don't know the Jade King from a jackrabbit.

To activate this power, your hero must make a *ch'i* roll against a Fair (5) TN, but the higher she rolls, the better. While this power is active, any enemies wishing to attack your hero must make an Onerous (7) *Spirit* roll. That TN increases by +2 for every raise your hero gets on her *ch'i* roll.

If the opponent fails the roll, he is overcome by your character's awe and majesty and cannot attack directly. Indirect attacks, like causing an avalanche, stirring up a stampede, and the like are all fair game, however.

If he succeeds, he can attack but takes a negative modifier of -2 for every success and raise your hero got on the *ch'i* roll to activate the *Jade King's stance*. Again, if he chooses to make indirect attacks, he suffers no penalty.


As always, the Marshal has final say on what is direct or indirect, but the *protection* miracle (*Weird West Player's Guide*, page 176) should serve as a guide.

Your fu fighter can speak and use other powers which don't require her to move in any way while *Jade King's stance* is in effect, but if she alters her pose in any way the effects of this power are immediately canceled. This includes taking an active defense or making a *fightin'* attack.

Finally, while this power is active, your hero can use it to boost *overawe* attempts against enemies within 30 yards. She adds +2 to her *overawe* total for each success and raise she got on her initial *ch'i* roll. All of her opponents

must then roll *guts* against that number. This can be real handy for chasing off lynch mobs!

Regardless of the result or the number of folks she's cowed with her *overawe*, you can't gain a draw from the Fate Pot for achieving a *broken* result while using *Jade King's stance*. You've got to earn those the hard way, pardner!

 Li finds himself facing a rowdy press gang looking to crew a ship to Lost Angels. He uses *Jade King's stance* to convince them to look elsewhere. He gets an 8 on his *ch'i* roll to activate the power. Any of the thugs trying to club him must beat an Onerous (7) TN on a *Spirit* roll to act against him. However, Li decides to take the offense and makes an *overawe* attempt against the group. He got only a single success on his *ch'i* roll, so he gets a +2 bonus to his roll to affect them. He rolls once for the entire group. Hopefully, the toughs aren't *that* tough!

LEOPARD AND HER CUBS

TN: Special
Strain: 2 + 1/recipient
Speed: 2
Duration: 1/round

With this power, your enlightened hero can connect his *ch'i* energy with that of his companions in a field of positive juju. It's often used by kung fu masters to aid their students in a fight.

During a battle, choose any number of your allies and make a *ch'i* roll against a Foolproof (3) TN. The only catch is that the TN is increased by 2 points for every character you choose to include in the *ch'i* field. You have to choose at least one recipient by the way or the power fails.

If the roll succeeds, your hero has harmonized his *ch'i* with his chosen recipients, making them more resistant to damage. All those affected are

treated as though they had a Size 8 when figuring damage; if a target already has Size 8 or larger, she only gets a bonus of +1 to her effective Size. The recipients don't actually grow larger, though, just tougher.

Your hero can include himself in this field and gain the benefits, but he must pay Strain and increase his TN by 2 just like he does for each other recipient. If he chooses to add himself in this fashion, he still must select at least one other person to harmonize with for the power to work. He can't activate it solely on his own.

A single person or group can only harmonize their *ch'i* with one martial artist at a time. Any other attempts to use *leopard and her cubs* simply fail.

MANTIS PINCH

TN: Opposed
Strain: 2
Speed: 0
Duration: 1/round

This particular attack does not cause damage, but instead hits critical nerve junctions and impairs the flow of *ch'i* energies through an opponent's body. By choosing which nerve junctions to hit, your hero can decide which of an opponent's Traits to temporarily reduce.

To use *mantis pinch*, your hero must first make a successful *fightin': martial arts* attack. Then, pick a Trait and make an opposed *ch'i* roll against your foe's *Vigor*. For each success and raise you score, the opponent's die value in that Trait is reduced by one step. You can't reduce a Trait below a d4.

This reduction lasts for as long as your martial artist chooses to maintain *mantis pinch*—or until he runs out of Strain, whichever comes first.

Undead and other abominations are immune to this power.

MANY ARMS OF THE SPIDER

TN: 5
Strain: 1/attack
Speed: 0
Duration: Instant

Many Westerners aren't considerate enough to follow the unwritten rule that only one foe may attack you at a time—maybe because it's unwritten!

Many arms of the spider allows your hero to teach them some manners. With this ability he can crack multiple heads at once or one head many times.

He may activate this power on any of his Action Cards. Once activated, he may perform as many hand-to-hand attacks—with or without weapons—on that action as he has unused Action Cards. You must discard a number of Action Cards—highest first—equal to the number of attacks performed. Hole cards are considered your highest Action Cards, followed by the red Joker, by the way.

Your fighter may move up to his full remaining Pace to reach his opponents, but this power does not allow him any movement bonuses.

MERCIFUL SPARROW

TN: Opposed

Strain: 1

Speed: Vamoose

Duration: Instant

Is an opponent fixing to make a ranged attack on someone you'd rather not see perforated—including your hero? Well, *merciful sparrow* gives your martial artist the opportunity to intervene on their (or your) behalf!

With this handy ability, your hero can forfeit her next action—assuming she still has one this round—to kick or throw a nearby object between the opponent and his target, hopefully throwing off his aim.

You must be able to describe to the Marshal a suitable object that would logically be available to your hero. Sample objects might include floor tiles, rocks, tree branches, lengths of rope, spittoons, or small woodland animals.

Roll a contest of your character's *ch'i* against her opponent's ranged weapon Aptitude. If your hero wins, the attack is blocked. If she fails, she still has to spend the Strain to make the attempt. Yes, that's an exception to the rule we mentioned earlier. She's still making the attempt, so, like *devastating ape strike*, she still pays her Strain up front.

The maximum die type this power can block is d12, no defecting cannon balls! The power also only works against actual physical missiles; your hero can't block *soul blasts* with it.



MIND OF QUICKSILVER

TN: 9

Strain: 3 + cost of copied power

Speed: 1

Duration: 1/round + special

When it comes to martial arts abilities, your fu fighter is a fast study. Her masters trained her to carefully observe other fighters and pick up their tricks.

Whenever she sees a character using a *ch'i* power or martial arts maneuver in an actual, we're-in-genuine-danger-here fight, she may use an Action Card to make a *ch'i* roll. If she succeeds, she gains the use of that special ability until she stops paying the Strain to maintain it. If she copies a *ch'i* power that has a cost to maintain it, she must pay that cost in addition to the 1 Strain/round for *mind of quicksilver*.

As a bonus, your hero can learn any power she copies through *mind of quicksilver* without having to find a sifu. She still has to pay the Bounty Points, but she can do so on her own.

MONKEY GOES TO THE MOUNTAIN

TN: 3

Strain: 3

Speed: 1

Duration: Instant

Your fu fighter can travel great distances in the course of a single action. Although it looks like he's literally flying, in actual fact he's leaping.

He has to occasionally touch down on objects as he leaps, although these objects don't have to be strong enough to support his weight normally. They can be treetops, branches, or lampposts, for example.

Doing this requires a *ch'i* roll against a base Foolproof (3) TN. That allows your martial artist to cover up to 5 yards up, down, backward, or sideways. The TN increases by +2 for every 5 yards (or fraction thereof) beyond the first 5 yards. If you succeed in the *ch'i* roll, he covers the distance and looks good doing it.

If you fail the *ch'i* roll, he runs out of juice in mid-leap and comes crashing back to Buddha's green earth. For each point of difference between the actual result and the Target Number, he takes 1d4 Wind. To keep him on his feet, you've got to also make a *Nimbleness* roll against of Wind taken.

If you go bust on the roll, he takes the damage above, lands flat on his back, and has to make a *Vigor* roll against the amount of Wind he lost or be stunned!

PALM OF PREVENTION

TN: 5

Strain: 2

Speed: 1

Duration: Instant

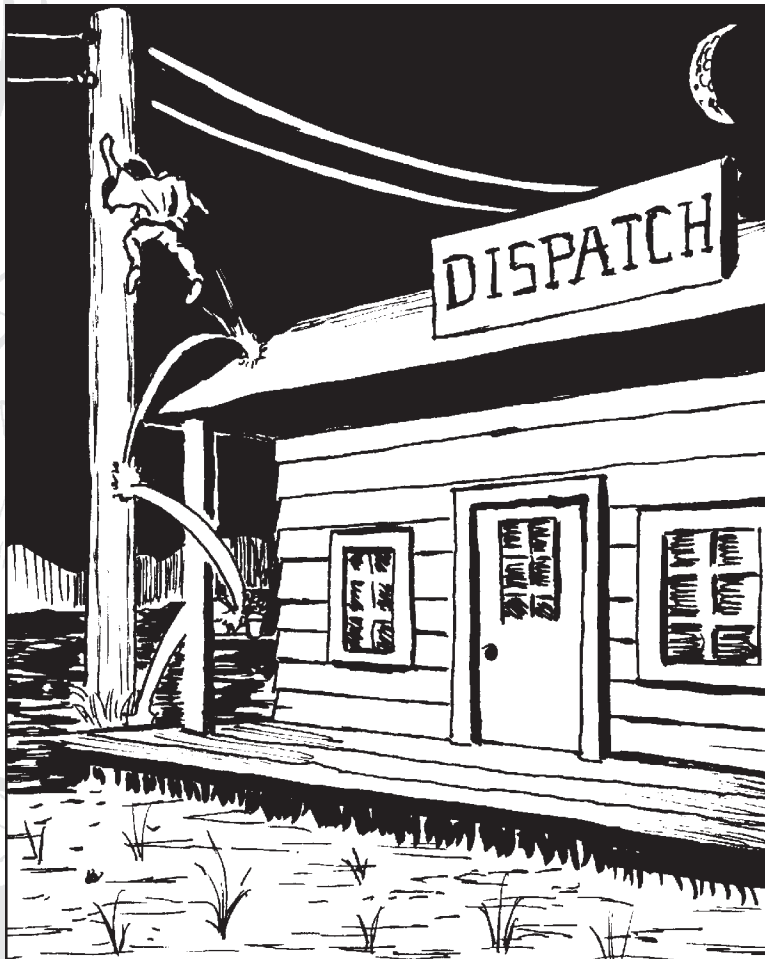
This power is especially preferred by pacifist monk-types. They use it to humiliate evil-doers without actually hurting them.

Using open-handed slaps, lightning-fast holds, and the occasional downright sneaky trip, your hero throws her opponent about, preventing him from taking hostile action against her or others. She does no actual physical damage to her opponent with these maneuvers. His pride, on the other hand, may be severely injured.

Your martial artist must spend an action preparing *palm of prevention* before actually attacking her foe. Once she's ready, she must be within hand-to-hand range of her opponent. Make a normal attack with her *fightin': martial arts*. For each success and raise scored, her opponent loses his next remaining Action Card. Hold cards go first, by the way.

If, as the result of a single use of *palm of prevention*, her opponent is reduced to zero actions for a round—he must have had actions to lose in the first place—your fu fighter may immediately make an *overawe* roll against him. This does not cost her an action. On a broken result, her opponent is demoralized and decides to withdraw from combat. Other results have the normal consequences.

Should your martial artist—or anyone else—attack him while he retreats, the effect is canceled, and he may freely attack once again.



RIGHTEOUS REVERSAL

TN: Special
Strain: 2
Speed: Vamoose
Duration: Instant


Your hero's *ch'i* is so strong that she can inflict a form of supernatural retribution on anyone rude enough to attack her!

When your fu fighter is forced to make a stun check, if she has any Action Cards remaining, she may use this power to force her attacker to make the stun check instead.

Make a *ch'i* roll against the usual stun check TN for the wound your hero just received; however, you must add +1 to the TN for every 10 yards between your character and her target.

If she succeeds, the target must make the stun check instead of her. The TN for her opponent's *Vigor* roll is Fair (5), but with a +2 for every raise your hero got on her *ch'i* roll. If he fails the stun check, he must make a recovery roll versus the same TN before he can take any other action.

Be careful, though—*righteous reversal* is not without its dangers. If she fails the *ch'i* roll, she's stunned as normal and suffers an additional 1d6 Strain!

 An inconsiderate gunslinger wings Li Ho for a Heavy wound. Hoping to show the pistolero the error of his ways, Li uses *righteous reversal*. The target is 15 yards away, so Li's TN is a 9 (7 for the wound, +2 for range). He makes the roll with a 15. Li Ho avoids the stun from the wound, and, since he got a raise, his foe must make a Onerous (7) *Vigor* roll or be stunned herself.

RIVER FLOWS UPHILL

TN: 5
Strain: 1
Speed: Vamoose
Duration: Instant

Even the greatest fu-masters can't avoid every single hit. With *river flows up hill*, they at least get a say in where an unavoidable blow lands. And, sometimes, that makes all the difference between life and death.

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When he is hit in combat, your hero can use this power to change the location of the hit—no, he can't move the location off his body! He must sacrifice his highest Action Card to do this. If you have no actions remaining, you can't use this power.

Once *river flows uphill* is activated, you can modify the hit location roll in either direction by 2 points for every success and raise your hero got on his *ch'i* roll.

Unfortunately, this power has no effect on called shots. It only works when an opponent is relying on luck to place the blow in a soft spot!

SEIZE THE PEARL OF DEATH

TN: Special
Strain: 2 + 1/missile caught
Speed: Vamoose
Duration: Special

Some martial artists prove the hand is not only faster than the eye, but even faster than a speeding bullet! If your hero is being attacked by a bullet or hurled ranged weapon, she can spend her highest Action Card to use this special active defense.

While using *seize the pearl of death*, it doesn't look like she's vamooseing. Instead, she's standing her ground and plucking any arrows, bullets, spears, or the like out of the air as they whiz towards her.

Announce your character's intention to use *seize the pearl of death* as soon as she's been hit, but before hit location or damage has been rolled. Make a *chi* roll against a Target Number based on the amount of damage dealt by the missile. See the table at the end of the power's description for details.

If she succeeds, she catches the bullet or other missile and is unharmed. If she fails, roll a d6. If it comes up odd, she takes full damage to her right hand (left, if she's a southpaw) in addition to taking full damage to the rolled hit location.

If your martial artist catches a bullet or other missile, she may immediately throw it back at an enemy. For most weapons, she uses *throwin': balanced* or *unbalanced* according to the missile. By the way, arrows are considered unbalanced for the purposes of this power. On the other hand, if it's a bullet, she specifically needs *throwin': bullet* to toss it back.

The returned weapon has a Range Increment of 5, regardless of its original one, and does its full normal damage. That's right—a Sharps Big .50 does 4d10! Missiles that do damage based on the wielder's *Strength* use your martial artist's *Strength* as a base.

The table below lists the TNs based on the damage die type of the missile. For weapons based on *Strength*, use the bonus die type, not the wielder's *Strength* when possible. If the weapon does not have a bonus die type, use the TN for d4s.

Your hero can continue to use this power until her next Action Card, or the beginning of the round, whichever

comes first. She has to make a *ch'i* roll for each missile so caught, but must only pay an additional 1 Strain for each one. Once her next Action Card comes up or the round ends, she must pay 3 Strain to reactivate it, however.

Finally, your hero can't catch missiles created by a hex, spell, or other magic—no snagging *bolts o' doom!*—and she can't catch weapons with a die type of greater than d12.

SEIZE THE PEARL O' DEATH

Missile Die Type	TN
d4	3
d6	5
d8	7
d10	9
d12	11

THE SERPENT'S EMBRACE

TN: Opposed

Strain: 2

Speed: 0

Duration: 1/round

Mantis pinch uses pressure points to disrupt an opponent's *ch'i* and weaken the body as a whole. *The serpent's embrace* uses those nerve junctions to cause a foe's muscles to constrict uncontrollably, immobilizing a limb.

Your fu fighter must make a successful attack against a human opponent's arm or leg, taking into account the usual modifier for a called shot. If he hits, immediately make an opposed roll of your hero's *ch'i* against your opponent's *Vigor*. If your martial artist wins, the limb goes numb and the victim can't use it for as long as your hero maintains *the serpent's embrace*.

This power has no effect on undead or any non-human creature, natural or otherwise. Their pressure points either don't work (in the case of the undead), or are different enough that your hero lacks enough knowledge of them to make the power work.

Finally, a victim can suffer only a single *serpent's embrace* at a time.



THE SLITHERING EEL

TN: 7

Strain: 2

Speed: 1

Duration: 1/round

Your hero can wrap a rope or other flexible cord around an opponent so that it entangles him. She can use just about anything from a belt to thick, shipping rope, but she needs at least 3' to bind up a single opponent.

She doesn't tie it up or anything, but runs up to a foe and uses her superior speed and manipulation abilities to wrap him up tightly.

If the attack hits, her opponent is entangled in the rope and incapable of attacking or using any skill which requires the use of his arms or legs. This lasts until he takes an action to free himself of the rope.

At that point, make an opposed roll, your hero's *ch'i* versus the foe's *Nimbleness*. If he wins, he wriggles free.

If she has enough rope and her opponents are within 3' or so of each other, she can entangle more than one with this power. Your hero can catch one goon for every success and raise she gets on her *ch'i* power to activate the *slithering eel*.

If your hero stops maintaining the power the victims free themselves automatically.

SMOKE PARTS FOR IRON

TN: 9

Strain: 3

Speed: 2

Duration: 2/round

All the fu in the world is useless if your hero's enemy can only be hurt by magic. Well, all the fu except for *smoke parts for iron*. This handy power lets the martial artist channel his *ch'i* right to his fists and feet, making them, in effect, magical weapons.

As long as he maintains *smoke parts for iron*, he can affect beings normally immune to physical damage with his bare-handed (and -footed) attacks. If his opponent requires some special act or weapon to put it down for good, his pummeling *won't* send it to Boot Hill, although he may be able to temporarily

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drive it away or even pound it senseless. In other words, if your martial artist is facing a hangin' judge, he might chase it off, but don't expect to beat it to death!

Also, be warned that some creatures are immune to even magical attacks and only a very specific weakness can cause them harm. Apparitions are a good example of this, so don't go trying to start a fist fight with a ghost! As a rule of thumb, if *soul blast* affects the creature, *smoke parts for iron* does as well.

While your fu fighter can't use weapons with this power, he can combine it with martial arts maneuvers or other *ch'i* powers, like *fury fans the flame* or *ten-foot punch*.

STEP BACK TO WARD OFF MONKEY

TN: 5

Strain: 2

Speed: 1

Duration: 1/round

Step back to ward off monkey is useful when your hero is being shot at, or when deadly objects are being chucked in his direction. It's a series of maneuvers which confuse the human eye, causing it to misjudge his location.

Once activated, the Target Numbers of all of his opponents' ranged attacks are increased by +2 for each success and raise your martial artist got on his *ch'i* roll to activate the power. This even includes magical attacks that require an attack roll to hit the target, like *soul blast* or *bolts o' doom*.

TEN-FOOT PUNCH

TN: 7

Strain: 3

Speed: 1

Duration: 2/round

Your hero's kung fu is so powerful she can beat on an opponent many feet away from you. With *ten-foot punch*, she can use her *fightin': martial arts*

aptitude to attack opponents who are outside of normal hand-to-hand range—which can be pretty handy since so many folks in the Weird West are packing six-shooters!

The exact distance at which she can perform this feat depends on her *ch'i* roll. Her attacks affect targets up to 10 yards away for each success and raise she receives on her *ch'i* roll.

She can only use bare-handed (or bare-footed) attacks with this power, although she can couple it with other powers like *devastating ape strike* or *fury fans the flame*.

THUNDER STRUMS THE PIPA

TN: 5

Strain: 1

Speed: 0

Duration: Instant

When your hero strikes an opponent in hand-to-hand combat, he may use this power instead of causing normal damage. This allows him to land a flurry of lightning-fast blows designed to sap his opponent's strength.

Roll normal brawling damage for your martial artist—including the bonus 1d6—but for every success and raise your hero gets on the *ch'i* roll to activate this power, add +1d4. Your opponent then rolls a *Vigor* check against that total and takes Wind equal to the amount by which she fails, if any.

She must also make a *Vigor* roll against a Fair (5) TN, +2 for every raise your martial artist got on his *ch'i* roll. If she fails, she's stunned and can't take any action until she recovers by rolling against that same TN.

TIGER SHAKES ITS MANE

TN: 7

Strain: 2

Speed: 1

Duration: 1/round

Your hero has learned to manipulate the flow of *ch'i* energy through her body, allowing her to shake off the

effects of pain and shock easier than regular folk. Whenever she is stunned, she may take an action to activate this power and automatically shake it off without making a *Vigor* roll.

As long as she maintains *tiger shakes its mane*, she may also ignore one level of wound penalties for each success and raise she got on the *ch'i* roll to activate it.

VEINS OF IRON

TN: 5

Strain: 1

Speed: 1

Duration: 1/round

Through his mastery of his *ch'i* and his own physical body, your martial artist is able to weather physical abuse better than the average cowpoke. He can't actually avoid wounds with *veins of iron*, but he can minimize the short term effects.

While this power is active, your hero can subtract 5 Wind for each success and raise he gets on his *ch'i* roll from any he suffers from wounds or the like. He still loses Wind normally from picking up the pace or severe weather conditions, and so forth.

And yes, this does make him one bad dude in a regular brawl!

VENGEANCE OF ANGRY MONKEY

TN: 5

Strain: 1

Speed: 0

Duration: Instant

Your hero has learned to mimic the vicious attack of an enraged monkey; however, instead of hurling merely fruit or, uh, other things, she can turn nearly any small item into a deadly missile.

The missile does her *Strength*, plus 1d6 damage for every success and raise she gets on her *ch'i* roll.

To hit, she uses her *fightin': martial arts*, but based on her *Deftness* Trait instead of *Nimbleness*. It has a Range Increment of 5 and a maximum range of five times her *ch'i*.

She can slap, headbutt, kick, or otherwise chuck the item at her foe; she's not limited to simply throwing it. The chosen item can weigh more than 5 lb. for each level of her *ch'i* Aptitude.

VENOM PUNCH

TN: Opposed

Strain: 3

Speed: 1

Duration: Special

This power gives an opponent something to remember your hero by—and not fondly. When your hero punches an opponent with his bare hand (or, if he prefers, kicks her with his bare foot), he may introduce a small amount of his own *ch'i* energy into her system. His *ch'i* acts as an irritant, in effect becoming a poison that causes increasing harm to his victim over a period of time.

Your hero must spend an action concentrating his *ch'i* before attempting to use this power. Once activated, the attacking hand or foot crackles with visible chi energy. Use *fightin': martial arts* to hit as usual. For this power to work your hero must be able to penetrate your foe's armor level—if any.

If the attack hits, make an opposed roll of your hero's *ch'i* versus his foe's *Vigor*. If he wins, he does his normal martial arts damage. However, she also takes an additional 2d6 to the guts as his *ch'i* energy begins to invade her system. The *ch'i* energy continues to burn in his foe's guts for an additional round for each success and raise he received on the opposed roll.

As it lingers, it grow in intensity, gaining a die type each successive round. With a simple success, it burns one additional round, doing another 2d8 to her guts; with a raise, it lasts for two additional rounds, causing 2d8 the first round and 2d10 on the second. The maximum die type of damage caused by venom punch is 2d12, but that should be plenty sufficient to take out all but the toughest opponents!

If the attack misses, the chi energy dissipates and is lost. Your martial artist must spend another action to refocus it, but he doesn't lose any Strain. If he loses the opposed roll, though, he does lose the Strain, even though his opponent isn't affected.

Normal western medicine does squat against the effects of a *venom punch*. Even magical healing like *lay on hands* or the *medicine* favor is too slow to cancel a *venom punch*; however, a



character with the *medicine: Chinese traditional* aptitude can stop the effects of a *venom punch* by treating the victim for a round and beating a Hard (9) TN.

WIND BLOWS OVER THE EARTH

TN: 5

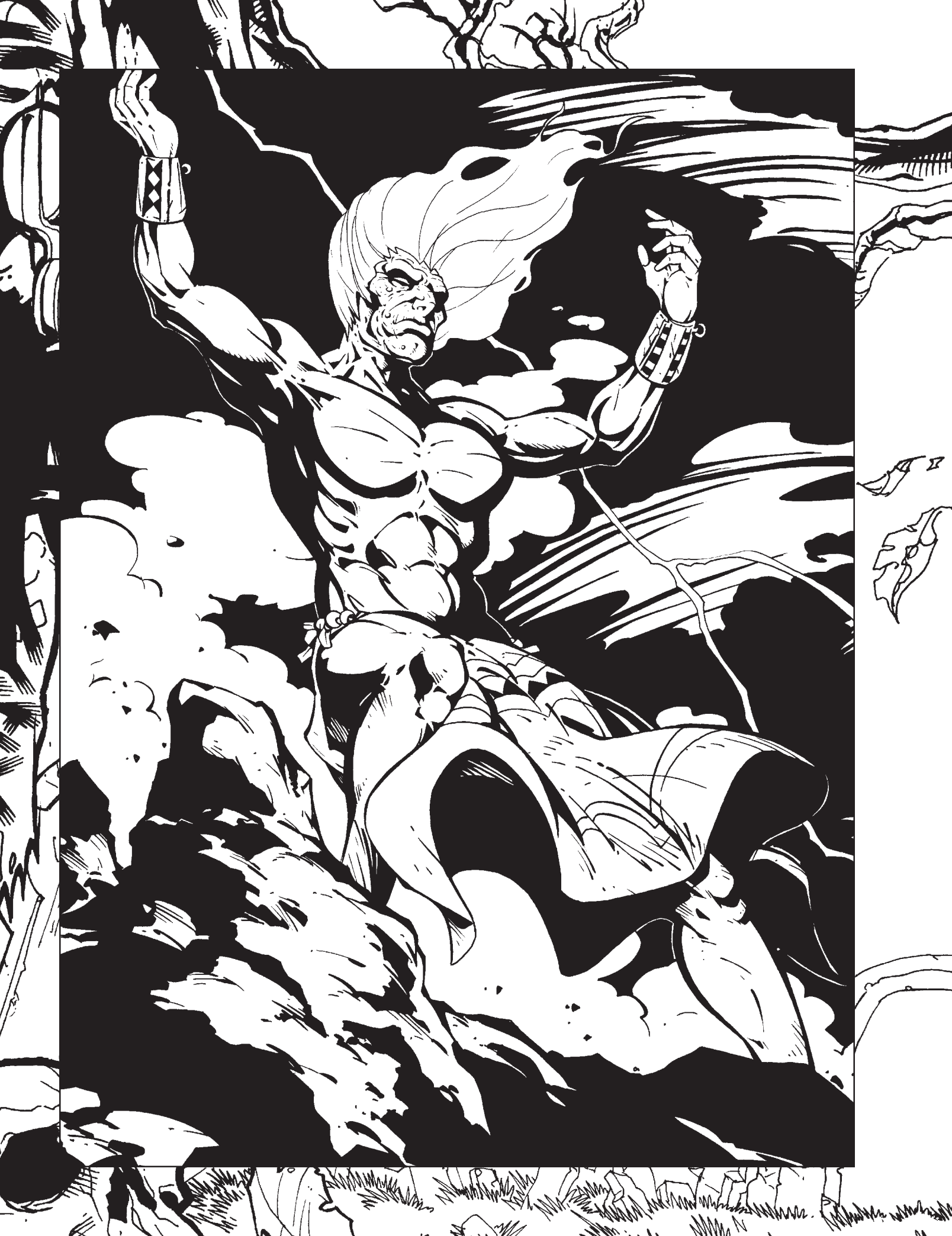
Strain: 1

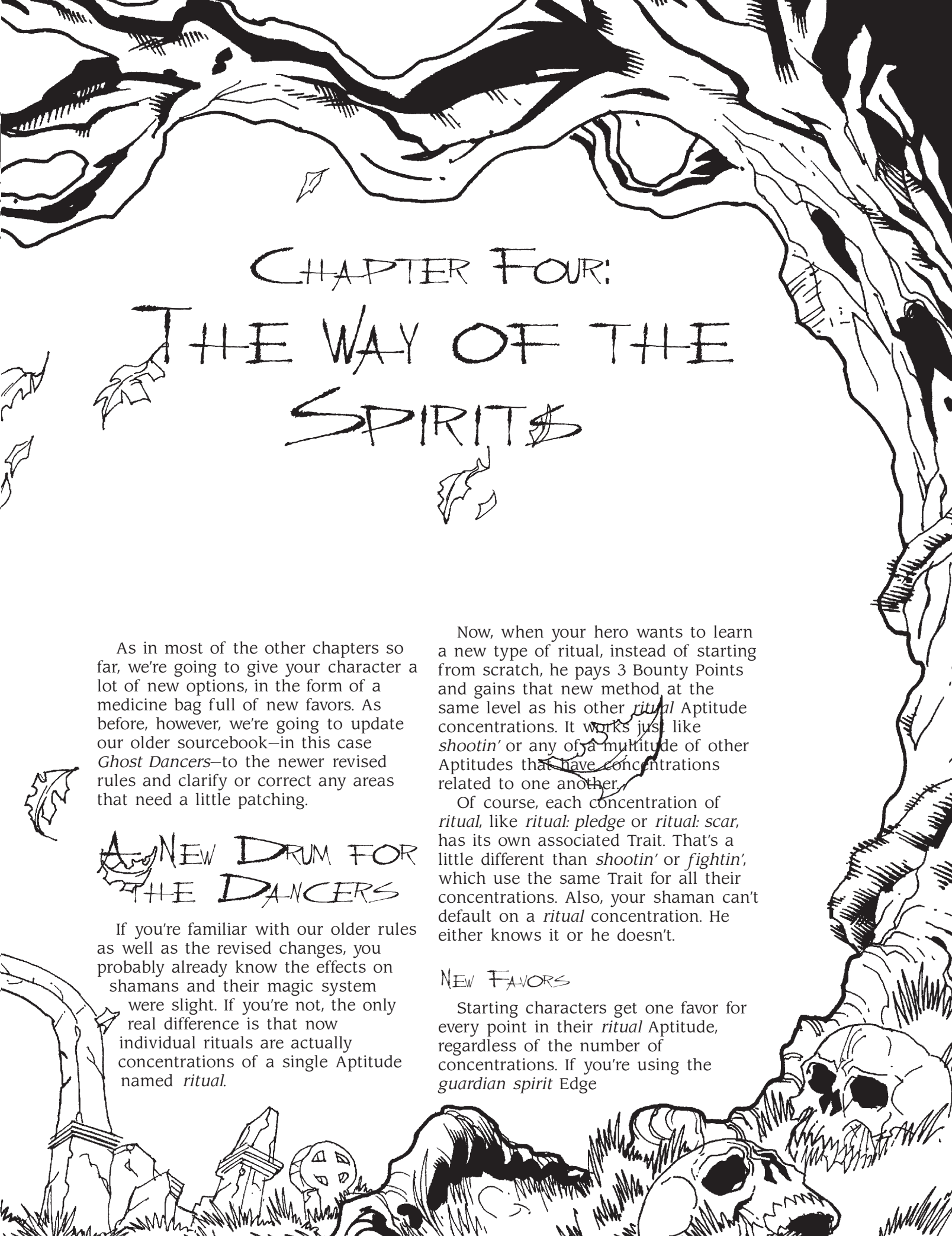
Speed: 0

Duration: Instant

If your hero successfully hits a foe using *fightin': martial arts*, she can elect to throw him a fair distance instead of doing damage to him. For each success and raise scored on her *ch'i* roll, she can throw your opponent three yards. Unless she throws her opponent off a cliff or into a pit of alligators, he doesn't suffer any damage. He does take 1d6 Wind for each success and raise she got on the *ch'i* roll.

He's also knocked down and must make a stun check against a Fair (5) TN +2 for each raise your hero got on her *ch'i* roll.





CHAPTER FOUR: THE WAY OF THE SPIRITS

As in most of the other chapters so far, we're going to give your character a lot of new options, in the form of a medicine bag full of new favors. As before, however, we're going to update our older sourcebook—in this case *Ghost Dancers*—to the newer revised rules and clarify or correct any areas that need a little patching.

A NEW DRUM FOR THE DANCERS

If you're familiar with our older rules as well as the revised changes, you probably already know the effects on shamans and their magic system

were slight. If you're not, the only real difference is that now individual rituals are actually concentrations of a single Aptitude named *ritual*.

Now, when your hero wants to learn a new type of ritual, instead of starting from scratch, he pays 3 Bounty Points and gains that new method at the same level as his other *ritual* Aptitude concentrations. It works just like *shootin'* or any of a multitude of other Aptitudes that have concentrations related to one another.

Of course, each concentration of *ritual*, like *ritual: pledge* or *ritual: scar*, has its own associated Trait. That's a little different than *shootin'* or *fightin'*, which use the same Trait for all their concentrations. Also, your shaman can't default on a *ritual* concentration. He either knows it or he doesn't.

NEW FAVORS

Starting characters get one favor for every point in their *ritual* Aptitude, regardless of the number of concentrations. If you're using the *guardian spirit* Edge

from *Ghost Dancers*, your character can also learn an additional one for every point she has in that Edge. The rules still apply for bonus favors for choosing them from your *guardian spirit's* favored medicine way.

Learning new favors is a bit simpler. Now, if your shaman wants a new favor, she has to pay 5 Bounty Points. That's it. Don't worry about trying to raise the *ritual* Aptitude to gain a new favor, just pay the cost and pick a new one.

It's possible the Marshal may want you to pay an extra 2 Bounty Points for an *unfavored* medicine way under this system, but that's his choice. He may also require your hero to find a teacher—either another shaman or a spirit—but that's his option.

GUARDIAN SPIRITS

Looks like a coyote spirit got loose in **Chapter Four: Guardian Spirits!** Luckily, he didn't stay long.

The **Special Abilities** paragraph in that chapter should read:

"Special Abilities: Guardian spirits can also impart special abilities with the expenditure of a Fate Chip, as if they were a special kind of knack. These abilities are revealed as more points are put into the Edge: a 1-point *guardian spirit* only imparts the first ability listed, a 3-point *guardian spirit* imparts the first two, and a 5-point *guardian spirit* grants access to the first three abilities. The Legend Chip ability of the *guardian spirit* can be used at any level, but the Edge may never be increased above level 5. You can always use a higher chip for a lower ability."

The maximum value (and level) for the *guardian spirit* Edge is always 5 points.

SPECIFIC FAVORS

A couple of favors from *Ghost Dancers* need a little clarification, so let's take care of those right quick.

Earth speak lists a Duration of "Concentration." This favor works like the hex *shadow man* in this respect. The shaman can use *trackin'* and still maintain this favor. Any other actions, except simple ones, end the favor. This is an exception to the usual rule.

Wilderness walk works just like *earth speak* but with *sneak* instead.

Spirit guide's Appeasement Cost depends on what the shaman is seeking in the Hunting Grounds.

SPIRIT GUIDE

Target Sought	Appeasement
A general type of spirit	1
Portal known to the shaman	2
Specific spirit or portal not known to shaman	5
A particular spirit relic, a godlike spirit	7

Also, the *spirit guide* power no longer allows a shaman to contact another through her dreams. The shaman must now use the favor *dream walk* (a new one introduced in this chapter) to do so.

Spirit weapon lists its Duration as "Concentration or the duration of the trip in the Hunting Grounds." That can make it a little tough for a shaman to wield the weapon herself. Now, the favor lasts for the duration of the shaman's trip to the Hunting Grounds, or, if she's remaining in the physical world, the Duration is "Concentration or 1 Wind/round."

NEW GUARDIAN SPIRITS

We first introduced the Edge *guardian spirit* in our *Ghost Dancers* sourcebook. We'll give you the short version of how these work in case you don't have access to that fine tome, but you can find out more about this Edge there.

A *guardian spirit* is an Edge worth 1 to 5 points. For each point in the *guardian spirit* your hero may store 1 Appeasement point for later use. These points don't automatically refill when expended. Your hero must perform rituals as normal to replenish them.

Guardian spirits are associated with one or more medicine ways (or groups of favors). When your shaman uses his *guardian spirit's* Appeasement points for its favored medicine way(s), they count double. For this purpose, you can track half-points.

Guardian spirits also impart special abilities. See the previous section, **Guardian Spirits** for details.

When creating your character, you can select one additional favor for every point in your *guardian spirit* Edge—or two favors from the spirit's associated medicine way.

Finally, *guardian spirits* have specific oaths that any hero choosing them is required to live by. If your shaman breaks his spirit's oath, he must make a Hard (9) *faith* roll or lose 1 point in the *guardian spirit* Edge.

THE GUARDIAN SPIRITS

BUTTERFLY

Associated Medicine: Trickster

This spirit embodies elusiveness and agility. Warriors seek to gain its favor to help them dodge their enemies' attacks. Some Southwestern tribes even teach that man and all the other animals were made by the Great Butterfly.

White: The spirit grants your hero the *misdirect* favor. This costs him no Appeasement points.

Red: Butterfly grants the *confusion* favor, with an Appeasement point value equal to the number of points currently stored in the *guardian spirit*.

Blue: Cancels a ranged attack made on a target within 10 yards of your hero that requires the attacker to make an Aptitude roll to actually strike the target. Guns, bows, thrown weapons and even some spells fall under this description. You can spend the chip *after* the attacker has already made her roll.

Legend: On a successful Hard (9) *Spirit* roll, increase your hero's *guardian spirit* Edge by 1.

Oath: When given a choice between a peaceful resolution and fighting, your shaman must always choose peace. Your hero must always try to avoid confrontation rather than seek it when solving her problems.

DOG

Associated Medicine: Earth

Dog holds an odd place among Indian cultures. Its namesake is a beast of burden, guardian, and hunter—but occasionally a source of food. As a spirit it is a protector and helpmate to the tribe, perhaps not as fierce in battle as Wolf, but more reliable and trustworthy as a defender.



White: Your shaman can cancel the effects of a failed surprise roll by spending a white Fate Chip.

Red: The spirit grants your hero the *earth speak* favor with an Appeasement point value equal to the points currently stored in the *guardian spirit*. No points are spent; this is just to determine the favor's effects.

Blue: Automatically and instantly replace all your shaman's lost Wind. This won't take your hero above his starting total.

Legend: On a successful Hard (9) *Spirit* roll, increase your hero's *guardian spirit* Edge by 1.

Oath: Your shaman must always obey the dictates of his tribe. All Indians with a Dog *guardian spirit* are *loyal*. If your hero no longer has a tribe for some reason, he bows to the wishes of whatever leader or group to which he has attached himself. Dog is not a leader.

THUNDERBIRD

Associated Medicine: Visionseeking and war

Thunderbirds are powerful spirits and protectors of the Hunting Grounds. They're also the protectors of humanity. In recent years, more and more braves are being accepted by younger spirits of this sort. The oldest, wisest shamans among the tribes aren't sure what this means, but fear it foretells humanity faces a terrible battle in the times ahead.

The Thunderbird *guardian spirit* Edge costs twice as much as a normal *guardian spirit*. For example, it costs 6 points to buy a 3-point Thunderbird *spirit*. Due to the power and respect these spirits command, your hero receives a +2 to all social rolls toward any shaman who knows your hero's *guardian spirit* is a Thunderbird.

White: The spirit grants the *cleanse portal* favor to your shaman.

Red: The Thunderbird grants your hero the *lightning strike* favor. The Appeasement point value of the favor

is equal to the points currently stored in the *guardian spirit*. No Appeasement points are spent; they merely determine the power of the favor. If your hero's *guardian spirit* has less than 2 Appeasement stored, you cannot use this ability.

Blue: Automatically refill the *guardian spirit's* Appeasement point pool.

Legend: On a successful Hard (9) *Spirit* roll, increase the *guardian spirit* Edge by 1.

Oath: Thunderbirds aren't known for subtlety, neither are the shamans they accept. Your hero must choose the direct solution to any problem. He must never avoid fighting an abomination or manitou, even involuntarily (as in failing a *guts* check and fleeing).

NEW FAVORS

We've organized these new favors into *medicine ways*, just like in *Ghost Dancers*. If you're not using that supplement or *guardian spirits*, don't worry too much about the divisions. We've provided a brief description at the beginning of each medicine way to help you choose favors that best fit your shaman's motivations and background, but there is no game effect otherwise.

Favors have three entries in addition to the actual description of the effect.

Appeasement is the minimum number of Appeasement points it takes to garner the favor.

Duration is how long the favor lasts.

Range is the distance at which the favor takes place or the "reach" of the shaman, depending on the favor. As with huckster magic, the shaman must be able to see his target to affect, unless otherwise noted in the favor's description.

BLESSING MEDICINE

This medicine way is concerned with luck, chance, and overall success. Gambling and material wealth are important to some tribes, but blessing medicine is more far reaching than simply fixing a game of chance.

BREATH OF THE SPIRITS

Appeasement: 1

Duration: Instant

Range: 5 yards/Appeasement

This favor grants your shaman the ability to help himself and other characters recover from exhaustion, flesh wounds, and the like. This is a very valuable favor for war parties.

Breath of the spirits restores 1d6 Wind to the shaman or any other individual within the favor's range. For each Appeasement point he spends beyond the minimum, he can allow recovery of another 1d6 Wind. Your hero can give this to the same character or to another within range, but he must allot all the dice before rolling.

No character can go above her starting Wind through this favor.

SACRED GROUND

Appeasement: 20

Duration: Permanent

Range: Touch

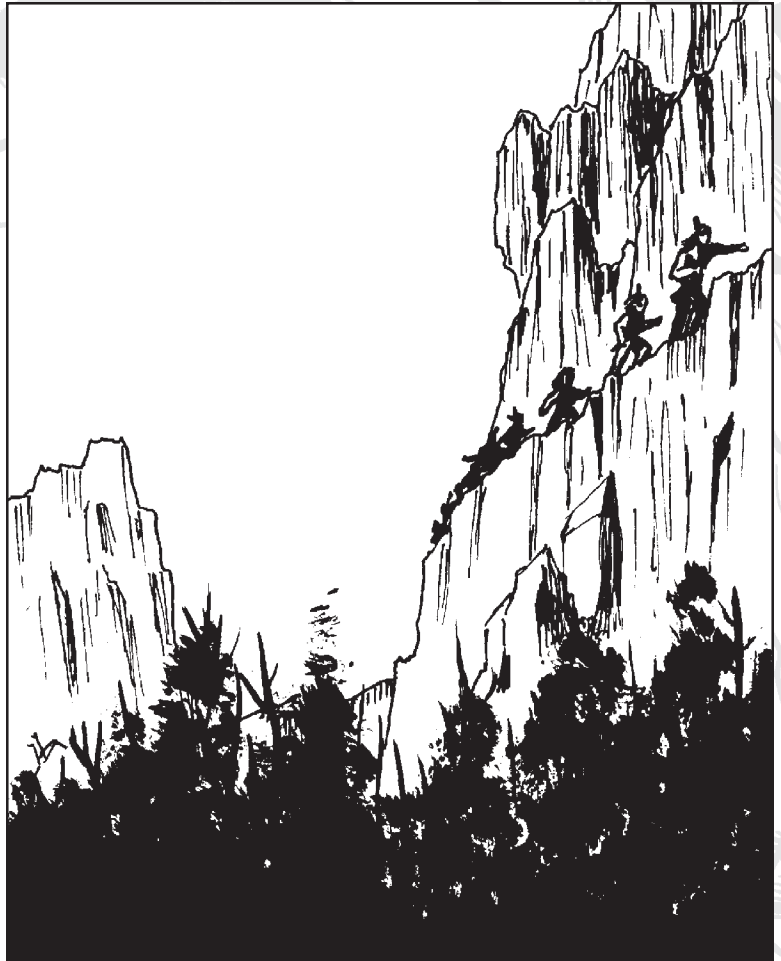
Just as Catholics have cathedrals or Jews have temples, certain places are holy to Indians. Some sacred ground is holy because it has always been so, but other sites, like burial grounds or sweat lodges, are made that way through ritual and appeasement of the spirits.

Sacred ground blesses a site for a tribe. This favor consecrates an area with a radius of 1' per Appeasement point spent to the spirits.

Any manitou or abomination attempting to enter an area cleansed by *sacred ground*, must make an Onerous (7) *Spirit* roll, or be blocked at the edge. This TN increases by +2 for every additional 4 Appeasement points spent when your shaman requests the favor.

Even if the creature succeeds in its spirit roll, all its Trait and Aptitude rolls while on the *sacred ground* receive a penalty equal to the *faith* Aptitude of your shaman (assuming your hero was granted the favor).

The high cost of this favor virtually guarantees only a lengthy ordeal can provide a shaman the necessary Appeasement, so it's only requested for truly special locations. In other words, your hero probably shouldn't be using it to protect his nightly campsite!



TURTLE'S GIFT

Appeasement: 10

Duration: 1 year

Range: Self

Among many tribes, Turtle is revered for his long life and his blessing is sought to grant longevity.

When your shaman is granted this favor, she must make a Hard (9) *Spirit* roll. If she succeeds, she ages at half the normal rate for the next year.

She may gain the benefits of *Turtle's gift* only once a year.

EARTH MEDICINE

This medicine way calls upon the favors of nature spirits. Virtually all of creation has an associated spirit: wind, fire, rain, animals, and even the ground itself. This is the most common medicine way followed by tribal shamans as it best allows them to provide for and protect their people.

NATURE'S WRATH

Appeasement: 2

Duration: 6 rounds

Range: 10 yards/Appeasement

With this favor, your shaman calls on the spirits of the earth and any nearby plants to hinder his enemies. Grass, vines, even dirt and mud wrap the victims' legs slowing or even stopping them fast. The spirits hinder anyone, except the shaman, who enters the area of the favor!

Nature's wrath affects a circular area five yards across for every Appeasement point spent. A creature in or entering that area must make a Fair (5) *Strength* roll or be stuck fast. It can try the roll again on each of its actions. Additional Appeasement points do *not* increase the TN to break free.

Even if it makes the *Strength* roll, it has its Pace reduced by 2. Every Appeasement point above the minimum lowers its Pace by another 2 points. A creature with 0 Pace is stuck fast for the duration.

REMEDY

Appeasement: Varies

Duration: Instant

Range: Touch

The favor *heal* treats wounds on the body but not all dangers to a hero's health are visible. *Remedy* treats poisons and disease, invisible foes that can fell the mightiest warrior.

The Appeasement cost depends on the type of poison or disease being treated and is shown on the table below.



Poison or Disease	Appeasement
Normal disease (smallpox, cholera) or infection	4
Normal poison	5
Supernatural poison or disease	7

SECRET PATHS

Appeasement: 2

Duration: 1 day

Range: 10 yards

The spirits know the easiest paths to follow through the wilderness, and, if your shaman requests this favor, they can show him as well. *Secret paths* lets your hero move twice or more the normal distance in a day's travel on foot.

He can cover 20 miles with no difficulty at all. For every 10 miles above that he wants to travel, he must make a Fair (5) *Vigor* roll. Each check after the first is at a cumulative -2 penalty, to a maximum of -6. The most distance your shaman can cover in a day with *secret paths* is 70 miles.

For every Appeasement point after the first, your hero can allow another character to gain the benefits of *secret paths*, but she has to make her own *Vigor* rolls to move the extra distance.

Finally, this favor has no effect on mounted riders, gadgets like steam wagons, or autogyros, only on braves moving with the old heel-toe express.

This is a favorite magic of raiding parties, letting them strike deep into their foes' territory.



SHOW THE PATH

Appeasement: 1

Duration: 6 hours

Range: Touch

A pathfinder in the wilderness is a great help when moving from place to place, but only if she leaves a trail your hero can see. And when she does, your shaman always has to worry that one of his enemies might find it as well.

Show the path allows the shaman to follow the subject unerringly for the duration of the favor. Conversely, if your hero is the most woodswise member of the war party, she can cast the favor on herself and grant another member of the group the ability to see the magical trail she leaves.

Casting this on an unwilling or unknowing subject requires your hero to beat the target in an opposed test of *Spirit* or the favor fails.

Anyone with the ability to see magical auras—like through *hex sense*, a Knack, or other ability—can also see the trail left by this favor.

GHOST MEDICINE

Ghost medicine is often called witchcraft or sorcery among the tribes. These favors are most often the tools of evil magicians and shaman usually stay far from them.

Each ghost medicine favor a shaman knows increases her *Grit* by one, but only for the purpose of returning Harrowed. If she does come back from the dead, the manitou automatically has Dominion and the shaman must win an opposed *Spirit* roll against the manitou or be cast out of her own body forever.

BLOOD OATH

Appeasement: Varies

Duration: Varies

Range: Touch

This favor compels a brave to follow his word—or suffer dire consequences.

Your shaman must have the cooperation of the subject to make use of this favor. She's got some leeway as to how she goes about getting that: a friendly request, coercion, bribery, even outright abuse. All that matters is the subject agrees to accept the *blood oath*.

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The subject makes her promise and seals it by cutting her own hand or other body part for at least one wound level, so as to spill the blood necessary to seal the pact.

Now, your shaman must spend Appeasement points equal to the target's *Spirit* die type. This gives the favor a duration of a single week. Each Appeasement spent above that amount doubles the duration. So, with 2 additional points, the favor lasts 4 weeks; with 4 additional, it lasts 16 months, and so on.

Each time during the duration of the *blood oath* the subject breaks her promise, both her *Spirit* and *Vigor* die types drop a level. The only way to regain the lost die types is for her to either redress the transgression (if possible) or wait for the favor to expire.

Your shaman must be careful on the wording of the promise, as *blood oath*, unlike the *word o' honor* miracle, holds the subject to the letter, not the spirit of the pledge.

DEVIL'S DANCE

Appeasement: 1

Duration: 4 rounds

Range: 5 yards

Hucksters insist on consorting with manitous to work their hexes. When it comes to gaining the attention of spirits—even manitous—shamans are undeniably experts. This favor helps a huckster attract more manitous with which to work her hexes—more than she would care for.

This favor targets a single huckster and, for its duration, forces the character to draw an extra card each time she successfully casts a hex. This extra card can't be used to form a better hand, however; it only increases the huckster's chance of getting backlash by drawing the black Joker.

Each Appeasement point beyond the first adds an additional card to the draw for backlash.

SUMMON SERPENT

Appeasement: 2

Duration: 6 rounds

Range: Touch

Ghost magic sorcerers are masters of shapechanging. Usually, they shift their own forms, but *summon serpent* lets them turn a simple piece of wood into a deadly animal.

This favor transforms a normal stick, at least 1' long, into a rattler—no, not that kind, a rattlesnake! The snake follows the shaman's orders exactly and won't attack him, which is a good thing, since it changes into a snake in his grasp!

Every Appeasement point beyond the minimum allows him to transform an additional stick, assuming he has enough wood on hand.

The Marshal has the details on a rattler's profile and its poison in the *Marshal's Handbook* rulebook.

TRICKSTER MEDICINE

This is the medicine of confusion and illusion. Many claim the trickster spirits use their magic to teach and illustrate, but they've probably never had one of those spirits play a prank on them.

COYOTE'S LAUGH

Appeasement: 2

Duration: 1 round

Range: Self

There's nothing Coyote likes better than a good practical joke—unless it's a practical joke at a foe's expense!

When a shaman is granted this favor, she causes all around her to falter and stumble in their actions for a moment and then all try to act at once.

In game terms, *coyote's laugh* takes effect the round after your shaman is granted the favor. In that round, no one in the combat can act before your hero's highest Action Card. If a

character has a higher card he has to put it up his sleeve. He can only have a single card up his sleeve, so if he already has one there, or has more than one higher than your hero's card, he has to discard the extras when those cards are called.

Even if your shaman has a card up her sleeve going into the round, even he can't take an action before his highest card drawn for that round.

The one exception to this is if another character draws the red Joker. In that case, she can act normally.

When your shaman's card comes up, everyone with a card up their sleeve as a result of *coyote's laugh* (or otherwise) may act. Of course, this may mean a whole passel of braves are trying to go at the same time, so a contest of *Quickness* should be rolled.

The trickster spirits have a twisted sense of humor, so request this favor with caution. If she draws the red Joker, the favor is canceled and she must discard the Joker (although he does get a draw from the Fate Pot). If she draws the black Joker, however, while he suffers the full effects of it, everyone who drew more than a single Action Card this turn must discard their highest. Cards up the sleeve are unaffected.

MISDIRECT

Appeasement: 1

Duration: 4 rounds

Range: Touch

This favor calls upon the trickster spirits to distract, divert, or annoy an opponent's aim in combat. A glint of sunlight, a heat wave, a barely glimpsed movement in the corner of an eye—all of these are fair game for the spirits.

Each Appeasement point applied to this favor causes an opponent's targeting the recipient with a ranged attack to suffer a -1 penalty to their rolls.

TRUTH OF THE CROW

Appeasement: 1

Duration: 6 rounds

Range: 5 yards

It takes a foolish man to lie to the best liars in the Hunting Grounds. This favor asks for the trickster spirit's assistance in finding the truth.

However, in true trickster fashion, the spirits don't give a forthright answer. Instead, they cause each lie to make a terrible and bitter taste in the subject's mouth. *Truth of the crow* targets a single character.

Your shaman may make an opposed roll of her *Cognition* versus the subject's *Vigor* to catch the telltale pucker or grimace caused by the horrid taste. This favor doesn't give your hero the truth, but it is good for a laugh while she's looking!

VISIONSEEKING MEDICINE

This medicine way is devoted to dealing with the spirits and their homeland, the Hunting Grounds. Space prevents us from addressing all the aspects of visionseeking medicine here, but full details on this medicine way are in *Ghost Dancers*.

DREAM WALK

Appeasement: 2

Duration: 5 minutes

Range: Self

Using his knowledge of the Hunting Grounds, your shaman is able to enter the dreams of others. Distance is no obstacle to this favor.

He has to enter the Hunting Grounds to *dream walk*, either physically, through a portal, or spiritually, with the *vision quest* favor. Once there, he must make an *area knowledge: Hunting Grounds* roll to find the correct person's dreams. This has a TN of 17 (!), so most *dream walking* shamans use a *spirit guide* to assist them (use the cost of a specific spirit for Appeasement).

Your shaman can observe the dream and even speak to the dreamer through the favor, but can't otherwise interact with the dream unless he's physically in the Hunting Grounds. If your shaman is able to interact with the dream, he can warp it to cause the dreamer to suffer from the *night terrors* Hindrance.

If the dreamer is aware of your hero's presence and doesn't want him there, she can attempt to force the shaman from her dreams. This takes an opposed contest of *Spirit*.

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WAR MEDICINE

Although the Indians are great warriors in their own right, a big part of the reason they've been able to hold their own against the white man and his advanced weapons is their allies, the spirits. With the favors in this medicine way, a war party is a fearsome opponent for any military unit!

COURAGE

Appeasement: 1

Duration: 4 hours

Range: Touch

With this favor, your shaman can convince herself or her companions that any day is a good day to die. It's often used by war parties facing terrible odds.

The recipient is immune to *overawe* attempts, gets +2 to all other *guts* checks for the duration and does not have to flee as the result of a failed *guts* check. Each additional Appeasement allows another character to be included in the effects.

There is a drawback, however; the favor breeds foolhardiness. Any time your hero wants to flee or otherwise withdraw, she must make an Onerous (7) *Smarts* roll or stay and fight!

HAWK'S SWIFTNESS

Appeasement: 3

Duration: 1 round

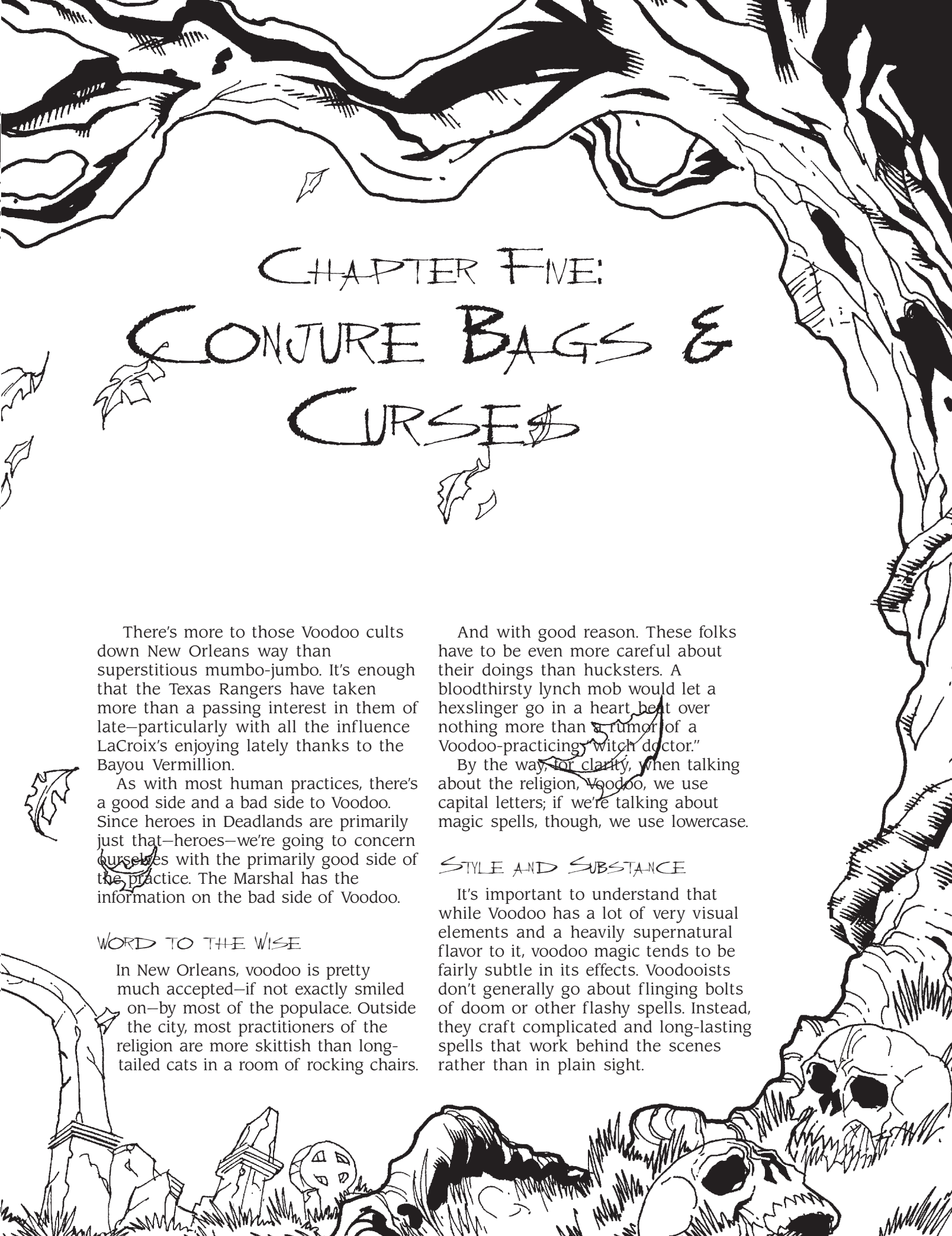
Range: Self

The race isn't *always* to the swift—but that's the safe bet. This favor grants your hero a hawk's swiftness in battle.

Each 3 Appeasement spent gives your hero an extra Action Card at the beginning of the next round after *Quickness* is rolled.

Although there is no limit to the number of extra cards he can receive through this favor, if he goes bust on *Quickness*, he forfeits those as well as his regular draw.





CHAPTER FIVE: CONJURE BAGS & CURSES

There's more to those Voodoo cults down New Orleans way than superstitious mumbo-jumbo. It's enough that the Texas Rangers have taken more than a passing interest in them of late—particularly with all the influence LaCroix's enjoying lately thanks to the Bayou Vermillion.

As with most human practices, there's a good side and a bad side to Voodoo. Since heroes in Deadlands are primarily just that—heroes—we're going to concern ourselves with the primarily good side of the practice. The Marshal has the information on the bad side of Voodoo.

WORD TO THE WISE

In New Orleans, voodoo is pretty much accepted—if not exactly smiled on—by most of the populace. Outside the city, most practitioners of the religion are more skittish than long-tailed cats in a room of rocking chairs.

And with good reason. These folks have to be even more careful about their doings than hucksters. A bloodthirsty lynch mob would let a hexslinger go in a heart beat over nothing more than a rumor of a Voodoo-practicing "witch doctor."

By the way, for clarity, when talking about the religion, Voodoo, we use capital letters; if we're talking about magic spells, though, we use lowercase.

STYLE AND SUBSTANCE

It's important to understand that while Voodoo has a lot of very visual elements and a heavily supernatural flavor to it, voodoo magic tends to be fairly subtle in its effects. Voodooists don't generally go about flinging bolts of doom or other flashy spells. Instead, they craft complicated and long-lasting spells that work behind the scenes rather than in plain sight.

BASIC BELIEFS

Unlike many religions, voodoo doesn't have a strict set of moral guidelines. The general idea is most folks know what's right and what isn't anyway, so cluttering up the religion with a lot of philosophy on it is a waste of time. What voodooists do pay attention to is showing the proper respect to a powerful group of spirits known as loas.

LOAS

Lots of folks tend to think of loas as the gods of voodoo, but that's not quite right, they're actually very powerful spirits. Each has its sphere of influence, and the faithful petition them for aid.

RADA AND PETRO

There are two types of loa—the *rada* and the *petro*. For every *rada* loa, there is a *petro* aspect mirroring its influence, but with a darker, malicious cast.

Rada loas are generally considered the “good” loas, and are the ones voodooists most often pay homage to in their ceremonies.

Petro loas are malevolent and mischievous entities. Even though their magic is more potent, it's considered a bad idea to consort with the *petro* loa—that's the realm of the black magician, or *bokkor*.

THE LOAS

The total number of loas is probably somewhere in the hundreds, but we've listed a few of the more powerful and commonly worshipped below. These are all *rada* loa as well—in case you were wondering.

LEGBA

Legba serves as the interpreter to the other loa. Only through Legba, can the other loa communicate with each

other and human beings. As a result, all rituals and ceremonies first honor Legba, regardless of the practitioner's primary loa.

This loa is also the guardian of gates, fences, roads, and paths. He is known as the Master of Crossroads—and since crossroads are a favorite haunt of spirits and sorcerers in Voodoo, he receives homage from magicians as well.

Although he is represented as a crippled old man dressed in rags, Legba has a terrific strength. Nonetheless, he is often represented by a crutch.

AGWE

Agwe is the patron of the sea, sailors and sailing. Anyone planning a shipboard journey is well advised to pay respects to him. He's also viewed by many Haitians as the patron loa of Haiti, so he's got quite a following in the waters of the Caribbean.

Agwe has a fondness for gunfire. Many ceremonies to him involve a bit of gunfire to honor his desires.

DAMBALLAH-WEDO

Damballah-Wedo, or just plain Damballah, is the snake god of voodoo. Now, most folks north of the border tend to look on snakes as squirmly and creepy, but Damballah is viewed as a benevolent spirit by most voodooists. Damballah is one of the most popular of all the loas.

Silver is his color, so he's also the loa people seeking treasure most often consult for aid—maybe that has something to do with his popularity.

OGU

This boisterous loa is the patron of soldiers and war. He is a powerful combatant—and a powerful cusser, too! However, Ogu is depicted as being as skillful as he is strong. Believers seeking aid in battle often petition Ogu for assistance.

Few things please Ogu more than a chance to prove his toughness and ability. Ceremonies to him often include tests of will and strength. It's not unheard of for chuals to burn themselves to prove their toughness.

Loco

Contrary to what his name might indicate to the average cowpoke, Loco is the patron of plants. He's also the loa responsible for healing the sick and injured and that makes him a right popular fellow!

Loco is a cautious sort, not given to snap decisions or rushing into a situation. Because his power is more subtle than some, Loco's following isn't as large as many of the other loas. That is, until somebody gets hurt!

EZILI-FREDA-DA-HOMEY

This loa is the patroness of feminine beauty, grace, and love. Her name is usually shortened to simply Ezili. She is flirtatious and passes her favor often seemingly according only to whim.

Ezili loves the company of men, and has romanced many of the male loa.

BARON SAMEDI

The Baron is a member of the Guédé, the group of loa responsible for the underworld and darker side of life. The Baron is a member of a trio of spirits. These three, Baron Samedi, Baron-la-Croix (not the owner of Bayou Vermillion!), and Guédé-nibo, are so closely united, it's difficult to tell if they are three separate spirits or just different aspects of the same one.

Although his realm is death and the graveyard, the Baron is one of the liveliest of the loa. He's renowned for his black sense of humor and love of celebration.

MOUNTING THE CHUAL

From time to time loas possess, or "mount," their followers, much like a rider mounts a horse. The "mount," or *chual* takes on many aspects of the loa and gains some of the being's power as well. Possession by a loa is a honor to a voodooist, and shows the spirit's favor for the individual.

Usually, this only occurs during secretive ceremonies in the humfor. However, a few voodooists are specially favored by their patrons and can open themselves to the loa outside the

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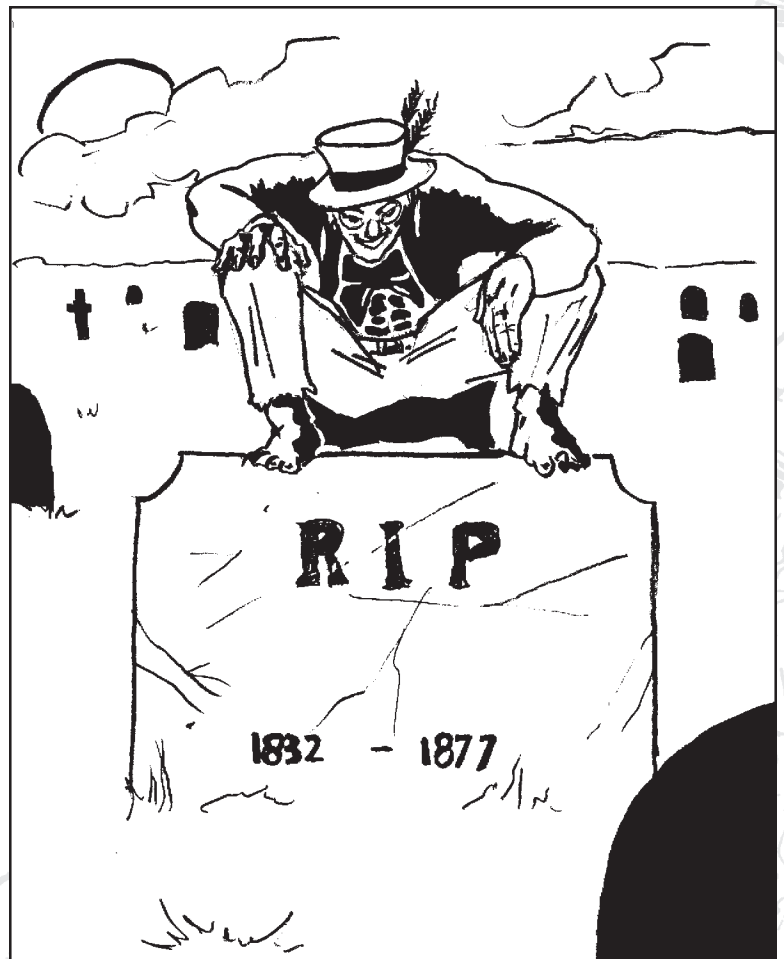
sanctified ground of the humfor.

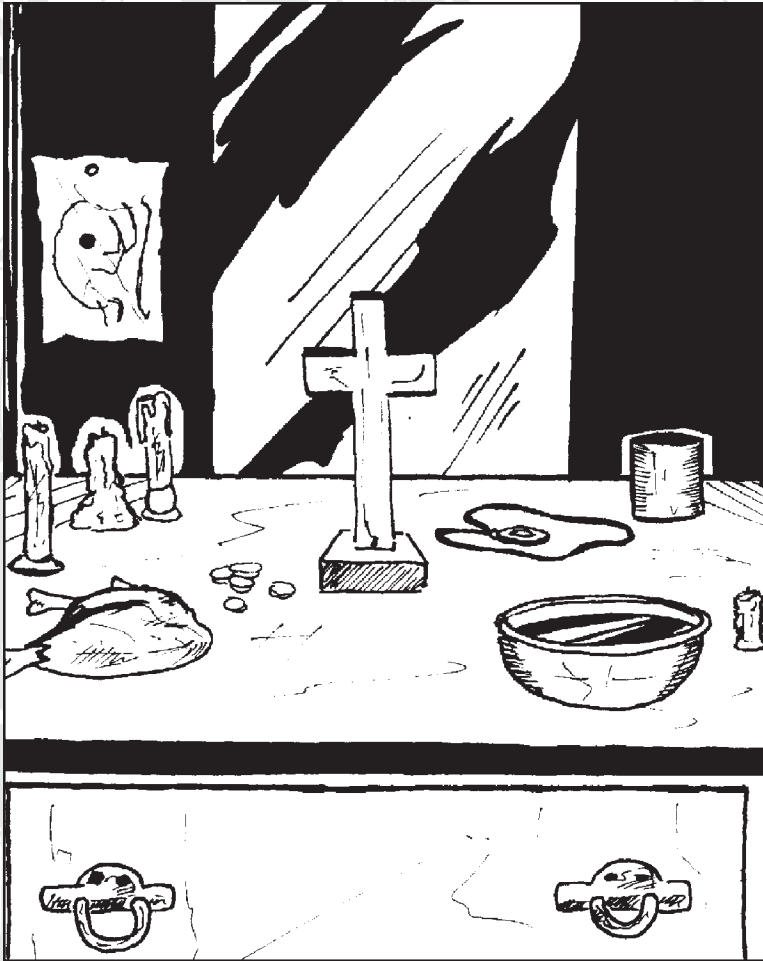
They're often able to take advantage of the power of the loa in a more practical fashion. These folks are called *favored chuals* and you'll find the details on them later.

HOLY GROUND

Just as in many other religions, certain areas are considered to be consecrated ground. These are sanctified to a loa or loas and very important for casting spells. The two types of consecrated ground most often encountered are the humfor and the shrine.

Voodoo holy sites serve as worship and meeting sites, but they also serve as a workplace for conjure doctors and mambos due to the connection to the loas.





role in a congregation as mambos, but hounngans wield just as much magical power.

THE SHRINE

A shrine is a small altar dedicated to a particular loa. It usually contains a variety of ritual objects and sacrifices to the loa. Shrines are often found in the homes of voodooists. Unlike humfors, shrines are dedicated only to a single loa—usually the voodooist's patron.

VOODOO AND THE DEAD

The spirits of the dead, receive special honor in voodoo for a pretty simple reason. Unhappy ghosts tend to make other folks unhappy as well. Voodooists have known this for a long time, but it's especially true lately.

As long as the spirits of the dead are shown proper respect, they tend to not bother the living too much. Voodooist put a lot of stock in proper funerals, wakes, and burials. Send a fellow off right and he's not likely to come back is the general thinking.

Not such a bad idea given the turn of events over the past decade or so.

Many *bokkor* use petro magic to compel the dead to do their bidding. The best known example of this practice is the zombie—an undead slave of a black magician. Such sorcery is as frightening and repulsive to a voodooist as it is to the average cowpoke—maybe even more so!

NEW APTITUDES

CONJURIN'

Associated Trait: Special

This is the Aptitude which practicing voodooists use to make magic. It functions in many ways like a huckster's *hexslingin'* Aptitude.

It's seldom used by itself and works a little differently than normal Aptitudes. Each spell has an associated Trait. When your voodooist casts a spell, she rolls her *conjurin'* Aptitude level, paired with the die type of the Trait with which the spell is associated.

THE HUMFOR

A humfor is holy ground for voodoo ceremonies. You can think of it like a voodoo temple or church, if you'd like. It's a square, or sometimes round, building or hut with a number of shrines to various loas.

A humfor always contains a poteau-mitan, a large pole that serves as sort of a supernatural lightning rod, aiding in the congregation's efforts to contact the loas. A humfor is a kind of "neutral" holy ground—it honors all the loa equally.

Ritual ceremonies are held to pay homage to the loas and petition for their favor. Congregations of the faithful are lead by mambos, or voodoo queens, and hounngans, or voodoo priests. Women hold the preeminent

Note that *conjurin'* is a separate and different Aptitude from *faith: Voodoo*. *Faith: Voodoo* is the belief in the religion's tenets and *conjurin'* is the knowledge to work spells through it.

However, since the working of voodoo magic is directly tied to the religion itself, voodooists must have at least one level in *faith: Voodoo*. Many spells rely, at least in part, on the voodooist's *faith* as well, so your character may want to purchase more than the minimum in that Aptitude as well.

FAITH: VODOO

Associated Trait: Spirit

This is the religion followed by voodooists. It includes a knowledge of the tenets of voodoo as well as the names and spheres of the various loas.

Unlike most other characters with *faith* Aptitudes, voodooists do not gain access to the *protection* miracle. Also, characters with this Aptitude seldom become blessed—instead, they can choose the *arcane background: voodoo* Edge (see below).

A character must have at least 1 level in this Aptitude to select *arcane background: voodoo*.

NEW EDGES

ARCANE BACKGROUND: VODOO

3

Your hero knows the ways and the secrets of Voodoo. Maybe he's a conjure doctor, a houngan, or even a mambo. Whatever her background, she's able to learn voodoo spells as described in the section on them.

Your voodooist must have at least one level in *faith: Voodoo* to take this Edge. Also, since the whole point of this Edge is casting voodoo spells, he's going to need the *conjurin'* Aptitude.

Most folks that know how to work voodoo spells and rituals grew up near New Orleans or in certain areas of the Caribbean. Of course, if you've got a good idea for a character that learned the mysteries of Voodoo another way, talk it over with your Marshal—if he says it's okay, that's fine, too.

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FAVORED CHUAL *

Loa possession is a central part of Voodoo. In ceremonies and rituals, it's a fairly common occurrence—but it usually takes a lot of preparation to perform. Some folks are favorite mounts of a particular loa, however. Possession is almost second nature to these voodooist.

To purchase this Edge, your character must have at least 1 level in *faith: Voodoo*. While your hero doesn't have to have *arcane background: voodoo* to purchase *avored chual*, some abilities are tied to voodoo spells.

The cost of this Edge depends on the voodooist's patron loa.

If your hero's one of these favored mounts (or *chuals*) select a rada loa as his favored patron. From time to time, he can call upon certain aspects of the spirit for aid. This requires not only a *faith: Voodoo* roll, but also the expenditure of a Fate Chip—not unlike a knack. The color of Fate Chip determines what type of assistance the loa grants.

Only the hero's patron loa can be petitioned in this manner.

See the next section, **Calling the Loa**, for all the details on this.

CALLING THE LOA

A *avored chual* may attempt to persuade his patron loa to aid him. When a *avored chual* wants to call his loa to aid him, he must first declare what color of Fate Chip he intends to use.

Next, he spends an action and makes *faith: Voodoo* roll against a Fair (5) TN. If successful, he captures the attention of the spirit and can persuade it to grant a little of its power. Now, the voodooist must spend the chosen Fate Chip to activate the power.

If he fails, he can try again on the next round if he wants. The Fate Chip is not spent until the power is activated.

However, if he goes bust on the *faith* roll, he's captured the attention of a petro loa. He loses the chosen Fate Chip, and, to add injury to insult, he becomes possessed by the loa's petro counterpart.

The possession lasts as long as the original power would have. The Marshal controls the hero for that time, and given the malicious nature of the petro loa, that's plenty of time for mischief! Oh, and by the way, the loa also manifests the chosen power as well—only the petro loa uses it for its own ends.

MOUNT 'EM UP!

Below you'll find the descriptions of the powers each loa conveys on its chual. Like we said above, once the *faith* roll has been made, these work just like *knacks*.

Since the loa is to a degree possessing the voodooist, some aspects of its nature carry over into the chual's behavior. The section on your hero's patron loa tells you exactly what effect this has; often it's fairly obvious or even extreme, so be careful about when your hero uses these abilities.

Unless the description of the power says otherwise, the length of the possession depends on the color of Fate Chip spent to activate it. The table below gives you these default times, but be sure to check the individual ability descriptions as some of them vary greatly from those listed.

MOUNT DURATION

Color of Chip Spent	Time of Possession
White	5 minutes
Red	10 minutes
Blue	30 minutes
Legend	1 hour

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POSSE

Beside each loa is the Bounty Point cost to purchase the *avored chual* Edge for that loa. Remember, a voodooist can only purchase this Edge once and only for her patron loa.

AGWE

3

Agwe is very fond of gunfire—sometimes a little *too* fond. If he has a firearm handy when possessed by Agwe, the chual must make an Onerous (7) *Spirit* roll or fire off a couple of rounds just to hear the sound of them!

Also, a voodooist under Agwe's influence is attracted to large bodies of water. The chual has to make a Hard (9) *Spirit* roll to resist the urge for a quick dip any time he's near a river, lake, or larger body of water.

White: The voodooist gains a +5 bonus to all *trade: seamanship* rolls for one hour per level of his *faith*. During this time, she can detect navigational hazards, such as hidden reefs or cross-currents, by making a Fair (5) *Cognition* check.

Red: For the remainder of the day, she automatically makes all *Cognition* rolls to prevent surprise or detect hidden dangers. This ability lasts until the next sunrise or sunset, whichever comes first.

Blue: All *swimmin'* rolls are automatically successful and the hero gains +2 to his Pace while in the water. Further more, he can also breathe freely underwater for the duration.

Legend: The voodooist can protect a ship and its crew from the worst effects of a storm at sea. The passengers might still get a look at what they had for breakfast that morning the hard way, but the ship won't sink, founder, capsize, or otherwise fall victim to the storm, nor will anyone aboard her be swept overboard or otherwise seriously injured.

BARON SAMEDI

5

Folks under the influence of the good Baron Samedi gain a rather black sense of humor. Although they're quite amiable, they tend to crack somewhat off-color jokes at the most inappropriate times. A voodooist mounted by Baron Samedi gains a 2 point *habit: dark humor* Hindrance.

Additionally, the Baron's presence manifests itself as a palpable sense of death. Anyone near the voodooist during a possession can detect the odor of decay similar to that of a Harrowed on a Fair (5) *Cognition* roll.

Fortunately, the Baron has a fondness for a good time—and a good drink. When mounted, the chual has a hard time passing up a quick swig of the “good stuff.” While he never consumes enough to hamper his abilities, he might hide the graveyard smell with the odor of whiskey!

White: The voodooist can cast the *Heal* spell to heal wounds on a Harrowed character at the normal TNs. The spell dice must still be rolled to determine if the casting is successful. This effect lasts for a single casting of the *Heal* spell.

Red: The voodooist can ask a single yes or no question of the spirit of a recently deceased person. The corpse must be present and not more than 1 day per level of the voodooist's *faith: Voodoo* may have passed since its death. The voodooist may spend more than one chip per spirit.

Blue: Baron Samedi's presence makes the voodooist invisible to walkin' dead and zombies created by black voodoo. The abominations completely ignore the character for as long as he maintains the power. This power requires the voodooist's concentration to maintain, so he may only take simple actions like walking or speaking for the duration. Even with concentration, the effect ends after a period equal to 10 minutes per level of the voodooist's *faith: Voodoo*.

Legend: The voodooist temporarily raises a zombie (actually a walkin' dead)—provided, of course, he has access to a dead body—that remains animate for 1 hour before collapsing back to a more natural state of immobility. The abomination follows the voodooist's commands to the letter, so he must be careful of the wording.

Since zombies are generally associated with *bokkors* and black magics, most voodooists use this ability only in dire emergencies; however, because the effect is only temporary, few followers of the belief view this power as truly evil.

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DAMBALLAH-WEDO

4

A chual being ridden by Damballah-Wedo can't speak for the duration of the possession. She frequently hisses and her tongue occasionally darts out—acting for the most part like a two-legged snake.

As you might guess, most folks find this behavior downright odd. In addition to being unable to speak, the voodooist gets a -2 to all *Mien* based Aptitudes with people. This negative modifier does not apply to anyone with at least 1 level in *faith: Voodoo*—although she still can't communicate with them.

White: The loa guides the mount to a minor hidden or lost treasure. The value is equal to the result of the voodooist's *faith* roll to call the loa in dollars. It takes 10-60 minutes to locate the treasure.

Red: The chual is immune to effects of all poisons—natural, magical, or otherwise. Any poisons injected into or imbibed by the hero during this time are negated. This immunity lasts for a number of minutes equal to the chual's *faith* Aptitude.

Blue: The voodooist becomes sinuous and serpentine in movement. The mount automatically succeeds at all *climbin'* rolls and takes no damage from falls of 30' or less. Also, the mount is able to squeeze her body into spaces as small as 1' in diameter. This effect lasts for 10 minutes per level of the hero's *faith*.

Legend: The voodooist gains a bite attack for (STR) damage, based on *fightin': brawlin'*. Worse yet, her bite is as venomous as a rattlesnake's. Anyone bitten by her must make a Hard (9) *Vigor* roll. Success means the affected location is paralyzed for 1d6 days. Failure results in death in 1d6 hours. A Hard (9) *medicine* roll removes the poison, as long as it occurs before the last half hour. This effect lasts for 1 minute/level of her *faith: Voodoo*. Note that poison is generally useless against

undead and often ineffective against other abominations as well—like anyone would *really* want to bite one of those things anyway!

EZILI-FREDA-DAHONEY 5

In order to attempt to call this loa, the chual, male or female, must be wearing feminine clothing—that means a dress! While that's not much of a concern for her female voodooists, it may cause the males some discomfort.

While possessed by Ezili, her chual all flirt as though they have the *randy* Hindrance. The hero isn't required to follow up on her flirtations, but they may cause no end of trouble later. By the way, Ezili only flirts with men, so if the chual is male, he might have some explaining to do after the loa departs!

White: The voodooist radiates grace and poise. She gains a +5 bonus to all *persuasion* rolls made against men—against women, this bonus is only +2. This bonus is in addition to any from other sources. The bonus lasts for 1 minute for each level of the chual's *faith* Aptitude.

Red: Ezili's presence raises the hero's charisma and charm to supernatural levels. The voodooist's *Mien* is raised by a number of levels equal to her *faith*. This effect lasts for 10 rounds.

Blue: The loa's manifestation is so powerful, any man must make an opposed *Spirit* roll against the chual's *faith* in order to cause her harm. If he loses, he can't cast spells, fire a gun, or otherwise directly attack her. Male Harrowed are affected by this power, but other abominations are not. The effect lasts for 1 round for each level of the voodooist's *faith*.

Legend: By winning an opposed roll of her *Mien* versus a man's *Spirit*, she can make a single, powerful suggestion that is nearly irresistible. Short of outright suicide, the target does nearly anything she suggests. Extremely complex instructions might be misconstrued, so it's probably a good

idea to keep them simple. The suggestion lasts for 10 minutes for every level of her *faith*: *Voodoo* Aptitude. This has no effect on abominations other than Harrowed.

LEGBA 5

Due to the power of the loa, the hero must make an Onerous (7) *Spirit* roll. If he fails, he's thrown into violent convulsions from the force of his power for 1d4 rounds and is unable to act until the seizure passes. After that time, the possession has normal effect.

For the duration of the possession, the voodooist gains a pronounced limp and loses 2 from his Pace.

White: The voodooist is able to communicate in any spoken language. This ability lasts for a number of minutes equal to the chual's *faith* aptitude level.

Red: Legba's presence allows the chual to open any non-magical lock or door. The hero can open one lock a round in this manner and the effect lasts for a number of rounds equal to his *faith* Aptitude.

Blue: The loa boosts the chual's physical strength enormously. The hero's *Strength* is increased by a number of levels equal to his *faith* Aptitude. This effect lasts for 10 rounds.

Legend: The voodooist can exert near complete control over spoken communication between people within an area equal to 5 yards times his *faith*: *Voodoo* Aptitude. He can allow one person to make perfect sense to another and yet be absolutely unintelligible to a third. Or, he can simply turn the entire area into a babbling mass of confusion. However, he cannot change a person's words around or omit a portion of a dialogue; he can only either allow it or not—and the choice must be made before the person speaks.

LOCO 5

Voodooists possessed by Loco display his customary cautiousness. They gain the *cautious* Hindrance for the duration of the possession. Additionally, Loco prefers to heal wounds, not cause them, so a voodooist filled with his presence becomes a 3 point *pacifist*.

White: The voodooist can pass through uncultivated areas without leaving any trail. Plain and simple, the hero is untrackable—even by a Texas Ranger with a pack of Tennessee Blue bloodhounds. This effect lasts for 10 minutes per level of the voodooist's *faith: Voodoo Aptitude*.

Red: By spending a red Fate Chip, the hero is able to heal a single wound level on herself or a comrade. Doing so requires the mounted voodooist to treat the wound for about 1 minute, but at the end of that period, the wound is reduced by 1 level—no roll required. This works on any level of wound up to Critical.

This ability may be used as many times a day as desired (as long as the voodooist spends a red Fate Chip each time), but only once per patient.

Blue: The chual instantly restores all her lost Wind and that of a number of comrades up to her *faith: Voodoo* level.

Legend: Loco's power enables the voodooist to use the *conjure doctor* spell to completely heal all wound levels up to and including Maimed limbs on a target (including herself)—no Aptitude roll necessary. It also cures any normal disease and poison currently in the patient automatically. This ability can also affect supernatural diseases and poisons, but the voodooist must make an Incredible (11) *conjurin'* roll to do so. It has no effect if used on someone who's already kicked the bucket though; the patient must still be alive.

OGU

5

Ogu's presence in a voodooist is evident by his loud and, uhm, colorful language. For the length of the possession, the voodooist suffers from a 2 point *habit: foul language* Hindrance.

Also, the warrior loa has never been one to turn down a good battle. The voodooist under his influence must make a Hard (9) *Spirit* roll to avoid rushing headlong into any real, or even potential, fight.

Finally, Ogu has a fascination with fire. Chuals frequently douse themselves with rum and light it while under his influence; however, he usually controls this minor pyromania—

especially if there are other things to keep his attention—like a good fight!

White: The chual gains a +2 bonus to all rolls in a single *bow, fightin', or shootin'* concentration for the duration of the spell. This bonus applies even if the chual is using an Aptitude by default.

Red: The hero gains Armor 3 versus fire and fire-based attacks for the duration of the spell. During this period, he's also immune to the effects of smoke inhalation.

Blue: The chual can ignore two levels of wound modifiers and gains 1 level of Armor versus all attacks. This effect is cumulative with any Edges or other abilities. The power lasts for 5 rounds for every level of the voodooist's *faith: Voodoo Aptitude*.

Legend: As a blue chip, but all the hero's Corporeal Traits are raised by one die types for a duration of one minute for every level of his *faith: Voodoo Aptitude* as well.

DOIN' THAT VOODOO

STARTING SPELLS

Each voodooist begins with as many voodoo spells as she has levels in the *conjurin'* Aptitude. A voodooist with *conjurin'* 4, for example, starts with four spells. These starting spells cost no extra character points; they're freebies to get your character rolling.

LEARNING NEW SPELLS

After character creation, voodooists can buy any of the spells that follow by spending 5 Bounty Points. These spells are considered common knowledge among practitioners of Voodoo; even if she doesn't know them, your voodooist has seen and heard enough about them to work out the details for herself.

To learn other spells, a voodooist must seek out a teacher. This can be tough in areas outside of the West Indies or southern Louisiana—Voodoo just isn't that widespread!

Once she's found a teacher, she has to spend a week studying. At the end of this time, she spends 5 Bounty Points and she's learned the new spell.

CASTING VODOO SPELLS

To cast a spell, the voodooist simply has to roll her *conjurin'* Aptitude using the appropriate associated Trait and make the TN for the spell. If that sounds too easy, don't worry, there are a few other considerations.

Unlike the hexes of hucksters or blessed miracles, voodoo spells usually require fairly complicated rituals and preparation. It takes effort to set up for a proper gris-gris after all.

Anyone observing a voodooist casting a spell knows something is up—the rituals are pretty darn obvious. However,

using a conjure bag (see below) once it's been prepared is fairly subtle. Most folks won't have any idea something's amiss.

HALLOWED GROUND

Voodoo spells work best when they're cast on the consecrated ground of a humfor or at a shrine. There, the voodooist has an easier time making the connection to the loas on the Hunting Ground.

As long as the spell is cast in a humfor or a shrine, the voodooist gets a +4 bonus to his *conjurin'* roll! That's why most conjure doctors set up a shrine in their place of business.

INGREDIENTS

Most spells also require some pretty odd components and/or monetary outlay. Without these, the spell simply won't work, no matter what the TN. Each spell gives a description of what, if any, special ingredients are needed.

In some, the necessary ingredients are common enough that they can be purchased or found with a *scroungin'* roll; however, others need an object, hair, or similar items belonging to the intended target. Those items a voodooist has to acquire through guile, theft, or other means.

FINAL STEPS

Even once the spell's been successfully cast, the voodooist might still have to do a little work to get it to take effect. For example, some spells require an item be hidden near the target to be effective or a conjure bag be carried by the spell recipient. If that's the case, we tell you in the spell's description.

GOING BUST

Whenever a voodooist goes bust on her spell casting roll, a petro loa has managed to get its hands into the mix. The spell ends up backfiring and has exactly the opposite of the desired effect. We're leaving the details up to the Marshal to decide on a case-by-case basis, but just remember, it's never pleasant!

CONJURE BAGS

Throughout the spell descriptions, you'll see us talk about conjure bags. Depending on the locale, conjure bags may also be called gris-gris bags, mojo bags, or any number of other names. Regardless of the name, the function of the items is the same.

A conjure bag is a small pouch, often made of felt, no larger than the palm of the hand. Occasionally, small bottles may also serve as conjure "bags."

A voodooist uses a conjure bag to contain the various items required to make a chosen spell work. If the bag is destroyed or its contents emptied, the effect of the spell automatically ends.

A hero can determine the function of a conjure bag by emptying it and making an Onerous (7) *conjurin'* roll based on his *Knowledge* Trait.

BUILDING A SHRINE

Since there's such an advantage to casting a spell at a shrine or humfor, most voodooists build small shrines at which to practice their magic. A shrine is a small, consecrated altar to the voodooist's patron loa.

It needn't be large—most are built in one corner of a small room; however, the rituals necessary to consecrate it are somewhat time consuming.

The voodooist must spend a day preparing the area for use with rituals and offerings. The preparation of a shrine requires the voodooist make offerings worth at least \$10. Alternately, a few hours and a Hard (9) *scroungin'* roll can also provide the necessary items.

At the end of a full day, she must make a Hard (9) *faith: voodoo* roll. If she's successful, the shrine becomes consecrated, otherwise, he has to repeat the process until he makes the TN.

The drawback to a shrine is a voodooist can only use a shrine consecrated to his patron loa. Other shrines are useless to him for spell purposes.

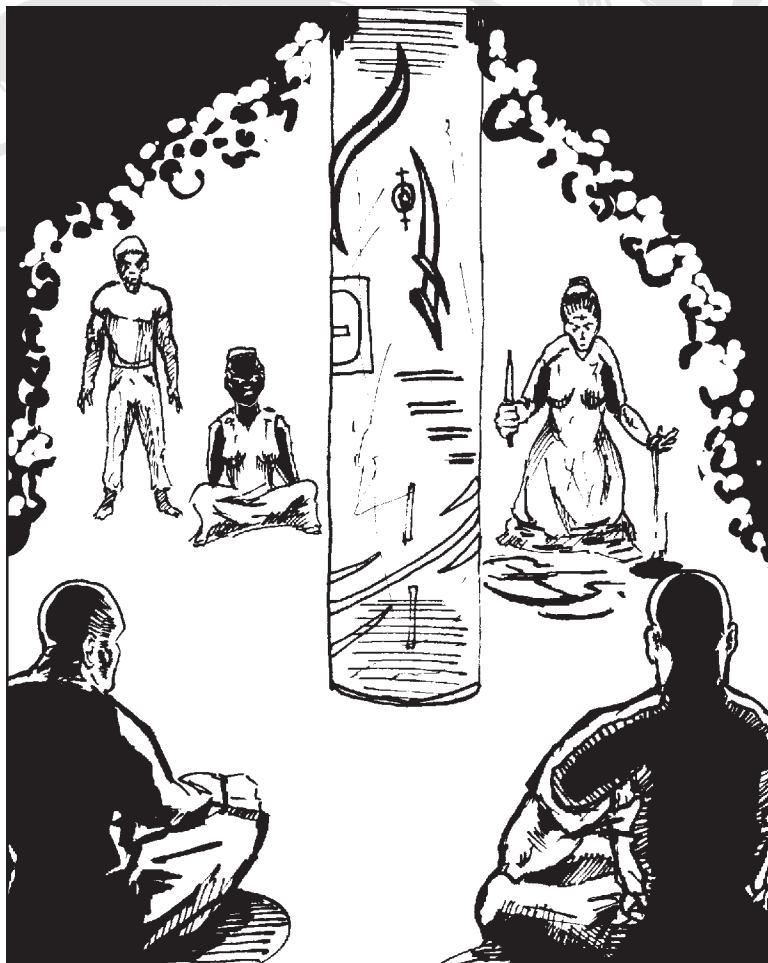
A voodooist may only have a single shrine at a time. Building another removes the consecration of the previous one.

BUILDING A HUMFOR

Humfors are a bit tougher to consecrate. They're also much larger and conspicuous—and with all the weird things going on lately, most folks look on voodoo as the work of the Devil. So, what we're saying is don't go building a humfor in the local saloon unless you're fond of dancing on the end of a rope!

Building the humfor itself is a serious task. Even with the assistance of a full congregation, this takes a minimum of 2d4 weeks and an outlay of \$100. There is no *scroungin'* for a humfor!

Afterwards, it must be cleansed and consecrated just like a shrine; however, the process is much more complex and lengthy. The voodooist must spend a week performing the rituals and offerings before attempting an Incredible (11) *faith: voodoo* roll. If



successful, the humfor is consecrated, but if she fails, she has to start the rituals all over again.

Unlike a shrine, the humfor is consecrated for all loas. Any voodooist can use a humfor to cast spells regardless of her patron loa.

SPELL DESCRIPTIONS

Now that we've told you the basics of voodoo, we've got a whole mojo bag full of spells for your voodooist to learn.

Spells have five entries: Trait, TN, Speed, Duration, and Range.

Trait is the Trait used to cast the spell. Unlike normal Aptitudes, spells are tied to a specific Trait. Also, you can't make a default roll for a spell Aptitude. Either you know the spell or you don't—no guessing!

TN is the Target Number for the spell. These vary from spell to spell and some spells may have more than one TN for different effects. If that's the

case, we'll tell you about it in the description.

Speed tells you how long the spell takes to cast. Most of these are listed in minutes or hours, but a very few take less time. Certain spells let your voodooist prepare powders or other items for later use. These are detailed in the appropriate spells' descriptions.

Duration is the length of time the spell stays in effect. "Concentration" means the voodooist must actively concentrate on the spell and can only take simple actions while maintaining it. Because close ties with the loas help maintain the magic's potency, many spells' durations are tied to the caster's *faith: Voodoo Aptitude*. Some spells allow your voodooist to create conjure bags that last until they are used; if that's the case, we'll note it in the description of the spell itself.

Range is the distance at which the spell can take effect. Many voodoo spells enchant either a specific item or bundle of ingredients (called a conjure bag). Sometimes the item must be kept on the voodooist's person, but other items may need to be placed elsewhere. Since the voodooist must assemble and enchant the item, the range entry for this type of spell is always listed as *Touch*. However, the spell details the range of the item's effects once created.

BARON SAMEDI'S PACT

Trait: Spirit

TN: 11

Speed: 4 hours

Duration: 1 week/*faith: Voodoo level*

Range: Touch

When it's time to cash your chips, it's always nice to be on good terms with the banker. This spell lets the voodooist build up a little good favor with the lord of the dead, Baron Samedi.

In order to cast this spell, the voodooist creates a small conjure bag while making sacrifices to appease the Baron. The sacrifice consists of a bottle of whiskey—the 'good stuff', not

rotgut—and the bag must contain some form of graveyard dirt. The whiskey is consumed regardless of whether or not the spell is successful.

The *scroungin'* TN for these ingredients is usually Onerous (7) for the whiskey—the good stuff is hard to come by!—and Fair (5) for the graveyard dirt. The Marshal may modify these numbers depending on where your voodooist is when she goes hunting them, though.

Once successfully cast, the voodooist must keep the conjure bag on her person for the spell to be effective. Should the bag ever leave her possession, the spell automatically ends. Otherwise, it lasts for 1 week per level of her *faith: Voodoo Aptitude*.

While the spell is in effect, when drawing cards to determine if she returns from the dead as a Harrowed, she draws an extra card for every level she has in *conjurin'*. For each raise she gets on her *conjurin'* roll to cast the spell, she draws an additional card.

BAD JU-JU

Trait: Spirit

TN: 7

Speed: 1 hour

Duration: 1 day/*faith: Voodoo level*

Range: 5 yards/*conjurin'* level

Voodoo magic works best when the conjure doctor knows exactly who and what he's trying to affect. However, the world being what it is, you can't always know what's around the next bend. *Bad ju-ju* is a spell with broad applications for those nasty little surprises.

The voodooist constructs a conjure bag using \$10 worth of ingredients—or, alternately, finds them with a Fair (5) *scroungin'* roll. This takes the time listed above. Once it's done, the voodooist has a handy little fail-safe gris-gris.

Bad ju-ju gives a single target within range a -1 to a single Trait or Aptitude roll for every success and raise the voodooist got while making the conjure bag. He can even wait to see if his victim makes the roll before using the bag!

To use it, he must make a vamoose (i.e., spend his highest Action card or the card up his sleeve) and tell the

Marshal which roll he's affecting, but that's it. Although he can take no other action during this vamoose, the spell requires no further roll to be effective. If he's out of Action cards, he can't use *bad mojo*.

While he must roll *conjurin'* separately for each such bag he wants to create, a voodooist can have as many *bad ju-ju* bags prepared as he has levels in *conjurin'*. However, he can only use one *bad ju-ju* bag at a time on a victim. No double ju-ju!

No one but the voodooist who casts the spell can make use of one of these bags. The conjure bag lasts until used or a maximum of 1 day for each of his *faith: Voodoo* levels.

BITE OF ARIGNEE

Trait: Smarts

TN: 11

Speed: 1 hour

Duration: Special

Range: Touch

Guédé-z-Arignee, a spider-like loa, is one of the lesser known member of Baron Samedi's extended family. As such, he's seldom called for a possession; most folks are just downright disturbed by this inhuman loa; however, he can be a powerful ally.

This spell enchants a bullet, arrow, or similar weapon to cause continuing pain when left in a wound—even more than usual. The voodooist must smear the weapon with melted sugar candy (a favorite offering of Arignee) and inscribe the loa's vé-vé (or symbol) in the candy coating. That means this spell doesn't work on shotgun pellets!

The bullet or other projectile causes damage on a number of successive rounds equal to the voodooist's *conjurin'* level. At the beginning of each round following the initial wound, it causes one die less damage than its normal amount until it reaches a single die. At that point, it deals one die for the remainder of the spell's effect.

When used with weapons that are based in part on the wielder's *Strength* Trait, like a bow and arrow, the spell only affects the bonus dice rolled for the weapon. The *Strength* portion is not considered for the purposes of *bite of Arignee*.

Also, the continuing damage receives no bonus dice for hit location after the initial damage is dealt; only the weapon's original dice of damage are considered.

While it certainly could be used on another weapon, the spell is only effective as long as the item remains in the wound. A knife, spear, or other weapon is likely to be quickly and easily removed by the victim.

Very large or damaging projectiles usually pass completely through the body, but this varies according to the target's Size. The Marshal has the final say, but, in general, weapons with a die type of greater than d10 don't remain in human-sized victims.

The weapon remains enchanted until used (successfully or not) or the next sunrise, whichever comes first.



Lafayette, with *conjurin'* 4, enchants a bullet for his Peacemaker with *bite of Arignee*. Later that night, he plugs a cultist with it. He hits the poor sod in the gizzards and does an extra 1d8 on the initial hit for a total of 5d8 damage. Since he receives no bonus dice for the hit location on subsequent damage, the next round, the bullet does 3d8 damage to his opponent's guts. On the second round, it does 2d8, and only 1d8 on each of the last two rounds of the spell.

BITTER TONGUE

Trait: Smarts

TN: 9

Speed: 1 hour

Duration: 1 day/*faith: Voodoo* level

Range: Touch

With this spell lets a voodooist creates a conjure bag that puts a curse on the victim that sours his words and makes his smoothest speech sound like 5 miles of bad road. Just like with beneficial conjure bags, a *bitter tongue* mojo bag is tailored to a specific person and is useless against anyone else.

Unless the target is the town idiot, he's probably not going to volunteer to carry the *bitter tongue* conjure bag. The voodooist must place it in the victim's home or living quarters. For those folks who don't have a spread to call their own, the bag has to be secreted in their belongings to work. If the bag is removed from its hiding place, the curse is lifted.

The conjure bag gives the victim a negative modifier to all *Mien* based rolls made equal to the caster's *conjurin'* level. For example, a bag prepared by a voodooist with *conjurin'* 3 provides its owner with a -3 bonus to all the victim's *Mien* rolls.

The bag must contain some small personal belonging of the intended victim that is related to social interactions. Good examples of such are a comb, a razor, aftershave or perfume, or an earring.

Unless the target is having a rummage sale, it's not too likely a voodooist is going to be able to buy one of those or obtain it through *scroungin'*.

A victim can only suffer from the effect of a single *bitter tongue* conjure bag at a time. After the first, any others are ineffective.

BURIED TREASURE

Trait: Cognition

TN: 9

Speed: 4 hours

Duration: Special

Range: Self

One thing about practitioners of Voodoo, they've got a firm grasp on what's important. This spell is a prime example of that understanding. With the assistance of the loa, voodooists have a talent for rooting out 'found' money.

When successfully cast, the spell leads the voodooist to a lost or hidden treasure worth an amount of money. Very seldom does this spell turn up a chest of pirate gold or a lost ghost rock mine. But, while the value isn't earth-

shaking, everyone's heard the one about gift horses and looking in their mouths.

The treasure has a value equal to \$1d10 for every success and raise he gets when casting the spell, plus \$1 for every level the voodooist has in the *conjurin'* Aptitude.

Whether or not it's actually money or some other item of value is up to the Marshal. The caster has only a general idea of what type of valuables he'll find, but he does know once he sees them. The voodooist knows the location of the treasure and the valuables are always within a single day's journey of the voodooist.

A treasure located in this manner never belongs to anyone. However, there may be a few obstacles for the voodooist to overcome before he can claim his prize. Legends always warn of ghostly guardians watching buried treasure!

Attempts to use this spell more than once in a single week automatically fail.

CEMETERY GATES

Trait: Spirit

TN: 9

Speed: 5 minutes

Duration: Until the next sunrise

Range: Touch

Lately, it seems a lot of folks have been sneaking out of Boot Hill—folks that ought to have stayed put, if you get our drift. With this spell, a voodooist calls on Baron Samedi's influence to protect a portal against trespassing zombies.

Cemetery gates makes an opening impassable to the undead. The spell must be cast on a door, window, or other opening. It can't be cast on open ground or even a hallway—it only works on a portal of some sort.

For the duration of the spell, all forms of the undead—including ghosts, Harrowed, and nosferatu—are unable to pass through the opening. Other abominations find the barrier unpleasant and are stopped by it for a single round. At the end of that time, the creature can pass freely through it.

Each casting of the spell affects a single portal or opening. Remember, a zombie stopped at the door can still climb through the window!

CHARM O' SUCCESS

Trait: Smarts

TN: 11

Speed: 4 hours

Duration: 1 week/*faith*: Voodoo level

Range: Touch

With this spell, the voodooist creates a conjure bag that provides its owner with a supernatural edge in business. As with all conjure bags, each is tailored to a specific person and is useless to anyone else.

As long as the conjure bag is with its owner, he gains a bonus to all rolls made in a specific *trade* or *professional* Aptitude. The bonus provided by the bag is equal to the voodooist's level in *conjurin'*. A bag prepared by a voodooist with *conjurin'* 3 provides its owner with a +3 bonus to the chosen Aptitude.

The *trade* or *professional* Aptitude to be affected is chosen at the time of the bag's creation and can't be changed. The contents of the bag must contain items related to the profession or trade selected; for example, a tailor's bag would contain, among other items, a needle and thread, while a blacksmith's might hold horseshoe nails.

While the exact item is going to vary according to the target's profession, in general the ingredients are so simple to obtain as to not require the voodooist to spend any money or even effort on *scroungin'*.

A person may benefit from a single *success* conjure bag at a time. Others, even for other Aptitudes, are useless.

CLOUD THE MIND

Trait: Knowledge

TN: 9

Speed: 1 hour

Duration: 1 hour/*faith*: Voodoo level

Range: Touch

This spell creates a packet of powder that confounds and confuses folks' thinking. People in an area affected by this magic just aren't as mentally aware as normal.

To be effective the powder must be spread over an area no greater than 10' square per level of the voodooist's *conjurin'* Aptitude; for example, a voodooist with *conjurin'* 3 could affect

an area up to 30' x 30'. Once used in this fashion, the dust is effective for 1 hour per spell level.

All characters inside the affected area, with the exception of the caster, suffer a -1 modifier to all *Cognition* based Trait and Aptitude rolls per level of the voodooist's *conjurin'* Aptitude.

Only the voodooist who created the dust can use it. Each packet keeps its potency until used or for 1 day per level of the voodooist's *faith*: Voodoo, whichever comes first.

COAX

Trait: Smarts

TN: 1

Speed: 2 hours

Duration: 1 day/*faith*: Voodoo level

Range: Touch

Coax provides a person a supernatural ability to influence another individual. While this spell uses conjure bags like many other voodoo spells, it actually requires two such bags—one for the spell recipient and one for the target of the spell's effect. As usual, each bag is tailored to a specific person and has no benefit or effect if given to another person.

The person seeking to gain the *persuasion* bonus must carry her conjure bag at all times. The voodooist must hide the other conjure bag in the home of the person to be influenced. If the victim's bag is removed from its hiding place or the recipient's bag lost, the spell immediately ends.

The conjure bag gives the recipient a positive modifier to all *persuasion* rolls made against the victim. The bonus is equal to the voodooist's level in *conjurin'*.

The bag for the recipient of the spell's bonus must contain some small personal belonging of the intended victim. The victim's bag must contain an item owned by the spell recipient in a ball of melted wax. The items must be related to social interaction in some way. Examples of such items can be found in the description for *bitter tongue*.

The voodooist may cast the spell for her own benefit or for someone else. A voodooist may have no more active *coax* spells at a time than her level in *conjurin'*, regardless of the recipient or target.



Multiple castings for the same recipient and same target are not cumulative.

CONJURE DOCTOR

Trait: Smarts
TN: Special
Speed: 30 minutes
Duration: Instant
Range: Touch

A voodooist with this spell can heal wounds or cure a normal disease. Supernatural diseases cannot be affected by this spell.

Each casting of the spell affects a single hit location. The voodooist must make a *conjurin'* spell roll against the TN for the wound level in the location to be affected. If he succeeds, all wounds in that location are completely healed.

The location for curing a disease is normally the guts, although certain ones may affect other areas of the body. Check with the Marshal for details.

The voodooist can only cast *conjure doctor* once a day for every level he has in *conjurin'*. Unsuccessful castings do count against this daily limit. Unlike many other kinds of spellslingers, a voodooist can heal himself with this spell.

This spell has no effect on abominations or Harrowed characters.

CONJURE DOCTOR

Wound Level	TN
Light	7
Heavy	9
Serious	11
Critical/Normal Disease	13

CURSE OF FAILURE

Trait: Smarts
TN: 11
Speed: 4 hours
Duration: 1 week/*faith*: Voodoo level
Range: Touch

With this spell, the voodooist creates a conjure bag that puts a curse of failure on a victim's business. Just like with beneficial conjure bags, a *curse of failure* gris-gris is tailored to a specific person and is harmless to anyone else.

This bag uses ingredients similar to those for *charm o' success*, except the related items must be damaged in some way—nails bent, needles dulled, etc.

It's not too likely the target is going to agree to carry a cursed bag around with him, so the voodooist must place it in the victim's place of business. For those folks without a set place of business, it must be placed in their home. If the bag is removed, the curse is lifted.

The conjure bag gives the victim a negative modifier to all rolls made in a specific *trade* or *professional* Aptitude. The modifier suffered by the victim is equal to the voodooist's *conjurin'* level. For example, a bag prepared by a voodooist with *conjurin'* 5 provides its owner with a -5 bonus to the chosen Aptitude.

The *trade* or *professional* Aptitude to be affected is chosen at the time of the bag's creation and can't be changed. The contents of the bag must contain damaged items related to the profession or trade to be affected.

A victim can only suffer from the effect of a single *curse of failure* conjure bag at a time. After the first, any others, even for other Aptitudes, are useless.

DERANGE

Trait: Smarts

TN: 5

Speed: 6 hours

Duration: 1 day/*faith*:Voodoo level

Range: Touch

While voodooists are usually pretty used to having a loa jump into their head for a little while, most other folks aren't. This curse takes advantage of that fact.

With *derange*, the voodooist crafts a conjure bag that causes anyone in possession of it to suffer the negative effects of a loa's possession. In game terms, that means the victim picks up a mental Hindrance of some sort, like *big britches*, *randy*, *mean as a rattler*, and so forth.

Since there are more loas out there than ticks on a hound, the voodooist can choose virtually any Hindrance of this sort he wants. The only stipulation is that it must be mental in nature; when in doubt about this, ask your Marshal for his ruling. By the way, *grim servant o' death* isn't a mental Hindrance; it's something much worse.

The voodooist can give the target any Hindrance with a point value equal to or less than 1 point for each success and raise he receives when crafting the bag. So, for example, a voodooist who rolls a 13 on his *conjurin'* roll to make the charm can select any 1 or 2-point Hindrance; however, the voodooist may only select a single Hindrance; he can't split the points among multiple ones.

Like *bitter tongue*, the catch to this little magic is that the bag must be placed on the victim's person—or at least his place of residence. See that spell for further details on exactly where it's acceptable and where it's not to hide one of these conjure bags.

VOODOO

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A voodooist can only create as many *derange* conjure bags at any given time as he has levels in *conjurin'*.

DREAM SEND

Trait: Cognition

TN: 9

Speed: 1 hour

Duration: 1 message

Range: 20 miles/*conjurin'* level

The loa often communicate with the faithful via dreams. With the aid of their patron loa, a few voodooists are able to use a similar ability.

Dream send allows the voodooist to send a short message to another person. The image of the voodooist actually seems to appear in the target's dream and speak to him.

The message is very brief—no more than 1 word per level of the voodooist's *conjurin'* Aptitude. The spell doesn't allow two-way communication.

The voodooist doesn't actually appear in the dream, only her image does. In fact, she has no way of knowing the message was even received—but since only death and very powerful magic can prevent it, it's usually a safe bet.

The spell can only be attempted once per target per night. The target doesn't need to be asleep at the time the spell is cast, the magic will delay until he eventually does bed down.

If the voodooist has an item belonging to the target or knows him personally, she receives a +2 on her casting roll.

EYE O' THE BEHOLDER

Trait: Cognition

TN: 11

Speed: 5 minutes

Duration: 1 round

Range: 3 feet

Everyone's heard the old adage about beauty and the eye of the beholder. Well, by working her spells the right way, a voodooist can find a whole lot more in an eye than just good looks.



To cast the spell, the voodooist must look into the eye of another person. Yes, that does mean she can't cast the spell by herself—and in case you're wondering, no mirrors either.

As she casts the spell, the other person concentrates on someone they wish to locate. If he has a personal belonging of the desired individual to help him focus his thoughts, the voodooist gets a +4 on her *conjurin'* roll.

If she's successful, she catches a glimpse of the target's whereabouts—say, an exterior view of a house, a natural landmark, or other similar image that can help locate the person. She doesn't actually see the individual in question, only his location.

Each raise she gets on the roll gives her a larger-scale view of the location, helping to further pinpoint it.

Note that the voodooist doesn't know that the house is the third one on Sycamore Street in Virginia City, but she should pick up enough clues to point her in the right direction. And, once she, or anyone to whom she's described the vision, sees the actual site, they recognize it for the spot identified by *eye o' the beholder*.

FORETELLIN'

Trait: Cognition

TN: 9

Speed: 15 minutes

Duration: Until the next sunset

Range: 3 feet

Some folks say the gift of foresight is as much a blessing as it is a curse. That may be true, particularly if a cowpoke can't do much about the future except hold on and ride it out. However, a skilled voodooist can sometimes call on favors from the loa to get Fate to swing a fellow's way.

A voodooist can do *foretellin'* on herself as well as others; however, she can only cast the spell on a willing subject.

Now, there's a whole heap of ways voodooists go about seeing the future—some use tarot cards, some read tea leaves, and others use an odd collection of bones. Regardless of the effect, the *foretellin'* spell is always resolved as follows.

The voodooist rolls her *conjurin'* Aptitude against the spell's TN (9). If successful, she draws one card from the top of a deck of cards, plus one card for every raise. After she's drawn her cards, she chooses one—unless she draws a black Joker. Black Jokers are automatically chosen—the voodooist has no say in the matter.

Until the next sunset, the person for whom she did the *foretellin'* receives the modifier listed on the table below. Red cards foretell good fortune for the recipient, while black cards speak of danger and trials. The value of the card determines the amount of good fortune or difficulty.

Only one *foretellin'* can be performed for any person each day. This stipulation applies whether or not the spell was successful. Sometimes, the loas like to hold onto their secrets.

Card	Effect
2-10	Red/Black: Neutral reading. No effect.
Face	Red: Mild success. The hero gains a +1 to all Aptitude rolls for the next day. Black: Difficulties ahead. The hero gets a -1 to all Aptitude rolls for the next day.
Ace	Red: Moderate success foretold. The hero gains a +2 bonus to all Aptitude rolls for the following day. Black: Moderate trials in the near future. The hero suffers a -2 penalty to all Aptitude rolls for the next day.
Joker	Red: Loa's boon! The hero gains a the bonus listed for a red Ace above, plus a draw from the Fate pot. The chip must be spent in the next day. It can't be used for Bounty. Black: Loa's curse! The hero suffers a penalty as for a black Ace, and must sacrifice his lowest Fate Chip back to the pot.

GAD

Trait: Smarts**TN:** 11**Speed:** 4 hours**Duration:** 1 day/*faith*: Voodoo level**Range:** Touch

This spell creates a conjure bag that provides the owner with a potent protection against magical attacks.

In order to be effective, the owner must keep the conjure bag with her at all times—it doesn't do any good sitting home on the nightstand!

The *gad* protects the owner against evil mojo in a couple of ways.

First, any caster of a spell or hex targeting the owner of a *gad* conjure bag receives a negative modifier to his spell roll equal to the voodooist's *conjurin'* level. This also applies to any opposed rolls resulting from the spell or hex effects.

Second, the voodooist's level in *conjurin'* directly subtracts from any damage done by a spell or hex. Against spells that cause only Wind, it subtracts from the Wind instead. This is in addition to the first effect, so a damaging spell directed at the owner of the *gad* suffers both penalties.

The *gad* is effective against hexes, black magic, and voodoo spells. It provides no protection against favors or miracles.

The voodooist can only create as many *gads* as she has levels in *conjurin'*. Each *gad* is tailored to its owner and no one else gains any benefit from it.

MALISON

Trait: Spirit**TN:** Opposed**Speed:** 1**Duration:** Instant**Range:** 5 feet/*conjurin'* level

With this spell, the voodooist can put the "whammy" or "evil eye" on a person.

Most voodoo spells are fairly complex affairs carefully shaping power granted by the loa. This isn't one of those. It's just about the only quick-and-dirty spell available to the voodooist at the spur of the moment.

With this spell, the voodooist unleashes a very minor curse at her victim. There's not a lot of finesse to *malison*, and its only effect is to temporarily stun the target—but sometimes that's all a hero needs.

To cast the spell, the voodooist must be able to see her target while she casts a short verbal ritual. Then she makes an opposed roll of her *conjurin'* Aptitude versus her victim's *Spirit* Trait.

If she's successful, her target is stunned, just as if he'd failed a stun check from a wound. He can attempt to recover on each of his Actions by making a *Vigor* roll against a Fair (5) TN. The TN is increased by +2 for each raise the voodooist received over her victim's total.

If she fails, the spell simply fizzles. However, if she goes bust, she is stunned and must roll her *Vigor* against an Onerous (7) TN to recover.

Malison is very taxing on the voodooist and costs her 1d4 Wind each time she casts the spell. If she loses consciousness, the spell fails.

OGU'S AURA

Trait: Smarts

TN: 11

Speed: 4 hours

Duration: 1 day/*faith*: Voodoo level

Range: Touch

With this spell, the voodooist creates a conjure bag that provides its owner with magical protection against harm.

For *Ogu's aura* to be effective, the spell recipient must carry the conjure bag at all times. Should she lose it, the spell immediately ends. As with all conjure bags, the magic is tuned to one person and simply doesn't work for someone else.

The owner of the conjure bag gains limited defense against physical damage. The magic serves as light armor equal to the voodooist's *conjurin'* level. So, for example, an *Ogu's aura* bag prepared by a voodooist with *conjurin'* 4 works as light armor -4.

The spell does not provide any protection against magical weapons, effects, or spells. These do full normal damage.

At any given time, a voodooist can only have as many *Ogu's aura* conjure bags prepared as he has *conjurin'* levels.

POISON POWDER

Trait: Knowledge

TN: 9

Speed: 2 hours

Duration: Instant

Range: Touch (Special)

Using this spell, the voodooist can create small packets of poison dust. The poison can be quite deadly when inhaled, so it's nothing to sneeze at!

A successful casting of this spell makes a single packet of poison powder. Each packet contains just enough poison to effect a single person.

The poison does 1d6 damage to the victim's guts for every level the voodooist has in *conjurin'*. This damage is considered to be magical in nature. However, in order to be effective, the victim must breathe the powder—it has no effect if its eaten or injected. Obviously, targets that don't breathe, like Harrowed, are completely immune.

The most common method used to deliver the powder is for the user to simply blow it into the victim's face. This requires the user to be within five feet of the target and make a Fair (5) *Nimbleness* roll. If she's successful, the victim gets a snout full of the poison and takes the damage.

Most folks are caught completely off-guard by a puff of deadly dust and get a good breath of it before they realize the danger. Even if they hold their breath, the powder is still in their nostrils when they do inhale; however, someone wearing a diving suit or similar sealed breathing device is unaffected by the powder.

Otherwise, armor—including magical armor and *Ogu's aura*—is completely useless against *poison powder*.

If she fails, the powder disperses before it gets to her target and has no effect. Finally, if she goes bust on the *Nimbleness* roll, she inhales when she should have exhaled and takes the damage herself!

Only the voodooist can use the packets and she can have no more packets prepared than her *conjurin'* level at any one time. The poison remains effective for 1 day per level of the creator's *faith*: Voodoo Aptitude.

POOL O' DOOM

Trait: Knowledge

TN: Opposed

Speed: 4 hours

Duration: 1 hour/*faith*: Voodoo level

Range: 2 miles/*conjurin'* level

Voodooists have a nasty reputation for casting malicious spells on folks when they're least expecting it. *Pool o' doom* doesn't help those rumors one bit!

This spell lets a voodooist turn a pool of water into a poisonous, acidic liquid moments before his target takes a sip from it or even just washes up.

To cast it, the voodooist must have a knife, a bucket of water, and ingredients worth \$50 dollars. If he's the stingy sort, each successful *scroungin'* roll against an Incredible (11) TN gathers \$25 worth of ingredients. He also needs at least a thimbleful of his intended victim's blood. Exactly how he gets that is up to him...

He then mixes the ingredients into the bucket as he casts the spell but he doesn't roll his *conjurin'* Aptitude yet. Once he's finished, he must then watch the reflection on the surface of the water. Or, rather, the lack of one. For the duration of the spell, the water shows a reflection only if the target approaches a pool, bucket, bowl, or even glass of water within range of the voodooist. If she does, her reflection appears on the surface of the voodooist's bucket.

A canteen or shot glass has too small a surface for the spell to be effective, by the way.

As soon as it does, the voodooist must stab it with his knife. At this point, he rolls an opposed contest of his *conjurin'* (Knowledge) Aptitude versus her *Spirit* Trait. If he wins, the water turns to a deadly burning acid as it contacts her body, whether as a drink or just to wash up. If he fails, she gets a cool refreshing drink of water. Either way, she doesn't know a spell has been cast.

If the victim touches poisoned water, she takes 1d10 damage plus another 1d10 for every raise the voodooist received on the opposed roll to any hit location that comes in contact with it; if she's drinking it, that's straight to the guts! On following rounds, the damage continues, but reduces by one die type each round. So, on the second round, it does d8s, then d6s, and finally d4s damage. Once it drops below d4s, the poison has run its course.

As soon as the poison stops causing damage, it becomes normal water again—thus making an undetectable poison! The poisonous liquid only affects the victim; another person can drink from it at the same time with no ill effects.

POULTICE

Trait: Knowledge

TN: 11

Speed: 2 hours

Duration: Special

Range: Touch

This is one handy spell to have around if your hero is planning on getting into a lot of gunfights—or any other type of fight for that matter! It creates a quick-and-dirty healing poultice that anyone can use.

The voodooist must assemble \$10 worth of ingredients (or round them up with a Fair (5) *scroungin'* roll). Then, he spends a couple of hours performing the necessary rituals over them and putting them together into a bound packet.



To use the *poultice*, a cowpoke need merely apply it directly to a wounded hit location and let it sit for 5 minutes. At the end of that time, the wound is healed as though a doctor with the *medicine: general* Aptitude had treated it successfully.

In other words, if the wound is a Light or Heavy one, it is reduced one level; however, unlike "modern" medicine, there is no time requirement on how quickly the *poultice* must be applied; it works hours or even days after the injury.

It can even work in conjunction with a real doctor's *medicine* Aptitude, allowing a double whammy on the injury! Of course, the doctor must tend to the wound within an hour after the initial injury as usual.

Unfortunately, *poultice* can't help wounds of Serious or greater levels; however, if a wound of Serious or higher level is reduced to Heavy or lower levels by either good, old fashioned sawbones or another magic, *poultice* can then be applied with normal effect.

The *poultice* packet retains its potency until used or for a number of days equal to his *faith: Voodoo* score, whichever comes first.

A voodooist can have no more *poultices* prepared at any one time than he has levels in *conjurin'*, although he can sell or give these to other folks or keep them himself.

POWERFUL MOJO

Trait: Spirit

TN: 7

Speed: 1 hour

Duration: 1 day/*faith: Voodoo* level

Range: Touch

This spell is the "good twin" of *bad ju-ju*. Instead of providing some poor sap with an unwanted hindrance, it gives a last minute leg-up to a soul in need.

Just as with *bad ju-ju*, the voodooist constructs a conjure bag using \$10 worth of ingredients—or, again as

before, finds them with a Fair (5) *scroungin'* roll. He makes his *conjurin'* roll and takes the time listed above. Once it's done, the voodooist has a pocket-sized friend-in-need..

The conjure bag gives a single target—including himself—within range a +1 to a single Trait or Aptitude roll for every success and raise the voodooist got while casting the spell. And, like *bad ju-ju*, he can wait until after the target gets her total before chipping in with his own boost.

To use it, he must make a Vamoose and let the Marshal know which roll he's affecting. He can't take any other action during this Vamoose, but the no roll is needed at this point. If he's out of Action cards, he can't use *bad mojo*. Only the voodooist who made the bag can use it, by the way.

Once again, like *bad ju-ju*, he must roll *conjurin'* separately for each such bag he wants to create and he can have as many *bad mojo* bags prepared as he has levels in *conjurin'*. However, he can only use one *powerful mojo* bag on any single roll.

The conjure bag lasts until used or a maximum of 1 day for each of his *faith: Voodoo* levels.

RED-HANDED

Trait: Cognition

TN: 9

Speed: 1 hour

Duration: 1 hour/*faith: Voodoo* level

Range: 1 mile/*conjurin'* level

This spell is a good reason for burglars and thieves to stay on a voodooist's good side. With it, the voodooist can track down stolen items, and sometimes even identify the thief! Fortunately for the criminal element, few law dogs rely on voodoo to do their investigations.

The voodooist must cast the spell at the location the item was stolen from. This usually means she's got to be careful to avoid a lynching for "practicin' witchcraft!"

If she's successful, *red-handed* begins guiding her to the item's location, provided it is within the spell's range.

If she gets a raise on the *conjurin'* roll, she can also identify the thief; however, to do so, she must actually

touch the stolen item before the end of the spell. Otherwise, the thief's identity remains unknown to her.

Before a civic-minded voodooist volunteers her services to the local sheriff, she'd best remember townsfolk forget about petty larceny pretty darn quick when faced with "black magic!"

REVELATION DUST

Trait: Knowledge

TN: 9

Speed: 2 hours

Duration: 1 minute/*faith*: Voodoo level

Range: Touch

This spell creates a small packet of powder that helps extract the truth and penetrate deceptions.

To use the dust, the voodooist must sprinkle it over a person. For the duration of the spell, the target must roll an opposed test of his *Spirit* vs. the voodooist's *conjurin'* any time he's questioned. If he loses, he must answer truthfully. If he wins, he can choose not to answer and with a raise, he can lie.

In general, one "yes-no" question can be asked each round; more involved questions take considerably longer. We recommend handling these exchanges with a watch and real time.

The dust is also handy for uncovering disguises, magical or otherwise. When sprinkled on the target, the voodooist rolls her *conjurin'* Aptitude vs. the target's *disguise* or other Aptitude as appropriate. If she wins, she can see through the disguise. The Marshal may roll dice even if the target isn't disguised, just to keep the hero guessing!

Only the voodooist who created the dust can use it. Each packet keeps its potency for 1 day per level of the voodooist's *faith*: Voodoo Aptitude.

SALANGO'S CHARM

Trait: Spirit

TN: 9

Speed: 6 hours

Duration: 1 week/*faith*: Voodoo level

Range: Touch

Salango is one loa any voodooist would be well advised to make friends with. Salango's role is as guardian of all folks in danger—pretty much business as usual for heroes in the Weird West!

VOODOO

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This charm doesn't directly protect against harm as such, but it does go a long way towards warning the bearer of dangers ahead. And, like a great warrior once said foreknowledge is half the battle—or something like that, anyway.

The spell creates a small conjure bag and requires the voodooist to include ingredients worth \$25. He can also locate the necessary items on a Hard (9) *scroungin'* roll. The recipient of the bag must be present during the casting of the spell for the magic to work.

As long as the owner keeps the bag in her possession, for each success and raise the voodooist got on his *conjurin'* roll to make the bag, she gains a +1 to all *Cognition* rolls to detect traps, ambushes, or other hidden dangers. That includes surprise rolls, but not necessarily other Aptitudes like *trackin'*, *scrutinize*, or the like, unless the Marshal rules failing exposes the owner to *immediate* danger.

Should the owner ever lose possession of the conjure bag, the magic is dispelled. *Salango's charm* works only for whom the voodooist creates it.

A voodooist may have only a single *Salango's charm* in existence at any given time. Further charms dilute the the loa's attention and cause all the *charms*—including the original—fail.

SENDING O' THE DEAD

Trait: Spirit

TN: 13

Speed: 8 hours

Duration: 1 week/*faith*: Voodoo level

Range: 1 mile/*conjurin'* level

This is a potent curse that touches every aspect of the victim's life. While it doesn't directly doom the target, many a poor soul has suffered their demise thanks to this spell.

When successfully cast, *sendin' o' the dead* plagues the victim with malicious and mischievous ghosts that confound nearly every endeavor. For the duration of the spell, the target of the *sendin'* gains the *bad luck* Hindrance.

In order to cast the spell, the voodooist must have in her possession an item of value belonging to the intended victim. The spell is ended if the victim recovers the personal item used in the spell's casting. Also expended during the casting of the spell are other costly ingredients and sacrifices totaling \$50 in value.

Each successful *scroungin'* roll against an Incredible (II) TN gathers \$25 worth of ingredients. However, the victim's possession must be obtained through hook or crook—not *scroungin'*!

Multiple castings of this spell on a single target have no additional effect.

SOUL TRAP

Trait: Spirit

TN: 9

Speed: 4 hours

Duration: Special

Range: Touch

This ritual allows a voodooist to create a powerful conjure bag capable of stealing the supernatural essence of powerful abominations.

When successfully cast, the conjure bag allows the voodooist to 'count coup' on certain powerful abominations. He gains the same benefit as a Harrowed would. See page 165 of the *Deadlands* rulebook for details on counting coup.

When creating the conjure bag, the voodooist must specifically name the abomination from which he seeks to steal the essence. For example, "the Hangin' Judge outside Albuquerque."

Additionally, if the creature has a specific weakness, a sample must be included in the bag's contents. A bag to capture a Hangin' Judge's coup would contain, among other things, a bit of a hangman's rope and a lawman's badge.

Once the bag has been filled and the ritual completed, the voodooist has 1 week for each level he has in *faith: Voodoo* in which to count coup. After that time the conjure bag loses its enchantment and is useless.

If he succeeds in counting coup during that period, the conjure bag traps the essence of the abomination; however, should he lose the bag or if its contents are emptied, he also loses whatever coup power he gained.

If another hero is also attempting to count coup on the same creature, the voodooist may roll his *conjurin'* Aptitude (based on *Spirit*) instead of merely his *Spirit* Trait if he wishes, but this is optional. If he wants, he can still roll his *Spirit* Trait.

Finally, a voodooist may not gain more coup powers in this manner than he has levels in *conjurin'*.

SPELL BREAKER

Trait: Spirit

TN: Opposed

Speed: 15 minutes

Duration: Instant

Range: 5 feet

This handy spell lets a voodooist attempt to dispel the effects of another magician's sorcery. It only works against hexes, voodoo, or black magic. It has no effect on miracles or favors.

To be effective, the voodooist must make an opposed test of her *spell breaker* Aptitude vs. the other caster's Aptitude in the spell she's trying to dispel. If she wins the contest, the target spell ends immediately.

If she gets a raise on her opponent, the spell is warped back onto the original caster if possible. He now suffers the full effects of his own magic, just as if he'd cast it on himself. Of course, if the spell can't affect the caster, ignore this effect.

If the voodooist gets 2 raises, in addition to rebounding the spell, the caster of the original spell takes 3d6 damage to the guts! Even if the spell can't affect the caster, he still takes the damage in this case.

On the other hand, if the caster of the original spell should get a raise in the opposed contest, the voodooist suffers the effects of the spell as well as the original victim, if possible. And, if her opponent gets two raises, the voodooist gets the previous effect *and* 3d6 damage to the guts herself. In either case, the original spell is unbroken.

VOODOO DOLL

Trait: Smarts

TN: 13

Speed: 8 hours

Duration: Special

Range: Touch (Special)

This spell creates the single item most familiar to those uninitiated with voodoo, a voodoo doll. These potent charms aren't as common among practitioners of voodoo as most folks believe—they're time consuming and difficult to make; however, in spite of the drawbacks, a properly enspelled doll is still a potent weapon.

Each doll can only affect a single person who must be chosen by the voodooist at the time of creation. The spell requires a small part of the person be included in the doll, usually hair or nail clippings.

Additionally, other ingredients and sacrifices totaling \$50 must be used during the construction. Each successful *scroungin'* roll against an Incredible (11) TN gathers \$25 worth of ingredients. And, it goes without saying the hero can't use *scroungin'* to obtain a piece of the target's body—at least not without a *very* impressive explanation!

Once the doll is made, the voodooist can use it to cause the target terrible pain by twisting, poking, sticking, or otherwise damaging the doll—as long as the person is within 1 mile per level of the voodooist's *conjurin'*. To do so, the voodooist must win an opposed roll of his *conjurin'* Aptitude versus the target's *Vigor*.

Using the doll within the confines of a shrine or humfor, grants a +4 bonus to this *conjurin'* roll as well!

If he's successful, the victim loses Wind equal to the difference in the rolls, for example, if he got a 15 on his *conjurin'* roll, and the target only received a 7 on her *Vigor* check, she would take 8 Wind from the doll.

If the voodooist fails the contest, there is no effect. If he goes bust, the spell is broken and the doll is useless.

The voodooist can attempt this sort of attack once for every level he has in *conjurin'*; however, he can spread these magical assaults out over the duration of the spell; he does not have to make them all at once!

VOODOO

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A voodooist may have only a single doll at a time. Only the creator can use the voodoo doll. This spell has no effect on abominations or Harrowed.

WANGA

Trait: Smarts

TN: 11

Speed: 6 hours

Duration: 1 day/*faith*: Voodoo level

Range: Touch

This spell makes a normal weapon much more potent for the voodooist. In effect, *wanga* turns a weapon into a kind of special conjure bag.

The spell enchants a single weapon, providing it with a bonus to all damage it causes. When using the *wanga*, the voodooist adds his level in *conjurin'* to the damage done. So, for example, a



Peacemaker under the effect of a *wanga* spell cast by a voodooist with *conjurin'* 5 would do 3d6+5 damage whenever its creator fired it.

The damage inflicted by the weapon does cause Wind to Harrowed or other forms of undead, but otherwise is not considered magical in nature.

In addition to the weapon to be enchanted, the spell requires an additional \$20 dollars worth of ingredients and sacrifices to be expended during the casting. A Hard (9) *scroungin'* roll also produces these ingredients.

Only the creator gains the benefits of the *wanga*—in the hands of anyone else, even another voodooist, it has no special abilities. A voodooist may have only a single *wanga* at a time.

A *wanga* can be used with *bite of Arignee*. However, the bonus only applies to the initial damage. Just like the bonus dice for certain hit locations, damage on subsequent rounds does not receive the extra points.

WINNIN' WAYS

Trait: Smarts

TN: 9

Speed: 6 hours

Duration: 1 day/*faith*: Voodoo level

Range: Touch

No, the name of this spell isn't talking about the voodooist's charming personality; instead, it refers to a subject nearer and dearer to most folks hearts—money. Or, more specifically, gambling for money.

The voodooist enchants a conjure bag containing ingredients with a value of \$15; of course, since money is precious to most gamblers, he can put them together with an Onerous (7) *scroungin'* roll instead.

He must specify the owner of the bag at the time of casting—even if it is himself. The conjure bag works for no one but the owner. As long as the owner keeps the bag in her possession, it grants her a +1 for each level the

voodooist has in his *conjurin'* Aptitude to all her *gamblin'* rolls. It also gives her a similar bonus to any *Cognition* or *Cognition*-based roll to catch another gambler cheating in a game she's playing. If she loses possession of the bag or cheats herself, the magic dissipates, leaving her to her own skill.

Multiple bags of this sort are *not* cumulative; in fact, the loas consider that a form of cheating with results as above!

A voodooist may have only as many *winnin' ways* conjure bags in existence at any time as he has levels in *conjurin'*.

ZOBOP'S FIX

Trait: Knowledge

TN: Opposed

Speed: 6 hours

Duration: Until the next sunrise

Range: 1 mile/*conjurin'* level

The Zobop are a group of evil *bokkor* prone to hexing others with evil magics just to show their own powers. Some are even rumored to be cannibals. Honest voodooists have an abiding hatred of these malign sorcerers, but often a member of the Zobop is simply too powerful for a conjure doctor to confront. This spell was originally crafted to help even those odds a little.


A "fix" is another word for curse in voodoo magic, and although the title says it's "Zobop's," it works equally well on anyone. *Zobop's fix* creates a talisman that makes the voodooist's victim more susceptible to the voodooist's other spells.

It requires, like most powerful voodoo magics, that the voodooist get his hands on a piece of his intended victim's body. It doesn't have to be anything that's likely to be missed, like an arm or a leg; a fingernail or hair clipping is more than sufficient. Once he's got that, he sits down and starts his rituals. At the end of the two hour period, he makes an opposed roll of his *conjurin'* versus his target's *Spirit*.

If he wins, he gets a +1 modifier to all his *conjurin'* rolls to affect the victim. That applies to resisted rolls as well as regular *conjurin'* rolls. Furthermore, any spell with a range of greater than touch has double the normal range when cast against the victim.

The spell provides no bonus to damage nor does it lower the victim's own rolls to resist spell effects.

Only the voodooist can take advantage of this bonus and only as long as he has the enspelled charm in his possession.

 Lafayette casts a *pool o' doom* against a target he's saddled with a *zobop's fix*. He has *conjurin' 5*, so he gets a +5 bonus to the opposed roll to see if the spell works and his spell now has a range of 20 miles instead of the original 10!

ZOMBIE MASTER

Trait: Spirit

TN: Opposed

Speed: 2

Duration: Concentration

Range: 5 yards/*conjurin'* level

Making zombies is the realm of the *bokkor*, and good—or at least non-evil—voodooists steer clear of the practice. However, once a fellow's back from the grave and walking around, there's no reason he can't do a favor or two for a friend of Baron Samedi!

This spell is one of the few voodoo magics that don't require a conjure bag or other ingredients to be prepared ahead of time. That is, if you don't count the walkin' dead—and somebody else usually takes care of that. All the voodooist needs is a bit of backbone and a good *conjurin'* Aptitude.

Zombie master lets the caster take temporary control of a walkin' dead and/or voodoo zombie. It has no effect on Harrowed, ghosts, vampires, or other forms of undead, however, and any voodooist who tries to use it that way is likely in for a terminal case of death!

In the case of independent walkin' dead, the caster rolls a contest of her *conjurin'* Aptitude against the corpse's *Spirit*. If she wins, she can command it for as long as she concentrates.

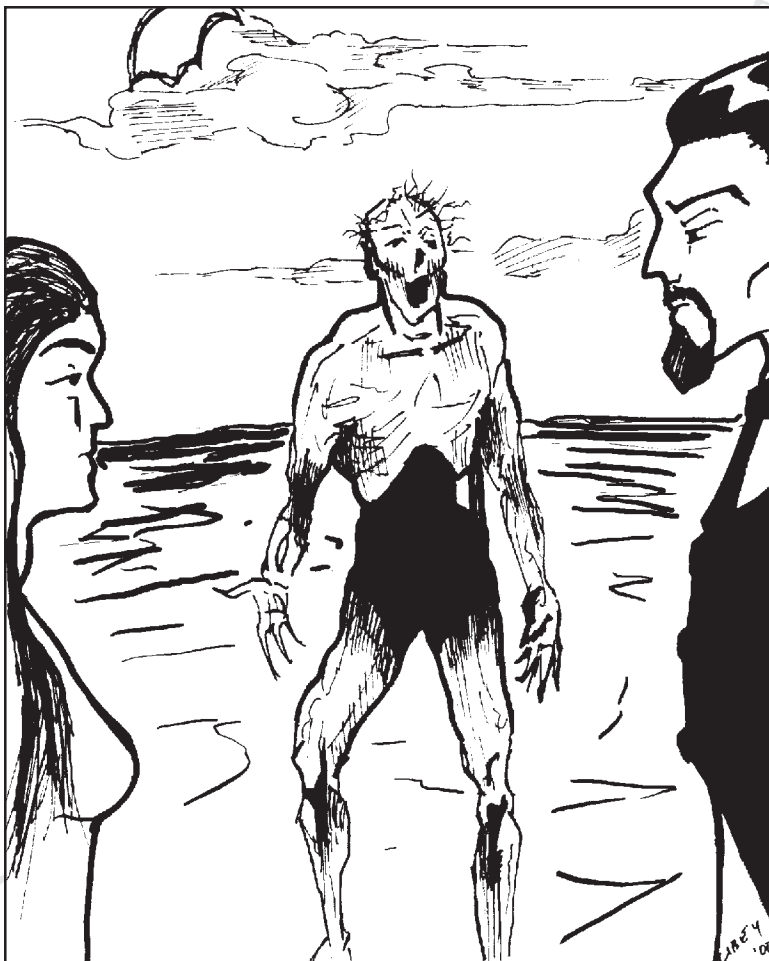
If she's facing a voodoo zombie or walkin' dead created by black magic or similar power, she must roll against the creator's *Spirit* instead.

Even if she wins, she doesn't necessarily have full control of the undead. A simple success or a single raise on the roll means she can

command it as above. The undead's original controller can attempt to regain control on each of his actions by rolling the contest again. Should the original controller win, the spell ends and the voodooist must recast *zombie master* to challenge his control again.

On the other hand, if the voodooist gets two raises on the initial contest—or any later one—her control is complete until she stops concentrating.

Language is no barrier to the voodooist's control; the undead understands the intent of her commands. However, the zombie or walkin' dead must be able to hear—or at least see—the voodooist in order for her to command it. *Zombie master* conveys no other special communication abilities beyond those noted above.



MARTIAL ARTIST

TRAITS & APTITUDES

Deftness 2d6

Bow 2

Nimbleness 2d12

Climbin' 1

Fightin': martial arts (Wing Chun) 4

Sneak 2

Quickness 4d10

Strength 4d6

Vigor 2d10

Cognition 3d8

Search 1

Knowledge 1d6

Area knowledge 2

Language:

Cantonese 2

Language:

English 1

Medicine:

Chinese
traditional

2

Mien 2d6

Overawe 2

Smarts 3d6

Spirit 1d8

Ch'i 4

Guts 2

Meditation 2

Wind 18

Pace 12

Edges

Arcane background:
enlightened 3

Light sleeper 1

Martial arts training 3

Quick thinker 2

Hindrances

Curious -3

Heroic -3

"My Kung Fu Is Superior" -2

Style Vulnerability: Drunken -1

Special Abilities:

Strain 10

Ch'i Powers: Fury fans the flame,
gimmick weapon, monkey goes to
the mountain, veins of iron

Martial arts maneuvers: Disarm,
get up, head butt, Lock

Gear: Derringer, 25 rounds of
ammunition, knife, and \$238 in CSA
currency.

PERSONALITY

Do not test me. I merely wish to be left alone. What do you say to me? I do not threaten you. I carry no gun.

Ah, you say you have heard of me. You know my reputation, and you wish to fight me? No. It is against the principles I was taught by my sifu. I must not fight without cause.

In the words of my sifu:

"When peace and harmony rule—"

Pardon me?

You say your kung fu is superior? It is not good to joke with me...You say it is no joke.

I am sorry my friend. I wish you no harm, but my kung fu is superior. I'll give you one last chance to take

back your challenge.

You will not?

HEEEYAAHH!



Quote: "My kung fu is stronger than yours!"

METAL MAGE

TRAITS & APTITUDES

Deftness 1d8

- Shootin': pistol 2
- Sleight o' hand 2
- Throwin': balanced 3

Nimbleness 2d6

- Climbin' 1
- Sneak 1

Quickness 4d6

Strength 1d6

Vigor 3d6

Cognition 4d10

- Scrutinize 2
- Search 2

Knowledge 2d12

- Academia: occult 4
- Area knowledge 2
- Language: English 2
- Science:
 - engineering 2
 - science: physics 1

Mien 2d6

Smarts 3d8

- Bluff 2
- Scroungin' 2
- Tinkerin' 3

Spirit 2d10

- Guts 2

Wind 16

Pace 6

Edges

- Arcane background:
 - huckster 3
- Arcane background: mad scientist 3

Hindrances

- Bad luck -5
- Curious -3
- Yearnin' -2 (to combine science and sorcery).

Special Abilities:

Hexslingin' 4

Hexes: Devil's workshop, haywire, infernal machine, scrap storm

Mad Science 4

Gear: Double-action Colt Peacemaker, deck of cards, box of bullets, tool kit, steam wagon, and \$132.

PERSONALITY

Science? P'shaw. What you call science is really a form of madness. I happen to know that your inspiration comes from dark sources.

Oh, certainly the seed of the idea began in your own mind, but it was demons that nurtured it. Mad? Of course I'm mad—I consort with the same devils as you. Who wouldn't be insane dealing with such horrors. The difference is that I understand the origin of my abilities—and I can tap in to their incredible power in several ways.

Quote: "Hex or infernal device? Both lead to madness."



VOODOOIST

TRAITS & APTITUDES

Deftness 2d6

Shootin': pistol 2

Nimbleness 4d6

Climbin' 1

Sneak 2

Quickness 3d6

Strength 1d6

Vigor 3d8

Cognition 1d8

Scrutinize 2

Search 1

Knowledge 2d6

Academia: occult 3

Area knowledge 2

Language: English 2

Medicine: general 2

Mien 4d10

Performin': dance 3

Smarts 2d10

Bluff 2

Scroungin' 2

Spirit 2d12

Faith: Voodoo 4

Guts 2

Wind 20

Pace 6

Edges

Arcane background:

Voodooist 3

Favored chual:

Damballah-Wedo

4

Hindrances

Enemy -3 (evil bokkor)

Superstitious -2

Stubborn -2

Vengeful -3

Special Abilities:

Conjurin' 4

Voodoo Spells: Conjure doctor, poison powder, powerful mojo, spell breaker

Gear: Derringer, 25 rounds of ammunition, knife, and \$238 in CSA currency.

PERSONALITY

No, I ain't troublin' nobody unless they go troublin' me. I don't do bad works like some folks around here who know the mysteries, but turnin' evil back on itself ain't evil.

If you're wantin' a gris-gris on a rival for some young filly's heart, you go lookin' elsewhere. But, if you're wantin' help at some honest work, I'd be happy to lend you a hand—for a price.

Now, from what you're tellin' me, this ain't no everyday problem you're sufferin'. No, it sounds like there's some bad mojo workin'. Not the worst I've seen, mind you, not by a fair piece. I don't expect we'll get to that point either—not unless you start coughin' up snakes, that is!

Take this home with you and sprinkle it three times each night under your pillow. That'll fix you right up.

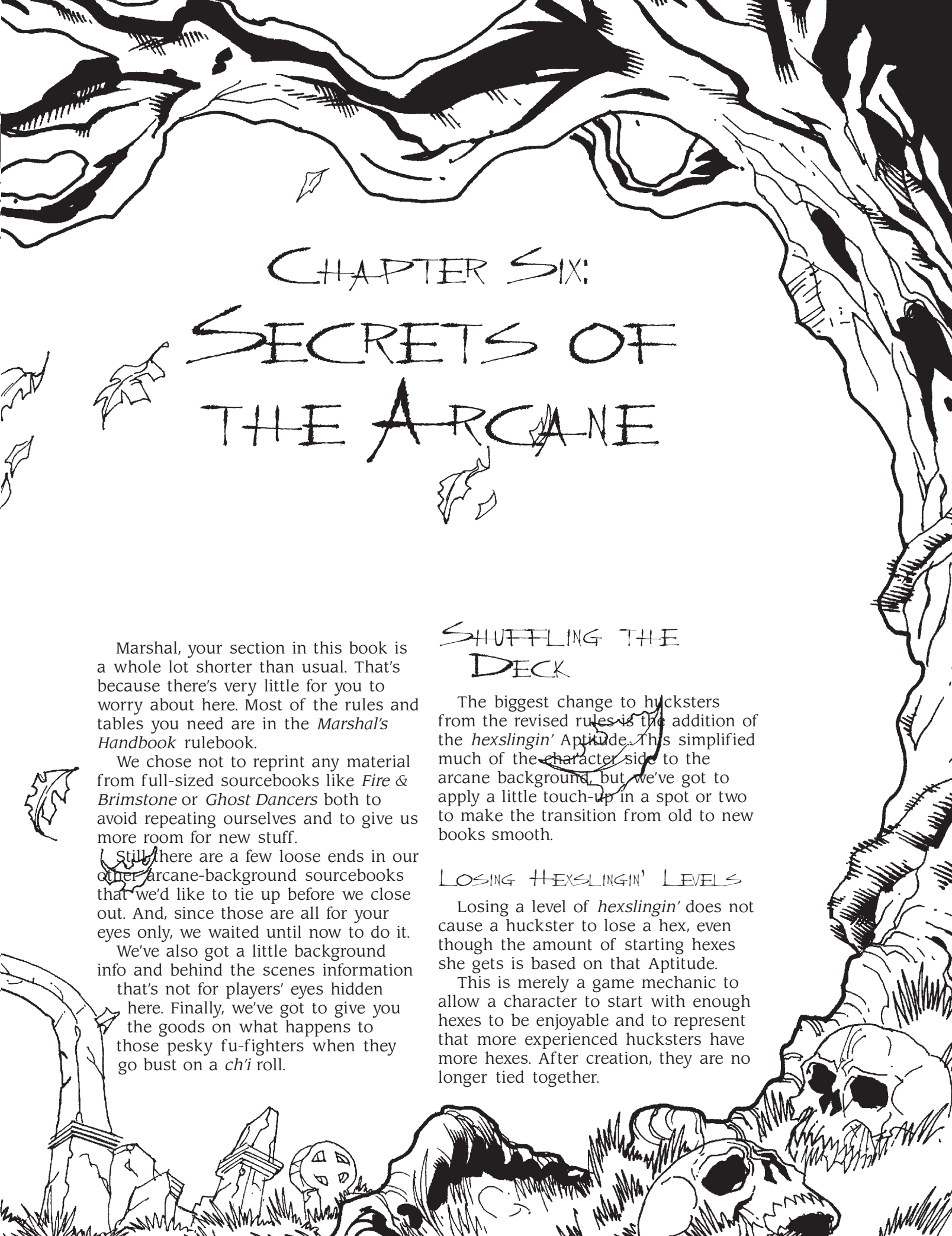
Quote: "There's conjurin' work here. I know the signs."



THE MARSHAL'S HANDBOOK







CHAPTER SIX: SECRETS OF THE ARCADE

Marshal, your section in this book is a whole lot shorter than usual. That's because there's very little for you to worry about here. Most of the rules and tables you need are in the *Marshal's Handbook* rulebook.

We chose not to reprint any material from full-sized sourcebooks like *Fire & Brimstone* or *Ghost Dancers* both to avoid repeating ourselves and to give us more room for new stuff.

Still, there are a few loose ends in our other arcane-background sourcebooks that we'd like to tie up before we close out. And, since those are all for your eyes only, we waited until now to do it.

We've also got a little background info and behind the scenes information that's not for players' eyes hidden here. Finally, we've got to give you the goods on what happens to those pesky fu-fighters when they go bust on a *ch'i* roll.

SHUFFLING THE DECK

The biggest change to hucksters from the revised rules is the addition of the *hexslingin'* Aptitude. This simplified much of the character side to the arcane background, but we've got to apply a little touch-up in a spot or two to make the transition from old to new books smooth.

LOSING HEXSLINGIN' LEVELS

Losing a level of *hexslingin'* does not cause a huckster to lose a hex, even though the amount of starting hexes she gets is based on that Aptitude.

This is merely a game mechanic to allow a character to start with enough hexes to be enjoyable and to represent that more experienced hucksters have more hexes. After creation, they are no longer tied together.

CREATING NEW HEXES

The full details on how to balance a new hex a player wants to develop are in *Hucksters & Hexes*. We're not going to rehash that subject here, but we did want to hit one aspect that's changed with the new *hexslingin'*-based hucksters.

For the "trial run" casting of the hex, *Hucksters & Hexes* says to have the cardslinger roll the appropriate Trait. With the addition of the *hexslingin'* Aptitude, things got a little easier; now she rolls her *hexslingin'* based on the appropriate Trait. Odds are that's going to give her a little bit better chance at success.

BACKLASH

Everywhere the Extended Backlash Table mentions the result affecting a huckster's skill level in a hex, instead read it as affecting his *hexslingin'* Aptitude instead.

THE GORGON

You guessed it, Marshal, the gorgon is actually a particularly nasty specimen of the Reckoners' favorite errand boy—los Diablos. This one is a little more circumspect about its attack and is biding its time.

So far, Sitgreaves' hexes actually further the Reckoners' designs. A good number of them are designed to kill, maim, or otherwise cause discomfort. *Waste product* and *stabilize* are the first steps he's actually made toward off-setting the downward trend, and the Reckoners are noticing his research.

When the gorgon does finally go for Sitgreaves, he's going to find his skills tested to the utmost.

YOUR KUNG FU IS WEAK!

Going bust on a *ch'i* roll costs the martial artist the normal Strain for the power, plus 1d6 Wind for every point his highest die missed the TN. Yes, it's

possible for him to actually make or beat the TN and still go bust as long as the majority of his dice are 1s. If that's the case, he loses the Strain and 1d6 Wind.

THE SPIRIT AIN'T WILLING!

A couple of quick notes on *Ghost Dancers* and we're done, Marshal.

First, on pg. 97 of that book under **Sacred Grounds**, it makes it sound like appeasement points can be quadrupled if a shaman favored by a particular medicine way practices it in the right place. Actually, we meant to say appeasement points were *tripled* not *quadrupled* in that case. Oops!

SPIRIT GUIDE

If the shaman wants his *spirit guide* to take him to the Deadlands, the guide takes the Appeasement and then refuses, but does give him a +2 to his *area knowledge: Hunting Grounds* roll.

HUNTING GROUNDS ENCOUNTERS

We gave you a neat encounter and travel times table for the Hunting Grounds, but we forgot to tell you how often to roll for encounters! For journeys up to one day in length, roll once; up to a week, roll twice. For longer trips, roll once for each week, plus one additional time. If the *cleanse portal* favor is used, by the way, subtract 5 from the first encounter roll.

WHO DO VODOO?

Both types of loas are actually inhabitants of the Hunting Grounds. In fact, you can think of loa as just another name for "spirit." Rada loa are potent spirits just like those worshipped by the Indians, while petro loa are particularly powerful manitous.

If the voodooist goes bust on a *conjurin'* roll, a petro loa (manitou) has gotten into the mix and fouls the spell. Use your imagination as to the final result, Marshal, but you can't go wrong if you have the result backfire on the caster. One important note: When a spell does backfire it *always* gets the caster, not the intended recipient!

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Fear The Reapers

chapter 1

