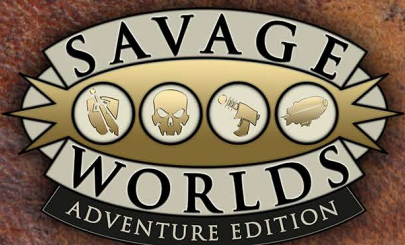


DEAD LANDS



WEIRD WEST COMPANION



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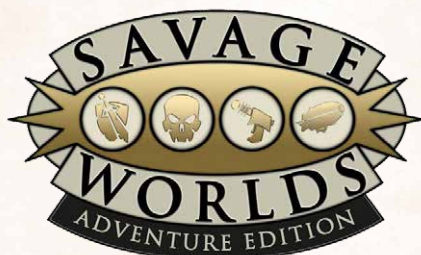


WEIRD WEST COMPANION

BY SHANE LACY HENSLEY & MATTHEW CUTTER

DEADLANDS CREATED BY SHANE LACY HENSLEY

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SPECIAL THANKS: To all the fans who supported Deadlands on Kickstarter and made this Companion a reality. Your enthusiasm and support drives everything we do. Thanks for sharing a wild ride with us, amigos!

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INTRODUCTION

Welcome, partner, to the *Deadlands: Weird West Companion*. This book gives you some further details about the Weird West, along with additional Arcane Backgrounds, extra information about Harrowed, and lore of the Hunting Grounds.

But before we get into all that, here's a little background information about the *Deadlands* setting, and the various twists and turns in the trail that brought us to this point.

A BRIEF HISTORY OF DEADLANDS

Deadlands: The Weird West roleplaying game debuted in August of 1996, at GenCon, in Milwaukee, Wisconsin. Shane Hensley had the original idea, and was later joined by Matt Forbeck and Greg Gorden to form Pinnacle Entertainment Group. The game was an instant hit and sold out in just a few weeks.

That first version of *Deadlands* used a system that's come to be called "Classic" and was all in a single book. A "companion" called *The Quick & the Dead* followed soon after.

A slew of "splat" books—additional rules for character types like gunslingers (*Law Dogs*), hucksters (*Hucksters & Hexes*), blessed (*Fire & Brimstone*), and mad scientists (*Smith & Robards*)—followed quickly thereafter.

Around 1998, the information contained in *Deadlands* and the *Quick & the Dead* was split up into a *Player's Guide* and *Marshal's Handbook*.

We also published setting books like *Lost Angels*, the *Great Weird North*, and *Back East North (& South)*, and boxed sets like *The Great Maze*, *River o' Blood*, and *The City o' Gloom*.

1997 saw the release of *The Great Rail Wars*, the *Deadlands* miniatures game. That sold through its initial printing in just a few months and sparked a series of follow-ons like *Derailed!* (vehicle rules), additional troops (*Dogs of War: All's Fair*), and narrative campaigns like *A Fist Full o' Ghost Rock* and *Raid on Roswell*, where we established an early precursor to the Plot Point Campaigns we'd become known for later on.

Deadlands: Hell on Earth, a post-apocalyptic Western follow-up to the Weird West, came out in August of 1998. This setting postulated a possible future where our heroic posses failed and the Reckoners arrived on Earth. Clues were hidden in the original books that pointed to the Reckoners' true identity as the Four Horsemen, and at GenCon '98, a procession of wasteland warriors carried a box of the first shipment of books into the convention hall. Hundreds of fans awaited, and were shocked and thrilled at the big reveal.

Where the Weird West was built to model films like *The Outlaw Josey Wales*, fanning the hammer, and the gritty "chunk" of heavy lead

bullets on flesh, *Hell on Earth* had to suddenly accommodate rocket launchers, mini-guns, armored vehicles, and other sci-fi weapons—as well as the more epic powers of radiation priests, insect shamans, and undead cyborgs.

This and changes in the game industry at the time caused difficult times for Pinnacle, and the creation of a new, simpler set of rules based off *The Great Rail Wars*. This became *Savage Worlds*, published in 2003. A new edition of *Deadlands* for that rule system, called “Reloaded,” followed soon after in 2005. That was once again split into two expanded books, a Player’s Guide and Marshal’s Handbook, in 2010.

Dozens of great adventures and sourcebooks were published for *Deadlands: Reloaded*, including the premier “Servitor Series,” four mega-Plot Point Campaigns that pitted the heroes against the Reckoners’ human Servitors on Earth: Reverend Grimme, Raven, Stone, and finally Dr. Hellstromme.

The conclusion of those adventures heralded a new age in 2020. *Deadlands* is now just shy of its 25th anniversary. In the game world, the story has advanced from 1876 to 1884, with only one large revision—the collapse of the Confederacy in 1871 (in the previous game it continued into the 1880s). The revision was done for story-based reasons (“The Morgana Effect,” explained in the new edition of *Deadlands: The Weird West*), to make way for the more interesting fictional factions we’ve created since the game’s debut, and of course to move away from the CSA’s influence without whitewashing its terrible legacy.

There are many more stories to tell in the Weird West, and we’re working on them constantly. For those who want to see where we’ve come from, most of those tales outside a few dependent on the Civil War are still canon and can be dropped right into your campaign world with little effort.

Now you know a bit more about where the game came from. The rest of this book adds to this new edition and expands on some of our “legacy” character types, discussions of the mysterious Hunting Grounds, how to run the game, and a slew of relics your posse can use to fight back the powers of darkness.

We hope you enjoy your trek as much as we’ve enjoyed creating it, amigos!



NO MAN'S LAND

HARROWED EDGES

The Harrowed abilities in *Deadlands: The Weird West* are just tip of the big undead iceberg. Over the years, “deaders” have figured out all kinds of strange tricks. This chapter explores some additional Harrowed Edges your tall, dark, and creepy hero can take after she kicks the proverbial bucket and comes back Harrowed.

BURROW

REQUIREMENTS: Novice, Harrowed

The Harrowed gains the ability to burrow through raw earth, per the power (see *Savage Worlds*). Although this makes him a very efficient traveler underground—the earth seems almost eager to get out of his way—he always finishes such a trip covered with soil, slime, millipedes, centipedes, and such subterranean accouterments.

The deader can burrow into loose earth and move through it at half normal Pace (he cannot run). He cannot normally be attacked while burrowing, and can attempt to surprise opponents who didn't see him coming by making an opposed Stealth vs. Notice roll. If successful, the burrower adds +2 to his attack and damage rolls that round, or +4 with a raise (he has The Drop).

CHARNEL BREATH

REQUIREMENTS: Seasoned, Harrowed

Charnel Breath is the ability to dredge up all the worst stench of decay in a Harrowed's body, supernaturally fester it even further, and blow it out all over an unsuspecting target within arm's reach. The corrosive gas produces watery eyes and violent retching.

To do so, she breathes a cloud of noxious fumes in a Medium Blast Template adjacent to her position. Everyone within must make a Vigor roll at -2 or suffer Fatigue. This effect can only cause Incapacitation, not death. Beings that don't breathe are immune to Charnel Breath.

A Harrowed can wrutch up these foul vapors only after eating something and waiting at least an hour—it has to “simmer” in his wretched innards for a while.

CONTORTION

REQUIREMENTS: Heroic, Harrowed

It's amazing what you can do with your body when you know it won't cause any permanent damage.

Contortion allows a Harrowed to dislocate pretty much any and every bone in her body—including shoulder blades, ribs, and pelvis.

To escape from being Bound or Entangled, or squeeze through a gap up to about the

width of the Harrowed's skull, the deader makes a Vigor roll as an action to pop some bones out of their sockets and slip loose or crawl through a gap.

Failure means he takes Fatigue and makes no progress (or takes a Wound with a Critical Failure).

Success means he either improves his situation one step (from Bound to Entangled), or slips through the gap (but it takes his entire turn—no other actions allowed). A raise means the contortionist is no longer Bound or Entangled, or moves through an opening as a normal move.

Anyone who happens upon a Harrowed in his contorted, busted-up state must make a Fear check—it's a fairly gruesome sight!

DEAD MAN'S HAND

REQUIREMENTS: Veteran, Harrowed

Harrowed with this power can continue to control their own severed body parts—usually a hand or an eye—for short periods of time. To use the Edge, the deader slices off his own hand or plucks out an eyeball.

The severed body part remains active and under its owner's mental control up to a Range of one mile.

The deader can maintain the Dead Man's Hand as long as he wishes, though he has the One Arm or One Eye Hindrance until the body part is reattached.

Severed hands use the Animate Hand profile (see *Deadlands: The Weird West*). They can "walk" on their fingers at a Pace of 6 (no running). Eyeballs magically transmit back whatever they see to the owner, and can roll around at a Pace of 6 (no running). Ears can't move on their own, but if left behind somewhere they relay whatever they "hear" back to their owner.

Healing: Severing a body part causes an immediate Wound and any Hindrance associated with it (One Eye for the removal of an eye, One Arm for a hand, Hard of Hearing for an ear, and so on).

Sewing the body part back on reattaches it, but it doesn't actually work until the next time he makes a successful natural Healing roll.

DEAD RECKONING

REQUIREMENTS: Novice, Harrowed

Dead Reckoning is the ability to sense the direction to any and all corpses—animal, human, or otherwise—within a mile.

This shows up almost like radar in the Harrowed's mind. Bits and bones show up as small "blips" while fresh bodies are larger.

Detecting the dead is an action but doesn't require a Trait roll. And yes, it can absolutely be used to tell if an individual is a walking corpse, though it doesn't tell him what kind—another Harrowed, vampire, walking dead, etc.

DEATH MASK

REQUIREMENTS: Novice, Harrowed, Persuasion d6+

Use of this Edge allows a Harrowed to appear as she did when she still drew breath, negating others' Unfriendly attitudes and the Harrowed's innate -2 Persuasion penalty. Death Mask is an action to activate but doesn't require a Trait roll. Once activated, the Harrowed can keep it up as long as she likes.

The effect is a minor illusion, so if the Harrowed is Shaken, Stunned, or suffers one or more Wounds, he must make a Spirit roll at -2 to keep the disguise active. *Detect arcana* automatically sees through this effect, and a successful *dispel* removes it.

DEVIL'S TOUCH

REQUIREMENTS: Seasoned, Harrowed

A Harrowed with this Edge can disrupt the workings of any mad scientist's gizmo or Infernal Device with a touch. This is an action and a Spirit roll. If successful, any failure when using the device counts as a Critical Failure. This lasts for three rounds after the device is touched, or five with a raise.

FAST AS DEATH

REQUIREMENTS: Novice, Harrowed

Normally, dead bodies don't move very fast. But the Harrowed with this Edge can move with supernatural speed when the need arises. This increases her Pace by 3 and her running die one step. This stacks with Fleet-Footed and similar abilities!



HELL STEED

REQUIREMENTS: Veteran, Harrowed

God's critters don't take so well to the unholy abominations called the Harrowed. Dogs bark, buzzards circle warily overhead, and horses snort and buck at a would-be rider who stinks of death.

But a Hell Steed is a strange kind of horse dredged up from the Hunting Grounds by the Harrowed's manitou. When summoned (by taking this Edge), it charges out of some Hell bound portal, snorting fire, eyes blazing, and a cloud of brimstone following in its wake. Within a few minutes the beast comes to terms with the mortal realm and becomes

a normal horse—though one that's clearly fierce and powerful.

The horse has the usual stats for a War Horse (see *Savage Worlds*), is Fearless, and a Wild Card. The beast is loyal and has sinister intelligence that understands its master's commands (treat its Smarts as human intelligence rather than animal). It's a strange creature, and serves the human as well as his manitou when the demon has control of the host's body.

If the Hell Steed is ever slain, the Harrowed doesn't automatically get a replacement! He can take the Edge again to summon a new beast, however. A Harrowed can't have more than one Hell Steed at once.

MIMIC

REQUIREMENTS: Legendary, Harrowed

Great supernatural power springs from the Hunting Grounds in one form or another. Sometimes a Harrowed attuned to that power can decipher it and wrestle it away for herself.

When any power that uses the Spellcasting skill is used in sight of the Harrowed, she gains the ability to cast it herself. She may only do this once, and it must be within the same encounter she saw it used.

The Harrowed uses Spellcasting to cast the spell if she has that skill, or Smarts if she doesn't.

Any Power Points or Modifiers must be identical. If a cultist casts a 3d6 black magic *bolt* with AP 2 for four Power Points, the Harrowed may do exactly the same. A Critical Failure means the Harrowed is Fatigued and all currently maintained powers (if any) terminate.

NIGHTMARES

REQUIREMENTS: Veteran, Harrowed

One of the manitous' duties in the spirit world is to torment dreamers. A Harrowed whose brain-worm gives him this power can share his misery, giving other living minds dark and terrible dreams.

The Harrowed needs something from the target to inflict nightmares on her—it could be something of her body, like a hair,

finger nail clipping, or blood stain; or it could be an item of some significance to her, such as a piece of jewelry, her firearm, or even her trusty horse.

The deader then simply decides if he wants his manitou to torment the target each night. If so, she has the Night Terrors Hindrance for as long as the Harrowed wants to torment her.

A victim can rid herself of the nightmares by killing the Harrowed or sleeping on sanctified ground. *Dispel* has no effect, but *detect arcana* senses an evil presence on the victim when she's being tormented. With a raise, *detect arcana* also gives an impression of the Harrowed himself, perhaps a stench, a memory of when the item was taken, or his dead eyes.

POSSESSION

REQUIREMENTS: Veteran, Harrowed

If a manitou's good at anything, it's taking control of someone else's body. This power grants the Harrowed a limited ability to do the same.

Controlling someone works exactly like the *puppet* power in *Savage Worlds*, but the Harrowed uses his Spirit -2 for the arcane skill roll.

The deader is Distracted for as long as he maintains control. He may maintain the power as long as he wants, but remains Distracted while doing so (he may not use Power Points even if he has them). If he's Shaken, Stunned, or Wounded, he must make a Smarts roll or the power terminates as well.

RIGOR MORTIS

REQUIREMENTS: Heroic, Harrowed

A deader uses this power to inflict terrible pain on everyone who gets too close to his cadaverous corpse.

Activating Rigor Mortis is a free action that creates a field of agony the size of a Medium Blast Template centered on the Harrowed. Everyone who enters the template (friend and foe alike) is wracked with pain and stiffness and Distracted. The condition terminates at the end of a victim's turn if he's no longer in the area of effect.

Rigor Mortis can be maintained as long as the Harrowed desires, but terminates if he doesn't make a Smarts roll when Shaken, Stunned, or Wounded.

SILENT AS A CORPSE

REQUIREMENTS: Seasoned, Harrowed, Stealth d8+

As long as this deader's feet are in contact with dirt, he can move without making a sound (even if he's wearing boots). He adds +4 to Stealth where sound is the primary factor in detection.

In the Weird West, most everything that's not actually inside a building is dirt. Even the interiors to some buildings have dirt floors, such as barns, stables, poor farmsteads, and the like.

SLEEP O' THE DEAD

REQUIREMENTS: Seasoned, Harrowed

Manitous have something of a talent for getting mortals to sleep. Harrowed with this

Edge can tap into the manitous' abilities to send a victim straight to the Land o' Nod with a single touch. Even other Harrowed are affected. This works much like the *slumber* power (see *Savage Worlds*), except it costs no Power Points, has a Range of Touch, and is enacted with an opposed Spirit roll against the target as an action. If the Harrowed wins the opposed Spirit roll, the target falls asleep for one minute, or 1d6 hours with a raise. It can't be maintained.

SPEAK WITH THE DEAD

REQUIREMENTS: Seasoned, Harrowed

After death, a soul remains somewhat tethered to his remains for a while. It decays over a few months, the spiritual connection fading along with the flesh it once occupied.

Harrowed with this power can tap into those connections to call forth a cadaver's spirit and speak to it. The body's soul is distant and confused when summoned back to speak with the Harrowed. Its mortal



memories are vague and difficult to recollect. It may have a crystal clear memory of a clear summer day it spent swimming in a creek in his youth but can't seem to recall which of his "friends" murdered him. (That means the Marshal has full control on what information the posse gets, which should be helpful but rarely give away the mystery of a good adventure!)

Contact requires touch and the corpse can't have been dead longer than the Harrowed's Smarts die in months. Once contact is initiated, the Marshal rolls a d6. On a 2-6, the spirit is dragged forth and answers a few questions before it's pulled back into the Hunting Grounds and can't be summoned again until the next full moon. On a 1, a manitou responds instead, pretending to be the corpse's spirit, and causes as much mischief as possible!

SPIDER

REQUIREMENTS: Seasoned, Harrowed

In a world filled with terrors and abominations, there are few things creepier than watching a Harrowed scuttle up the side of a wall.

That's exactly what this Edge does—it grants the hero the ability to walk on vertical surfaces at his regular Pace. He can even cling to inverted surfaces at half Pace (and he may not run on inverted surfaces).

SPIRIT SIGHT

REQUIREMENTS: Seasoned, Harrowed

As any deader knows, all that power and locomotion is due to a demon squatting inside what's left of his moldering corpse. Spirit Sight allows the Harrowed to tap into the manitou's mind for a change, and take a quick gander into the spirit world. (A version of the ability is now a modifier to *detect arcana*, too; see New Power Option profile on page 61.)

Activating Spirit Sight is a free action (but can only be done once per turn if the game is in rounds). This is disorientating so he's Distracted until the end of turn after he drops the Spirit Sight.

While peering into the Hunting Grounds, the Harrowed can view such things as

manitous swirling around a huckster or lurking inside the corpse of a walking dead, how twisted an area is (its Fear Level), magical effects on people or objects, or even whether or not a manitou is wriggling around inside of someone. In the latter case, the manitou's demeanor might even indicate whether it currently controls its Harrowed host.

This might allow the deader to notice an invisible creature if it has a spirit (and is thus visible in the spirit world), but doesn't negate any penalties to affect it.

Additionally, any creature with the Fear Special Ability leaves a dark trail through the spirit world. Up to one hour after an abomination has moved through an area, it leaves a faintly glowing spoor of pure evil. A Harrowed with Spirit Sight can use Notice (not Survival in this case) to follow the tainted trail.

SPIRITUAL BARBWIRE

REQUIREMENTS: Veteran, Harrowed

This Edge allows a deader to create a barrier that keeps out ghosts, poltergeists, and other ethereal entities—it has no affect on physical entities. The Harrowed makes a Spirit roll and then places a Medium Burst Template centered on himself. The Spiritual Barbwire persists as long as the cowpoke concentrates on it, which inflicts a -2 penalty on other Trait rolls.

Entities wishing to enter the Template must make an opposed Spirit check against the deader's total. If they fail, they cannot pass the barrier while the Edge remains active. Spiritual Barbwire stops the entity from passing through, but does not prevent it from "normal" actions such as Intimidation or throwing physical objects.

If any living creature of rat-size or larger that started inside the circle crosses to the outside, the Edge is negated and must be reactivated with another Spirit roll.

TRACKIN' TEETH

REQUIREMENTS: Seasoned, Harrowed

The dead tend to lose body parts here and there. Those with this Edge can keep

track of those parts, whether they're attached to the rest of his cadaver or not!

Trackin' Teeth is a bit of a misnomer as it actually applies to any part of the deader's body, but this is what Coot Jenkins called it and the name stuck.

A clever Harrowed can learn to use it to not only keep track of his parts, but his enemies' whereabouts as well. He need simply plant a substantial piece of himself in or on a thing or person. By "substantial" we mean a piece of durable body matter such as a chunk of bone or tooth, not something comparatively insubstantial or perishable, like hair or a scrap of rotten flesh. The most accessible parts of a Harrowed are teeth—hence the Edge's name.

As long as the Harrowed's piece—tooth or otherwise—is within 10 miles, she can automatically sense its direction and approximate distance. If the piece moves out of range, the Harrowed loses track of it, but she picks it up if it comes back in range again.

IMPROVED TRACKIN' TEETH

REQUIREMENTS: Heroic, Harrowed, Trackin' Teeth

As above, except the piece can be tracked up to 100 miles away.

UNHOLY HOST

REQUIREMENTS: Legendary, Harrowed

This Edge grants the Harrowed a group of five allied Extras. But in this case, the allies are all dead...well, undead to be exact.

The host consists of five Walkin' Dead (see *Deadlands: The Weird West*). They're animated by lesser manitous, who serve as ruthless and chaotic allies. They can speak (though it's hoarse, gravelly, and stuttering), use weapons, or do anything else a normal person can do. Remember that walkin' dead in *Deadlands* aren't mindless zombies—they're human husks occupied by lesser demons.

The hero doesn't have a mental link with his Unholy Host, but when he gives them orders, they're bound to follow them. Of course they're also evil incarnate and clever in their interpretations. Give them an inch and they'll leave a slew of bloody corpses for a mile.

The manitous won't let their champion die if they can help it—that ends their good times on Earth for a while. They might let him suffer and may get a good laugh out of it though!

If any are lost, the Harrowed simply needs a new supply of cadavers to let the manitous back in.



METAL MAGES

NOTE: Metal Mage is a new Edge for Mad Scientists. It blends the basics of the New Science with some of the magic of hucksters!

R. Percy Sitgreaves wasn't the first "mad scientist" to realize some of his inventions weren't entirely original. Some aspects of those ideas were whispered into his ear, metaphorically, by creatures from another plane of existence. After discussing his "insane" theory with a huckster friend of his, he realized the sinister truth—key parts of his inventive process were given to him by demons.

The tinkerer found employment with Smith & Robards in Denver, using his growing huckster powers to enhance his abilities through the interview process. He worked there for several years, watching the other inventors in wonder as they created device after device, never realizing exactly where their devilish flashes of inspiration came from.

Over time, Sitgreaves proved a mediocre inventor. His employers, Smith & Robards, "retired" him from the workshop but kept him on as the publisher of their catalog. The newly-appointed editor knew Hoyle used his Book of Games to pass coded instructions for casting spells to hucksters, and as he perfected his special blend of metal magic, he did the same in the Smith & Robards Catalog. Now dozens of individuals across the Weird West follow in his footsteps, blending both the worst and best of hucksters and mad scientists into "thauamaturgical diffusionists," or more commonly, "metal mages."

MAD SCIENTIST EDGE

Metal mages are inventors who have figured out and accepted the fact that their powers are given to them by manitous.

METAL MAGE

REQUIREMENTS: Novice, Arcane Background (Mad Scientist), Occult d6+, Weird Science d8+

Metal mages use devices like any other weird scientist, but can also **Deal with the Devil** (see *Deadlands*) like a huckster!

This allows them to cast any power available to mad scientists, even those they don't have or that are above their Rank, and perhaps even get enough energy directly from the Hunting Grounds to power it.

The process is similar to that of hucksters but with a few key differences—see the section on page 14 for all the details and differences.

It's quite a spectacular show when a metal mage successfully Deals with the Devil! Metal bits swirl about the scientist, either appearing from thin air or levitating from whatever crates, bins, or toolkits are within a few feet of him. Unseen hands assemble the bits into a Hellish device or effect, twisting, shaping, turning and smashing pieces together in a storm of hot wind that smells of brimstone and madness. And if one looks closely, he just might see a demonic face howling with glee in the middle of the swirling metal maelstrom!

There's no denying something supernatural is happening when a metal mage deals with the Devil. Anyone who sees the event knows devilry is afoot. Metal mages only resort to this measure as an absolute last resort when strangers are about.

The devilish devices created in this way last as long as the power itself lasts, then collapse into a pile of their component parts—often burning hot or icy cold from the touch of the demonic forces that assembled them.

See *Deadlands: The Weird West* for the **Dealing with the Devil** table, and the section on the next page for the process.

DEALING WITH THE DEVIL FOR METAL MAGES

- 1. Ante Up:** The hero must spend a Benny to deal with the devil, just like a huckster. Dealing with the Devil is an action that includes casting the spell, but can only be done once per turn.
- 2. Choose a Power:** The character can cast any power available to mad scientists, including those he doesn't have or that are above his Rank. Total up the Power Points it requires, including any Modifiers.
- 3. Make an Occult Roll:** Metal mages don't gamble with manitous, they open their minds to the spirits' mad whispers to create fantastic but temporary devices. Draw five cards from a fresh deck of cards, then make an Occult roll and draw one extra card for success or two with a raise. Failure means you get no additional cards. A Critical Failure means you get no additional cards, and after the spell is resolved, the Marshal rolls on the **Huckster's Backfire Table** in *Deadlands*.

Metal Mages can't take Huckster Edges and so can't get extra cards from them when Dealing with the Devil, but they get an extra card if they have at least 20 pounds of loose metal parts within arm's reach. They may also draw an additional card if they offer up an ounce of ghost rock (consumed in the process).

- 4. Make a Poker Hand:** Once the mage has all his cards, put together the best poker hand you can manage and consult the **Dealing with the Devil Table** in *Deadlands*. Jokers are Wild Cards that can be used as any other card, and you get your ante (Benny) back!

You can only use the Power Points granted by the hand—not the character's pool—when Dealing with the Devil. The metal mage still attempts to cast the spell even if he didn't get enough Power Points, as you'll see in the next step.

- 5. Activate the Device:** Now make a Weird Science roll. Subtract 2 for each level the power is above the character's current Rank, if any, and one for each Power Point you came up short in the last step. If the hand gave you more Power Points than you needed, you can add them to the Weird Science roll to increase the total, or replenish your existing Power Point pool (this can't exceed the character's maximum).

Failure means you've lost your ante and the power fails. Critical Failure means the power fails and the Marshal rolls on the **Huckster's Backfire Table** (see *Deadlands*).

Resolve the Power: If the power was successful, resolve its effects as usual.

EXAMPLE: DOC GORDON & THE ARACHNOIDS!

Doc Samantha "Sam" Gordon needs to cast *blast* to fend off a wave of deadly clockwork spiders. She doesn't have that particular power so she must Deal with the Devil. She antes up a Benny and makes an Occult roll. She gets one success, so that's one extra card. She's in a scrapyards full of metal so she gets an extra card for that, and commits an ounce of ghost rock for one more card. That's eight cards total. She draws, and with a Joker, gets a Full House! The Joker gives her the ante back, and a Full House gives her 10 Power Points and double damage!

Sam needs three Power Points for the spell and adds Selective (+1), Area Effect (Large Blast Template, +1), and Damage (+2) for a total of seven Power Points. She keeps the remaining three Power Points from her Full House as a bonus to the roll, countering the -2 for it being a Rank above her (she's a Novice) with +1 to spare. She rolls her Weird Science skill and with the bonus gets an 8! The spiders vanish in a wave of jagged metal for a whopping 4d6 damage—doubled after rolling for the Full House!

NEW POWERS

A character must have the Metal Mage Edge to take these powers.

BREAKDOWN

Rank: Novice

Power Points: 2

Range: Smarts

Duration: Instant

Metal mages can create gizmos that cause other mechanical devices to jam, breakdown, or malfunction. The caster chooses any device with moving or connected parts (GM's call but no "simple" tools) in Range and makes a Weird Science roll. If successful, those using the item subtract 2 from their totals, and it breaks on a Critical Failure. Both effects work like the All Thumbs Hindrance and do not stack with it. Casting *breakdown* on a device that's already suffering this penalty counts as a raise—see below.

With a raise, the device suffers an immediate breakdown, and if it's a weird science gizmo or infernal device, the user must immediately roll on its appropriate Malfunction Table as well. Either result can be removed with a Repair roll, which takes an action if just removing the penalty or 1d6 hours if broken.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect an additional item for 1 additional Power Point each.

MEND

Rank: Novice

Power Points: 3

Range: Smarts

Duration: Instant

Mend allows a metal mage to repair damage done to complex machines—essentially any device that has Wounds, like vehicles or certain types of sentient constructs. It may take the form of a clockwork toolkit, multi-tool, or other repair gizmo of the metal mage's design.

Fixing a machine's Wounds is a Weird Science roll. A success repairs one Wound, and a raise repairs two. If the casting fails or does not heal all the damage, the metal

mage may try again. On a Critical Failure, the damage can only be repaired through normal hard work and replacement parts (see Repair in *Savage Worlds*).

MODIFIERS:

- **CRITICAL HITS (+2):** The inventor can instead attempt to fix a vehicular Critical Hit by casting *mend*. Like repairing Wounds, this may be done multiple times.
- **EXPEL GREMLINS (+1):** A successful Weird Science roll removes one gremlin from a machine or all gremlins with a raise. (See *Gremlins* in *Deadlands: The Weird West*).

TRINKETS

Metal mages may also take the huckster power *trinkets*. The device (Trapping) can be a clockwork assembler or some such, or it can just be a bag of random components the metal mage "assembles" when he activates the power. In any case, he always uses his Weird Science skill.



US MARSHALS

We described the three levels of law enforcement, laws, and penalties in *Deadlands: The Weird West*. We also gave you rules for playing shadowy Agents and stalwart Territorial Rangers, but haven't yet given you rules for playing US Marshals

First off, remember that town marshals serve a specific town. US Marshals are federal authorities that serve throughout the states.

US Marshals are appointed by various courts to apprehend and transport criminals, serve warrants, protect officials, and enforce federal laws on (sometimes reluctant) local authorities.

US Deputy Marshals are appointed by US Marshals to assist them in their various duties or keep watch over an area, town, or region in their absence.

Marshals serve states, Rangers serve territories. Their duties are very similar but not identical, though all have authority to arrest and imprison individuals, recover stolen property, and use lethal force to protect themselves if necessary.

All the various agencies work together every day. US Marshals send telegrams to town marshals and sheriffs looking for escaped felons or requesting other information, and Territorial Rangers do the same. Agents partner up with Marshals to apprehend suspects or for backup when they're on the trail of something sinister they don't want an ordinary posse of hired guns to see.

Of course all these various agencies are made up of individuals, and individuals butt heads and spar over jurisdiction constantly. Contests like these are almost always resolved by sheer willpower and stubbornness.

WHAT THEY KNOW

The US government kept the Marshals relatively clear of supernatural work until recently, preferring to lean on the Agency instead. In the last few years, the powers that be finally realized these law men and women were running into just as much

strangeness as Agents and Rangers and asked the Agency to share some information with those Marshals who seemed to have the sand for it.

US Marshals aren't officially instructed in supernatural events like Agents or Rangers. They aren't told about the Reckoning, Harrowed, magic, etc. Instead, they're told if they see something particularly strange it's best to report in and let the bigwigs decide how to proceed. Of course Marshals have learned much on their own, and occasionally swap "ghost stories" when they get together over a drink or two.

US MARSHAL

REQUIREMENTS: Novice, Fighting d4+, Riding d4+, Shooting d4+, Trade (Law) d4+

US Marshals and Deputy Marshals have legal and policing authority throughout the United States. They may pursue fugitives into territories, but are expected to cooperate with local Rangers as soon as possible.

Your character may be a Deputy US Marshal or US Marshal—your choice. Wearing the badge of either grants +1 to Persuasion and Intimidation rolls within their jurisdiction.

Deputy Marshals are appointed by "full" US Marshals and have the Obligation (Minor) Hindrance to uphold and enforce the law. They can call on the US Marshal who appointed them if things get out of hand, though that individual might not be local.

Deputy Marshals typically receive \$50 a month in salary and fees.

US Marshals have the Major version of the Hindrance, and are expected to handle most situations on their own.

US Marshals gain and can use Favours just like Agents or Texas Rangers (see *Deadlands: The Weird West*). They start with 1 and can spend up to 4 on a request right from the start. They gain an additional Favor when the party reduces the Fear Level.

Marshals are paid \$300 a month in salary and fees.

VOODOOISTS

- **Edge:** Arcane Background (Voodooist)
- **Requirements:** Novice, Spirit d8+, Faith d4+
- **Arcane Skill:** Faith (Spirit)
- **Starting Powers:** 2
- **Power Points:** 15
- **Available Powers:** *Arcane protection, aspect of the rada loa, banish, barrier, beast friend, blind, boost/lower Trait, confusion, curse, darksight, deflection, detect/conceal arcana, dispel, divination, empathy, fear, fury of the petro loa, healing, havoc, healing, holy symbol, object reading, protection, puppet, relief, sanctify, smite, speak language, speed/sloth, stun, warrior's gift, zombie.*
- **Miracles:** Voodooists may take Edges that require Arcane Background (Miracles).
- **Backlash:** A Critical Failure on a Faith roll causes the voodooist a level of Fatigue and all currently active powers are terminated.
- **Gris-Gris:** Voodooists must carry “conjure” bags on their person to activate their powers (see below).

PLAYING A VOODOOIST

Voodoo's roots lie in Africa. The Mid-Atlantic slave trade brought Africans to the island of Hispaniola where their captors attempted to convert them to Catholicism. Instead, the ancient worship of spirits blended with the worship of saints and became the practice known as voodoo.

Those who practice voodoo are houngans (male) and mambos (female)—collectively, “voodooists.” Their power comes through spirits called “loas,” a host of spirits with specific personalities and traits like Baron Samedi (loa of the dead, who wears a top hat, black tail coat, and dark glasses), Papa Legba (intermediary of the spirit world who appears as an old man with a cane and straw hat), or the terrifying Marinette of the Dry Arms (a violent spirit who frees her people from bondage).

Gentle spirits are *rada loa*. Hot-tempered spirits are *petro loa*. Some label rada as “good” spirits and petro as “bad”, but voodooists

see each spirit as a tool. Some have relatively peaceful purposes, like Legba. Others are violent but all-too-frequently necessary, like Marinette.

Loas are numerous and have influence over different spheres of life and nature like the animal spirits worshiped by American Indians. They also bargain like manitous, but prefer to be fêted with gifts rather than a supplicant's soul.

Voodooists communicate and bargain with their spirits through rituals and shrines. Stationary houngans and mambos have shrines to numerous loas in their house or nearby environs. Traveling voodooists make do with a small shrine, usually lit by candles and placed before them each night before they bed down. Either spend at least an hour a day in prayer and occasional animal sacrifice (which are usually consumed as a meal as well).

These prayers and rituals petition various loas for power, which are focused into charms—rocks, bones, sculptures, animal parts, or even dirt or dust gathered from some special place. All of this goes into the voodooist's “gris-gris” bag so it can be drawn on when the houngan or mambo invokes the loa's power.

RITUALS AND CONJURE BAGS

Voodoo priests and priestesses commune with loa through prayer and rituals. As they do so, they present various tokens to their loas' shrines which become energized with spiritual energy. Tokens are symbolic of the loas, and might include coins, tobacco, charms, artwork, animal parts, jewelry inscribed with the loa's *vévé*. A bag might even include blood, alcohol, spices, or perfume, kept in small bottles or smeared on pieces of cloth.

In general, it's assumed a player character voodooist is able to perform these rituals “off camera,” perhaps before bed, in the morning, or after a meal as fits the particular loa. This takes about an hour, and gives her the items she must place in her conjure or “gris-gris” bag. If she can't perform these rituals and create her gris-gris bag, she can't use her powers.

TRAPPINGS

Voodoo powers are cast through brief chants and manipulation of those charms invested through prayer and rituals. Depending on the spell, the caster may rub a talisman, toss a bone, sprinkle dust, or simply touch a necklace.

Voodoo spells seldom produce a visible effect, although the results may be evident, such as from a successful use of the *healing* power.

When a houngan wants to call on the power of a loa, he takes an action to use a charm, hurls a bone as an attack, rubs a cat's tooth for protection, and so on.

VOODOOIST EDGE

FAVORED

REQUIREMENTS: Seasoned, Spirit d8+, Arcane Background (Voodooist), Faith d8+

This Edge may only be taken once, and signifies a special relationship between a mambo or houngan and a particular loa. It only benefits those who have the *aspect of the rada loa* or *fury of the petro loa* spells.

The hero must plainly and visibly mark his or her allegiance to the chosen loa in some way—perhaps carrying a pet snake to signify a mambo's "marriage" to Damballa, wearing black "mourning" clothes to honor Baron Samedi, and so on.

As long as this homage is present, either power costs 3 Power Points instead of 5.

BEEN TO THE CROSSROADS

REQUIREMENTS: Novice, Spirit d8+, Arcane Background (Voodooist), Faith d8+

This hero nearly died at some point but came back. He's seen the crossroads between worlds, and the spirits hear his call better than most.

This Edge may only be taken after character creation. The character must have been Incapacitated due to an effect that could cause death (not getting enough sleep doesn't count, amigo). Once the voodooist is no longer Incapacitated, either because he is healed or comes back Harrowed, he gets a free reroll on Faith rolls.

NEW POWERS

Voodooists have a relatively small selection of powers compared to most Arcane Backgrounds, but make up for it with two powerful and versatile spells that invite the loa into their bodies.

ASPECT OF THE RADA LOA

Rank: Novice

Power Points: 5

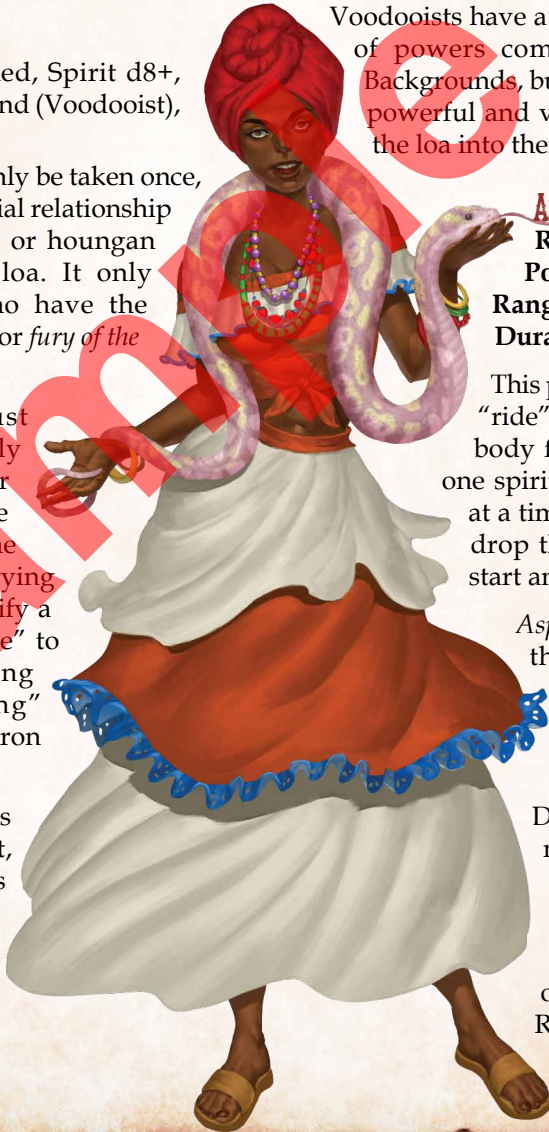
Range: Self

Duration: One Hour

This power invites a rada loa to "ride" the houngan or mambo's body for up to one hour. Only one spirit may ride the voodooist at a time, though the caster may drop the spell at any time and start another if she chooses.

Aspect of the rada loa invites the spirit into her body, giving her some of its personality (noted in each power). That loa remains for the entire Duration, and no other loa may be invited in until the previous spirit leaves.

Range: The voodooist can only cast this spell on herself, though the Range to any target is the caster's Spirit. This can't be increased with



the Range Power Modifier since it's not the Range of the power itself.

- **AGWÉ:** This loa rules over the great waters and all that dwells within them. He is most often depicted as a tall, handsome man with deep green eyes wearing formal clothes, crying salt tears for the slaves transported across the ocean during the Trans-Atlantic slave trade. Those ridden by Agwé are morose and easily brought to tears.

The spell allows the voodooist mastery of the water for the Duration of the power. She may walk upon it, breathe beneath its surface, and swim at her full Pace (plus running die if desired). With a raise, she adds +2 to her total Pace each round.

- **BARON SAMEDI:** Samedi appears as a tall man in black hat, dark glasses, formal coat with tails, cotton plugs in his nose, and painted skull face. He is a dirty-minded and foul-mouthed loa who relishes human vices. Samedi is the loa of the dead and gatekeeper to the Hunting Grounds. Anyone possessed by the Baron becomes bawdy and salacious.

Samedi temporarily severs an undead creature's link to the Hunting Grounds. If a creature with the undead Special Ability moves adjacent to the voodooist, it must make a Vigor roll (at -2 if cast with a raise) or be Stunned.

- **DAMBALLA:** The ancient creator of the world once lay beneath the earth in serpent form. It was he who created the mountains and the skies and the seas and all that humanity beholds. He's a powerful, pristine loa who communicates messages of wealth, prosperity, and health through dreams. Casters who invite Damballa into their body become more patient and kind, with a long view to the cosmos and all who dwell in it.

You can reroll any Vigor roll for the Duration of the spell. If using the Wealth rules from *Savage Worlds*, you can also reroll any Wealth roll for the Duration of the spell. If not, reroll any Persuasion rolls to haggle or otherwise negotiate prices to get a better deal (a discount the GM feels is appropriate for the particular situation).

VOODOO TERMS

- **BOKKOR:** An evil male priest, or "warlock."
- **CAPALATA:** An unscrupulous female voodooist, or "witch."
- **CHEVAL (Horse):** A person "ridden" (possessed) by a loa.
- **GRIS-GRIS:** A magic talisman, usually a small bag containing various ingredients.
- **HUMFOR:** The voodoo community or congregation.
- **HOUNGAN:** A voodoo priest.
- **MAMBO:** A voodoo priestess.
- **MANGÉ:** A feeding of the loas or the dead, typically with the sacrifice of animals.
- **PETRO LOA:** A manitou or demon.
- **RADA LOA:** A nature spirit.
- **VÉVÉ:** A magical inscription, either on a piece of cloth or the ground.

All rolls are made at +1 if the spell is cast with a raise.

- **ERZULIE FRÉDA:** Erzulie appears as a "black Madonna," a loa of love and femininity. While beautiful and kind, she's also quick-tempered. When ridden by Erzulie, the voodooist also adopts these traits.

The power grants the hero favor with a single individual who is romantically inclined toward his or her gender and starts with a Neutral or better Reaction (see the Reaction Table in *Savage Worlds*). This isn't the puppet power—the individual isn't a mind-controlled slave—he or she is just eager to please the houngan or mambo. A raise means the target is even more eager to aid the voodooist.

Once the power expires, the target may rethink his or her commitment depending on the situation. Of course the voodooist can always channel Erzulie Fréda and rekindle the relationship anew.

- **PAPA LEGBA:** Legba is the great communicator. He is depicted as an old man with a cane, wearing a broad-rimmed straw hat and smoking a pipe, and is often accompanied by a loyal dog. When he rides an individual, she becomes more patient, wise, and sympathetic.

The houngan or mambo gets a free reroll on any Persuasion, Intimidation, or Taunt Tests for the Duration of the possession (at +1 if cast with a raise).

FURY OF THE PETRO LOA

Rank: Novice

Power Points: 5

Range: Self

Duration: 5

Petro loa are more aggressive or ill-tempered than rada loa, so they're primarily useful in dangerous situations such as combat. Like *aspect of the rada loa*, *fury of the petro loa* invites these spirits into the voodooist's body.

Only one spirit may ride the voodooist at a time, though the caster may drop the spell at any time and start another if she chooses.

Range: The voodooist can only cast this spell on herself, though the Range to the target is equal to the caster's Spirit. This can't be increased with the Range Power Modifier since it's not the Range of the power itself.

Other Aspects: Most loas have more than one aspect. Those listed here are the most common favors requested by heroic voodooists in the Weird West.

- **ERZULIE DANTOR:** Erzulie Dantor is an aspect of Erzulie Fréda born of the bloody Haitian Revolution. She appears as a black Madonna with a scar on her cheek and a severed tongue—cut out to ensure she kept the secrets of the revolution. Anyone ridden by Erzulie gains a bleeding cut on the tongue (no game effect) and the Vengeful (Minor) Hindrance for the Duration of the power.

The fearful Dantor is a vengeful protector. Anyone who harms the voodooist (causes her to be Shaken, Stunned, or Wounded) must make an immediate Spirit roll (at -2 if cast with a raise) or be Stunned.

Targets of Erzulie's rage see her ghostly visage emerge from the voodooist. She races toward them, screeching with the stump of her severed tongue, eyes black as night and blood-stained hands reaching out for vengeance. She passes through their form and chills them to the very marrow...then disappears.

- **MARINETTE BWA CHECH ("Marinette of the Dry Arms"):** This terrifying petro loa is a tall, almost skeletal figure with wild hair, mad eyes, and parched skin wearing ragged, blood-stained clothes. Those ridden by Marinette gain the Mean Hindrance.

Marinette extends her host's Fighting attacks to Reach 2, and Str+d6, AP 2 if unarmed. The damage is increased to Str+d8 if cast with a raise.

Anyone struck by the voodooist sees a ghostly image of the horrific Marinette transposed over the attacker, screaming obscenities in her mad fury as she reaches out with her horrific dry arms and long, jagged claws.

- **MET KALFU:** Kalfu is the dark side of Papa Legba. He appears as a suave man in a top hat with a forked tongue. He is another loa of the crossroads between worlds, with influence over dark spirits and emotions. Those who invoke Kalfu gain the Ruthless (Minor) Hindrance. Voodooists who already have the Hindrance do not suffer the -2 to the Spirit roll below.

As master of strange, spiritual energies, Kalfu can sever a target's ties with Fate itself. Any time a foe spends a Benny and the voodooist wants to counter it, he may make a Spirit roll at -2 (or no penalty if cast with a raise). If successful, no Benny can be spent on that roll. With a raise, the Benny is lost as well!

When an opponent's luck is countered, he sees a ghostly image of Kalfu greedily drawing the energy into his mouth and devouring it with glee.

WITCHES

- **Edge:** Arcane Background (Witch)
- **Requirements:** Novice, Spirit d8+, Spellcasting d4+
- **Arcane Skill:** Spellcasting (Smarts)
- **Starting Powers:** 3
- **Power Points:** 10
- **Available Powers:** *Arcane protection, banish, barrier, beast friend, beguile, blast, blind, bolt, boost/lower Trait, confusion, curse, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, dread, elemental manipulation, empathy, entangle, environmental protection, farsight, fear, fly, growth/shrink, havoc, illusion, invisibility, light/darkness, mind wipe, object reading, protection, puppet, shape change, sloth/speed, slumber, sound/silence, stun, summon ally, transform, wall walker, warrior's gift, zombie.*
- **In The Blood:** Witches may take the huckster Whateley Blood Edge (see **Hucksters** in *Deadlands: The Weird West*).
- **Backlash:** A Critical Failure on a Spellcasting roll causes the witch a level of Fatigue and all currently active powers are terminated. It also gives the witch a point of Corruption (see below).
- **Black Magic:** Witches get certain advantages in areas where the Fear Level is high.

NOT YOUR GRAMMA'S WITCHES

Let's be clear before we go any further. We're not talking about wiccans, white witches, hedge mages, or other magic users who draw their power from nature, themselves, or anything good. Use the blessed or shamans for those who walk on the side of light.

BLACK MAGIC

This Arcane Background features witches and warlocks who draw energy straight out of the darkest part of the Hunting Grounds. "Black magic" is a quick and easy source of power for those who learn to take it, and it's as tainted as week old meat. The Reckoners are happy to let mortals play with this power, even if they think they're ultimately doing good with it, because eventually it corrupts even the strongest wills.

Since witches gain their power from black magic, they gain certain advantages when the Fear Level is 4 or higher, just like those practitioners of black magic under the Marshal's control:

- **FEAR LEVEL 4–5:** The witch gets a free reroll on any failed Spellcasting roll (see *Rerolls* in *Savage Worlds*).
- **DEADLANDS:** The witch gets a free reroll on all Spellcasting rolls.

Of course those rerolls just give the witch more chances to become **Corrupted**, as we'll examine next!

CORRUPTION

In addition to the usual effects of Fatigue and terminating all active powers, a witch who rolls a Critical Failure gains a point of Corruption. Each point of Corruption gives her a new Minor Hindrance or increases a Minor to a Major (her choice).

Hindrances should be negative in nature. A witch might become excessively irritable (Mean), grow a large wart on her nose (Ugly), or even become Wanted by the authorities. Occasional "good" Hindrances, like Loyal, are possible with the Marshal's permission.

If a witch's Corruption ever equals her Spirit, she becomes a truly evil nonplayer character under the Marshal's control.

Reducing Corruption: Every time a witch participates in reducing a region's Fear Level, she reduces her Corruption by 1. This eliminates a Minor Hindrance she gained through Corruption, or reduces a Major Hindrance gained through Corruption to the Minor version. (It doesn't affect other Hindrances she acquired or started with.)

She may also rid herself of a Hindrance gained in this way by spending an Advance (see **Advances** in *Savage Worlds*). If the Hindrance was gained from Corruption, it removes a point of Corruption as well.

PLAYING A WITCH

Most witches in the Weird West come from one of two places—they're a descendant of the mad Whateley family or they were secretly trained in witchcraft at Mina Devlin's School for Girls in Dodge City, Kansas.



Witches and warlocks of the Whateley clan can also take the huckster's Whateley Blood Edge (see **Hucksters** in *Deadlands: The Weird West*). The Whateley clan in the US originates in the hills of New England (though the family is far older than that). Those in the West were either born to those few who moved on from there, or more likely left home themselves to escape their strange family. Several strong Whateley clans can be found in Kansas, the Great Maze, and the Texas hill country.

Whateley witches and warlocks have little formal training but inherent power and aptitude.

Witches trained by Mina Devlin get much more disciplined training in the black arts. They're taken in as orphans, given a formal education, and indoctrinated in Mina Devlin's particular view of the world. Mina and her lieutenants occasionally scour the West looking for clever, strong-willed female orphans desperate for an even stronger mother figure. Such promising recruits are taken in to Mina Devlin's School for Girls and slowly introduced to the black arts under Mina's evil tutelage.

On graduation at the age of 18, those young ladies who survive their training become enforcers for Mina's company, Black River Railroad. Each "coven" serves in different parts of the West. They play up their powerful reputations, wear distinctive leather masks and outfits, and aren't hesitant to use violence to further the company's goals—especially against men, thanks to Mina's influence.

The most famous of the Wichita Witches is Violet Esperanza. Violet and her murderous "sisters" serve as models for the rest of Mina's minions.

A few Black River witches have managed to break free of Mina's grasp and see the light over the years. These heroines should take the Enemy Hindrance—no one leaves Mina without incurring her wrath.

Of course witchcraft has been around for thousands of years so a character doesn't have to come from the Whateleys or Black River, those two paths are just the most common in the Weird West.

WITCH EDGES

FAMILIAR

REQUIREMENTS: Novice, Arcane Background (Witch), Spellcasting d8+

Your witch has a small (Size -3) creature that serves her.

The familiar has the Loyal Hindrance to its mistress but isn't a slave. It acts like a typical but very smart version of its species and can occasionally be distracted by its own inherent instincts. A cat might interrupt its task to chase a mouse or take a brief nap and will most likely hide during combat.

A familiar is a Wild Card with respect to Wounds and rolling a Wild Die with its Trait rolls. It doesn't get Bennies, but the witch can spend her own on its behalf.

The familiar can understand its mistress's speech and vice-versa (others hear only the creature's natural sounds). The bond between the familiar and its mistress makes it immune to the *beast friend* power.

If a familiar dies, the witch is automatically Stunned (no matter how far away it is). She can summon another after 13 days, and can change the type if she chooses.

Familiars do not advance as allies. Instead, a familiar has any one of the advantages below for each of the witch's Ranks (including Novice) and for every fourth advance the witch gains past Legendary, gaining them as she advances or starting with them if she must replace a fallen pet. Only increasing a Trait or gaining an Edge may be taken more than once.

- The witch can transfer Wounds and Fatigue to and from her familiar as a free action.
- The witch can increase one of the familiar's Traits one die type. This may only be taken once per Trait.
- Your witch can use the familiar's senses as if they were her own. This requires concentration and the maximum range for this ability is 10 miles.
- The familiar gains an Edge. It must make sense for the familiar's species and meet the Requirements as usual.

- The familiar has 5 Power Points of its own. It cannot cast spells, but the witch can draw on them as if they were her own. They recharge separately and at the same rate as the witch's.

WICHITA WITCH

REQUIREMENTS: Novice, Arcane Background (Witch), Spellcasting d8+

Mina Devlin teaches her orphan girls reading, writing, arithmetic, etiquette, and of course, witchcraft! Her "girls" also learn how to defend themselves, intimidate the rough hired guns they often command, and of course, fight.

The trademark black mask, provocative leather outfit, and long whip mark the witch as one of Mina's witches (whether the character is still with her or not). When fully decked out, she adds +1 to Intimidation rolls and +1 to Persuasion rolls to those who might be attracted to her. (She subtracts 1 from Persuasion rolls when dealing with authorities or "law and order" types—GM's call).

Wichita witches also learn to charge their whip with violent energy. This costs one Power Point, is a free action, and can be triggered after the witch hits with the whip. If she hits with a raise and spends the Power Point, she can add a bonus die to the damage as usual (instead of only Entangling the foe—see Whips in *Deadlands: The Weird West*).

NEW POWERS

BEGUILE

Rank: Novice

Power Points: 3

Range: Spirit

Duration: Until the next sunrise or sunset

Witches know the easiest path to get their way is to charm gullible paramours into peacefully doing what they want.

Beguile is an opposed roll of the witch's Spellcasting versus the target's Spirit. It works only on those romantically attracted to one of the witch's gender, and only if they have a Neutral or higher attitude toward

her (see the **Reaction Table** accompanying Persuasion in *Savage Worlds*).

If successful, the target's attitude improves one level, or two with a raise. Unlike the *puppet* power, the target isn't mind controlled. He or she has free will, but is genuinely enamored with the witch and *wants* to do whatever he or she can to please her. Exactly what that means depends on the character. A blackhearted villain *beguiled* by a witch might push his own wife over a cliff to be with her. An average citizen would never think of physically or openly hurting his loved ones for her, but might cheat on them behind closed doors. A noble soul might even sacrifice himself—if he believes it's the only way to save the beloved witch's life.

The power wears off at the next sunrise or sunset, whichever comes next. It may not be maintained, but may be recast.

DREAD

Rank: Seasoned

Power Points: 5

Range: Spirit

Duration: One Day

Given their reliance on the Reckoners' dark energy, it's not surprising witches seek dark places where their powers reign supreme. And when they can't *find* such places, they *create* them.

Dread allows a witch to increase the Fear Level by 1 with a success, or 2 with a raise. The area affected is 25" (50 yards) in diameter.

MODIFIERS

- **AREA EFFECT (+3):** The effect covers an area roughly 50" (100 yards) in diameter.

TRANSFORM

Rank: Seasoned

Power Points: 5

Range: Touch

Duration: One Hour

Tales of witches turning their enemies into frogs is the stuff of fairy tales. Mostly. It can be done, it just takes much longer than those stories would have one believe.

Transform curses a target into becoming a common animal of Size -2 to -3 (witch's choice). A successful Touch on an

unwilling victim causes him to make a Spirit roll (at -2 with a raise on the Spellcasting roll). If the victim fails, he transforms—his clothes and other personal items falling around him (they don't *transform*).

Breaking the Curse: The curse can be lifted by the original caster at will, and ends automatically if she's slain. *Dispel* also ends the transformation.

MODIFIERS

- **TRUE CURSE (+0):** A witch can transform a target permanently but the process takes much longer. The Range becomes one mile rather than Touch, but requires a personal item of some sort—a lock of hair, a ring, or something else with some physical or emotional attachment to the target.

With a successful casting, the victim begins to take on the animal's characteristics over the next 12 hours. A man being turned into a frog might be compelled to watch buzzing flies for the first 10 hours, then actively attempt to eat them in the final two. A woman transforming into a pig might be excessively hungry throughout the day, eating more and more with less care as to quality until finally lying in cooling mud in the final hours.

In the final 13th hour, the transformation becomes shockingly apparent. The victim writhes in pain as his body changes into the target creature. Eyes bulge like a toad, noses elongate to snouts, feet crumple into hooves, and so on. The process is excruciating and the victim squeals, barks, or screeches in pain as his bones crack and skin tears. He suffers 3 points of Wound penalties though he's not actually Wounded (any powers or Edges that reduce Wound penalties apply here, too).

While the transformation is changing the victim, it can still be stopped if the caster chooses (or dies). Attempts to *dispel* incur a -4 penalty and each individual may only try once—if she fails it's beyond her abilities. Once the individual is transformed from a True Curse it's generally permanent without some elaborate quest devised by the Marshal to remove it.

RELICS

The Weird West is a mythic place. Magic, both light and dark, flows through its deserts, mountains, valleys, and hills, and pools in items of power carried by heroes long gone — and those still kickin’!

RELICS IN YOUR GAME

Relics in *Deadlands* aren’t like magic items in a fantasy game. They aren’t just lying around in some hoard waiting for adventurers to pick them up and start swinging at their enemies.

Relics are items that have become charged with magical energy in some way. Most are (or were) the personal possessions of some vaunted hero or villain. Others were present at the scene of a great event. A few were even deliberately enchanted through dark rituals, weird science, or prayer.

Relics have history, a story that influences the powers they give to those who wield them. Those used for evil purposes might also taint their new owner in some way that reflects its past. You can’t pick up an unholy symbol and expect it not to corrupt your values, after all.

Because of all this, relics aren’t included in some random treasure generator. Instead, the Marshal should either give them to her antagonists or make them the objective of their own *Savage Tales*, perhaps as a way to defeat some other evil of the Reckoning.

RECOGNIZING POWERS

Unless a relic says otherwise, a character gains its abilities as soon as he picks it up. If he wants to know exactly what it can do, he needs to find someone with the *object reading* power. *Detect arcana* (and similar abilities like the Harrowed’s Spirit Sight) reveals whether or not an item is magical, and might even give hints to its usage and history, but *object reading* reveals all its pertinent information.

BALANCE

Most relics are quite powerful. A posse with one or two combat-oriented relics may blow through lesser foes quickly. Many of these items have a drawback related to their story that offsets their advantage to some degree, but they’re still incredibly deadly when lead or blades start flying.

The Marshal might need to beef up the number of foes in published *Savage Tales* to make them more challenging. In campaigns, the rarity of relics means those who carry them become targets for those who want them! The Agency and the Rangers might decide they need them for some special purpose and get more than a little angry if the posse doesn’t agree. And of course the Reckoners might eventually recognize such troublemakers themselves, and direct their minions to recover them.

ALLISON'S HOLSTERS

Clay Allison was a soldier, cavalryman, and later gunslinger known for his fast draw and steely nerve. He's still around in the Weird West and just as deadly as ever.

Clay occasionally replaces his holster as he wears out the leather on the last one. They retain a bit of Allison's speed and grant a boost to any gunfighter who wears them.

Power: Allison's holsters are fast-draw holsters (see *Deadlands: The Weird West*), but they grant a gunslinger an extra Hole Card at the start of a Duel.

Taint: The wearer becomes Slow (as the Minor Hindrance) for as long as she wears the holsters.



BILLY THE KID'S HAT

Henry McCarty, AKA William H. Bonney, AKA "Billy the Kid" was a notorious outlaw and vigilante in New Mexico and Arizona before he was shot and killed by Sheriff Pat Garrett. At least that's the official story. Some say the Kid lives on, but the Agency and the Territorial Rangers have both officially closed the case. Of course, that's just what Billy would want, isn't it?

Power: Billy was notoriously lucky. He survived gunfights most others didn't and escaped from jail cells and captors on multiple occasions. Anyone who finds his dirty, raggedy old top hat gets an extra Benny per game session.

Taint: The hat's wearer gains the Overconfident Hindrance.

BLACK CAT LEMAT

Aislin O'Rourke—a petite, red-headed spitfire of Irish descent, and a talented huckster—received these customized LeMat revolvers as a parting gift from one of her traveling companions. Ms. O'Rourke disappeared in early '73 while returning home to Newfoundland, but her guns

surfaced soon after in Boston. Since then, they've passed through the hands of several owners. The guns bring fortune to some, misfortune to others, and death to a few...in some cases at the hands of their own friends.

O'Rourke's twin "Black Cat LeMats" are silver-plated with ivory grips. Engraved in each grip is the figure of a cat, lacquered glossy black, sitting with its tail curled around its feet. Each cat has two emerald chips for eyes. Some see mischief in the cats' glittering green gaze; others see only malice.

Power: You know the old saw about black cats crossing your path? These guns are no exception. The Black Cats come in a pair, and each is a single-action .40 LeMat grapeshot pistol (Range 12/24/48, Damage 2d6+2, AP 1, RoF 1, Shots 9) and 20-gauge shotgun (Range 5/10/20, Damage 1-3d6+2, RoF 1, Shots 1) combination.

Anytime someone spends a Benny in the presence of the guns' wielder, she can negate it by spending a Benny of her own. The Black Cats require both guns for this ability—it doesn't work if she's got just one.

Taint: The Black Cats cause a bit of bad luck to everyone around them. Anytime an innocent bystander is hit and the guns are nearby (generally within 20 yards or so), add +4 to the damage total.

THE BLUE JACKET

There's an old story known among Ohio settlers that a fierce Indian chief named Blue Jacket was once a kidnapped Dutch boy named Marmaduke Van Swearingen. True or not, Blue Jacket led Shawnee tribes allied with the British during the Revolutionary War. After the Americans won their independence, Blue Jacket led a confederation of Indian tribes in an overwhelming victory against the early Americans at the Battle of Wabash. During the battle, he saw his birth brother fighting against him, but Blue Jacket famously cried out, "I have no white brothers!" and killed him on the spot.