

THE WAY OF THE HUCKSTER



DEAD LANDS

EDITED BY

JOHN R. HOPLER

20
system



THE WAY OF THE HUCKSTER



OPEN GAMING LICENSING INFORMATION

(See Open Gaming License v. 1.0a, below)

The Way of the Huckster for Deadlands D20 is done under version 1.0a of the Open Gaming License and the D20 System Trademark License, D20 system System Trademark Logo Guide and System Reference Document by permission from Wizards of the Coast.®

This product requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast® Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission.

"d20 System" and the "d20 System" logo are trademarks owned by Wizards of the Coast® and are used according to the terms of the d20 System License, version 1.0a. A copy of this license can be found at www.wizards.com.

Portions of Deadlands D20® are Open Game Content licensed with version 1.0a of the Open Gaming License.

Designation of Product Identity: All material other than game rules already considered Open Gaming Content is considered Product Identity as described in Section I(e) of the Open Game License v. 1.0a (see below). This includes, but is not limited to Deadlands, the Weird West, the Great Rail Wars, Hell on Earth, the Wasted West, Lost Colony, the Way Out West, hucksters, Harrowed, all named non-historical characters, artifacts, creatures, spells, non-historical place names, events, plots, artwork, logos, trade dress, product names, product lines, artifacts, spells, and creature names. In addition, the following specific materials are Product Identity: The Feat names "Grim Servant o' Death," "Sand," and "the Stare." The class name "Huckster" and the Prestige Class name "Harrowed," and Coup Powers. The creature names "Devil Bats," "Hangin' Judge," "Los Diablos," "Mojave Rattler," and "Tummy Twister" are also considered Product Identity.

Designation of Open Gaming Content: With the exception of Product Identity, the text of all Classes, Skills, Feats, Weapons and Spells herein are considered Open Game Content. All Stat Blocks, excepting the name or proper name associated with the Stat Block and any Product Identity included within, are Open Game Content.

Any content from the System Reference Document (www.wizards.com/d20), or derived from the System Reference Document is also Open Game Content. If you have questions about the Open Game Content status of any material herein, please contact Pinnacle Entertainment Group for clarification.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.
1. **Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. **The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. **Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. **Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. **Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. **Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. **Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. **Identification:** If you distribute Open Game Content you must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. **Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. **Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. **Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. **Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. **Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. **Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. **COPYRIGHT NOTICE:** Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Pinnacle Entertainment Group, Inc.

P.O. Box 10908
Blacksburg, VA 24062-0908

WWW.PEGINC.COM



Deadlands, the Weird West, Dime Novel, the Great Rail Wars, the Deadlands logo, and the Pinnacle logo, and all characters and contents herein are trademarks of Pinnacle Entertainment Group, Inc.

© 2001 Pinnacle Entertainment Group, Inc.
All Rights Reserved.

TABLE O' CONTENTS

Chapter One: The History of Hoyle..... 5	Chapter 3: The Way of the Huckster 29	No Man's Land ... 47
Origin of a Legend 5	Normal Folks 29	Chapter 5: New Relics 49
The Quest Begins 6	Texas Rangers 30	Marshal's
The First Discovery 7	The Agency 30	Territory 48
Published 8	Other Hucksters 31	Chapter 6: Shuffling
Layout of this Book 9	The Royal Court 32	the Deck 53
Chapter 2: Nothing up My Sleeve 11	How to Stay Alive 32	Dealing with Hucksters 53
Who Plays the Game 11	Magical Showdowns 33	The Extended Backlash Table 54
Becoming a Huckster 12	Chapter 4: Thaumaturgical	Wild Cards 54
History of a Huckster 12	Diffusion 35	Normal Folks 54
New Feat 12	The Science of Magic 35	Texas Rangers 55
New Prestige Classes 12	Smith & Robards 36	The Agency 56
Tempest 12	The Gorgon 37	The Court 57
Diffusionist 13	Infinity Press 37	Enoch Shaw 60
Stacking the Deck 14	When Magic & Science Meet 37	The Lady Luck Society 60
The Deck 15	The Goods 38	Famous Hucksters 61
		Extended Backlash 63
		New Spell
		Tables 64

The Way of the Huckster

Written & Designed by: Fred Jandt, from material by John "I'm Still Kickin'" Goff

Additional Material by: John Goff

Editing & Layout: John R. Hopler

Cover Art: Dan Frazier

Interior Art: Steve Bryant, Mike Chen, Paul Daly, David Deitrich, Kim DeMulder, Geoff Hassing, Ashe Marler, Allan Nunis, Richard Pollard, Jeff Rebner, Jay Rozen, Ron Spencer, Loston Wallace

Cover Design: Chris Libey

Playtesting and Advice: Patrick Phalen, Jason Needham (Baron Samedi), Eric Avedissian, and especially the "Funky Bunch," Mark Metzner, Eric Lee, Trevor Lee, Bryan Maloney, Scott Nethery

Logo: Ron Spencer

Special Thanks to: John "PI." Goff, Shane Hensley, Chris "The Enforcer" McGlothlin, Nikola "Jayna" Vrtis, and all the others who have helped me along the way.

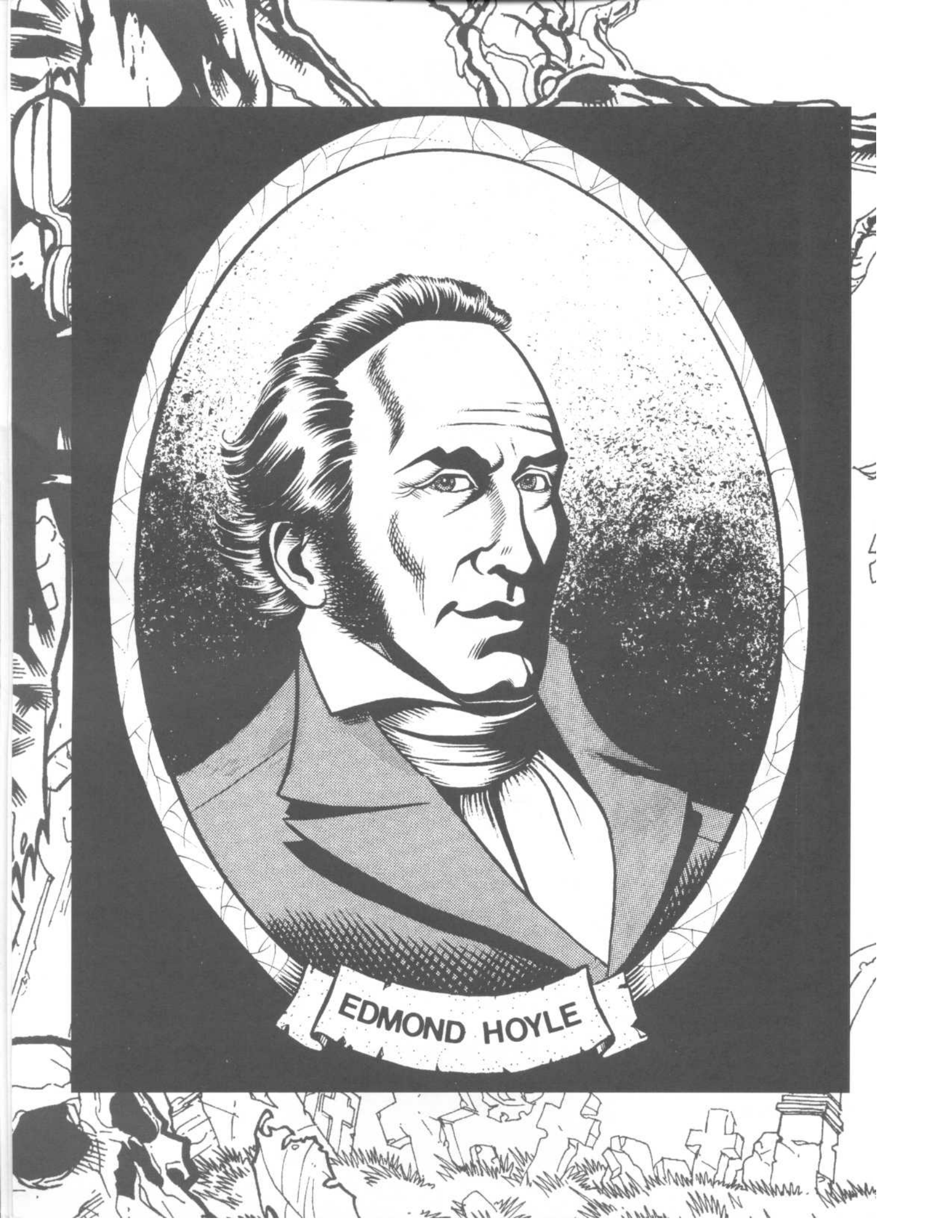
Deadlands created by Shane Lacy Hensley.

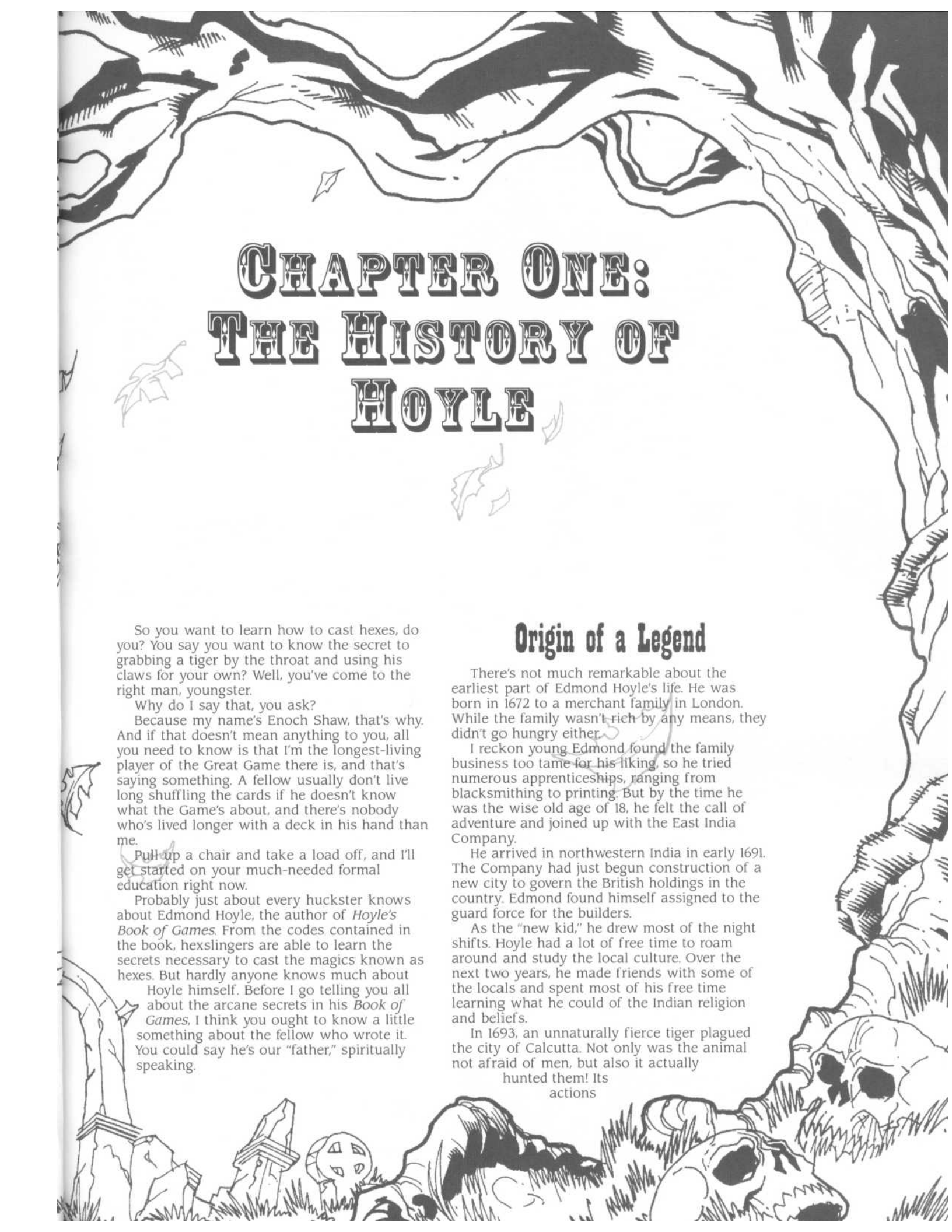
Dedicated to: As I write this, it is September 11, 2001. A terrible attack has destroyed the World Trade Center, part of the Pentagon, and four passenger planes, and left the world stunned. This book is dedicated to all of those who died in this tragedy and to those who made the ultimate sacrifice so that others might be saved.

Editor's Dedication: Amen.



EDMOND HOYLE





CHAPTER ONE: THE HISTORY OF HOYLE

So you want to learn how to cast hexes, do you? You say you want to know the secret to grabbing a tiger by the throat and using his claws for your own? Well, you've come to the right man, youngster.

Why do I say that, you ask?

Because my name's Enoch Shaw, that's why. And if that doesn't mean anything to you, all you need to know is that I'm the longest-living player of the Great Game there is, and that's saying something. A fellow usually don't live long shuffling the cards if he doesn't know what the Game's about, and there's nobody who's lived longer with a deck in his hand than me.

Pull up a chair and take a load off, and I'll get started on your much-needed formal education right now.

Probably just about every huckster knows about Edmond Hoyle, the author of *Hoyle's Book of Games*. From the codes contained in the book, hexslingers are able to learn the secrets necessary to cast the magics known as hexes. But hardly anyone knows much about Hoyle himself. Before I go telling you all about the arcane secrets in his *Book of Games*, I think you ought to know a little something about the fellow who wrote it. You could say he's our "father," spiritually speaking.

Origin of a Legend

There's not much remarkable about the earliest part of Edmond Hoyle's life. He was born in 1672 to a merchant family in London. While the family wasn't rich by any means, they didn't go hungry either.

I reckon young Edmond found the family business too tame for his liking, so he tried numerous apprenticeships, ranging from blacksmithing to printing. But by the time he was the wise old age of 18, he felt the call of adventure and joined up with the East India Company.

He arrived in northwestern India in early 1691. The Company had just begun construction of a new city to govern the British holdings in the country. Edmond found himself assigned to the guard force for the builders.

As the "new kid," he drew most of the night shifts. Hoyle had a lot of free time to roam around and study the local culture. Over the next two years, he made friends with some of the locals and spent most of his free time learning what he could of the Indian religion and beliefs.

In 1693, an unnaturally fierce tiger plagued the city of Calcutta. Not only was the animal not afraid of men, but also it actually

hunted them! Its
actions



baffled the local British authorities. All of them that is, except for Hoyle, now a sergeant in the guard force.

Hoyle's studies of local beliefs convinced him that the animal was supernatural in nature. He learned of a nearby shrine dedicated to Kali, the goddess of evil and destruction. On a hunch, he hid near the foreboding shrine each night.

Finally, after nearly a week, his suspicions were confirmed. He watched from his hiding place as a huge tiger crept into the clearing around the shrine. In the moonlight, the astonished soldier saw the animal change into a man!

While he may have been a curious young fellow, Hoyle was no fool. He shot the man through the heart, killing him deadlier than a fence post. The attacks stopped that very day.

He kept his secret to himself, knowing that he would be labeled a madman if he were to tell anyone. He carefully disposed of the dead cultist's body and silently vowed to himself never to speak of what he had seen in that dark clearing.

But what he had seen changed the course of his life.

The Quest Begins

Hoyle continued in the service of the East India Company for another three years. During that time, he gathered all the information local priests could provide him on what he'd seen. By 1696, he'd learned all he could from the locals.

Hoyle left the East India Company to find answers to the questions raised by the fateful night of the tiger. He found that India was infested with secret cults practicing dark and evil magics. After a few years of investigation, Hoyle realized he could learn no more without joining one of the evil societies. Not willing to sacrifice his soul for knowledge, Hoyle left the country and returned to London.

He used some of the money he'd saved while in India to further his formal education. He attended a number of institutions of "higher learnin'," including Oxford and Cambridge. However, Hoyle found his questions on the occult remained unanswered.

You see, back then, like now, "educated" scholars scoffed at the existence of magic.

In 1705, Hoyle decided he'd reached a dead end in his home country. To pursue his quest, he'd have to search elsewhere.

The First Discovery

Hoyle's travels took him to Constantinople, the seat of the Ottoman Empire, where he found libraries that were older than the British Empire. These had escaped many of the ravages of the religious purges that had plagued most western European countries.

There, Hoyle studied many ancient volumes and came to a startling discovery. Powerful entities existed on another plane outside the scope of the average person's senses. Most people encountered them only in their dreams or, more often, nightmares. They were known by many names—demons, genies, or spirits were but a few. But whatever their name, they were by nature cruel and mischievous.

These demons had once roamed freely in our world, but at some time near the end of the Middle Ages, they for some reason returned to their own plane. None of the books Hoyle read could explain this disappearance, but he did learn that these spirits were the source of power for sorcerers, witches, and the like. Also, he found that such people always made pacts with these spirits. These pacts invariably involved some type of sacrifice or evil act.

Hoyle wasn't willing to accept that type of bargain. He believed that if the entities could freely give a portion of their power, a strong-willed individual could take it from them.

From the tomes he'd read, Hoyle learned how to contact the plane where these spirits resided. He found it a whole lot more difficult than his books had indicated, but still possible.

Five years after arriving in Constantinople, he decided to test his theory. Unfortunately, his experiment went wrong, releasing wild, destructive energies.

Hoyle left Constantinople in a hurry. In fact, just a few steps ahead of a mob of angry citizens looking to burn a "wizard."

The Sorcerer's Apprentice

Hoyle escaped to Vienna with numerous ancient books. There he resumed his studies. Although he had a gift for languages, Hoyle had never had the opportunity to study German. As a result, he had a hard time getting along in Austria. That is, until he met a young Russian by the name of Ernst Johann Biren. Hoyle found the young man begging for food on the streets.

Biren was the grandson of a servant to Russian nobles. He'd left to seek his fortune. Until he met Hoyle, his fortune consisted of a suit of filthy clothes, a small ball of lint, and a crust of moldy bread. Before leaving Russia, he'd studied with his grandfather for several years and had learned many languages, including both German and English. In exchange for food and a place to sleep, Biren agreed to work as an interpreter for Hoyle. He quickly began to take more than a casual interest in Hoyle's work.

Hoyle thought this was simply natural curiosity. Actually, it was dark ambition that inspired Biren's interest. He saw in Hoyle's sorceries a tool to gain the power he coveted. This craving would eventually take him down the very road to Hell.

Hoyle's experiments were too slow for Biren, and the young man began to secretly study the ancient texts himself. He found the quick power of black magic a temptation too strong to resist. Soon he was capable of feats far beyond Hoyle's own abilities.

Unaware of Biren's growing power, Hoyle was making small advancements of his own. In 1711, he was ready to attempt another experiment.

Disaster!

Hoyle was pretty sure the power of the otherworldly beings could be used for good as easily as evil. To prove this, the first hex he crafted was designed to heal injuries.

A subject for the hex wasn't hard to find, given the state of medical science at the time. Hoyle, posing as a doctor, hired a lame beggar to return to his study. After several hours of labor, he was able to heal the man's wounds. Hoyle swore the newly ambulatory beggar to secrecy about the miraculous cure.

Unknown to Hoyle, Ernst Biren had followed the old beggar after he left Hoyle's study. Biren used a spell of his own on the man. Where Hoyle's hex has been intended to heal the man's injury, Biren's infected the man with plague.

Both magics were successful.

Two days later, the beggar was found dead from the Black Death. Soon, the entire country was in a panic as the Plague swept through Central Europe and beyond. By the end of the epidemic, nearly 500,000 people had perished.

Hoyle was devastated. He was sure that his hex had been perverted, and his attempt at curing had instead killed almost half a million people. Discouraged and guilt-ridden, he burned his notes and ancient tomes.

A Second Plague

Wrongly believing himself guilty of the murder of millions, Hoyle left Austria. Perhaps hoping to meet his death in battle, Hoyle became a mercenary. During the following

History of Hoyle

7

decade, he fought in the armies of almost every nation from Spain to Russia. The skills he learned while serving the East India Company kept him alive during this time.

In 1720, Hoyle learned of another outbreak of the Black Death, this time in southern France. Afraid it was linked to his experiment years before, he hurried to Marseilles.

After a little investigation, he discovered that a Russian noble calling himself Count Biren had been in the city shortly before the first case was discovered. Hoyle began to suspect that perhaps his former student was continuing his studies of the arcane.

An epidemic of typhoid in Sicily a few months later confirmed Hoyle's suspicions when he learned Biren had also been there. He resolved to stop his former student before any more harm could be done.

On a cold December night in 1722, he found Biren in Bavaria. It was not a happy reunion.

Biren told Hoyle what had actually happened in Vienna. Outraged, Hoyle attacked the man. But while Hoyle had given up his studies, his apprentice had only grown stronger. Biren easily bested Hoyle. The Russian sorcerer left him in the gutter, infected with disease.

Writing Game

Hoyle would have died in that ditch if a small band of gypsies hadn't found him. Their leader, an old wise woman, took him in and nursed him back to health.

Realizing he was no match for Biren, Hoyle immediately began his research again. He traveled with the gypsies for several years, learning all that he could of their mystic lore.

Hoyle also decided his own method for crafting a hex was far too slow to use against Biren. He needed a way to quickly seize the demon and wrest its power from it. However, the very energies Hoyle sought to use prevented him from being able to quickly master the spirit.

As you probably already know, on its home plane such a being is capable of incredible feats, warping reality to suit its whim. Hoyle feared he could never best such a being without a long battle.

He decided that the only way to win a quick fight against the creature was to cheat. If he couldn't defeat a demon by playing by the rules, he'd change the rules.

Since his contact with the spirits was shaped by his own perceptions, Hoyle figured he should be able to control the environment. He might also be able to limit the spirit's power enough to even the odds in a contest of wills.

For years he practiced mental exercises to gain the control he would need to test his theory. During this time, he decided that seeing the contest as a game of skill would provide him the greatest advantage. This would prevent the demon from being able to use its sheer brute power to defeat him.

Back to England

Finally, 10 years after his defeat in Bavaria, Hoyle felt himself ready to confront the insidious Biren again.

Just before setting out to hunt his old apprentice, horrible news reached Hoyle. Peter II, the new emperor of Russia, had died of smallpox. His cousin Anna seized the throne and appointed her former lover Ernst Biren to serve as Grand Chamberlain.

Fearing his newly empowered rival would discover him in Europe, Edmond fled. He returned to his family's business in England and continued to quietly perfect his new skills in secret.

Although he was over 60 years old by this time, he had kept the health of a man 20 years younger through the careful use of his hexes.

Hoyle had been writing his findings in a journal for years, but he now feared its discovery could be disastrous. Another ambitious and evil mind could distort his studies just as Biren had. He began to encode his writings so that only he could read them.

He disguised his journal as a collection of essays on card games. This allowed him to carry the journal with him in public and study his findings almost anywhere. Hoyle coded his hexes in scoring diagrams, random word placements, and even index numbers. If you look closely at your copy of *Hoyle's Book of Games*, you'll see he used the same methods in that book as well.

Because of this, he gained a reputation as a very canny card player, and his advice was often sought on games and strategy. However, no matter how successful his social life became, Hoyle never forgot Biren.

The Overthrow of a Dictator

In the late summer of 1740, Hoyle received a message from Russia. An old friend and confidante from his days as a soldier had risen through the ranks from a mercenary to become a Field Marshal of the Russian army.

His friend wrote about an attempt to overthrow the government of Russia, now under Biren's control as the power behind the Czarist throne. The letter said the rebellion had the support of the people, but he feared this wouldn't be enough.

Hoyle's friend, who knew a little of Hoyle's "hobby," suspected Biren of being a sorcerer. He was afraid that Biren would prove too powerful for his rebels to defeat. However, he was aware (because of the men Biren had dispatched to look for him) that he secretly feared Hoyle for some reason. His letter asked for Hoyle's assistance in defeating Biren and restoring the rightful rulers of Russia to the throne.

This was exactly the chance Hoyle had been waiting for. He knew his friend was correct—the rebels were probably no match for Biren. He

made a few hurried preparations and departed for snowy Russia to pay a visit on an "old friend."

In his rush, Hoyle left his journal behind.

He arrived in Moscow in October, just in time to help seize Biren. With Hoyle's assistance, the rebels were able to capture the sorcerer.

Unfortunately the Field Marshal didn't survive the battle long enough to see his people freed. Still, the Field Marshal's men secured Biren in manacles specially enchanted by Hoyle to prevent him from casting any hexes.

Hoyle remained in Russia for Biren's trial, which occurred the next year. To Hoyle's surprise, Biren wasn't executed, but instead exiled to Siberia. Hoyle delayed his departure, fearing that Biren would escape and again plague the world.

Finally, he decided to go to Siberia to put his fears to rest, but there his suspicions were confirmed. Biren had seized control of his prison and built a tiny empire in the frozen wastes.

This time, Hoyle was prepared. His new method of casting a hex was a match for Biren's black magic. The battle lasted for several minutes, destroying the prison, but this time it was Hoyle who walked away the victor. Biren's body was engulfed in the cleansing fire that swept through the ruins.

His nemesis finally defeated, Hoyle returned to England to rest. Or so he believed, until he reached home.

Published

Hoyle couldn't have been more surprised when, upon arriving in his home country, he found himself a celebrity. His fame wasn't due to his actions in Russia. During his absence, one of his nephews had his journal published. The book, entitled *A Short Treatise on Whist*, was already a popular parlor book all over England. The young fellow had intended the act as a favor. He couldn't have guessed his uncle's response.

Hoyle was horrified! He'd never intended for the codes in the book to be examined by more than a passing glance. Not only did he fear discovery, he worried about the consequences if anyone ever tried to duplicate his unpolished rituals.

The hexes in the journal were rough and unreliable. Hoyle was able to use them only because he knew the dangers in each particular spell. Someone who wasn't aware of the pitfalls could easily kill himself or someone else accidentally.

The instant popularity of the book prevented him from recovering all the copies sold. Simply too many people had bought it. In fact, if you look hard enough today (especially in Europe), you can probably still find a copy or two of it floating around. To his way of thinking, Hoyle had only one possible course of action in this situation.

He would have to rewrite the book, correcting all of the flaws within the original hexes. If he could no longer prevent the use of his knowledge for evil purposes, he could at least give both good and evil even odds.

Perfecting the Game

Hoyle spent the next 20 years of his life perfecting the hexes hidden within the pages of his book. He added sections on better dealing with the "devils" and beating them at their own game. He never stopped his quest for more knowledge of the spirits and the plane they inhabited. Little did he know where this search would eventually lead him.

In 1762, he read a book on the native tribes in America. In it, he stumbled across a reference to a spirit known as a "manitou." Digging further into the subject, he discovered that term manitou was another name for the entities he'd been studying for over half a century.

Not only were the Indians aware of the spirits, it seemed they also were capable of interacting with them! Hoyle knew right away he needed to pursue this.

Hoyle bought passage on a ship sailing to the Colonies in the spring of 1763. Although he aged incredibly well, Hoyle was over 90 years old. His family, fearing for his health, tried to prevent him from leaving. The old cardsharp's will was as strong as ever, though, and he departed for America.

Spirit Lore

Hoyle was determined to gain the knowledge he needed to revise the book, so he wasted little time once he reached the New World. The day after his arrival, he hired a guide, purchased some equipment, and headed out into the wilderness.

Locating Indians who could help him turned out to be much more difficult than he expected. Hoyle not only had to overcome the distrust and hostility many of the natives felt for the white settlers, he had to find Indians who possessed the knowledge he sought.

Indians with this knowledge were not as common as Hoyle had been led to believe. Many of the nature spirits that had assisted the Old Ones during the Great Spirit War remained trapped in the Hunting Grounds with them. As a result, much of the magic the Indians worked through these nature spirits had become mostly ineffectual.

With their magic failing and European settlers pushing them out of their native lands, many Indians lost faith in the power of the nature spirits. Each successive generation of shamans knew less and less of the magic of their ancestors. Much of what they did know was often mistaken.

Hoyle's travels among the Indians nearly cost him his life a number of times. Besides dealing with attacks from tribes hostile to Europeans, he also found his welcome among friendly tribes abruptly cut short when they learned the true reason for his visit. Many of the shamans Hoyle spoke with who did possess the knowledge he sought refused to share it with one who would willingly consort with manitous. Many of these medicine men attempted to put a permanent end to his magical research.

Discouraged but undaunted, Hoyle continued his quest. Despite his brushes with death, he was now sure that the knowledge he sought was within reach.

History of Hoyle

9

Crooked Feathers

Hoyle moved south to New Orleans. There he eventually found a shaman who would teach him more of the spirit world. This shaman, Crooked Feathers of the Natchez, agreed with the Old World mage that since the arcane knowledge he had unwittingly released into the world could not be recovered, the best course of action was to limit the damage it might cause.

The withered, old medicine man was able to tell Hoyle of the Great Spirit Wars and the Old Ones. He told him of the nature spirits and their enemies, the manitous. Hoyle learned much of the true nature of these malicious spirits and the ways in which they could be forced (or at least tricked) into doing one's bidding. Under the old medicine man's tutelage, Hoyle was able to put the finishing touches on his new book.

Once the object of his quest was complete, Hoyle decided he would travel west and learn more of the lore of this strange New World. After saying sad farewells to his friends among the Natchez, he walked alone into the wilderness.

The Final Chapter

Hoyle's family had no idea what had become of him until five years after his arrival in North America. A package arrived at his home in England. It contained a letter he'd written on his deathbed detailing his last will and testament. Also in the package was the final draft of *Hoyle's Book of Games*. According to his wishes, his family published the book.

Since then, more editions of that book have been printed than are easily counted. Yet to this day, only a few diligent students of the occult have succeeded in uncovering the secrets of his teachings.

Layout of this Book

Like most *Deadlands* books, *The Way of the Huckster* is divided into three parts: Posse Territory, No Man's Land, and the Marshal's Handbook.

Posse Territory contains information accessible to any hexslinger. In this area there are details on new hexes, tricks, and prestige classes. There's also a little advice on how to keep your huckster's hide intact.

No Man's Land is where you'll find information normally restricted to Marshals and more experienced characters. In here we are hiding the lowdown on a new bent to magic, thaumaturgical diffusion, and some new relics.

The Marshal's Handbook is off limits to everyone not wearing the Marshal's badge. In it, the Marshal gets new information on backlash and some details on folks that aren't too fond of hucksters.





CHAPTER TWO: NOTHING UP MY SLEEVE

Before we get into the new stuff, there are a few things we need to cover. As you've learned if you've spent any time shuffling a deck, there's a fair bit more to being a huckster than simply casting hexes.

Who Plays the Game

With so many drawbacks, you might wonder why anyone would pick up a pack of cards. Why?

It sure beats sod busting!

Seriously, folks drawn to delve into Hoyle's book usually have a few traits in common. The first is hucksters have a touch of the thrill-seeker in them. Ordinary life is just a little tame for a huckster. Taking chances isn't a pastime; it's her reason for living. She may have been a gambler by trade, but even the chance of losing her life's earnings on a single hand of five-card stud doesn't give her the charge it used to. But gambling with her very life, those are the kind of stakes she's looking for! The effects of the hexes she casts are just gravy—it's the game itself she enjoys.

Hucksters who have too much of this characteristic are often daredevils, charging into the face of danger with a joke and a smile. In case you haven't guessed, hucksters of this bent seldom live to a ripe old age.

The second trait most hucksters share is guts, plain and simple. It takes a stout heart to hunt down a nightmare and wrestle with it on a daily basis. Not everyone's got that kind of bravery, but odds are a huckster has more than her fair dose of it.

The third most common characteristic among hexslingers is a desire for knowledge beyond that of normal folks. This doesn't mean just the ability to cast a hex, although that does count for a lot. It also includes simply knowing more about the secrets of the Reckoning than the average fellow in the saloon. Without this urge, a would-be huckster would probably never spend the time to translate her first hex from Hoyle's codes.

Lastly, hucksters tend to have agile minds. Deciphering Hoyle's codes takes a certain amount of gray matter—otherwise, every bridge playing grandmother would have knowledge of the arcane. It also takes quick-thinking to wrestle those pesky manitous in submission; they won't give up their power to a huckster willingly or easily.

Now that isn't to say that these personality traits are the only ones present in a person drawn to Hoyle and his arcane writings. Any single huckster may have a little of any or all of them, or maybe she's got a temperament all her own. These kinds of folks just aren't that easy to pigeonhole.

Becoming a Huckster

Just because a person feels the pull of Hoyle's book doesn't mean that she can cast a hex. It's a little more involved than that. A huckster needs both talent and training.

First, the character has got to have a little skill in cipherin'. Otherwise, the encoded hexes in Hoyle look like nothing more than odd scoring techniques or sample cards games written in some cryptic manner.

A huckster must have at least 1 rank in the Decipher Script skill. This allows her to see and possibly interpret the hidden messages in the text.

Being able to recognize the codes isn't the same thing as casting the hex. To actually draw a manitou into a mental contest and shape its power into a desired hex, the hero also needs a fair bit of supernatural talent. A huckster must have the Hexslingin' skill. Without this skill, a cowpoke that understands Hoyle's messages is little more than a well-informed gambler.

History of a Huckster

So exactly where does a huckster learn to shuffle his mystical deck? There's no easy answer because just about every huckster learned his trade from a different source.

Most (though by no means all) hucksters learned from another huckster. The mentor found someone he could truly trust, showed her a copy of *Hoyle's*, and the two went out into the desert to blow their heads off together.

Other times, hucksters have discovered something strange in their early life. Perhaps a boy from the south lived near a former slave woman who also practiced voodoo. The boy learned about magic, but didn't take to voodoo itself. Later on in life, as he was traveling about, he began to discover other forms of magic and eventually came across *Hoyle's*.

In the end, all "Western" hucksters eventually end up with a copy of *Hoyle's* (an 1861 or later copy unless the Marshal states otherwise). That's the "introduction to sorcery" that's easiest for an Anglo-European to understand. He may delve into other forms of magic—such as voodoo or mysticism—but most Anglos just can't get a handle on these other forms because they require a different mindset—one usually formed by a culture, or at least a religious belief in the powers behind the magic.

That's what Hoyle devoted his life to—converting scores of obscure and difficult magical practices into something an Anglo could understand.

New Feat

Here's a new feat to give your hexslinger a leg up.

Arcane Prodigy

Learning a new hex is often a trial. A huckster with Arcane Prodigy learns hexes faster and easier than most. Characters with this feat earn extra hexes equal to one half their Intelligence bonus rounded up each level.

New Prestige Classes

We've also got a pair of new prestige classes for those of the hex-slinging persuasion.

Tempest

By now, you've probably figured out there's a safer place to stand than beside a huckster who's dealing himself a hand. But a huckster is as peaceful as a sheep compared to one of the poor souls born with the power of the tempest.

Assuming they somehow manage to survive to adulthood, it's only a matter of time before some sort of Hell drops down on their heads. Folks call them "tempests," because a storm is the only way to describe them: fierce and uncontrolled. Most die long before the average kid finishes his first growth spurt. Others are luckier, and their power doesn't screw up their lives until their early teens. As if pimples and growing pains weren't enough, uncontrolled magic makes adolescence a *really* awkward age.



A few tempests, usually those who manifest their power at an older age, come out intact after the first few months. With a little luck they live long enough to get a bit of control over their abilities, sometimes enough to even call on their power at will.

Eventually, the tempest's power catches her off-guard. If this happens in the town square at noon, she'll likely end up in a noose by sundown.

She can bring down Hellfire, tame beasts, heal wounds, or melt into the shadows, just like a huckster. While one of Hoyle's cardsharps stares down manitous to power his hexes, a tempest calls her power from within. The only problem is, that kind of power is hard to control, and if she's not careful, one day it'll put her six feet down.

Hit Die: d6

Requirements

Base Attack Bonus: +3
Knowledge (local): 3 ranks
Sense Motive: 3 ranks
Feat: Nerves o' Steel

Class Skills

The following are all class skills of the tempest:

Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Gamblin' (Int), Hexslingin' (Int), Hide (Dex), Knowledge (occult) (Int), Knowledge (local) (Int), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier

Class Features

Tempest: Tempest characters have a special power to use hexes without actually casting them. Look through all the hexes available to hucksters and choose one. But make sure you decide carefully, because your hero only gets one.

The hex becomes an innate ability of your character. She can call on it as long as she has Fate Chips to spend to activate it. The character spends one Fate Chip and makes a hexslingin' roll to activate the hex. The power of the effect works as per the hex. Spells with multiple levels are figured against the hero's Tempest level.

Since you're hero's power is from within and she isn't dealing with manitous, she doesn't have to worry about backlash. Don't get too comfortable yet. Any time she uses her ability and gets a natural 1 on her roll, she's lost control of her power, and the Marshal chooses what happens.

Keen: Most folks on the frontier are jumpy. Tempests have to expect the unexpected. A tempest character notices little details, sounds, and movements that others may ignore. She may add a +2 bonus to any Wisdom, Sense Motive, or Spot checks at 2nd Level and every three levels thereafter. This covers raw observation, so include rolls made to hear, smell, taste, or otherwise sense whatever it is the hero is attempting to detect.

Light Sleeper: Getting a good night's rest in the Weird West isn't the easiest thing to come by. Tempest characters are usually on the run from something or another, so being able to have their wits about them when they are taking a siesta has definite advantages. At 3rd Level the tempest character gains the ability to make a Spot skill check to notice something if a noise is made while they are sleeping. Every three levels thereafter, the tempest character gains a +1 circumstance bonus to her roll to wake up quickly.

Diffusionist

Folks think hucksters are dangerous for the arcane powers they wrestle with to cast their hexes. They cast a wary eye at mad scientists who create technological marvels that tend to do as much harm as good. So what do they call those individuals who are a little bit of both? Fools.

Diffusionists are touched. That is to say, they have come into contact with the manitous in one-way or the other. They are hucksters who have been able to think "outside of the box" and see that there is more to the way the world works than their fellows know about.

Tempest

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+0	+1	Tempest
2	+0	+2	+0	+2	Keen (1)
3	+1	+2	+1	+2	Light sleeper (1)
4	+1	+3	+1	+3	
5	+2	+3	+2	+3	Keen (2)
6	+3	+4	+2	+4	Light Sleeper (2)
7	+3	+4	+3	+4	
8	+4	+5	+3	+5	Keen (3)
9	+5	+5	+4	+5	Light Sleeper (3)
10	+6	+6	+4	+6	

Diffusionist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+1	+2	S&R 1876, Mad Science
2	+0	+0	+2	+3	
3	+1	+1	+2	+3	
4	+1	+1	+3	+4	
5	+2	+2	+3	+4	Alchemy
6	+2	+2	+4	+5	
7	+3	+3	+4	+5	
8	+3	+3	+5	+6	
9	+4	+4	+5	+6	
10	+4	+4	+6	+7	

Diffusionists tend to keep to themselves. Around mad scientists they will be laughed at to outright threatened for their un-scientific ways of thinking. Other hucksters tend to turn a wary eye towards diffusionists solely for the reason that if a scientist who has gone nuts is bad, a huckster who has lost it is much, *much* worse.

For those reasons, and because of the insight they have into the Reckoning thanks to R. Percy Sitgreaves, the first of their kind, diffusionists tend to either work in private laboratories attempting to create devices and hexes to help mankind, or work with a posse so that they can take the fight into their own hands.

Hit Die: d6

Requirements

Base Attack Bonus: +5

Hexslingin': 6 ranks

Knowledge (Occult): 5 ranks

Knowledge (any science): 3 ranks

Feat: Brave

Class Skills

The following are all class skills of the diffusionist:

Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Gambling (Int), Gather Information (Cha), Hexslingin' (Int), Knowledge (Occult), Knowledge (any science) (Int), Profession (Wis), Sense Motive (Wis), Sleight o' Hand (Dex), Tinkerin' (Int).

Skill Points at Each Level: 5 + Int modifier

Class Features

Hexes: Diffusionists cast hexes like other hucksters. See *Stacking the Deck* below.

Smith & Robards 1876 catalog:

Diffusionists start out with a copy of the 1876 edition of the Smith & Robards catalog. They may choose from two zero level thaumaturgical diffusion tricks at level one, and gain new hexes as per normal huckster

increases (Intelligence bonus per level). They may choose new thaumaturgical diffusion hexes or regular hexes to learn, but they must use the Decipher Script skill to learn them from the catalog the same as learning them from Hoyle's. See **Chapter Four: Thaumaturgical Diffusion** for more information.

Backlash: Diffusionists take backlash as hucksters when they are casting hexes, and as mad scientists when they are using the mad science skill.

Mad Science: Diffusionists gain one rank of the Mad Science skill at 1st level and may increase this as a class skill thereafter.

Alchemy: At 5th level diffusionists may select the Alchemy skill and use it as described in the *Player's Handbook*.

Stacking the Deck

Hucksters start with four zero or first level hexes at level 1. Every class level gained after that, he must choose a number of spells equal to his Intelligence bonus. They can't save these spells for the next level. The spells chosen must be equal to half his level or lower, rounded up.

Casting the hex

Hucksters attempting to cast a hex must make a Hexslingin' skill check against DC of 15 plus two times the hex's level. First level spells have a DC of 17, second a DC of 19, and so on.

Spectacular Success & Backlash

A natural 20 on this roll generates spectacular results—the caster casts the spell as if he were 1d6 levels higher. A natural 1 generates backlash. Chapter 6 has more information for Marshal's on backlash.

Spell Points

Hucksters have spell points equal to their Intelligence plus their Intelligence bonus at level 1. Each level after that, they gain their Intelligence bonus in extra spell points. Successfully casting a spell drains a number of spell points equal to three times the hex's level. Zero level spells cost 1 point. Failing a spell costs no points.

Hucksters regain their level in spell points per hour of restful sleep.

The Deck

Here is a whole slew of new hexes for your hex-slingin' hero to lob at the bad guys.

Ace in the Hole

Type: Transmutation

Level: 4

Components: F, S

Casting Time: 10 minutes

Range: Touch

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

Hucksters don't usually play well with others. When they do, the effects can be spectacular.

This hex allows the caster to provide another person with a magical "Ace in the hole." The huckster links a hex he can cast to a small focus of some sort, usually a playing card, which can then be given to another. The holder of this focus can cast the hex just as if she were the huckster.

When this person triggers the link, she makes a check with the huckster's Hexslingin' skill. If successful, she casts the hex as normal. Of course, this means that on a natural one, she suffers any backlash as well.

There are a few limitations on *Ace in the hole*. First, the link only lasts 1 day per huckster level. Second, any hexes that could only be cast on others (*helpin' hand*, etc.) cannot be cast on either the original huckster or the person holding the *Ace*—they must target a third person. Any hex which can normally only be used on the huckster, can now be used either on the huckster or the person holding the *Ace*. Finally, while a hex is linked to an *Ace in the hole*, the huckster cannot cast that hex himself.

Velvet gives Bad Luck Betty an *Ace in the hole* with *soul blast* linked to it. Velvet is a Level 5 huckster, so the link can last for 5 days. Later, Betty uses the *Ace in the hole* to discourage the attentions of a persistent cowboy. She makes a skill check to cast the spell as normal, but she adds Velvet's Hexslingin' ranks to her roll to determine the success of the hex. Not surprisingly for Betty, she gets a natural 1 on her skill roll and gets to see a manitou face-to-face. Yeeoww!

Bandage

Type: Conjunction (Healing)

Level: 0

Components: S

Casting Time: 1

Range: Touch

Duration: Permanent

Saving Throw: None

Spell Resistance: No

It seems like there's never a doctor around when you need one. For example, when you're bleeding to death! *Bandage* lets a huckster quickly stop bleeding from wounds. This

Up Your Sleeve

15

prevents continued hit point loss due being reduced below 0 hit points. Further wounding causes hit point loss as normal. The trick does not in anyway prevent loss of hit points due to a hex or natural effect.

Bar

Type: Abjuration

Level: 0

Components: S

Casting Time: 1

Range: 10 feet

Duration: Concentration

Saving Throw: None

Spell Resistance: No

With this trick, a huckster is able to reinforce a closed door, making it more difficult to open—helpful when bandits or werewolves are trying to break it down. For as long as the huckster concentrates and remains within 10 feet of the door, anyone attempting to force the door suffers a -5 penalty to any Strength check made to open it. The moment the huckster's concentration lapses, the door loses its added resistance.





Bash

Type: Evocation
Level: 2
Components: S
Casting Time: 1
Range: Long (400 ft. + 40 ft./level)
Duration: Instantaneous
Saving Throw: Reflex/half
Spell Resistance: Yes

Few things make a manitou madder than being forced to serve a huckster's whim, if even for an instant. On the other hand, nothing makes an angry manitou happier than outright, unadulterated destruction. That's exactly what *bash* is all about: bashing things all to Hell.

Unlike *soul blast*, this hex is capable of damaging inanimate objects—exclusively. It can't directly hurt a living being, but the hex gives your huckster something to knock down doors with or to chuck at the big, armored steam wagon that is about to squash him flat. It can also be used to damage a rifle in someone's hands or even destroy a gizmo. Any animate thing attached to the damage piece is unharmed by the hex (at least directly).

When cast, *bash* appears as a swirling ball of spiritual energy that flies toward the target and slams into it with devastating force.

As with *soul blast*, not only must the huckster successfully cast the hex, he needs to actually hit his target. Once successfully cast, use the same die roll to see if the huckster succeeds at a ranged touch attack on the target.

Bash moves a bit slower than *soul blast*, so if the target sees it coming she can make a Reflexes save to get out of the way.

Bash does 1d10 damage +1 per huckster level.

Bedazzle

Type: Illusion
Level: 1
Components: S, M
Casting Time: 1
Range: 5 ft./level
Duration: Instantaneous
Saving Throw: Will/negates
Spell Resistance: No

On Mississippi riverboats, *bedazzle* is a favorite hex flamboyant hucksters use to escape a card game gone bad. It causes the huckster's fan of cards to produce a bright burst of light. The light duplicates the colors on the cards, so the truly flashy carry gaudy multicolored decks just for this hex.

The hex affects anyone looking at the faces of the cards the huckster's holding—friend or foe. Of course, they must be within range of the hex as well.

Those that make their saving roll close their eyes and are not affected. Those who fail are blinded and suffer a -4 penalty to all actions requiring sight. The blindness lasts for 1 round per level of the huckster.

Black Lightnin'

Type: Evocation
Level: 3
Components: S
Casting Time: 1
Range: Medium (100 ft. + 10 ft./level)
Duration: 1 round/level
Saving Throw: Fortitude/half
Spell Resistance: Yes

Some folks are said to have an electric personality, but a huckster with the *black lightnin'* hex puts truth behind the phrase. This hex charges the huckster's hands and arms with strange, dark electricity he can throw on later actions. The huckster receives a "charge" of 1d6 dice per huckster level. He retains this charge for 1 round per his level.

As long as the huckster has some charges left, he can hurl a bolt on each of his actions. As the caster throws each bolt, he decides how many damage dice are in it. The only limitation is the number of dice cannot exceed the number of ranks in the huckster's Hexslingin' skill. Subtract the dice in each bolt from the huckster's charge. If the charge is exhausted, the hex ends.

Hitting a target with the *lightnin'* requires a ranged touch attack with the same die roll that he made for his Hexslingin' check. The target gets the benefit of cover, but there are no range modifiers. Worn armor does not protect against the bolt's damage.

If the huckster makes a melee attack against a target, the target takes all the damage dice remaining in the huckster's charge.

If a bolt is cast by a wet huckster, or the huckster is hit with water while he has charges remaining, the caster takes damage himself.

Bloodhound

Type: Divination

Level: 2

Components: S

Casting Time: 1

Range: Medium (100 ft. + 10 ft./lvl)

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

A favorite among hexslinging bounty hunters, this hex allows a huckster to put a ghostly tag on someone, allowing him to track the victim like a bloodhound.

The target must be in range of the hex at the time of casting, but afterward the range is unlimited. Depending on the DC of the Hexslingin' check, he can tell direction, distance, exact location, or even what the target is doing. (Higher DCs give all the information of awarded by lower hands too.) This hex is extremely useful for leading posses after bandits or just keeping tabs on a suspicious character.

Bloodhound even works on a huckster who's using the *ghost trail* hex. See the description of *ghost trail* for details on how this works.

Bloodhound

DC	Information
19	General direction
21	Rough distance
23	Direction of travel
25	Exact location
27	Current activity

Bodyguard

Type: Abjuration

Level: 1

Components: S

Casting Time: 1

Range: Touch

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Hucksters can't heal their wounds—it's an unfortunate fact of life. But there are a number of ways to keep from getting injured in the first place, though. *Missed me!* is one example, but what if a Weird Western wizard is facing a Maze pirate wielding a cutlass? Huckster shish-kabob that's what!

With *bodyguard*, the huckster conjures a form of magical protection for himself that absorbs some of the damage meant for the huckster. This defense is far from perfect and breaks down rapidly under attack—but, hey, it beats a kick in the head, actually.

Bodyguard absorbs a number of HP determined by the DC, preventing not only the damage itself, but also the effects of the

Up Your Sleeve

17

damage, like wound modifiers and even getting pushed back. The huckster cannot control which attacks are absorbed by the protection—the hex absorbs all damage inflicted while it is in effect.

Once the maximum number of hit points has been absorbed by the hex, it dissipates and the huckster is vulnerable to further attacks. The protection afforded by *bodyguard* is effective against all types of physical damage, both magical and non-magical. It does not provide any protection against suffocation, drowning, or massive bleeding.

A huckster can have only one *bodyguard* at a time. Until the first hex ends, any further castings automatically fail.

Bodyguard

DC	HP
17	1
19	2
21	3
23	4
25	6
27	8
29	10
31	14
33	20

Brimstone

Type: Conjuration (Summoning)

Level: 1

Components: S, M

Casting Time: 1

Area: 10 ft./lvl

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

With hexes like this, it's no wonder hucksters have gotten a bad reputation with God-fearing folk. *Brimstone* allows the huckster to summon a bit of brimstone from Hell itself. The thick, yellowish vapors it puts forth choke and blind everyone in the area. Once the huckster has summoned up the *brimstone*, he can drop it, throw it, or carry it around if he wants, though he's not immune to its effects.

To cast the hex, there must be a source of burning coals. The huckster reaches into the flames (which some maintain actually channels his hand straight into the Pit) and plucks out a piece of brimstone, causing 1d6 points of subdual damage to him. The brimstone immediately begins to smoke, causing sickly, vaguely yellow vapors to bellow forth over a circular area equal to 10 feet in radius per caster level. A blowing wind, whether of natural or magical origin, is ineffective in dispersing the Hellish fumes. Living beings within the cloud suffer burning eyes, skin, and lungs.

Until the hex's duration has expired, all checks made within the smoke are at a -2 penalty, and they also take 1d10 points of subdual damage at the end of each round. The modifier applies as long as a target remains within the area and for two full rounds after leaving the cloud. The damage ends immediately upon exiting the cloud and can be recovered as normal.

Clear Out!

Type: Evocation
Level: 1
Components: S
Casting Time: 1
Range: Self
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Sometimes a fellow just needs some elbow room. This hex can get you some, right quick. With *clear out!* a huckster causes an invisible spherical wall of force to push outward from himself. The radius of this wall is equal to 10 feet per caster level.

Objects in the area of effect—animate or inanimate—are automatically pushed away from the caster if their weight is equal to or lower than the weight indicated on the table below. Bullets and the like overcome the effect of the hex by sheer velocity; so don't count on this hex to make a huckster bulletproof. People

or creatures attempting to resist the force or push forward against it must make a Strength check vs... the DC of the spell as per the table below.

If a creature encounters a wall or similar obstruction while being pushed by this hex, it must make a STR check versus the DC or be held fast.

Each +2 to the difficulty class adds 50 pounds to the weight moved.



DC	Weight
17	50 pounds
19	100 pounds
21	150 pounds
23	200 pounds
25	250 pounds

Corporeal Tweak

Type: Transmutation
Level: 2
Components: S
Casting Time: 1
Range: Close (25 ft. + 5 ft./2 levels)
Duration: Concentration or 1 HP/round
Saving Throw: Will negates
Spell Resistance: Yes

Time to engage in a little self-improvement. This hex alters a target's physical abilities, making him stronger, nimbler, or tougher. The huckster decides on which of the target's physical abilities (STR, DEX, CON) he wants to *tweak* before channeling. A subject can only be affected by one *corporeal tweak* at a time. Any further *corporeal tweaks* cast on a target while one is still in effect automatically fail.



DC	Bonus
19	+1
23	+2
25	+3
27	+4
29	+5

Corporeal Twist

Type: Transmutation
Level: 2
Components: S
Casting Time: 1
Range: Close (25 ft. + 5 ft./2 levels)
Duration: Concentration or 1 HP/round
Saving Throw: Will negates
Spell Resistance: Yes

Corporeal Twist is the opposite of *corporeal tweak*. It lowers one of a target's physical abilities by the same amount as the bonus per DC listed under *corporeal tweak*. A subject can only be affected by one *corporeal twist* at a time. Any further *corporeal twists* cast on a target while one is still in effect automatically fail.



Critter ward

Type: Evocation
Level: 3
Components: S
Casting Time: 5 minutes
Range: Touch
Area: 5 ft./level
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

Tired of waking up with members of the local wildlife sharing your bedroll?

This incantation allows the caster to erect a stationary magical barrier that normal animals can't willingly cross. Hucksters often use this hex to safeguard their camps at night. *Critter ward* affects a spherical area with a radius of 5 ft. per huckster level. After casting the hex, the huckster may leave the area without affecting the *critter ward*.

No animal can willingly enter the area protected by a *critter ward*. A bear ousted from its den, for example, may prowl angrily at the edge of the ward, but it can't cross it.

Animals controlled by others must make a Will check with a DC of 21 to enter the area. Those that succeed suffer a -2 penalty to all Ability and Skill checks while within the *critter ward*. Either way, these animals seek to escape the area as soon as they are freed from the control. This hex has absolutely no effect on abominations.

Dowse

Type: Conjuration (Summoning)
Level: 0
Components: S
Casting Time: 1
Range: 15 feet/level
Duration: 5 minutes
Saving Throw: None
Spell Resistance: No

This trick finds the closest water source within range. If water is within range of the trick, *dowse* brings one quart of it (about a canteen's worth) to the huckster and deposits it in an empty container.

Should there be no such container available, the water spills onto the ground. If someone's desperate, it's still usable, as long as she laps fast enough! The huckster has no way of knowing the purity of the water so provided, nor the location of the water's source.

The trick always takes from the closest source, regardless of the number of times it is cast. If there is no water in range, the trick fails.

Earshot

Type: Divination
Level: 2
Components: S
Casting Time: 1 action
Range: 1 mile/level
Duration: Concentration
Saving Throw: Will negates
Spell Resistance: Yes

This hex is a longtime favorite of busybodies and muckrakers everywhere. It allows a huckster to hear through someone else's ears. The subject can be a human or any other

Up Your Sleeve

19

mundane creature—it does not affect abominations. The caster can only hear as well as the subject can, so if she picked a target with bad ears, she may be out of luck! On the other hand, a subject with the Alertness feat might enable her to catch something she'd otherwise missed.

If the victim makes his saving throw when the hex is first activated, he knows something's wrong and ejects the caster. The huckster can cast this spell on an unseen target if she can get her hands on an object the subject has touched within the last week.

Earthwrack

Type: Evocation
Level: 1
Components: S
Casting Time: 1
Area: 25 ft. + 5 ft./2 levels
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Earthwrack channels the energy the huckster taps from the Hunting Ground directly into the very ground underfoot. The destructive forces this unleashes cause the earth to buckle and crack and can make permanent changes in the local terrain.

The devastation wrought by this hex depends on the DC. Each effect is detailed below, along with the minimum roll necessary to cause it. The exact effect depends on the DC, but the hexslinger can select any one effect equal to or less than the DC rolled.

Earthwrack

DC	Effect
17	The earth churns itself into an area of rocky, broken ground. This area is a square with sides 25 feet long per caster level. Running across this terrain is impossible.
21	The ground rolls into a mound of earth 1 foot wide, 2 feet high, and 10 feet long per caster level.
23	Tremors do 4d12 damage to all earth and stonework structures in the area of effect.
25	A wall of solid rock 1 foot thick, 2 feet high, and 5 feet long per caster level erupts from the earth.
27	A chasm 8 feet wide, 20 feet deep, and 10 feet long per caster level opens.
33	A minor earthquake occurs. The Marshal decides on the effect this has on the area.
37	A major earthquake rocks the area, collapsing mines and knocking down buildings.

Filibuster

Type: Enchantment (Compulsion)

Level: 2

Components: S

Casting Time: 1

Range: 5 feet

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

Some folks have the gift o' gab. Others just don't know when to shut up. This hex makes the huckster a conversationalist that would make a Boston debutante green with envy.

When the huckster casts the hex, she must focus her attention on a single target. Guards, deputies, and rich gamblers are common victims. If she's successful, her voice becomes absolutely mesmerizing.

As long as she continues to speak to the target, he finds it difficult to pay attention to anything else. The huckster can stop speaking only for short, natural pauses for breath—anything longer than this ends the hex. At the end of the hex, the target has a feeling of disorientation, as if his mind had wandered during a tedious conversation.

To notice anything outside of the huckster and her voice, the target must make a Spot skill check with a DC determined by the huckster's Hexslingin' check. The base DC is 19. Every +2 rolled above this by the huckster adds a -2 penalty to the target's Spot check.



The target only gets such a roll when something may affect him or something he considers important. Examples include a deputy's set of jailhouse keys or a gambler's pot of winnings. The Marshal has final say on what the target may or may not consider vital to himself.

Forget

Type: Enchantment (Compulsion)

Level: 1

Components: S

Casting Time: 1 or Special

Range: 1 yard

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This is a favorite hex with the rare Agency huckster. It allows the devious hexslinger to erase—or even modify—the memories of some poor sod.

The length of memories the caster can erase depends on the DC. The memories are not completely destroyed; they are simply made very difficult to recall.

Remembering anything from a period of time that's been affected by this hex requires a Concentration check with a DC equal to the huckster's Hexslingin' check. Even if successful, the recovered memory is hazy and may contain inaccuracies.

Should the huckster wish to alter the subject's memory—rather than simply erase it—the time required to cast the hex increases dramatically. This is because it's necessary to root around in the subject's mind and find material with which to build the new false memory.

When altering memories, the speed of the hex increases to 10 minutes plus another 10 minutes for every DC above the minimum. At the end of this time, the huckster must make a Knowledge (local) check with a DC of 19 to build the memory desired.

If this Knowledge roll is failed, the memories are only erased. If the huckster rolls a natural 1 on this roll, the false memory is badly flawed, and within 1d4 days the subject regains all memories the huckster had erased with the hex. The target also remembers the caster mucking around in his mind, and he's not likely going to be very understanding about it. Time to get out of town!



DC	Erased/Altered Time
17	1 round
19	1 minute
21	5 minutes
23	10 minutes
25	1 hour
27	6 hours
29	1 day
31	1 week
33	1 month
35	6 months
37	1 year

Fooled You!

Type: Illusion (Glamer)

Level: 0

Components: S

Casting Time: 1

Range: Close

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

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 as long as the huckster concentrates on it and remains within range.

Ghost Trail

Type: Illusion

Level: 1

Components: S

Casting Time: 1

Range: Touch

Duration: 1 hour/caster level

Saving Throw: None

Spell Resistance: Yes

Occasionally, a mob on the trail of a huckster is befuddled when the quarry's tracks just disappear. Most likely, he's caused his tracks to vanish by means of *ghost trail*.

Ghost trail erases the trail left by the huckster and one other person per caster level. *Ghost trail* works against many forms of tracking, depending on the Hexslingin' roll made.

As the hands increase in value, the huckster gains protection against visual tracking (humans) and then scent (animals and some abominations). Finally, if the huckster rolls well enough, the hex actually produces a false trail leading the pursuers in a random direction away from the huckster for 1 mile/caster Hexslingin' level.

If a huckster using *ghost trail* is the target of a *bloodhound* hex, he and the huckster casting *bloodhound* must make an opposed Hexslingin' roll. Should the huckster casting the *ghost trail* hex win, the *bloodhound* hex fails.

If the huckster casting *bloodhound* wins, she gains information on the huckster's whereabouts as normal.

Ghost Trail

Hand

19

23

27

Tracking Protection

Visual

Scent

Creates false trail

Up Your Sleeve

21

Graveyard Mists

Type: Conjuraction (Creation)

Level: 1

Components: S

Casting Time: 1

Range: Close (25 ft. + 5 ft./2 levels)

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

There's nothing like a good, thick fog to hide someone who doesn't want to be seen. A hexslinger casting *graveyard mists* calls up a dense ground fog to cover an area designated by the huckster. This circular area's radius cannot exceed 60 feet per caster level, and the height of the mist cannot reach more than 30 feet above the ground.

Within the area, vision is severely limited, and sound and smell are also muted. The maximum range of sight is determined by the DC, and all ability and skill checks, vision-related or otherwise, receive a -2 penalty.

Used with proper discretion, *graveyard mists* seldom appear supernatural in origin. Certainly a thick fog on a dark night keeps most sane folk indoors, but few are liable to connect its use with a hexslinger.

Graveyard mists is most effective on heavily overcast days or at night. If exposed to direct sunlight, the mists burn off rather quickly, limiting the duration to only 1 minute per caster level.

Graveyard Mists

DC

17

19

23

25

27

Maximum Sight Distance

60 feet

30 feet

10 feet

5 feet

2 feet

Groom

Type: Transmutation

Level: 0

Components: S

Casting Time: 1

Range: Self

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Often after a long ride, a fellow builds up a fair amount of dirt. *Groom* serves as an instant valet and tidies up the huckster's clothes and appearance. It removes dirt and grime, even going as far as to shine his shoes. Unfortunately, it doesn't work on stains. It also cleans up a huckster's face and hair—although it won't shave or cut hair. Basically, a huckster can use this trick to make himself presentable to polite company in a hurry. It's a favorite among New



Orleans dandies, allowing them to always look their best. In some rougher places, though, it's more likely to get the huckster labeled a tinhorn.

Helpin' Hand

Type: Conjuraton (Healing)
Level: 1
Components: S
Casting Time: 10 minutes
Range: 3 feet
Duration: Permanent
Saving Throw: None
Spell Resistance: No

Helpin' hand allows a huckster to heal a suffering companion's wounds (not his own). Each successful casting heals 1D10 hit points +2 hit points per caster level. During the time it takes to cast, the caster can take no actions other than sitting near the patient and waiting for the wounds to close up (a good time to brush up on one's *solitaire*).

The huckster can treat several wounds by casting the hex more than once, however, *helpin' hand* can't restore maimed limbs. Only the

divine favors of shamans and the blessed can pull off that trick. Undead, like the Harrowed, cannot be affected by this hex.

Hex Sense

Type: Divination
Level: 1
Components: S
Casting Time: 1
Range: Medium (100 ft. + 10 ft./lvl)
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes

With all the strange things going on in the Weird West, it's good to be able to keep tabs on what magic is floating about.

Hex sense enables the huckster to detect magical emanations and enchantments. She may be able to tell the type of magic and its purpose, as well. For *hex sense* to be effective, the huckster must be able to see the effect or source of the magic. In other words, walls or other opaque substances block this spell. She can examine an arc up to 90° wide and out to the limit of the hex's range each round the *hex sense* is in effect.

The DC determines how much information the huckster can learn.

Hex Sense

DC	Information gained
17	Magical effects/sources within area are known.
19	Type of magic (relic, favor, miracle, hex, black magic, or abomination)
23	General effect of magic (protective, damaging, informational, etc.)
27	Exact hex or black magic power in use.
29	Remaining duration on subject magic or hex.

Howl

Type: Evocation
Level: 1
Components: S
Casting Time: 1
Range: Self
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Who said words can never hurt you? A huckster using this hex lets out an unearthly scream, affecting everyone within 10 feet of him. Anyone within the area of effect must immediately make a Will saving throw. Those who succeed shake off the effects of the hex. Those who fail, however, take 1d6 subdual damage +2 for every 2 points by which the caster's Hexslingin' total exceeds the hex's base DC.

Characters with poor hearing gain a +2 circumstance bonus to their saving throw, while those fortunate enough to be stone deaf are immune to this hex. It does not affect abominations, either. They're just not as easy to scare as normal folks.

This is not a subtle hex—the huckster's scream can be heard for the better part of a mile in open territory, a side effect that can sometimes be used as a signal as well.

Hunch

Type: Divination

Level: 4

Components: S

Casting Time: 1 round

Range: Self

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A huckster can gain insight into the past with the *hunch* hex. To cast this spell, the huckster places her hand on a person, place, or thing and closes her eyes. If the hex is successful, the magician has a brief vision, feeling, or "hunch" about some event that happened in the target's past.

The better the huckster's Hexslingin' check, the better the information she gets about the target's history. The Marshal decides just what information is imparted.

In any case, the target has absolutely no way to "know" about events that did not happen in its presence.

Mind Tweak

Type: Transmutation

Level: 2

Components: S

Casting Time: 1

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Concentration or 1 HP/round

Saving Throw: Will negates

Spell Resistance: Yes

Mind tweak is the mental version of *corporeal tweak*. The huckster can affect any mental abilities (INT, WIS, CHA) with this handy spell. This can come in handy for those times when you need just a little more brain power or even peace of mind.

A subject can only be affected by one *mind tweak*. Any further *mind tweaks* cast on a target while one is still in effect automatically fail.

Mind Tweak

DC	Bonus
19	+1
23	+2
25	+3
27	+4
29	+5

Mind Twist

Type: Transmutation

Level: 2

Components: S

Casting Time: 1

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Concentration or 1 HP/round

Saving Throw: Will negates

Spell Resistance: Yes

Up Your Sleeve

23

Mind twist is the opposite of *mind tweak*. It lowers one of the target's mental abilities by the same amount as the bonus per the DC listed under *mental tweak*. A subject can only be affected by one *mind twist*. Any further *mind twists* cast on a target while one is still in effect automatically fail.

Missed Me!

Type: Abjuration

Level: 2

Components: S

Casting Time: 1

Range: Self

Duration: Concentration or 1 HP/round

Saving Throw: None

Spell Resistance: No

There are hexes that absorb damage and ones that reflect damage, but often it's best not to get hit in the first place!

This hex forces a manitou to deflect bullets and other physical projectile attacks that would otherwise hit the huckster's body. The effect is to add +5 to the DC of anyone trying to shoot the huckster.

Explosives, fire from a blazing flamethrower, and other area-effect attacks cannot be deflected away, but ranged magical attacks such as *soul blast* and *black lightning* can be pushed aside by the manitou. The Marshal may determine other supernatural effects can be affected as well.

Nightmare Realm

Type: Illusion

Level: 1

Components: S

Casting Time: 1

Range: Medium (100 ft. + 10 ft./level)

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Nightmare realm subtly warps the world around the huckster into a place straight from a bad dream—something manitous are very familiar with! Corners become darker, thickets deeper, and plants appear to wilt. Exactly why a huckster would want to actually make a place more foreboding, it's not easy to say, but *nightmare realm* lets her do it, at least for a short time.

Nightmare realm affects the entire area within range of the huckster at the time she casts it, and it actually raises the Fear Level there. The exact bonus is determined by the DC of the Hexslingin' check. With a high enough hand, she can turn a children's nursery into a terrifying Deadland.

Texas Rangers and Agency operatives particularly despise this hex, and any huckster they catch using it isn't too likely to get a chance to explain herself.



Nightmare Realm

DC	Fear Level Increase
17	+1
19	+2
21	+3
23	+4
25	+5

Old Timer

Type: Transmutation
Level: 8
Components: S
Casting Time: 1 day
Range: Self
Duration: Permanent
Saving Throw: None
Spell Resistance: No

What good is all the power and knowledge in the world if you're just going to die of old age someday? Right? Wrong! Not if that knowledge includes this particular gem: the very secret of eternal youth. This is the hex used by Hoyle to extend his life.

With this hex, the huckster can prolong his life indefinitely. Every time the hex is cast, it effectively extends his life by one year. And that's not one of those wrinkly, old arthritis years. No sir, that's a year right now! He doesn't become younger, he simply doesn't age.

When he casts *old-timer* and rolls at least the minimum DC, the huckster prevents himself from naturally aging for the coming year.

Unfortunately, the hex does not protect the huckster from unnatural causes of aging, like magic, curses, or a particularly bad fright.

There is one possible drawback. If the caster suffers backlash, in addition to any other ill effects, he immediately ages one year.

Palm

Type: Transmutation (Teleportation)
Level: 0
Components: S
Casting Time: 1
Range: Touch
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Using this trick, a huckster can transfer a small object from his hand to his pocket, or vice versa. The object must be concealable in the huckster's palm. Items that might be affected include cards, coins, a matchbook, or a derring.

Note that only one transfer is possible from each trick cast. In other words, it is not possible to transfer one item to a pocket and another back to the palm in a single casting of this trick. That would take two separate tricks.

This trick is the stock and trade of huckster stage magicians.

Penetratin' Gaze

Type: Divination
Level: 1
Components: S
Casting Time: 1
Range: Medium (100 ft. + 10 ft./level)
Duration: Concentration/1 HP/round
Saving Throw: None
Spell Resistance: Yes

Penetratin' gaze is an extremely handy hex for bodyguards, bouncers, and those who want to see what Miss Daisy is hiding under all those petticoats.

Penetratin' gaze allows a huckster to see through things that would otherwise obscure normal vision. It works against both normal and supernatural effects—such as the fog produced by *graveyard mists* or the like—if the huckster gets a high enough DC on his Hexslingin' check. The caster's vision is as clear as that of a sunny day, out to the range of the hex.

The caster can ignore all penalties to see through objects and environments listed for the DC. A huckster can ignore cover modifiers for light materials if she can see through it. Additionally, the vision effects are cumulative, so a huckster who can see through smoke can also see through smoke in the dark.

Penetratin' Gaze

DC	Effects Ignored
17	Darkness
19	Fog
21	Smoke, murky water
23	Thick cloth (curtains, overcoat, and so on), magical illusions
25	2 inches of wood
27	1 inch of metal

Phantom Fingers

Type: Transmutation

Level: 1

Components: S

Casting Time: 1

Range: Close (25 ft. + 5 ft./2 levels)

Duration: 1 HP/round

Saving Throw: None

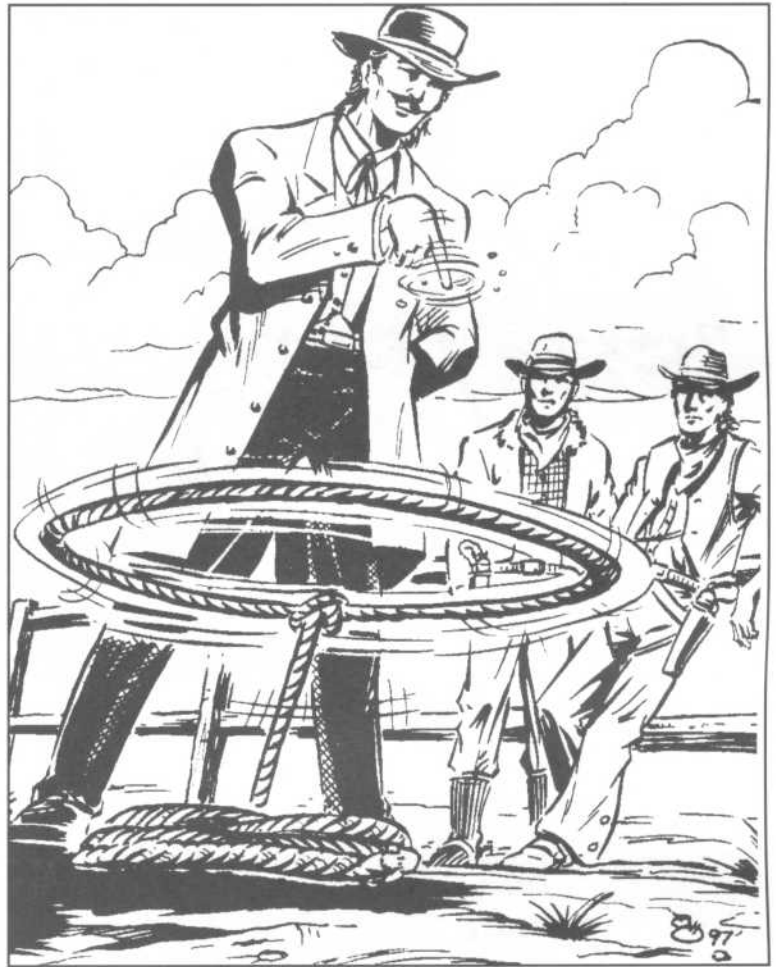
Spell Resistance: Yes

Hucksters often use this hex to cheat at cards or pull an enemy's gun from his holster. It allows the caster to manipulate objects from a distance. Objects affected by this hex have a Speed equal to the huckster's INT. *Phantom fingers* can perform relatively complex manipulations with an object (such as turning a key or firing a gun), but this taxes the huckster and causes him an additional 1d4 hit points of damage per round.

If the huckster tries to snatch an object away from someone, the attempt is automatically successful if the target's owner is surprised. Otherwise, the huckster must make an opposed check of his Hexslingin' versus his opponent's STR. The huckster gets a +2 circumstance bonus for every DC he gets above the minimum he needed to affect the target.

Even if the huckster doesn't draw a sufficient hand to lift his target, he may still be able to affect it in a minor way. The huckster can jostle objects up to 2 points of DC above his skill check. By bumping the target, he may be able to topple a carefully balanced object or spoil an opponent's aim. The exact effect is up to the Marshal, but as a guide, jostling a gunman gives a -4 to his attack roll.

Finally, a huckster can lift himself (levitate) if he rolls a DC of 25 or better. Moving around while levitating incurs the additional 1d4 points of damage per round as described earlier.



Phantom Fingers

DC	Size/Weight
17	Baseball
19	Pistol
21	Rifle
23	Gatling gun
25	Person
27	Iron safe
29	Wagon
31	Oak tree
33	Freight car
35	Manor house
37	Train

Private Eye

Type: Divination

Level: 2

Components: S

Casting Time: 1

Range: 1 mile/level

Duration: Concentration/1 HP/round

Saving Throw: Will negates

Spell Resistance: Yes

Private eye allows a huckster to see through another's eyes just as if they were her own. The subject can be either human or any other creature, although it does not affect abominations. This means that the huckster can



see as well or as poorly as her target can, and she suffers from any penalties the target has. On the other hand, she also gains any bonuses the target has.

This works identically to *earshot*. See that hex description on page 19 or all the gory details.

Reload

Type: Transmutation (Teleportation)

Level: 0

Components: S

Casting Time: 1 (see below)

Range: Touch

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Few things are more unpleasant than pulling the trigger for the seventh time on a six-shooter. Empty firearms have probably killed as many gunslingers as loaded ones have. With *reload*, a huckster can remedy her ammunition shortages in short order.

This trick allows the caster to transfer fresh cartridges to her weapon. There are two important limitations, however. First, the caster must have fresh cartridges—there ain't no such thing as a free bullet, pardner—and they must be of a type that works in the huckster's weapon. Second, the trick only transfers three bullets per casting—so don't waste time casting this trick on a Gatling gun. Still, three bullets are better than none—especially when they're your bullets! Unlike the Speed Load skill, if the trick fails, you get no bullets.

St. Elmo's Fire

Type: Conjunction (Creation)

Level: 2

Components: S

Casting Time: 1

Range: Touch

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

St. Elmo's Fire generates a pulsing globe of pale green light. While the hex may resemble the trick *will o' wisp*, *St. Elmo's fire* is much more useful.

The light provides sufficient illumination to negate any penalties for darkness within a 10-foot radius. The globe remains stationary at a height of 4 feet unless the huckster chooses to move it. The globe must be moved physically. There is no ill effect to doing this, as the globe generates neither heat nor electricity.

The magical light generated by *St. Elmo's fire* is not visible beyond 50 feet from its source. This is helpful for hucksters seeking to avoid notice by traveling at night.

Shatter

Type: Evocation

Level: 0

Components: S

Casting Time: 1

Range: 1 foot/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With this trick, a huckster can cause small, easily breakable items to violently shatter. Most often the target of the trick is glass, although fragile ceramics can also be affected. The item in question can be no more than a half pound in weight—about the size of a whiskey bottle. Additionally, if the item is in the possession of another person, the huckster must win an opposed Will check.

Tall Tales

Type: Enchantment

Level: 2

Components: S

Casting Time: 1

Range: Medium (100 ft. + 10 ft./level)

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

This is a favorite of Texas Ranger hexslingers!

Tall tales allows a huckster to twist another's words to make even the most reasonable statement sound like a Texan's exaggeration. No matter what the subject says, it sounds like a wild claim to the listeners. This makes it easy for already outrageous claims to sound ridiculous.

Anyone listening to the subject must make a WIS check against a DC determined by the huckster's level. Success indicates he's able to pick out the truth from the magical exaggeration, although this doesn't necessarily mean he believes the subject.

If the huckster's Hexslingin' skill check fails, he sounds like he's been sniffing ghost rock fumes.



Level	DC
2	19
3	21
4	23
5	27
6	29
7	31

Vittles

Type: Conjunction (Creation)

Level: 1

Components: S

Casting Time: 10 minutes

Range: Touch

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Now here's a hex many a traveler in the Weird West has wished for—especially in the famine-stricken Maze. *Vittles* lets a huckster create meals, including drink, for himself and his companions. The number of meals is determined by the huckster's level. At level one you can create one meal; every two levels above that increases the number of meals by +1. Horses and similar animals require a minimum of four such meals a day in absence of grazing or feed.

The quality of the meal isn't five-star fare, but it beats starving—just ask one of the Donner party. The meals created by *vittles* have the flavor and consistency of wet cardboard, but they provide adequate nourishment. The drink provided is water, but no container is created with the hex, so if the huckster lacks a canteen, all he's liable to get is a sad little puddle to lap up.

Up Your Sleeve

27

The meals, while filling, don't completely offset the effects of malnourishment. If a person consumes the meals for a number of days equal to the huckster's level without additional nourishment, he begins to suffer the effects of starvation. At that time he lose 1 HP each day, which can only be recovered by three meals of real food.

Watchdog

Type: Evocation

Level: 2

Components: S

Casting Time: 5 minutes

Range: Touch

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Watchdog, along with *critter ward*, is a favorite of hucksters brave (or foolish) enough to travel alone in the Weird West.

This hex erects a magical alarm system around a stationary point chosen by the huckster. Should any person, creature, or abomination larger than a normal-sized insect enter the area without whispering the activation word, *watchdog* mentally alerts the caster, no matter how far away he might be. The activation word is chosen at the time of the casting. The huckster can reveal it to whomever she chooses so that others can enter the circle without triggering the alarm as well.

The area of effect is a circle with a radius of up to 10 feet per huckster level. If *watchdog* is triggered, the huckster must make a Spot check with a +2 circumstance bonus for every point by which her casting roll exceeded the DC to cast the hex. If she is successful, she is able to act normally—even if she was asleep at the time! Should the huckster fail, she must check for surprise as normal.

Will o' the Wisp

Type: Conjunction

Level: 0

Components: S

Casting Time: 1

Range: Close

Duration: Concentration

Saving Throw: None

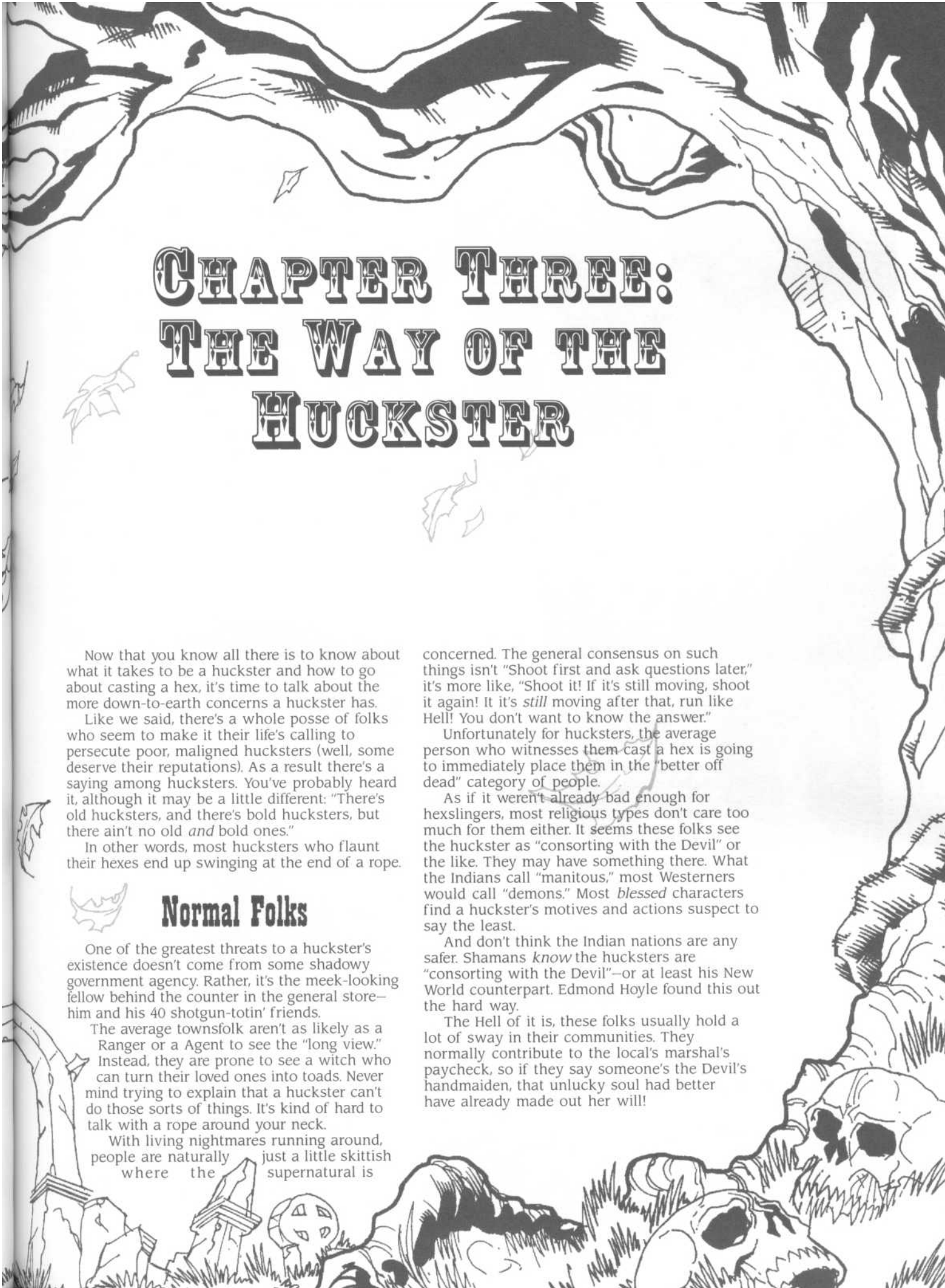
Spell Resistance: No

This trick creates a small, intangible, floating sphere of green luminescence. The huckster can control the movement of the sphere within the trick's range as long as she concentrates on it. The light produced is very faint, providing only about 2' of illumination. Even within the area, only the roughest details can be seen. You can't read by the light of a *will o' the wisp*.

This spell is primarily of use in cases where the alternative is wandering around in complete darkness—usually not a good idea in the Weird West.



-LOSTON-



CHAPTER THREE: THE WAY OF THE HUCKSTER

Now that you know all there is to know about what it takes to be a huckster and how to go about casting a hex, it's time to talk about the more down-to-earth concerns a huckster has.

Like we said, there's a whole posse of folks who seem to make it their life's calling to persecute poor, maligned hucksters (well, some deserve their reputations). As a result there's a saying among hucksters. You've probably heard it, although it may be a little different: "There's old hucksters, and there's bold hucksters, but there ain't no old *and* bold ones."

In other words, most hucksters who flaunt their hexes end up swinging at the end of a rope.

Normal Folks

One of the greatest threats to a huckster's existence doesn't come from some shadowy government agency. Rather, it's the meek-looking fellow behind the counter in the general store—him and his 40 shotgun-totin' friends.

The average townsfolk aren't as likely as a Ranger or a Agent to see the "long view." Instead, they are prone to see a witch who can turn their loved ones into toads. Never mind trying to explain that a huckster can't do those sorts of things. It's kind of hard to talk with a rope around your neck.

With living nightmares running around, people are naturally just a little skittish where the supernatural is

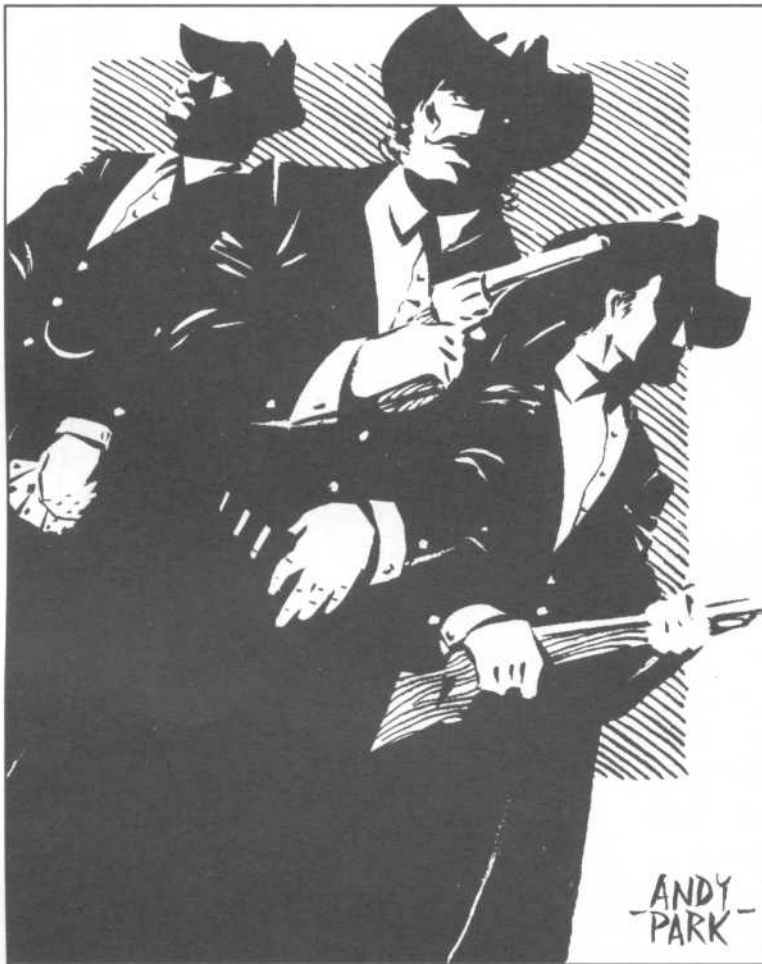
concerned. The general consensus on such things isn't "Shoot first and ask questions later," it's more like, "Shoot it! If it's still moving, shoot it again! It it's *still* moving after that, run like Hell! You don't want to know the answer."

Unfortunately for hucksters, the average person who witnesses them cast a hex is going to immediately place them in the "better off dead" category of people.

As if it weren't already bad enough for hexslingers, most religious types don't care too much for them either. It seems these folks see the huckster as "consorting with the Devil" or the like. They may have something there. What the Indians call "manitous," most Westerners would call "demons." Most *blessed* characters find a huckster's motives and actions suspect to say the least.

And don't think the Indian nations are any safer. Shamans *know* the hucksters are "consorting with the Devil"—or at least his New World counterpart. Edmond Hoyle found this out the hard way.

The Hell of it is, these folks usually hold a lot of sway in their communities. They normally contribute to the local's marshal's paycheck, so if they say someone's the Devil's handmaiden, that unlucky soul had better have already made out her will!



Texas Rangers

By now, everyone is familiar with the Rangers' outlook on the supernatural: "Shoot it or recruit it."

See, Rangers figure that the more people who know about what's going on in the world now, the more frightened they'll be. The more frightened people are, the worse things get. It's bad enough to have to deal with some man-eating abomination, but if you add a bunch of riled up townfolk on top of it, you've got some real problems.

Most normal folks are liable to mistake a huckster for a servant of Old Scratch himself. With everyone as jumpy as they've been for the past 13 years, that's about all that's really needed to start a good old-fashioned panic or a lynch mob.

Add to the fact many hucksters *are* a danger to themselves and others, and it soon becomes obvious why the Texas Rangers aren't altogether fond of rogue hexslingers. They're

seen as a major problem, and Rangers have a rather practical approach to life and its problems.

Now, a Ranger isn't likely to shoot someone just because he's carrying a deck of playing cards. In fact, she may not slap leather even if she learns he's a huckster. She'll likely take the time to have a little talk with him.

If he's open about his hexes or just plain dumb, then the best he can hope for is to be run out of the territory. More likely, the Ranger might find him a nice bed at the end of town, courtesy of the local undertaker.

On the other hand, if the huckster's smart and keeps a low profile, he may find himself with an offer he really shouldn't refuse: lend the Rangers a hand whenever they ask for it—or die running.

Hucksters as Texas Rangers

If a huckster's unlucky enough to be noticed by the Rangers, but fortunate enough to be recruited and not shot, he's likely one cagey hombre. Any huckster who's been tagged by the Rangers as a potential helper has probably been plying his trade for a fair piece. Otherwise, he probably never would have been noticed.

Hucksters wearing the star of a Texas Ranger (however permanent or temporary the arrangement may be) have to be able to defend themselves with both gun and hex. More than that, they've got to know when to *not* use their hexes.

A Ranger never risks using a hex in plain view of the average person. Even in a life-or-death situation, she probably won't risk exposure. It wouldn't do to have citizens doubt the motivations of their front line against the supernatural. Therefore, given the types of foes a Ranger's likely to face, she's got to have other options available—like a double-barreled shotgun.

Because they don't want to chance such exposure, Rangers avoid the flashier hexes like *bedazzle* or *black lightning*. Most times, Rangers with arcane powers concentrate on hexes that can enhance their already formidable combat skills. Hexes such as *corporeal tweak*, *mind tweak*, *missed me!*, or *bodyguard* are all favorite combat hexes among Rangers.

Also, due to their solitary travels, Rangers tend to favor such hexes as *watchdog*, *critter ward*, and *vittles*. Although they seldom use illusions or informational hexes, *tall tales* is a favorite among the more imaginative or mischievous Rangers.

All that being said, it's unlikely any self-respecting Ranger huckster would be caught without at least one good combat spell. It can be downright embarrassing to run out of ammunition at the wrong time, after all.

The Agency

The Agency, being entrusted with the safety of the populace of the Union, has much the same motivations for its dislike of hucksters as the Rangers. However, as in most things, it takes a different approach in its dealings with hexslingers than its Southern counterpart.

When an operative comes into contact with a huckster, standard procedure is to shadow him, observe his actions, and then report back to her superiors. The Agency maintains extensive files on all supernatural activity its operatives encounter, including hucksters. Such files are used to keep tabs on potential "resources" and potential "threats"—the only two categories the Agency recognizes. "Resources" are hucksters deemed to be relatively stable and reliable, while "threats" are all others. Needless to say, the majority of hexslingers fall into the Agency's second category.

If you're considered a resource, you may find yourself contacted by a representative of the Agency with a temporary job offer. However, if the Agency has labeled you a threat, you can expect to be kept under close scrutiny by any agents you may encounter. At worst, the Agency may issue a "sanction" order on you. The end result of such an order is usually that you quickly take up permanent residence in the nearest boneyard.

Like the Texas Rangers, Agency operatives seldom recruit outsiders into the actual Agency. While it does happen on occasion, this is the exception rather than the rule. Rather, an agent is more likely to use a posse of hired hands to accomplish a single task and then be done with them than he is to try to fill the agency's ranks.

On such missions, operatives rarely reveal any more information than is necessary to succeed. Sometimes, the agent may not even tell them that much.

Agency Hucksters

There are none—not officially.

The Agency does not recruit hucksters because the group's directors consider them unreliable.

It is rumored, however, that the agency does employ a secret, elite group of hex-trained agents referred to only as "cleaners" to handle the most desperate situations. Whether or not such operatives exist, much less their actual abilities, is known only to the directors themselves.

Other Hucksters

You'd think with just about everyone west and east of the Mississippi out to string them up, hucksters would stick together like blood brothers. Well, that's not quite how it works out in the real world.

With so many folks after their hides, laying low has become second nature to most hucksters. Since advertising their abilities is usually a quick trip to the graveyard, they disguise themselves and their hexes. While this makes it safer in polite company, it also means that it's harder to recognize a fellow hexslinger.

Now, a huckster has a few advantages in noticing another of his rare profession.

Odds are, he can recognize the effects when he sees it. All he needs to do is make a Knowledge (occult) roll with a DC of 10 plus the level of the spell to realize that a hex has been cast in his presence, provided it has a visible effect.

Certain hexes—such as *hex sense*, *penetratin' gaze*, and the like—are much harder to recognize. Illusions and such are by nature difficult to spot, as well. In such cases, the huckster has to actually catch the other casting the hex. He does this just like anyone else, except that he can use his Occult instead of Spot when rolling against the other hexslinger's Sleight of Hand.

Simply recognizing another huckster doesn't automatically mean you've found a bosom buddy. Because so many folks would like to see them dead, they're by nature suspicious of anyone—particularly someone who knows their deepest secret. It may take some time to win the trust of another huckster.

Now, before you send your huckster running out to find another hexslinger to swap stories with, here's another warning.

Some initiates of Hoyle's teachings have taken a rather uniquely Western approach to life. These hucksters, much like their more mundane counterparts, seem to have a need to prove they are the best at what they do. However, instead of packing a six-gun, they carry a pack of 54.





These hexslingers are possibly the most dangerous foes another huckster can face. They know a fair amount of combat hexes and at a good level of skill too. They're also likely to be prepared to deal with another's hexes, having either skills or magic to defend against arcane attacks.

The least danger they pose is exposing your hero as a huckster. Their greatest is making worm food out of him.

The Royal Court

Now that you know the reasons why hucksters keep themselves hidden even from each other, there's one last thing you should know about.

There is a rumor among hucksters—and others of knowledgeable in certain matters of the occult—of a secret society of hucksters. This mysterious group is known only as the Royal Court. The purpose of the Court appears to be, according to rumors, to provide mutual aid and support to its members, something many hucksters would certainly appreciate.

According to the stories, the members identify each other through cryptic passwords or signs. But exactly how one contacts the Court, no one seems to know.

The only consistent piece of information contained in all the hearsay is that the membership of the Court is particularly active along the Mississippi. Some rumors even go so far as to claim the society owns a riverboat casino, thought to be based in New Orleans.

How to Stay Alive

With everyone and everything that's trying to kill a hexslinger, sometimes it's a full time job for a gal to just keep herself out of a pine box. Most hucksters develop a healthy paranoia of those around them—at least the ones who survive do.

The first rule to remember is the best way to keep your hero among the living—and I mean the truly living, not one of those Boot Hill rejects that don't seem to know when to give up—is this: Don't cast hexes.

Now, you may ask, if you aren't going to cast hexes what's the point of being a huckster in the first place? Good question, because what that really means isn't "Never cast a hex." It means, "Don't cast hexes when you don't need to." There's a world of difference.

In other words, a huckster shouldn't cast *St. Elmo's fire* when he's got an oil lantern in his hands. If he can do something without using a hex, he's probably going to be better off. Not only is he not going to risk getting caught by some overzealous witch hunter, he also avoids chancing a manitou-administered lobotomy.

The next rule to keeping your huckster's sorry hide intact is when he does have to cast a spell, be subtle. Most hucksters who get into trouble have only themselves to blame. Don't jump up on a table during a crowded saloon brawl and let rip with a *howl*, no matter how badly the fight's going. Choose a less obvious hex—and less obvious targets.

A blatant supernatural display is a surefire way to break up a knock-down-drag-out and turn it into a drag-out-and-hang!

The third rule to surviving is to count on skill first. The better your hero is with his Hexslingin' skill, the greater chance he has of casting it successfully. Any good gambler can tell you that while luck may win a hand of poker, skill determines who walks away a rich man at the end of the night.

Bein' Sneaky

Now, even if you follow all the rules above and are as careful as you can be, there comes a time when you've got to cast a hex with witnesses around. That's just the way it is. One of the first tricks every huckster learns is to keep a deck of cards in hand to fool casual onlookers. This is done by making an opposed Sleight of Hand roll versus the Spot of anyone who happens to be watching.

Most of the time, this is good enough for the average person. It also explains why many a huckster pretends to be nothing more than a professional gambler—not necessarily a beloved business among honest folks. However, anyone who knows what they're looking for can usually spot a huckster casting a hex, even if he's slick about it. It's kind of a giveaway when every time something strange happens, you're looking at a poker hand.

There are other approaches to this problem. Some hucksters use a hat or similar object in one hand to mask the cards in the other. A genteel Southern belle may hide more behind her fan than a blush. And while it's generally lethally bad form to put your hands under a poker table, it is an option.

Magical Showdowns

Occasionally, two hexslingers find themselves with differences that can only be reconciled by an undertaker. In such circumstances, they resort to duels similar in many ways to those fought by gunmen. These rules are similar to the dueling rules in *Deadlands D20*, but there are some new wrinkles, so pay attention.

Usually hucksters are a little more secretive about their showdowns than gunslingers. A pair who hold a magical duel on Main Street at high noon are like to both end up dead—one from his opponent and one from the ensuing lynch mob. Now that's not to say it doesn't happen. Just that if you get involved in such a fight, you'd best have a fast horse close at hand!

Magical showdowns closely parallel mundane duels, with a few differences.

Staredown

Losing your nerve just before you go to meet the bogeyman is never a good idea. Tests of will are even more important in a magical duel than in a traditional gunfight. The duelists make the opposed Intimidate skill check as normal, but the loser of the contest suffers a morale penalty to his upcoming quick draw roll *and* his upcoming Hexslingin' roll equal to the amount by which he lost the opposed roll.

Draw!

Once the hucksters are done staring each other down, they each make an Initiative check. The quick draw feat doesn't help with magical showdowns, however, the quicken spell feat allows a character to add +4 to his roll instead. The improved initiative and level-headed feats work as normal.

Way of the Huckster

33

Sling that Hex

The huckster who wins the contest gets to cast a single hex at his opponent. As with normal duels, characters in magical duels are flat-footed, and must make a Fortitude save against 10 plus the damage or win a one-way ticket to Boot Hill.

A huckster can declare he's no longer flat-footed on his action as in regular duels, but those that "flinch" are considered cowards just the same as in a regular duel.

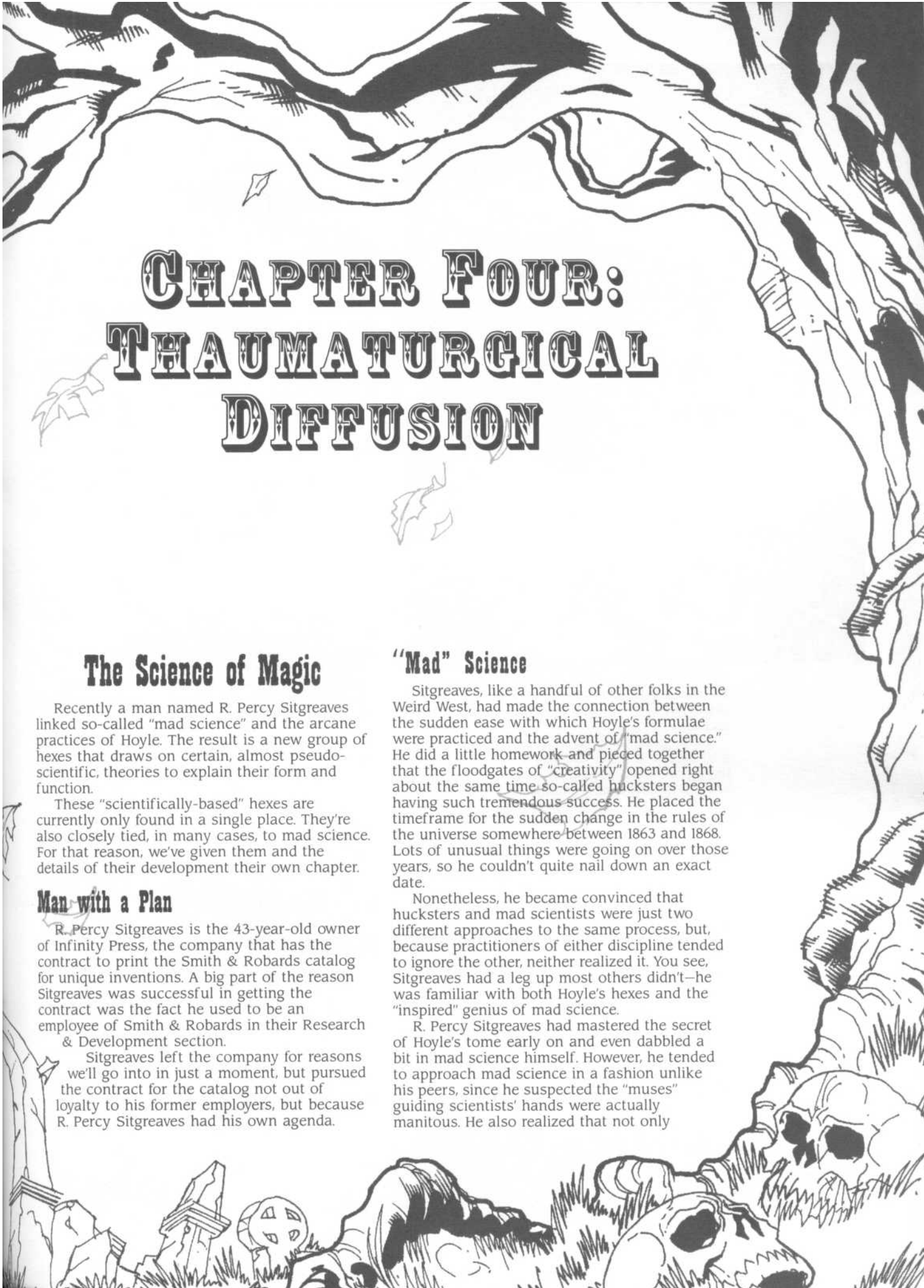
Gunslingers vs. Hexslingers

Occasionally, a huckster who lacks confidence in his magic may fall back on that of Colonel Colt. Or maybe a hexslinger finds himself on the opposite sides of an argument with an honest-to-God shootist.

In such a case, the gunslinger uses the rules as in *Deadlands D20*, and the hexslinger as they are presented here. A smart huckster prepares ahead of time with hexes like *bodyguard* and *missed me!*







CHAPTER FOUR: THAUMATURGICAL DIFFUSION

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 given them and the details of their development their own 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 not out of loyalty to his former employers, but because R. Percy Sitgreaves had 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 of "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 process, 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 scientists' hands were actually manitous. He also realized that not only



did other mad scientists seem unaware of this, the majority of them 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, 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 were 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 were 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 were 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 laboratories of the "mad" scientists seemed to bear out his theory. Especially when one considered the little advancement 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 also 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. He 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 for it, 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* hex was created.

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 has 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 from him to have some further revelation or unearth a hidden secret his research is speeding towards. And when the abomination does attack, he fears it may strike before he can spread the word to others.

To ensure that what he has discovered is not lost, 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 he 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 be able to stop all the mad scientists from racing the world towards 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 Infinity

Thaumaturgical Diffusion

37

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 hexes Sitgreaves has perfected for 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 suspect? The biggest reason is he's not only a huckster, but he's also a mad scientist as well! He has both the Hexslingin' and Mad Science skills. You're probably wondering right now, seeing as these are both class exclusive skills, how he did this and if your character can do the same thing. Sure she can!

Sitgreaves has the Diffusionist prestige class that allows him to have access to both skills as if he were a both a huckster and a mad scientist. This is the only way to have both skills. For more information on this prestige class, see Chapter Two: Nothing Up My Sleeve.

Sitgreaves' hexes don'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 diffusionist, pay particular attention to those that increase or augment his mad science abilities—you may find they're among the most powerful, though perhaps in a far more subtle and long-term way.

Deciphering the Catalog

Any character with the Hexslingin' skill who is perusing one of Infinity's Press' catalogs has a chance of noticing that there is more than meets the eye to the text. She must make a Knowledge (occult) roll with a DC of 15 to notice the snippets of the codes contained within the book.

After that, the character must study the catalog for a number of days equal to 25 minus their Intelligence. At the end of this time, she

makes a Decipher Script roll with a DC of 20. If failed, the catalog yields no benefits. The character must again study the catalog for the requisite amount of time and retry the Decipher Script roll to glean anything from its pages.

If successful, the character learns a number of additional hexes equal to his Intelligence modifier. The hexes must be available to the character (half his level or lower) and are all of thaumaturgical diffusion in design (see The Goods below).

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 thaumaturgical diffusion formulae themselves.

Most thaumaturgical diffusion 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 an Knowledge (occult) roll with a DC of 15 plus the level of the spell to realize she's just seen a hex even Hoyle never dreamed of in action.

Analyze

Type: Divination

Level: 1

Components: S, M

Casting Time: Special

Range: 1 elixir

Duration: Special

Saving Throw: None

Spell Resistance: No

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 the 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 spell successfully works if the Hexslingin' check used to cast the spell is greater than the DC-10 needed to create the elixir.

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 (has the Mad Science skill), he can relate his formula to someone who is, within a number of hours equal to his Intelligence. After that, the formula fades from his mind and the knowledge is lost (although the spell can be cast again).

Once related, a mad scientist must still make an applicable Knowledge check versus the DC needed to create the elixir 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."

Blast Furnace

Type: Transmutation

Level: 1

Components: S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Duration: Concentration

Saving Throw: None

Spell Resistance: No

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.

The strength of this hex's energy depends on the caster's level. The hex begins to heat the metal immediately, although it doesn't usually reach full potency for a few rounds.

Whatever the power of *blast furnace*, the energy begins at the lowest level and increases by one level per round until it has reached the level indicated by the huckster's level.

Metals melt after the necessary level of energy has been maintained for 2 rounds per level of the minimum level 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 the 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 location 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 level. 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 rolls a natural 20 on their Hexslingin' check. If this happens, the ghost steel actually spontaneously combusts causing 3d6 damage to anyone touching it.

Blast Furnace

Level	Metal	Damage
1	None	1d6
2	Lead	2d6
3	Zinc	3d6
4	Aluminum	4d6
5	Silver	5d8
6	Gold/Copper	6d8
7	Nickel	7d10
8	Iron	8d10
9	Steel	9d12
10	Tungsten	10d12+2

Brace

Type: Conjunction (creation)

Level: 0

Components: S

Casting Time: 1 round

Range: Touch

Duration: Concentration

Saving Throw: None

Spell Resistance: No

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* with an opposed Strength check versus the caster's Strength. 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.

This trick doesn't work on live organic material. Your hero could, however, brace a fellow's boot to the floor—if she could get a hold of it long enough to perform this trick, that is!

Bullet Proof

Type: Transmutation

Level: 2

Components: S

Casting Time: 1

Range: Close (25 ft. + 5 ft./2 levels)

Duration: 5 rounds/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Thaumaturgical Diffusion

39

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 bulletproof vest that "grew" from the subject's own skin.

This hex causes rusted, scale like metal growths to form on the subject's skin. If the hex is cast successfully, the subject gains +1 AC. For every two levels the huckster is beyond first, the protection increases by +1 to a maximum of +5.

These scales provide protection against damage, but also impair the subject's ability to move freely. Every level of AC gained by this hex reduces the subject's Attack Bonus by 1.

The hex always produces the full amount of armor indicated by the huckster's level. 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 Bluff checks made while under the effects of this hex receive a +5 circumstance modifier to their DC. Conversely, the bizarre appearance is rather intimidating, and the subject gains a -2 circumstance modifier to the DC of Intimidate checks.





Debug

Type: Divination

Level: 0

Components: S

Casting Time: 1

Range: Touch

Duration: Next use or 1 hour

Saving Throw: None

Spell Resistance: None

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 screws, oiling a joint, etc.

Once he's finished, the device's Reliability number is lowered by 1 the next time it is used (a natural 1 still malfunctions). 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.

Devil's Workshop

Type: Divination

Level: 2

Components: S

Casting Time: 1 hour

Range: 3 feet

Duration: Special

Saving Throw: Will negates

Spell Resistance: Yes

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 the Mad Science skill. Increasing the DC of the spell 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.

Devil's Workshop

DC increase

0

+2

+4

+6

+8

+10

+12

Time Reduction

10%

20%

30%

40%

50%

60%

75%

Grenade

Type: Conjuraton (creation)

Level: 1

Components: S

Casting Time: 1

Range: Touch

Area: Burst Radius 15 feet

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: No

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 butterfingere hucksters!

The huckster can throw the grenade just like dynamite. It has a burst radius of 15 feet, and does 1d20 in damage +1 point of damage per level of the caster. Anyone who makes a Reflex save against a DC of 15 halves the damage.

Infernal Machine

Level	Description	Item
4	Slight (10%) improvement on existing technology	Armor piercing ammo, 10% longer range rifle, shooting knife
5	Major (25%) improvement on existing technology	Air catcher, silencer glove, 25% faster locomotive, leverage bow
6	Relatively simple, but new use of technology	Chain saw, rocket boots, flamethrower
7	New use of cutting edge technology	Sound telegraph, steam wagon, electrostatic gun
8	Entirely new but "realistic" technology	Rocket pack, auto-gyro, submersible boat
9	New technology that flaunts the laws of science	Heat or freeze ray
10	New technology that alters the laws of science	Mind control ray

Haywire

Type: Transmutation

Level: 2

Components: S

Casting Time: 1

Range: Long (400 ft. + 40 ft./level)

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

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 blow 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 Catastrophic Malfunction. The effect depends on the increase to the DC of the spell.

Haywire

DC Increase	Effect
+2	Reliability Check (-2 circumstance modifier to the roll)
+4	Reliability Check (-4 circumstance modifier to the roll)
+6	Minor Malfunction
+8	Major Malfunction
+10	Catastrophe!

Infernal Machine

Type: Transmutation

Level: 4

Components: S, M

Casting Time: 1 minute

Range: Touch

Duration: Special

Saving Throw: None

Spell Resistance: No

Sometimes a hero needs a weird gizmo in a hurry. If a horde of prairie ticks is descending on you, a quickly conjured flamethrower might be just the infernal device you need to save your soul—or maybe a pair of nifty rockets boots to zip your mad inventor safely out of the horde's path.

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 before casting *infernal machine*, no waiting until you see if you succeeded in your Hexslingin' check before you decide!

On casting the spell, your mad scientist "works" with the materials for a minute, and, if successful, he has the device he so desperately needs in hand. The cost for this instant device is high, though: your hero takes 1d4 points of subdual damage per round to keep the device from falling apart.

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 8 minus your huckster's level. No matter how high your caster's level is, its Reliability is never less than 1.

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 or knife, for example. It can only conjure up weird mad science gizmos.

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



Jerry-Rig

Type: Transmutation
Level: 2
Components: S
Casting Time: 1
Range: Touch
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

One thing about machines that's almost a universal truth is that 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 Hit 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 Hit Points gained depends on the amount by which the caster's Hexsingin' roll exceeds the spell's DC.

The second method repairs functional damage to the device. Used in this fashion, *jerry-rig* lowers the Reliability of any gizmo or device due to damage or even a magical effect. The amount of improvement depends on the DC increase.

Jerry-rig won't improve the mechanism beyond its original Hit Points 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 (either Reliability or Hit Points) 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 Hit Points reduced below starting levels. In other words, your hero can't use it to beef up faulty engineering or to make "cheap" goods more reliable. He should invest more time or money to correct those.

Jerry-Rig

DC Excess	Reliability	Hit Points
+2	-1	+5
+4	-2	+10
+6	-3	+15
+8	-4	+20
+10	-5	+25

Mad Insight

Type: Divination
Level: 1
Components: S
Casting Time: 1
Range: 3 feet
Duration: Instant
Saving Throw: Will negates
Spell Resistance: Yes

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 add +1 circumstance modifier to her Knowledge skill roll when devising her blueprint. For each point the roll is above the DC to cast the hex, *mad insight* adds another +1.

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 backlash and a "research mishap" occurs as well. The Marshal should roll on the Dementia Table in the *Deadlands D20* book or he can choose to devise some bizarre flaw for the device.

Magazine

Type: Conjuration (creation)

Level: 2

Components: S

Casting Time: 1

Range: 1 weapon within 25 ft.

Duration: 1 Subdual Hit Point/Round

Saving Throw: None

Spell Resistance: No

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 with 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

Type: Transmutation

Level: 2

Components: S

Casting Time: 1

Range: 20 feet

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: No

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 yards regardless of whether it was fired from a pistol or a rifle, and instead of rolling another attack roll, use your huckster's Hexslingin' skill to see if the bullet hits.

Regardless of the huckster's level, the *magic bullet* stops when it misses a victim.

Thaumaturgical Diffusion 43

Magic Bullet

Level	Extra Targets
2	1
3	2
4	3
5	4
6	5
7	6

Magnetize

Type: Transmutation

Level: 1

Components: S

Casting Time: 1

Range: Medium (100 ft. + 10 ft./level)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

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 huckster. Other metal items stick to the target and require a cowpoke to make a Strength check to pull them loose or even just resist having them pulled from his grasp.

The DC is based on the huckster's level. The DC starts at 10 and increases by +1 for every level of the caster beyond first.

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 DC for the Strength check divided by three. So, an item that has a Strength check with a DC of 17 to pull loose affects metal objects within 6 feet of itself.

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

Ride the Rails

Type: Transmutation

Level: 5

Components: S

Casting Time: 1 minute

Range: Self

Duration: Special

Saving Throw: None

Spell Resistance: No

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 equivalents 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 on a train).

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

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 access to 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 your huckster's level will get you, and how long it takes to get there. The destination must be connected by rail, of course.

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

Level	Distance	Time
5	10 miles	1 minute
6	25 miles	5 minutes
7	50 miles	10 minutes
8	100 miles	20 minutes
9	200 miles	30 minutes
10	300 miles	40 minutes
11	400 miles	50 minutes
12	500 miles	1 hour
13	750 miles	2 hours
14	1000 miles	3 hours
15	2000 miles	4 hours

Reverse Engineer

Type: Divination

Level: 2

Components: S

Casting Time: Special

Range: Touch

Duration: Special

Saving Throw: None

Spell Resistance: No

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 spell works successfully if the Hexslingin' check beats DC-10 of the DC that would normally be needed to invent the device (use the mad scientist's Gizmo Construction Table in *Deadlands D20*).

It takes your huckster 5 minutes times the DC needed to create the gizmo to "get" the theory behind it.

You 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 Intelligence. After that, the supernatural imprint of the blueprint fades from his mind and the knowledge is lost (although the spell may be cast again).

Once the information has been passed on, a mad scientist must still make an applicable Knowledge check versus the DC needed to create the gizmo 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, the huckster must cast *reverse engineer* again for a "fresh perspective" on the theory.

Scrap Storm

Type: Conjunction (creation)

Level: 3

Components: S

Casting Time: 1

Range: Self

Area: Cylinder (15 feet in diameter)

Duration: Special

Saving Throw: Fortitude partial

Spell Resistance: No

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 with a capital B!

This hex causes a fierce, supernatural cyclone to whirl about your huckster, with a 15-foot diameter. A 5-foot 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—possibly 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 in subdual damage each round he keeps it in effect!

Just like a *Texas twister* hex, any ranged attacks crossing the cyclone suffer a -4 circumstance penalty and doing anything other than move-equivalent or simple actions while within the area of effect requires a Fortitude save each round as much to ignore the stinging bite of 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 a half her normal Speed, though, and the *storm* moves with her if she does.

Thaumaturgical Diffusion 45

The metal fragments do 1d10 damage plus +3 points per caster level to every cowpoke that's within the *storm*.

Shard

Type: Conjunction (creation)

Level: 2

Components: S

Casting Time: 1

Range: Medium (100 ft./ + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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 is outnumbered by his foes, he'd better have a backup plan! Sitgreaves realized his *magic bullet* spell was only useful if he could actually get to his gun, so he invented *shard*.

Shard takes 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 1d4 points of damage plus +1 point for every level of the caster, plus he can create one dart for every two caster levels (so, 1 dart at level two, 2 darts at level four, 3 at level six, and so on). Every dart he conjures after the first increases the DC of the hex by +1. So, to create 3 darts with *shard*, your huckster must make his Hexslingin' check against a DC of 21.

Just as with *soul blast*, the huckster's Hexslingin' roll to cast the hex is also his roll to hit with the darts. *Shard* can score a critical hit and has a threat score of 20. As with *soul blast*, the Weapon Focus and Improved Critical feats can be used with *shard*.

With a Full Attack, your hero can choose to fire darts at more than one target as well. Each target after the first gives him a -2 circumstance bonus penalty to his ranged touch attack.

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.

Sliverspray

Type: Conjunction (creation)

Level: 3

Components: S

Casting Time: 1

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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.

Every creature unfortunate enough to be within the spray takes 1D12 points of damage plus +2 points per caster level. The damage is massive, like an explosive. Armor works normally against *sliverspray*.

Stabilize

Type: Abjuration

Level: 0

Components: S

Casting Time: 1

Range: 3 feet

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Volatile chemicals and explosive substances are pretty common tools of the average mad scientist. There are enough things that can go wrong when dealing with mad science, so 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 of 4D10 (for one stick) lowered to 4D8.

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. Tossing stabilized nitroglycerin to your buddy is not recommended!

Tool

Type: Transmutation

Level: 0

Components: S

Casting Time: 1

Range: Personal

Duration: 1 minute/caster level

Saving Throw: None

Spell Resistance: No

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 fashioned into an awl.

The tool can weigh up to one pound for every level of the caster.

Weird Science

Type: Divination

Level: 2

Components: S

Casting Time: 1

Range: Self

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

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 Knowledge skill roll with a science focus, albeit in a roundabout and often somewhat illogical fashion.

For the duration of *weird science*, your huckster gets to make two rolls whenever he makes a Knowledge skill check with a science focus and take the best result—just call him Mr. Wizard!

For every +5 rolled above the DC, he also gets a +2 circumstance bonus to the Knowledge roll.

The catch is if he gets a natural 1 on *either* roll, he suffers the effects of that catastrophe. Worse, he's convinced his whacked theory is *completely* sound!

Zilch

Type: Transmutation

Level: 5

Components: S

Casting Time: 1

Range: Close (25 ft. + 5 ft./2 levels)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

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 the theory true.

With this hex, your hero can stop a mad scientist's gizmo from functioning temporarily. The DC to cast the hex is the DC needed to create the device in the first place minus 10 (see the Gizmo Creation Table in *Deadlands D20*). The gizmo is complicated, but useless, junk for the duration of the hex.

A mad scientist can try to jump start her gadget prior to the end of the hex by beating your cardslinger in an opposed check of his Tinkerin' versus your hero's Hexslingin'. Doing this requires a full round action. The inventor may attempt this each round until he succeeds or the hex duration expires, whichever comes first.

NO MAN'S
LAND







CHAPTER FIVE: NEW RELICS

In *Deadlands D20*, we introduced you to some of the relics that are floating around the Weird West. Well, it's time to learn about a few more. Most of these beauties are specifically of interest to hucksters, although a few could be used by just about anyone.

As before, each relic's description starts with a little background on it. The next entry is *Power*, which details exactly what effect it has upon whoever uses it in game terms. Finally, each relic has its own special *Taint*, just to keep its owner honest (or at least nervous).

Alabaster's Monocle

This silver-rimmed eyepiece belonged to Baron Simeon Alabaster, a New Orleans huckster with pretensions to nobility. He always aped the latest European fashions, so when monocles became the rage in court circles back in the Old World he just absolutely had to have one.

The Baron (his title occasionally jumped to Duke when he had a few drinks too many) met an unfortunate end at the hands (claws?) of an unknown abomination. What was left of him was found in his stateroom aboard the *Trulane's Belle*. His severed head, monocle still in place, bore an expression of absolute horror.

The last thing Alabaster saw through the monocle he was so proud of was some unspeakable supernatural creature. This event gave the monocle a special power.

Power: The monocle has become attuned to the supernatural, allowing the wearer to see the magical energy around him. Treat this as if the wearer cast *hex sense* with a DC of 19. The user must concentrate to activate the power and it costs 1 point of subdual damage per round to maintain it.

Taint: Sometimes the wearer is treated to quick glimpses of the creature that killed Alabaster. Each time the monocle is activated, the wearer must roll 1d20. If a 1 is roll, the wearer sees one of these visions and is scared witless! The wearer suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws, and is so shaken that she cannot cast hexes for 1d6 hours.

Belle Star's Necklace

This valuable piece of jewelry is said to have once belonged to the famous Belle Star, reputed Kansas bandit queen. It's claimed Belle has been the object of many famous gunmen's attention, not the least of whom was the notorious Cole Younger. The necklace is finely crafted of gold, and it bears a red gem for a pendent.



Power: This necklace makes its owner attractive to members of the opposite sex. Anyone wearing this relic gains +2 to his or her Charisma in regards to members of the opposite sex.

Taint: Unfortunately it seems to work best on the types of characters everyone's mother warned them about. Any character with a Chaotic alignment finds the wearer nearly irresistible, double the Charisma bonus against such characters.

Biren's Manacles

These crudely made manacles, crafted by Hoyle himself, are similar to the very ones used to hold the Russian sorcerer Ernst Biren. Though over a century old, the manacles remain free of rust. Anyone touching the manacles finds them unsettlingly cool to the touch. Although the exact number of manacles in existence is unknown, it's suspected the Pinkertons have at least one set.

Power: These manacles make any sort of contact with the Hunting Grounds impossible. Thus, a huckster cannot cast even the simplest

hex, nor can a mad scientist develop, build, or repair any gizmos while shackled in the manacles.

A Harrowed character may also be bound by these manacles. While shackled, the Harrowed may not use any of his special powers because the manitou cannot draw the energy it needs from the Hunting Grounds. A Harrowed trapped in these manacles suffers 1 hit point of damage per day and cannot heal itself, because the manitou cannot summon the energy needed to maintain the character's physical body.

Taint: There is no real taint to this relic. It has no effect on either a shaman's favor or a blessed's miracles.

Hoyle's Markers

These glossy black poker chips are said to have once belonged to Edmund Hoyle himself, although this is highly doubtful, since poker chips did not exist during Hoyle's time. What's known for certain is that any huckster holding one can call in a debt from the manitous once. After it is used, the marker disappears—only to appear later elsewhere in the world.

Power: After successfully casting a hex, the huckster can cash in the marker. The effect of the huckster's hex is increased by either one caster level or one DC rank, whichever is required by the spell.

Taint: As long as the huckster possesses the Marker, he rolls an extra 1d20 whenever he casts a hex. This roll is only used for determining if backlash occurs.

Jackalope's Foot

Normally when you cut off a jackalope's foot, it's good for a luck charm for about a month before it starts to get a little too ripe to carry. However, someone with no small skill in taxidermy and some occult knowledge apparently found a way to preserve the charm. While it does continue to bring the bearer good luck most of the time, when things go bad for the owner, they go really bad with a capital B-A-D!

Power: The player gets one extra Fate chip at the beginning of each game session while their hero is in physical possession of a *jackalope's foot*.

Taint: Whenever the owner rolls a natural 1, the resultant effect is the worst there is possible. Also, she can't use her Fate chips to reroll this either!

Lucky Dice

Finely crafted from highly polished bone of some sort, one of these sets of dice would be very valuable to a collector of antiquities. However, their true worth is their value to a huckster. Only a few sets of these dice exist, and they are highly prized by their owners.

Power: Anytime a huckster possessing these dice suffers a backlash, he should roll two six-sided dice. On a roll of 7 or 11, the huckster avoids the backlash.

Taint: On the other hand, if the huckster rolls a 2 or a 12, the Marshal rolls twice on the Backlash Table and applies both results to the unlucky hexslinger.

Luke Short's Derringer

This fancy two-barrel pocket pistol once belonged to the famous gambler and rumored huckster Luke Short. Occasionally known as "the Undertaker's Friend," Short's prowess with a gun is reputed to be second only to his skill with a deck of cards—at least at ranges about the distance of a poker table.

Power: The derringer gives a +5 circumstance bonus to any attempts to hide it. At ranges less than 10 feet, the pistol negates all called shot penalties.

Taint: Any shot made with this pistol at a range of greater than 10 feet subtracts -5 from the ranged attack roll besides any other modifiers to his attack roll. Also, anyone possessing the pistol is occasionally accused of cheating at cards and challenged. Even if she doesn't play cards, complete strangers approach her and belligerently insist she cheated them at some time in the past.

A Short Treatise on Whist

This small pamphlet, published in 1742, is the first edition of Hoyle's famous book. He never intended this book to be released. It's little more than an encoded record of his experiments.

Power: This pamphlet walks a huckster through the steps necessary to create a new hex. Any huckster who possesses it this relic can develop a hex in half the normal time.

Taint: A huckster deciphering this text must spend a week studying and then make a Decipher Script roll with a DC of 15 to decipher the writings, as the descriptions of the hexes are sketchy and incomplete. If he gets a natural 1 on this roll, he suffers backlash as normal, but adds +2 to the roll on the table.

Wild Bill's Deck

This is the deck old Wild Bill was playing with when he was shot in the back. The cards are worn from playing, and the 8 of Clubs, 8 of Spades, Ace of Clubs, Ace of Spades, and Jack of Diamonds all have blood spots on their faces. An enormous amount of power resides in these cards.

Power: Anytime a huckster using this deck casts a damage-causing hex, there's a chance the deck's violent past kicks in and gives the hex a boost. If the huckster successfully rolls her Hexslingin' skill check, roll 1d20. If on that roll they get a 1, 8, or 11, the DC level is increased to the next higher level for purposes of determining effect. If a natural 20 is rolled on the second roll, the huckster has drawn the Dead Man's Hand and the hex does the maximum damage possible, regardless of the huckster's level or the result of the Hexslingin' roll.

Taint: The owner of the deck begins dreaming about the fateful day when Wild Bill played his last hand. Due to the way Hickok was killed, the huckster slowly gains the dementia Paranoia as on the Dementia Table as long as she is in possession of the deck.

This may not be the worst of it though. Rumor has it that Wild Bill has returned from the grave and is looking for his six-shooters

that were stolen from his body at the time of his death. If that's true, it's possible he might come looking for his favorite deck of playing cards next.

Zharkov's Saw

This large saw once belonged to Zharkov the Magnificent, a Russian-born magician of some repute. He used it nightly in his act. Each night he would "saw" his lovely assistant—who also happened to be his wife—completely in half with it.

One night, the trick went tragically wrong. Instead of cutting through an empty box, the saw's razor sharp teeth cut into flesh and blood. Zharkov, believing his wife's screams were part of the act, continued cutting. It wasn't until her screams stopped that he realized his mistake.

Overcome with grief, the magician—who in addition to his sleight of hand skills possessed some true occult knowledge—made a pact with a manitou to restore his wife to him. That very night, his wife's hastily stitched body rose as one of the living dead.

His joy at her resurrection blinded him at first to the differences between this walking corpse and his wife. Once he admitted to himself that the thing he lived with was not his beloved Antonia, he destroyed her body and took his own life.

Since that time, the saw has belonged to a number of lesser magicians—many of whom have met tragic ends.

Power: This saw's bloody past gives its wielder the power to create living dead. To do this, the zombie-to-be must be killed with the saw. Once the victim's death wounds have been stitched closed, the corpse arises as a walkin' dead completely under the sadistic saw owner's control.

The undead created by this saw are pure evil and always interpret their master's command literally in a way most likely to cause problems. The Marshal's sure to have fun with this.

The walkin' dead created by the saw can be killed by a headshot, but the saw can also destroy them. However, walkin' dead killed by the saw can be "revived" by stitching the wound which "killed" them.

A revived zombie may rebel if pushed to do something that it would have refused to do in life. If it wins an opposed Wisdom check against its master, it becomes free of his control. Its first action is usually to dispose of its former master in some grisly fashion.

Taint: The saw's owner develops a yearnin' to be recognized as the best at what he does. Gunslingers and hexslingers continually challenge others of their type to duels, magicians constantly try riskier and more spectacular tricks, and so on.





CHAPTER SIX: SHUFFLING THE DECK

This chapter gives the skinny on those out to do a huckster harm, as well as help for Marshals with hucksters in their campaign. We have also included an extended backlash table to give more grief...err...variety to hucksters. So in other words, if you ain't a Marshal skedaddle.

Dealin' with Hucksters

Usually Hucksters cause more problems for themselves and the rest of their posse than they do for the Marshal. Seldom is a Marshal faced with a huckster who consistently overshadows the other members of the posse.

To use their abilities, not only do hucksters have to succeed at a Hexslingin' roll, they only have a certain number of spell points to work with, and they've also got to worry about backlash. What all this adds up to is a character who's often reluctant to flex his muscles.

That's not necessarily a bad thing, of course. If there wasn't a way to put the brakes on these Weird Western magicians, they'd be all-powerful. Imagine if hucksters could simply throw down hex after hex with no fear of repercussions of any kind. No one would want to play anything but a huckster.

Of course, that's not the way things are. As matters stand, you've got to be pretty foolhardy to want to play a huckster.

The deck is stacked against you.

Because of this, we've tried to ease things a little for hucksters. A number of hexes are zero or first level spells, and the Backlash Table is a little more forgiving. All these factors combine to make hucksters a bit more powerful and, hopefully, fun for both the player and Marshal.

Backlash

Backlash is the #1 concern among hucksters. It occurs when the huckster botches a Hexslingin' roll.

Now, it's almost always a painful experience for the hexslinger that suffers it, but backlash is a fact of life as a huckster. It's an important tool to limit the huckster's abilities. Backlash is a little negative reinforcement to prevent abuse of their abilities. Any huckster, regardless of level, suffers backlash occasionally. It's unavoidable.

However, it's almost never fatal, in and of itself. Sure, if the Marshal gets a phenomenal number on his damage roll, she could kill a huckster with it, but it's highly unlikely. A huckster who's already injured could be in danger, or someone who's life depends on a successfully cast hex could be in serious trouble, but a backlash result by itself shouldn't usually kill anyone.



But it does make any practitioner of Hoyle's art a little nervous, particularly when there are high stakes riding on the hex.

The Extended Backlash Table

At the end of this chapter is a new, more varied Backlash Table. It increases the number of possible outcomes from backlash without drastically changing its overall effects. A quick glance shows that about half the time, a huckster who gets hit with backlash still has some chance of successfully casting his hex. Feel free to use it as you see fit—or not at all.

Some hexes cry out to manitous and Marshals alike for a certain particular type of backlash. For instance, a natural 1 on a *vittles* Hexslingin' check induces hunger instead of madness.

The Backlash Table is a tool to allow you more time to focus on the action in your game. But if you're creative—what the Hell? After all, the manitous are notorious tricksters and manipulators of reality.

The important thing to keep in mind as a Marshal is that backlash is supposed to happen from time to time. It's the price a huckster pays for dealing with the devil. As one old huckster once said, "You pays your money, you takes your chances."

Old Hand

Chalk this up to knowing the devil you are dealing with or whatever, on reaching higher levels, Hucksters manage backlash better than they had before.

Upon reaching 5th hucksters gains the Old Hand special. Instead of reducing the amount of damage done by Backlash as it says in Deadlands D20, now Old Hand reduces the roll on the Extended Backlash Table by 2. At 10th level this increases to 4, 6 at 15th level, and 8 at 20th level. Regardless of the roll or the Old Hand level, the results on the Extended Backlash Table are never below 1.

Wild Cards

As if hucksters didn't already have a hard enough time from the manitous, there's a whole lot of folks out there hunting their hides. These range from operatives to preachers, lawmen to lynch mobs.

Here's the lowdown on how to run each of these groups. There are also a few secrets here on the Court and our old, disease-spreading friend Biren.

Normal Folks

Townsperson and the like are usually more afraid of a huckster and her powers than anything else. Like any sane person in the Weird West, they try to kill anything that scares them witless.

Often a huckster can use this to her advantage and disperse the hemp necktie party with a display of magic. This isn't always the best solution, as it draws the attention of the authorities. But if it's a choice between that and a stretched neck, we all know where the safe money is. Hucksters who handle such situations with vulgar displays quickly find themselves a source of interest for the Agency or Texas Rangers.

Religious leaders are harder to deal with. These folks see the hucksters as nothing more than another type of abomination to be purged from the earth. While they might be afraid of the huckster's power just like everyone else, they may feel a duty to their faith to defeat the hexslinger. And most communities look very poorly upon striking down a servant of the Lord.

Hucksters who run into trouble with the local populace soon learn that discretion is the better part of valor—few hexslingers can take on a whole town by themselves. Those who don't learn this lesson soon find themselves being fitted for a new rope necktie and a custom-fitted pine box.

Manitous

Manitous are malicious entities who seek to cause as much chaos and destruction as possible in the natural world. They're the font of a huckster's power, but they're also frequently the source of a lot of her pain.

While most hucksters have to wrest power from manitous by sheer force of will, there are a few who have it easier.

Harrowed Hucksters

A manitou inhabiting a Harrowed expends a tremendous amount of energy simply keeping the body functioning. Another portion of its power is used fighting for Dominion with the host. This doesn't leave it with a lot of energy left over for things like battling with long-lost cousins, but it does leave it with just enough to get by with.

When the host is in charge, a Harrowed character has no better time dealing with the manitous in the Hunting Grounds than a living huckster. She's still got to find one, defeat it, and channel the power it supplies into a hex. She also suffers backlash just like hucksters who aren't breathing-challenged.

When the manitou has Dominion, it's a completely different story. The spirit has to make its Hexslingin' check just as normal. This is because it still has to craft the hex before dumping power into it. If the skill check fails, the hex fails. However, if the manitou rolls a natural 1, it doesn't suffer any backlash. In fact, it *never* suffers backlash for any reason. Also, the spell points needed to cast a hex are as if the hex were one level lower. The remainder of the power needed to cast the spell comes from the manitou residing within the harrowed huckster.

Coming from the other side does count for something at the end of the day.

Texas Rangers

Texas Rangers, while organized like a military unit, usually operate for long periods as individuals. As a result the Rangers tend to be independent and very self-reliant.

However, the solitary Ranger often faces a dilemma in the organization's "shoot or recruit" policy toward the supernatural. The Ranger must rely on his own intuition and discretion when making the decision on which course to take when faced with a huckster or Harrowed.

While they are usually good judges of character, mistakes are occasionally made. If the decision is to shoot, the organization loses a potentially powerful ally, but if a Ranger recruits the wrong person, he could seriously damage the integrity and safety of the Confederacy's best defense against the Reckoning.

Added to this, the Ranger's duties seldom allow him time to escort the new recruit to the nearest Ranger outpost. Instead, he must rely on the recruit to honor her word and report herself. There would seem to be tremendous opportunities for trouble in this system.

Shuffling the Deck

55

Yet, in spite of the obvious dangers, the Rangers are not as trigger happy when dealing with potential recruits as you would expect.

There are two reasons for this.

First, most Texas Rangers are so overconfident they make J.E.B. Stuart look cautious. The very thought that someone would try to cross the Rangers is unthinkable to them.

Second, the Rangers have a secret weapon.

The Ranger Bible

The Agency has a very elaborate and effective system for distributing information to their agents. The Rangers have their *Bible*. It's a toss up as to which is more effective.

Every Ranger has access to the information in *The Ranger Bible*, and all high-ranking members carry one with them. Agents of the Rangers located in central locations all keep a copy of the book (well-hidden, of course) so that lesser-ranking members of the Rangers may access it. A new edition of this book is printed and distributed every six months to a year.





Within it, the Rangers have listed every person identified as a supernatural threat. A supernatural threat includes recruits who've gone "outlaw." It includes, along with the listing, as thorough a description of the person as possible.

With each update of the book, any new threats are added, and those that have been "dealt with" are removed. Needless to say, "dealing with" a supernatural threat always involves the undertaker.

Also within the pages of the book are descriptions of common abominations like Mojave rattlers, werewolves, prairie ticks, and the like. It usually includes the weaknesses of such creatures. The knowledge contained in this book may explain why few Rangers dedicate much time to studying the occult.

Part of a Ranger's duty is to update the organization with any information she learns so it can be included in later editions of this book.

Another part of her duty is to make sure that this book never falls into a non-Ranger's hands. The Rangers believe the information within could jeopardize the security of the Confederacy it made public. When a new edition is produced, they burn their old copies.

As the Marshal, you are the final authority on what *The Ranger Bible* does and doesn't contain. You can use it as a tool to provide the posse with as much or as little information as you want. Don't feel you have to let the *Bible* short-circuit an adventure.

The Agency

The Agency is widespread and well-represented in all the major cities of the western United States. It also maintains a presence in the Disputed Territories as well, although agents in that region keep their identity and affiliation secret.

Hucksters who run afoul of the Agency find themselves with a hatful of trouble. The Agency prides itself on its communication network. All agents are kept abreast of "threats" with their area of operations.

The Agency, while maintaining extensive files on all supernatural occurrences, does not distribute a book similar to *The Ranger Bible*. This is because the agency deals with threats in a more immediate manner than the Rangers.

Agency operatives don't have the option to make the decision as to whether to eliminate or recruit a huckster. They only have the option to shoot if they feel the hexslinger is dangerous or simply report her location and actions.

While the Agency directors prefer to make the decision to shoot or not, agents who make this call are never questioned. The operatives are trained to operate under the assumption it's better to bury potential problems.

The Library

The Agency has an arcane training ground in Massachusetts. This is where the nonexistent Agency hucksters receive their training. It's a small, heavily guarded facility. There are three separate areas to the group's Library.

The first is dedicated solely to familiarizing the normal field agent with the basics of the occult. Part of any agent's training includes a two-week stay at the Library. The subject's covered here include the basics of Hoyle's hexes and studies of many myths and supernatural creatures, like vampires and werewolves. Most Agency operatives leave with at least a passing familiarity with the arcane.

The second part of the facility is dedicated to molding operatives who have shown promise in the area of hexslinging. The training for these candidates is longer and much more in depth, taking almost a year to complete.

The lessons are intensive and stressful. The instructors are careful to watch the students for any signs of inability to cope with the program. Those who can't handle the stress of the course are returned to service as regular field agents in the Agency.

The staff also watches for any indication that a candidate has fallen under the influence of a manitou. Although such events are rare, it has happened in the past with disastrous results. If one of the faculty has reason to believe a student has succumbed to a manitou's power, they are fully authorized to dismiss the student—permanently.

At the end of the course, the hucksters are usually assigned to regional or district offices to provide support for special investigations. There are about 80 active Agency hucksters.

Agency-trained hucksters focus primarily on informational and communication hexes. Such operatives tend to use their supernatural skills behind the scenes, seldom directly insinuating them into field operations. The average hexslinging agent is well versed in *private eye*, *earshot*, *bloodhound*, and the like.

Cleaners

The power of a well-cast *soul blast* can only be ignored by the blind or the foolish. The Agency operatives are neither.

In general, the Agency steers well clear of combat-oriented hexes. These have proven time and again to be unreliable or just plain self-destructive in high-stress combat situations. The Agency believes, and perhaps rightly so, that a Gatling pistol is a better choice over a hex of any kind when it comes to a fight.

Nonetheless, even the Agency can't ignore that there are times when a magical solution is called for. To handle problems of this kind, the agency has developed special teams employing hucksters. When the agency calls in one of those teams, it means business.

These hucksters are different from the standard huckster agent in that their hexes are almost entirely combat-oriented. They are all highly trained in both their hexes and the use of firearms.

A team of "cleaners" has three or four members, at least one of whom is a huckster. Unlike ordinary operatives, such teams work alone and do not hire additional guns, regardless of the threat. Cleaners are even more secretive about their activities than normal agents.

These teams always try to solve the problem in the most direct manner possible. They don't investigate haunted houses. They burn them down.

There are currently 10 such teams operational. A team can be dispatched to most places in the United States in the space of a week or even less.

The Court

The rumors about the existence of a secret society of hucksters are indeed true. Also true is the fact that the group's headquarters are on a riverboat based in New Orleans. The riverboat is the *New Dynasty*, and wealthy New Orleans sugar tycoon Solomon Thayer owns it. The *New Dynasty* has developed quite a reputation along the lower Mississippi River for hosting extravagant and often wild parties. Receiving an invitation to one is considered quite an honor.

Where the rumors fall short is the object of the group. While "furthering the good of the society's members" is the ostensible reason the Court circulates among its associates, it is not the true goal of the organization. In fact, few outside the highest-ranking members of the association know the society's actual purpose. Rather, few who live long.

Despite what the lower-ranking members may believe, the Court isn't a mutual aid association for the students of Hoyle—far from it. At its highest level, it is a cabal of hucksters who have willingly sold their souls to the Reckoners for earthly power and riches.

The Structure of the Court

The Court takes its name, not surprisingly, from the face cards in a standard poker deck. Its membership is spread throughout the United States and Confederacy, with the largest numbers being found along states bordering the Mississippi. Smaller numbers can be found in Deadwood, Denver, and Lost Angels. There are also enclaves in two small towns in Nevada: Reno and Las Vegas. Exactly what interest the Court has in these locations is unknown.

A level of initiation ranks the members of the association. The lowest members are referred to as Deuces, with the highest being 10s. The initiates in ranks 4 and lower are unaware of the true nature of the Court and serve the society primarily as sources of information. Occasionally, they may be given a simple courier mission or the like if they've proven themselves reliable. The bulk of the Court's membership is found in these ranks, with as many as 100 members at any time.

Ranks 5 through 8 are aware that the Court has an agenda not always consistent with that of the authorities either North or South of the Mason-Dixon. They are most often given missions to confound an Agency or Ranger investigation. However, even these members don't know the true goals of the society. No initiate can rise above the rank of 8 without rigorous loyalty testing by the members of the Royal Court. There are between 20 and 30 initiates of ranks 5 to 8 at any given time.

Rank 9 and 10 initiates are assigned the task of selecting and recruiting new members for the Court. Any member of these levels is aware of some of the corrupt practices of the Court and accepts them. There are only six initiates in each of these ranks at any one time.

Rank 10 initiates are often sent on dangerous missions where those who are of the wrong temperament to become members of the Royal Court are weeded out.

There are 13 members of the innermost circle of the group, known properly as the Royal Court. To the other members of the society, they are known only by the names of the face cards. The Kings are the supposed leaders of the cabal, but the Joker is the real power, and the Aces are his enforcers.

All members of the Royal Court are hucksters who have fully sold their souls for the power of the Reckoners' black magic. As if this wasn't enough to make them a deadly group, most also have made certain pacts that grant them powers like those of the Harrowed.



The Goals of the Court

The true goals of the Court are unknown to all but the innermost circle of the society. The lower initiates are almost entirely unaware of these goals, but some have formed their own opinions based on the tasks they are called to perform for the organization.

Initiates of level 4 and below believe the Court's goals to some extent parallel those of the Rangers and the Agency—excluding the persecution of hucksters, of course. They most often study and observe strange phenomenon in the Weird West and report back to their superiors. Although the Court doesn't take any overt hand in intervening in these occurrences, these lower initiates usually believe that somewhere behind the scenes the Court is working to combat the Reckoning.

At levels 5 through 8, most of the initiates believe the Court is working primarily to protect hucksters and their ilk from the attentions of hostile government agencies, like the Texas Rangers and the Agency. Their missions usually involve thwarting these groups or at least

hiding information they desire. Most often the initiates at this level have had some form of unpleasant encounter with one or more such agencies.

Initiates of level 9 and 10 hold the same opinion as those of 5 through 8, although they are aware the Court takes drastic measures to protect itself and its members from outside forces. They also know that the Court does from time to time take an interest in seemingly unrelated matters, such as cattle drives or water sources. However, these are believed to be simply portions of a greater plan to extend the Court's power and influence.

Only members of the Royal Court know the true goal of the organization: to turn the American Southwest into a charnel house of plague and fear. To accomplish this, they are willing to do absolutely anything.

The Royal Court is a knowing and willing tool of the Reckoners. They use the unwitting lower initiates to monitor the success of their plans and—in times of failure—to cover up any traces that may implicate them. Finally, when someone begins to uncover the truth about the society, the Royal Court takes any necessary steps to ensure her permanent silence.

The Joker

The true leader of the Court is known to the members as only the Joker. The members of the inner circle know him as Solomon Thayer. What no one knows is that he is actually Ernst Johann Biren, Edmond Hoyle's old foe.

Biren did not die in Siberia as Hoyle believed, but he was horribly burned. He had known for years that Hoyle would come for him and had an elaborate plan in place to fake his death and escape. It nearly failed.

After healing, Biren roamed Europe and Asia for almost a century after his confrontation with Hoyle. During his travels, he amassed tremendous power and knowledge.

Prolonging his life and changing his looks constantly with black magic and hexes, Biren wandered about for almost a century before departing for the United States. He arrived in America less than a year before the onset of the Civil War.

The confusion of the War allowed him to practice his favorite pastime: spreading disease. He amused himself for a few years with typhoid and dysentery epidemics until the time of the Reckoning.

Since then, he has found his capacity for mayhem has increased tenfold.

Biren finds the names Americans give diseases distasteful, longing for the days of names like "Black Death." Now, the scourges of a century ago are known by "Tennessee Trots" or similar amusing titles.

His proudest creation to date has fallen victim to a similar fate. The horrific disease he hoped would paralyze the Southwest in terror is now called the "Texas Tummy Twister." Hardly a name to strike terror into the hearts of men. The mere mention of those words sends him into a murderous rage.

Biren appears as a middle-aged man in good health, even though he is over 175 years old. He has built a name for Solomon Thayer as a

wealthy, New Orleans importer of sugarcane. Although he is careful to maintain the secrecy of his true identity, it's highly unlikely anyone who could recognize him is still alive.

He maintains a good business relationship with Bayou Vermillion and its owner, Baron Simone LaCroix. LaCroix is aware of not only the court, but also some of its shames. However, he does not know of Thayer's involvement with the cabal, nor does he know Thayer's true identity.

The Aces

Biren rules the Court with an iron fist—and a few Aces up his sleeve. The four beings known as the Aces are Biren's secret enforcers. No one besides Biren has ever seen the Aces—and lived. Members of the Court levels 2 to 10 have no knowledge the Aces even exist. The Court just does what it's told and tries not to get "Aced."

Heroes who are particularly effective against the abominations of the Reckoners or who consistently foil the plots of the Court may receive a visit from an Ace or their minions. To merit a personal visitation from an Ace, a character must have been extremely active in fighting the Reckoners' underlings. Aces don't usually bother with heroes of less than 10 levels. However, any character who does attract their attention had better be on his guard. The Aces don't believe in fair fights. They prefer to attack from ambush, usually after a number of their minions have softened the target up. They just deliver the coup de grace.

Anyone killed by an Ace stays that way. They know those they kill have an extremely good chance of returning as a Harrowed. To prevent this, they always destroy the bodies of their victims, usually through burning.

The Aces, like many of the other members of the Royal Court, have made pacts with manitous using ancient rituals, which have only recently been rediscovered. This means that like a Harrowed character, each Ace has a manitou within them. Unlike a Harrowed however, the Aces are living, breathing people and don't have to fight for Dominion with the spirits—the manitous serve them. In game terms, Aces take damage as if Harrowed (the manitous fortify their bodies) and cast hexes as if their manitous were in charge (no backlash and lower spell point cost).

Typical Ace: Hck 12; CR 12; Medium-sized Human; HD 14D6+14; hp 72; Init +5; Spd 30 ft.; AC 12; Atk (+10/+5); AL LE; SV Fort +4, Ref +9, Will +9; Str 14, Dex 15, Con 12, Int 16, Wis 14, Cha 13.

Skills and Feats: Bluff +4, Concentration +6, Decipher Script +8, Demolitions +4, Gather Information +9, Hexslingin' +11, Hide +3, Intimidate +10, Knowledge (arcana) +5, Knowledge (occult) +8, Ride (horse) +4, Sense Motive +4, Spellcraft +5, Spot +5, Use Rope +3; Combat Casting, Firearms Proficiency (Marshal's choice), Improved Initiative, Level-Headed, Nerves O' Steel, The Stare

Spells: Aces have 37 spells that are up to the Narrator, but revolve around locating and dealing with Hucksters—*hex sense*, *hesitate*, *soul blast*, *Texas twister*, and the like. Aces do not know Thaumaturgical Diffusion spells.

Shuffling the Deck

59

Special Qualities: At the Marshal's discretion, the Ace may have two harrowed powers of their choosing. The Aces seem to have a particular affinity for the soul eater and claws powers.

Possessions: Each Ace dresses differently, but all of them carry some sort of firearm, including a Colt Peacemaker, Winchester rifle, or shotgun of some kind. Some also carry mad science flamethrowers to aid in the disposal of their victims' bodies.

Court Troubleshooters

Heroes who have made themselves a nuisance to the Court—but aren't powerful enough to merit being "Aced"—usually receive a visit from a team of Court troubleshooters. The size of the troubleshooting team depends on The Court's knowledge of the target and the target's power.

If the Court knows the target travels with friends—or if it's marked an entire posse for elimination—sufficient hucksters are dispatched to deal with the entire group. Large teams may be commanded by a Court member of rank 8 or higher (for game purposes, consider this their Huckster class level). The Court is willing to do whatever it thinks it's going to take to resolve the problem the heroes pose to their association.

Like the Aces, troubleshooters always destroy the bodies of their victims. Although they are not scared of a stand-up fight, they prefer to make their victim's deaths appear accidental.

Typical Troubleshooter: Hck 6; CR 12; Medium-sized Human; HD 6D6; hp 21; Init +3; Spd 30 ft.; AC 11; Atk (+4); AL LE; SV Fort +2, Ref +5, Will +5; Str 10, Dex 13, Con 11, Int 14, Wis 12, Cha 11.

Skills and Feats: Bluff +3, Concentration +3, Decipher Script +5, Gambling +2, Gather Information +3, Hexslingin' +7, Knowledge (occult) +4, Ridicule +2, Ride (horse) +3, Sense Motive +3, Sleight o' Hand +4, Spellcraft +4, Spot +4; Brave, Dinero, Firearm Proficiency (pistol), Iron Will

Spells: Twelve spells of Marshal's choosing. Troubleshooters have a wide variety of spells depending on the taste of the huckster. The Court tends to lend its "favor" towards hucksters with a more devious or destructive bent, so those with spells like *nightmare realm*, *soul blast*, and *Texas twister* are highly prized.

Possessions: Being primarily located in a riverboat on the mighty Mississippi, troubleshooters tend to have more upscale attire than most. Derringers aren't unheard of, but most tend to pack something larger. And you will find all troubleshooters with a deck of cards and a copy of *Hoyle's Book of Games*.



Enoch Shaw

Not only is Enoch Shaw the oldest living huckster, he's also the most knowledgeable of Hoyle's writings. Some folks attribute this to Enoch's age, saying he's had almost as much time to study hexes as Hoyle himself.

Those folks are more right than they know.

Edmond Hoyle arrived in the Colonies in the early summer of 1763. He soon found the English colonists for the most part unsympathetic to his anthropological studies. Additionally, the Indian tribes closest to the Colonies were either extremely hostile to advancing colonists or slowly losing their mystical knowledge as they took up the ways of "civilization."

By 1764, Hoyle decided to move to the French-controlled city of New Orleans. The French maintained a friendly and less invasive relationship with the Indians. Also, New Orleans had a reputation as a more socially "relaxed" environment, favorable to gamblers and other less socially acceptable people.

In the gambling halls of New Orleans, he was introduced to a card game known as poque. It uses a 52-card deck, and involves drawing a number of cards to build a winning hand. He found poque easy to adapt to his formula and faster to use than other games he was using.

Hoyle chose poque—or poker, as it later became known—as the basis for his hex formulae. Other games worked, but poker was far and away the easiest and most effective.

Hoyle knew his time of death was approaching. Not his actual physical death—his hexes could prolong his life indefinitely—but rather a perceived death. Hoyle realized 95 years was a long time for a man to live, particularly one who appeared no older than 60. Soon, his family and acquaintances would begin to ask dangerous questions, so Hoyle decided to fake his death.

He finished his book and sent it, along with his "last will and testament" back to England. Next he changed his name and headed off into the unexplored American wilderness to seek the knowledge of the Indian shamans. There he wandered for almost another century learning all he could of the native inhabitants and their beliefs, until July 3, 1863.

The Reckoning brought Hoyle, now calling himself Enoch Shaw, out of the wilderness. He knew his knowledge and skill were needed, but from his years with the Indians, he also knows for all his power he cannot face the might of the Reckoners alone. Not only that, but even with his magics prolonging his life, his 200 years of age are overtaking him. Hoyle's body is weary and now appears close to 80 years old.

Hoyle currently roams the Weird West, seeking potential pupils to seed with the skills of a huckster. He takes care to avoid notice, particularly that of any government's agents. He appears to the casual eye as nothing more than an aged saddle tramp.

In his travels, he has learned of the Court. Although he doesn't know the extent of the society's goals, he suspects them of ill intent and watches closely those whom he knows to be involved with the group. Hoyle, as yet, is unaware that his old apprentice and nemesis still lives, nor does Biren know Hoyle is still alive—but he suspects, and his Aces have standing orders to investigate the possibility.

The Lady Luck Society

As part of his effort to recruit reliable hucksters to his crusade against the Reckoners, Hoyle created a group of his own in 1870 called the Lady Luck Society (he originally wanted to call it the Dame Fortune Society, but one of his associates convinced him that no self-respecting Western gambler would join such a tinhorn-sounding group).

On the surface, it appears to be simply an association of professional gamblers, and for most of its members it is just that. But for those who are recruited in the society by Hoyle, it is a clearinghouse of information on hexes and the abominations of the Reckoning. When necessary, it also acts to keep wayward hucksters in line.

The society boasts almost 300 members. Most of these are simple gamblers or hucksters who have no idea what the society's true purpose is. Most belong to The Lady Luck Society for one simple reason: It's the only way to be eligible to compete in the society's annual poker tournament. The winner of the tournament, which is held each June in Denver, walks away with \$50,000 in cash.

Clyde Paxton, a wagering man with big britches and little common sense runs the society. He has no knowledge of the society's hidden agenda. All he knows is that—in return for running the group—a mysterious gentleman by the name of Shaw squared his past gambling debts and pays him a generous allowance.

The Inner Circle

Within the society is an inner circle of hucksters dedicated to fighting the Reckoners. This group currently numbers about 20. The great gambler himself personally recruited each of the hexslingers in this group.

Hoyle created this group to perform two main functions: to destroy the abominations of the Reckoners and to police those who have learned the secrets of Hoyle's form of magic. He also uses the group to spot other likely recruits.

To fulfill the first function, Hoyle has created a book similar to *The Ranger Bible*. Each member of the inner circle has a copy. Like Hoyle's manuscripts, this is coded into a pamphlet—*Shaw's Guide for Gamblers*, a yearly travel guide for gamblers which rates the towns of the West on their hospitality to those of their profession.

The members also report to Hoyle on hucksters who abuse their powers or use them publicly. Hoyle knows the Reckoners feed on fear. He doesn't want them to benefit from the magic he unwittingly unleashed upon the world. He personally reviews each report of this nature. If he feels the hexslinger acted out of ignorance, the offending huckster receives an anonymous warning to watch his step. Hucksters who acted out of malice or greed or who ignore repeated warnings generally meet an untimely demise at the hands of his disciples.

The full membership of the inner circle meets once a year during the annual poker tournament. Hoyle created the Lady Luck Society for just this reason: It allows a group of hucksters to gather without causing undue suspicion. Of course the Agency and Rangers send agents to the gathering every year, but there are enough non-inner-circle hucksters present to more than keep them busy.

At these yearly meetings, the hucksters compare notes, swap hexes, meet new members, and plan their strategy for the coming year.

Recruitment

Hoyle himself recruits all new members of the inner circle. He looks for experienced hucksters who have already demonstrated their ability and willingness to go up against the evils of the Reckoning. Whether Hoyle approaches a member of the posse is entirely up to the Marshal, but in general only characters of 5th level or higher are likely to come to his attention.

Shuffling the Deck

61

All new members are presented with a specially made gold pocket watch. Each of these watches is hand-crafted by a trusted scientist of Hoyle's acquaintance. They are engraved with intricate designs and hidden within them is the key to decoding the information in *Shaw's Guide*. Members also use these to identify themselves to one another.

Famous Hucksters

Doc Holliday

John Henry Holliday came West in '72, after being diagnosed with tuberculosis, hoping that the dry weather around these parts would do his poor lungs some good. Although he sometimes practiced dentistry, hence the nickname "Doc," he made most of his money playing cards.

A real student of card games, Doc's one of the sharpest gamblers in the Weird West. There's absolutely no risk he's afraid to take, and that goes double away from the poker table.

Doc is a dangerous man to cross, and many men have discovered that fact too late to make any difference to anyone but their heirs. He has a quick temper and does not hesitate to take action when provoked. Because of his touchy trigger, he's made a lot more enemies for himself than friends.

He's deeply loyal to those he's got, though. Doc is close friends with Wyatt Earp. A few months before coming to Tombstone, Doc was in Dodge City and saved Wyatt from a horde of angry cowboys.

Doc is also an accomplished huckster, and has been twiddling the cards in an arcane way for several years. One of the things he taken to is combining his gunslinging and hexslinging skills by casting hexes on his six shooters.

Lately Holliday has been seen in the company of a bounty hunter named Alexander Graves, and actually saved Graves' life in a gunfight with the Cowboys. For details on Alexander Graves (as well as a passel of other law dogs and outlaws) check out the *Law Dogs* sourcebook.

Doc is dying, and he knows it. He's looking to go out in a blaze of glory if given half a chance.

Doc Holliday: Gns 6/Hck 4; CR 8; Medium-sized Human; HD 6D8-1/4D6-1; hp 40; Init +7; Spd 30 ft.; AC 13; Atk (+9/+4); AL LG; SV Fort +4, Ref +9, Will +6; Str 9, Dex 17, Con 9, Int 16, Wis 14, Cha 11.

Skills and Feats: Bluff +2, Concentration +3, Decipher Script +5, Gamblin' +13, Gather Information +2, Gunplay +2, Hexslingin' +6, Holdout +3, Intimidate +9, Knowledge (local) +4, Knowledge (occult) +4, Profession (dentistry) +3, Ride +3, Ridicule +3, Sense Motive +3, Sleight o' Hand +4, Speed Load +2, Spellcraft +5, Spot +4, Brave, Dead Eye,



Firearms Proficiency, Improved Initiative, Greased lightnin' +3, Level Headed, Nerves O' Steel, Renown (White Hat), Simple Weapon Proficiency, The Stare

Spells: Bandage, bash, bloodhound, critter ward, helpin' hand, hex sense, hunch, missed me!, phantom fingers, private eye, soul blast, trinkets, watchdog

Possessions: Twin double-action Colt Peacemakers, a deck of cards, and a selection of bloodstained handkerchiefs.

Gene Roberts

Jean-Eugène Robert-Houdin was a well known magician in France in the 1840s and 50s, who used many scientific techniques in his act, including electromagnetism. His tricks were so successful that he was dubbed the "Father of Modern Magic."

What his fans didn't know was that Houdin augmented his stage act with real magic. A fan of games, Houdin had purchased one of the first copies of *Hoyle's Book of Games* and stumbled across the hexes within.

Using his newfound hexslinging ability, Houdin rose to a level of popularity that earned him a reputation that even reached across the Atlantic.

In 1870 Houdin was contacted by Enoch Shaw to participate in the first annual Lady Luck Society's annual poker tournament. Shaw's invitation told Houdin that Shaw had heard of his skill with games and thought he would be an excellent competitor in the tournament. Of course, what Shaw, who was really Hoyle himself, actually was interested in was Houdin's reported huckster abilities.

Once at the tournament, Shaw could see that Houdin was just what he was looking for and offered the Frenchman membership into the Lady Luck Society's inner circle. Houdin readily agreed, and a year later, staged his death in an accident during a performance. He rigged one of his electrical wires to come loose and start a fire, burning him beyond recognition.

The ruse was a success. Houdin traveled to the United States, changed his name to Gene Roberts, and worked to lose his French accent.

A trained watchmaker and noted tinkerer, Roberts was one of the first to come across Sitgreaves' notes in the 1871 Smith & Robards Catalog. Realizing that Sitgreaves and he had been thinking along the same lines as far as hexes went, Roberts studied the catalog voraciously and became a diffusionist.

He now serves as one of Shaw's lieutenants.

Gene Roberts: Hck 7/Dif 2: CR 8; Medium-sized Human; HD 9D6-2; hp 40; Init +3; Spd 30 ft.; AC 11; Atk (+5/+0); AL LG; SV Fort +2, Ref +7, Will +8; Str 10, Dex 13, Con 11, Int 18, Wis 15, Cha 17.

Skills and Feats: Bluff +7, Concentration +5, Decipher Script +8, Gamblin' +2, Gather Information +3, Hexslingin' +8, Holdout +7, Knowledge (electromagnetism) +6, Knowledge (local) +2, Knowledge (occult) +5, Mad Science +4, Ridicule +2, Sense Motive +3, Sleight o' Hand +8, Spellcraft +4, Spot +6, Tinkerin' +6; Brave, Firearms Proficiency, Improved Initiative, Level Headed, The Stare

Spells: Ace in the hole, bedazzle, black lightnin', bodyguard, brace, compass, corporeal tweak, earshot, filibuster, forget, fooled you!, graveyard mists, groom, haywire, hesitate, hex sense, hunch, ignite, missed me!, old timer, mad insight, magnetize, palm, penetratin' gaze, phantom fingers, private eye, shadow man, shadow walk, soul blast, Texas twister, tinhorn shuffle, tool, trinkets, zilch

Possessions: Favorite deck of cards, gold pocket watch, a derringer, and miscellaneous stage magic paraphernalia.

Extended Backlash

- | Roll | Effect |
|------|--|
| 1 | Mystic Sputter: The manitou mentally jolts the huckster. The hex automatically fails, and the huckster's Hexslingin' skill is lowered by 1 rank when casting that hex for 1d6 days. |
| 2 | Spiritual Backhand: The manitou deals the huckster a glancing blow. The huckster takes 2d6 points of damage to a random location. If the huckster loses consciousness, the hex automatically fails. |
| 3 | Spirit Sap: The manitou makes a weak attempt to take over the huckster, but fails. The huckster takes 2d6 in subdual damage in the battle. If the huckster loses consciousness, the hex automatically fails. |
| 4 | Fright: A companion of the huckster gets a glimpse of the true nature of the manitou. She is Shaken. If there is no companion in sight, the huckster is Shaken instead. |
| 5 | Personal Corruption: The manitou twists the hex to harm the huckster personally. Damage-causing hexes hit the huckster, healing hexes transfer damage to the huckster, protective hexes make the huckster more vulnerable, etc. The hex succeeds regardless of whether or not the check was below the DC. |
| 6 | Befuddled: The manitou shorts out a portion of the huckster's mind. The hex automatically fails, and the huckster's Hexslingin' skill drops by 1 rank for 1d4 days. |
| 7 | External Backlash: The manitou rebels and lashes out at a member of the huckster's posse. To the unsuspecting victim, it feels as if something is trying to claw its way out from the inside. A companion takes 2d6 points of damage and must make a Fortitude save versus a DC of 10 plus the level of the spell to resist doubling over in pain. If there is no companion in sight, the huckster takes the damage instead. If the huckster loses consciousness, the hex automatically fails. |
| 8 | Spirit Lash: Frustrated by a failed attempt to take over the huckster, the manitou lashes out at one of his companions. The victim is struck with a stabbing pain behind her eyes. The headache is bad enough to double her over in pain if a Fortitude save versus a DC of 10 plus the level of the spell is not made. The companion loses 2d6 points regardless. If there is no companion within 10 yards, the huckster is affected instead. If the huckster loses consciousness, the hex automatically fails. |
| 9 | Temporary Madness: The manitou drives the huckster over the brink for a short while. Roll on the mad scientist's Dementia Table. At the end of every game week, the huckster may make a Will save versus a DC of 10 plus the level of the spell he was casting. If she succeeds, she recovers from the mental malady. Unfortunately, a natural 1 on the save makes the dementia permanent. No matter what happens to the huckster's mind, the hex succeeds regardless whether or not the check was below the DC. |
| 10 | External Corruption: The manitou malevolently twists the hex to harm the huckster's companions. Damage-causing hexes hit |
| | companions, healing hexes do a like amount of damage, <i>tweaks</i> instead <i>twist</i> , and so on. If the huckster is alone, treat this as "Personal Corruption," but in a more overt fashion, possibly blowing the huckster's cover. Damage-causing hexes may cause an avalanche, protective hexes may help foes instead, and so on. The hex succeeds regardless whether or not the check was below the DC. |
| 11 | Mental Static: The manitou confuses the huckster badly, and it's going to take a while for her to sort this all out. The hex automatically fails, and the huckster can cast no more hexes for a day. |
| 12 | Personal Backlash: The manitou rebels. The huckster takes 3d6 damage to the body. If the huckster loses consciousness, the hex automatically fails. |
| 13 | Phantom Amputation: The manitou succeeds in wresting control of a randomly determined limb from the huckster. The manitou isn't able to use the limb, only deny its use to the huckster. The limb is numb and unusable for 1d12 hours, at which time the huckster regains control. |
| 14 | Terror: The huckster gets a good look at a manitou, and she doesn't like what she sees. The huckster is Frightened. |
| 15 | Inanimate Corruption: The manitou uses the conduit formed by the hex to wreak havoc on a possession of the huckster. It may steal a small valuable item, ruin the functioning of a complex item, chew through the strap on a saddle, etc. On hexes cast to help other posse members, the manitou instead chooses a possession of the target. |
| 16 | Brain Drain: The manitou fries a part of the huckster's mind. The hex automatically fails, and the huckster's Hexslingin' skill drops 1 rank permanently. |
| 17 | Corporeal Withering: The manitou strikes the huckster with a minor curse. The huckster takes 2d6 points of damage to a random location. This damage heals more slowly than normal. The huckster heals this damage at the rate of 1 hit point per two character levels per day. Complete bed rest will only increase this to 1 hit point per character level per day. Any healing spells or gifts cast on the affected huckster only heal half the amount of hit points they normally would. If the huckster loses consciousness, the hex automatically fails. |
| 18 | Spirit Drain: The manitou makes a dedicated effort to take over, but fails. The hex automatically fails, and the huckster takes 3d6 in subdual damage. |
| 19 | Madness: The manitou ruins the hex and drives the huckster insane. Cackle insanely and roll on the mad scientist's Dementia Table. |
| 20 | Total Corruption: Not only does the manitou completely foil the hex, but also it attempts to possess the huckster as if the poor sap was actually Harrowed. If the huckster fails an opposed Wisdom check (manitous have a Wisdom of 14), the manitou gains control of his body for 10 minutes. |

New Huckster Hexes

Spell	Level	Components	Casting Time	Range	Duration	Save
Ace in the Hole	4	F,S	10 minutes	Touch	1 day/level	None
Bandage	0	S	1	Touch	Permanent	None
Bar	0	S	1	10 feet	Concentration	None
Bash	2	S	1	400 ft. + 40 ft./lvl	Instantaneous	Reflex/half
Bedazzle	1	S	1	5 ft./lvl	Instantaneous	Will neg.
Black Lightning	3	S	1	100 ft. + 10 ft./lvl	Instantaneous	Fort/half
Bloodhound	2	S	1	100 ft. + 10 ft./lvl	1 hour/lvl	None
Bodyguard	1	S	1	Touch	1 minute/lvl	None
Brimstone	1	S,M	1	10 ft./lvl	1 minute/lvl	None
Clear Out!	1	S	1	Self	1 round/lvl	None
Corporeal Tweak	2	S	1	25 ft. + 5ft./2 lvls	Conc. or 1 HP/rnd	Will neg.
Corporeal Twist	2	S	1	25 ft. + 5ft./2 lvls	Conc. or 1 HP/rnd	Will neg.
Critter Ward	3	S	5 minutes	Touch	1 hour/lvl	None
Douse	0	S	1	15 ft./lvl	5 min	None
Earshot	2	S	1	1 mile/lvl	Conc.	Will neg.
Earthwrack	1	S	1	25 ft. + 5 ft./2 lvls	Instantaneous	None
Filibuster	2	S	1	5 ft.	Conc.	Will neg.
Forget	1	s	1	1 Yard	Permanent	Will neg.
Fooled You	0	S	1	Close	Conc.	Will neg.
Ghost Trail	1	S	1	Touch	1 hour/lvl	None
Graveyard Mists	1	S	1	25 ft. + 5 ft./2 lvls	10 min./lvl	None
Groom	0	S	1	Self	Instantaneous	None
Helpin' Hand	1	S	10 minutes	3 ft.	Permanent	None
Hex Sense	1	S	1	100 ft. + 10 ft./lvl	1 hour/lvl	None
Howl	1	S	1	Self	Instantaneous	Will neg.
Hunch	4	S	1	Self	Instantaneous	None
Mind Tweak	2	S	1	25 ft. + 5ft./2 lvls	Conc. or 1 HP/rnd	Will neg.
Mind Twist	2	S	1	25 ft. + 5ft./2 lvls	Conc. or 1 HP/rnd	Will neg.
Missed Me!	2	S	1	Self	Conc. or 1 HP/rnd	None
Old Timer	8	S	1	Self	Permanent	None
Palm	0	S	1	Touch	Instantaneous	None
Penetratin' Gaze	1	S	1	100 ft. + 10 ft./lvl	Conc. or 1 HP/rnd	None
Phantom Fingers	1	S	1	25 ft. + 5ft./2 lvls	1 HP/rnd	None
Private Eye	2	S	1	1 mile/lvl	Conc. or 1 HP/rnd	Will neg.
Reload	0	S	1	Touch	Permanent	None
St. Elmo's Fire	2	S	1	Touch	1 hour/lvl	None
Shatter	0	S	1	1 ft./lvl	Instantaneous	None
Tall Tales	2	S	1	100 ft. + 10 ft./lvl	Conc.	Will neg.
Vittles	1	S	10 minutes	Touch	Permanent	None
Watchdog	2	S	5 minutes	Touch	1 hour/lvl	None
Will o' Wisp	0	S	1	Close	Conc.	None

Thaumaturgical Diffusion Hexes

Analyze	1	S,M	Special	1 elixir	Special	None
Blast Furnace	1	S	1	100 ft. + 10 ft./lvl	Conc.	None
Brace	0	S	1	Touch	Conc.	None
Bulletproof	2	S	1	25 ft. + 5 ft./2 lvls	5 rnds/lvl	Fort neg.
Debug	0	S	1	Touch	1 hour	None
Devil's Workshop	2	S	1 hour	3 ft.	Special	Will neg.
Grenade	1	S	1	Touch	Instantaneous	Reflex/half
Haywire	2	S	1	400 ft. + 40 ft./lvl	1 min./level	None
Infernal Machine	4	S,M	1	Touch	Special	None
Jerry-rig	2	S	1	Touch	1 min./lvl	None
Mad Insight	1	S	1	3 ft.	Instant	Will neg.
Magazine	2	S	1	25 ft.	1 Sub. HP/rnd	None
Magic Bullet	2	S	1	20 ft.	2 rnds/lvl	None
Magnetize	1	S	1	100 ft. + 10 ft./lvl	1 rnd/lvl	None
Ride the Rails	5	S	1	Self	Special	None
Reverse Engineer	2	S	Special	Touch	Special	None
Scrap Storm	3	S	1	Self	Special	Fort/half
Shard	2	S	1	100 ft. + 10 ft./lvl	Instantaneous	None
Sliver Spray	3	S	1	25 ft. + 5 ft./2 lvls	Instantaneous	None
Stabilize	0	S	1	3 ft.	Conc.	None
Tool	0	S	1	Personal	1 minute/lvl	None
Weird Science	2	S	1	Self	1 minute/lvl	None
Zilch	5	S	1	25 ft. + 5 ft./2 lvls	1 rnd/lvl	None



PICK A CARD, ANY CARD...



For hucksters, poker is a way of life. It's not just a means of making a living (although it can be mighty useful that way, too). No, it's their gateway to the Hunting Grounds—a nightmare realm of arcane power—and their means of manipulating the demonic manitous that call that place home. That's the true font of their sorcerous powers.

The Way of the Huckster is packed with all sorts of vital information to make the life of a huckster a whole lot more interesting. There's the tale of *Hoyle's Book of Games*—the tome that launches every cardslinger down a slippery slope toward enlightenment or damnation—plus new relics to broaden any huckster's horizons.

There's top-secret stuff for the Marshal, too, revealing the darkest secrets of the hucksters, their friends, and their foes, plus a full-scale adventure suitable for any posse.

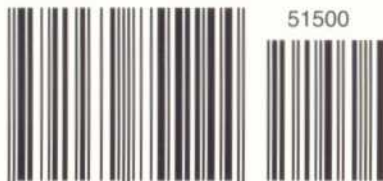
So go ahead. Pick a card.

Just hope you don't pick wrong.

DEADLANDS © 2001 Pinnacle Entertainment Group, Inc.
DEADLANDS and all related characters and elements
are trademarks of Pinnacle Entertainment Group, Inc. © 2001
All Rights Reserved



TM



9 781930 855144
ISBN 193085514-1

\$15.00 USA

1113