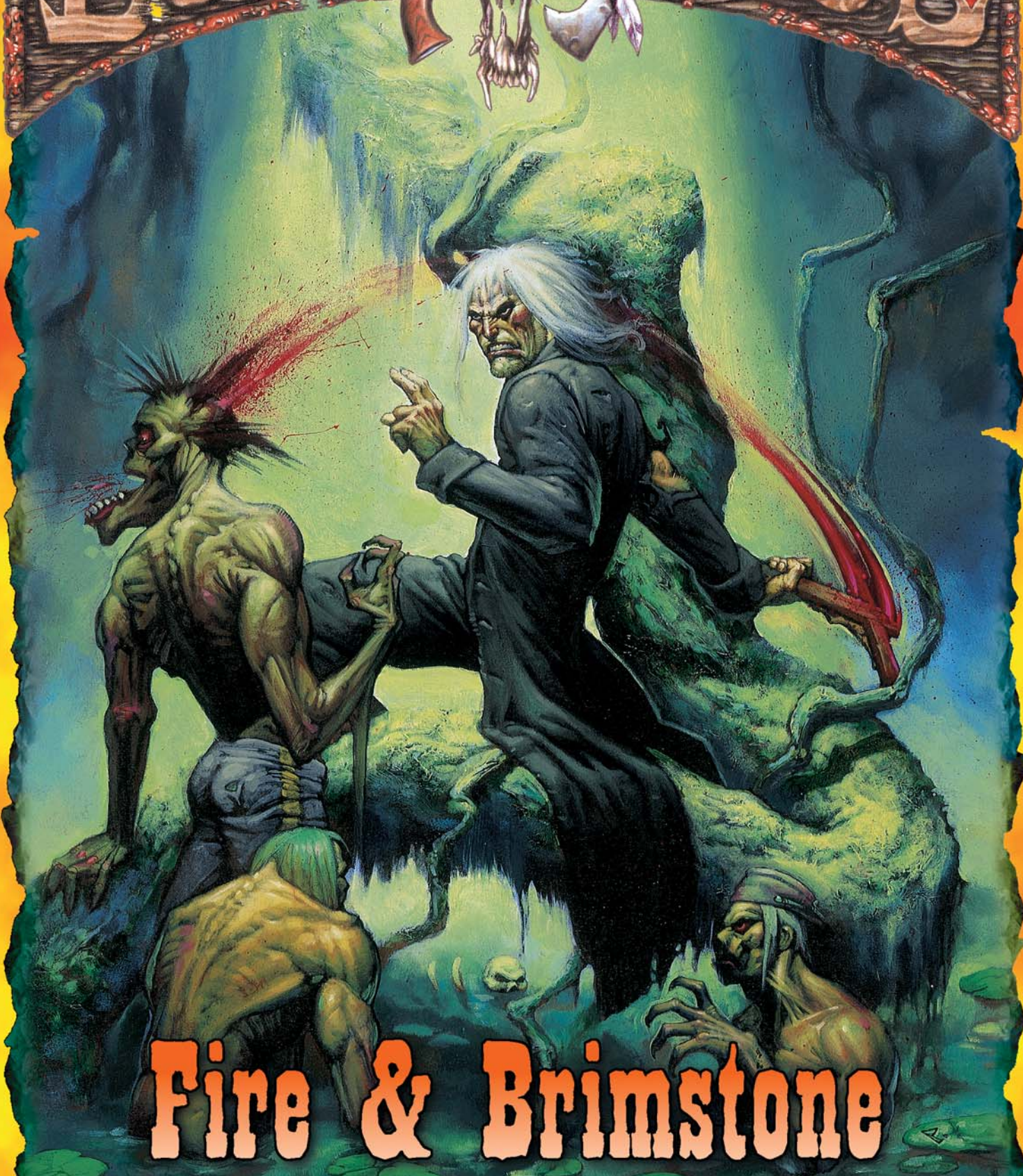
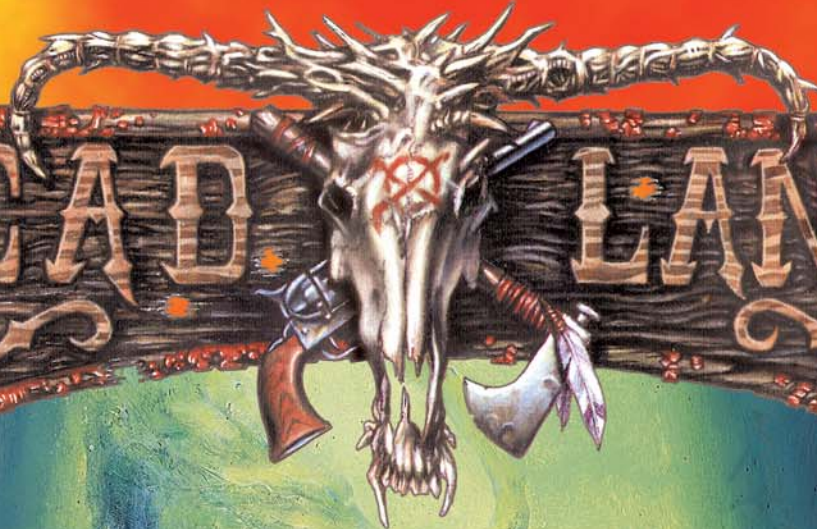


DEAD LANDS



Fire & Brimstone



Fire & Brimstone

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Dedicated To:
Vic and the rest of the Friday night group.



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this electronic version of the
book.*

POSSE TERRITORY



OPENING WORDS



POSSE: 6



CHAPTER ONE: A FEW OPENING WORDS



Welcome all!

I know that many of you have heard folks call me Reverend Harding, but please call me Victor. I'm glad you have the time to speak with me.

I'm always heartened to see a new convert answer the call. You see, good folks are in pretty short supply lately. Particularly promising ones like you.

What do I mean when I say, "promising ones like you"?

Well, grab yourself a seat, and I'd be happy to explain.

THE BLESSED

I'm sure you've heard the phrase "many are called, but few are chosen." That's exactly what I'm talking about. Lots of folks hear the divine summons, and a number do step forward to throw their lot in with the righteous. Unfortunately, not many can live up to the standards of the chosen of God, you all know how difficult it can be at times. I most assuredly do.

Now, don't misunderstand me—I'm not saying most folks aren't sincere in their commitment. What I mean is there are a few souls that stand out in a crowd. Their faith and devotion to their belief makes them something special. Heaven notices folks like that and takes special care of them. These few are truly blessed with divine grace.

By virtue of our grace and obedience, the blessed are granted the ability to work miracles. Good, old-fashioned miracles like in the scriptures. Things like walking on water, shaking the earth with righteous fury, healing the sick, or speaking in foreign tongues. I've even heard tell there's a few around who can raise the dead or call down fire from Heaven! Of course, folks with faith like that are even rarer than rail barons passing through the Pearly Gates.

But these miraculous gifts don't come without a price. I've already mentioned how Heaven expects a little more from a blessed soul than from others. Blessed are the mortal representatives of the forces of righteousness. Through them, the Kingdom of Heaven is enriched on Earth. It's not an easy life, and I'll tell you a little more about it in a moment.

Why am I telling you this?

Well, I think you've got what it takes, yourself. But it's not an easy row to hoe, so I want you to think carefully before you make a decision on this.

PREACHERS & PRIESTS

The blessed are expected to live up to higher standards than the average person. Often, these folk become ordained ministers of the faith—but not always. Why, there are quite a few famous persons among the blessed who weren't ever formally ordained.





Of course it's a tremendous boon to a preacher to be able to prove his faith with an occasional miracle. Lots of folks on the borderline of decision can be swayed to the side of good by a dose of divine evidences. But believe me, there's more than a few blessed out there that have never once stood behind a pulpit of any kind.

A prime example of a hero like this is Joan of Arc. Although she was very pious, this brave girl certainly never held official church office. Does that lessen her accomplishments?

A devout soldier of Grace can serve Heaven as diligently by fighting the forces of Old Scratch in the wilds of the frontier or preaching from the pulpit as he can from a pew!

THE DIVINE CALLING

Over 10 years ago I heard the Holy call myself.

Oh, I don't mean an angel came down from above and said "Victor, now is your time." Although some folks do get special attention like that—or at least claim so. I've always been inclined to give a fellow the benefit of the doubt. The Lord knows I've seen stranger things. It just so happens that most of them were trying to make me Sunday brunch.

As for me, it was only a gentle nudge (with a scattergun). That and the sense that it was the right thing to do. I suspect that's the way it is for most folks. That might be why there's so few of us around. It could be a lot of people don't know the call when it comes.

THE REVEREND'S STORY

Indulge me a moment as I share my tale.

My father wanted me to be a Philadelphia lawyer, but I had other plans. I first came to the West in search of adventure and, like most, to strike it rich. I wasn't very good with a gun, and the few years of college I had taken didn't help too much, unless I wanted to be a librarian or schoolmarm. I took up a pick and shovel and headed off to try my luck in The Maze.

The things I saw there should have been enough to open my eyes to the Lord, but I was blinded by my one driving goal: to strike it rich. Even when half of our camp was massacred by pirates, I wasn't deterred from my goal. And one day, I struck the motherload: a chunk of Ghost Rock the size of a Conestoga—and I was the only one who knew where it was.

I don't remember much of the week after that, how many rounds on the house, how many

women. I stumbled into the bank late one morning to get more money, still drunk from the night before. And that's when my life changed forever.

Two men wearing bandanas were holding up the bank. One had the banker on his knees with a pistol in his mouth, and the other, a real big guy, was covering the room with a scattergun. I must have startled the big guy because when I walked into the building, he spun and opened up with both barrels at me.

Time slowed to a crawl. I saw the flash, felt the heat from the blast (which was only five feet away), heard the lady in the corner screaming and the whiz of the pellets past my face. I let out a scream as the world exploded around me. Next thing I remember, the men were running out of the bank empty-handed, tripping over each other to get out of there.

I don't know why the Lord chose to intervene that day to save my miserable life, but He did. In thanks for His unknowable wisdom, I decided to give up the bottle once and for all, and take up the pulpit. The next day I sold my strike and used the money to build the first church of Quincey, of which you are all now familiar.

The Lord works in mysterious ways.

THE HOMILY

That's why I'm talking to you. I don't want you to miss your call. You've probably already had a nagging sense there was more you could do—more you should do.

I've seen the sincerity of your faith. But I know you've also got a fire in your bellies, like Joshua when he crossed into Canaan. You're sick of watching the evil spreading across this country of ours unchecked and want to do battle with the Enemy.

I recognize it because I felt it too. I still do. Anyone can stand on a stump and make pretty speeches out of the Good Book—or any other book, for that matter. But it takes a special person to stand up and fight back the darkness that's creeping over our land with the only thing that can destroy it: the burning light of truth.

Now, I generally have a good feeling for a person's makeup, and I think you've got the talent, faith, and desire to fight against the night.

If you answer the call, have no doubts that it is a rough road ahead of you. There are trials and tribulations you've never imagined in your worst nightmares. But take heart, for you have the best companions to walk that road with you: your faith and the power of the Lord.





LAYOUT O' THIS BOOK

Fire and Brimstone, like our other books, is divided into three parts: Posse Territory, No Man's Land, and the Marshal's Handbook.

Posse Territory contains information accessible to any blessed. If you're reading this book, we're assuming you're familiar with blessed characters and you've checked with your Marshal before delving further into the mysteries and miracles they perform.

Here, there are a couple of new Aptitudes, Hindrances, and Edges for characters—plus some new uses for an old one. Of course, there are also lots of new miracles along with gifts, an all-new option for blessed characters.

Lastly, there are a few parting words of advice from the good Reverend Harding.

No Man's Land contains information normally restricted to Marshals and more experienced characters. In this section, the only secrets are some new relics of special interest to the blessed.

We've included interventions, a new type of ability for the blessed. These are difficult to come by and best used when divine power is the only thing that can save the posse.

The Marshal's Handbook is for review only by the Marshal. In it, the Marshal gets new information on handling blessed characters in her campaign. There are also some pointers on how to handle a blessed that's fallen from grace. We've also tossed in a few words of advice on how to set up visions and cryptic dreams in your scenarios.

And finally, just to make sure the other side gets a fair shake, we've included information on how to develop the natural enemies of the blessed: cultists!

THE BENEDICTION

You have been chosen as a champion of Good. But the battle against Evil has gone on for longer than memory, and the forces of Darkness have had millennia to learn humanity's weaknesses and fears.

You're armed with little more than your own skills and the power of your faith. Right now, that makes it an even battle.

So gird yourself in the armor of your faith, shield yourself in virtue, and lift the sword of righteousness, for night comes swiftly out here in the Weird West.

LEVIN' RIGHT



POSSE: 10



CHAPTER TWO: LIVIN' RIGHT



Being blessed is no cake walk—just ask one if you're having doubts about that. In this chapter, you learn all about the strict codes a blessed has to live by to keep divine favor. You also hear about some of the different religions in the Weird West and how the holy of those other religions usually manifest their divine power.

We've also thrown in a couple of new Edges, Hindrances, and Aptitudes—and not all of them are just for the blessed. Finally, what book on the divine warriors would be complete without a few new blessed archetypes?

THE BLESSED

Whether it's finding a long-lost brother or getting a summer storm to end a drought, just about everyone has experienced something they'd call a miracle. And there have always been folks who seem to receive more than the usual number of special favors from above.

Beyond these everyday miracles, most religions have their share of paragons of faith who were capable of great marvels. Whether these folks are called saints, Sufis or mahatmas, they all serve as the Earthly servants of divine powers. However, these holy powerhouses have always been in short supply.

Recently, the Powers that Be have taken a more active interest in their followers below. With the servants of the unholy running rampant across the countryside, the faithful

occasionally need a little more help than better-than-average luck. Lately the ranks of the truly blessed have grown in record numbers. That doesn't mean it's any easier to be a saint than before, just that more folks are motivated to follow the path of righteousness these days.

Walkin' dead and other such abominations tend to make believers out of most folks.

BECOMING ONE O' THE BLESSED

With all the dangers out in the world since the Reckoning, it's no surprise the straight and narrow is becoming such a popular route.

The easiest way to become a blessed character is to start as one. In that case, the character simply purchases the Edge *arcane background: blessed*. The character must also have at least one level of the *faith* Aptitude, although he'll probably want more.

After a few adventures in the Weird West, a hero may decide some divine assistance would be handy. It's possible to become blessed after creation; it's just a bit tougher. If your hero takes this route, there are a few extra steps involved.

First, she must have the *faith* Aptitude. She only needs 1 level, but we'd recommend that she have more. Part of the process of becoming blessed requires her faith be tested, so the stronger it is the better!





Next, she spends a minimum of one week meditating and fasting. At the end of this time, she makes a Hard (9) *faith* roll. For every week beyond the first, she gets a +2 bonus to the roll. If successful, she can move to the next step. If not, her spirit isn't quite into her faith, and she must meditate again.



99

Finally, she must undertake a quest or task to prove her sincerity. The Marshal has the details on this, but it's enough for the character to know it generally takes 2 to 3 weeks and a lot of hard work to complete the task.

Once the hero has proven her faith and sincerity, she may purchase the *arcane background: blessed Edge*. She immediately gains the *protection* miracle and one other miracle or gift of her choosing. She gains another each week until she knows one miracle for each level of the highest of either her *faith* or *professional: theology* Aptitudes.

DUTIES O' THE BLESSED

All religions require some sort of service from their spiritual leaders. Whether it is conducting religious services, providing wisdom, or simply serving as a good example to others, the patron of each belief places certain expectations upon their most-favored servants.

That doesn't mean all blessed characters have to travel the country preaching to every cowpoke they encounter. There's plenty of itinerant preachers wandering around the West, making their living doing nothing but that. Besides, lots of times a kind word and a good example go further than a Hellfire and brimstone sermon.

On the other hand, it does mean the blessed's patron expects the character to live according to a certain code. This code may include performing certain formal religious ceremonies for the faithful, or it may require the character serve the followers of the deity in a more subdued and personal manner. It all depends on the patron and the religion the blessed subscribes to.

TRANSGRESSIN'

While each religion has its own particular set of rules, it's a fairly safe bet most of them frown on a lot of the same actions. Things like lying, stealing, adultery, and murder are generally not acceptable habits for blessed of any religion, or for most other folks for that matter.

Failure to live up to those standards causes the blessed to lose favor with her patron. Often, small transgressions may be over looked, but larger ones are punished swiftly and sternly.

What does all that mean? Well, it means if your character doesn't follow the guidelines of her religion fairly strictly, her faith suffers for it. And when her faith lacks, she's asking for trouble when it comes to miracles.

SINN'

Any time a blessed hero breaks a rule of her religion, she must make a *Spirit* (not *faith*) roll against a TN from the Sinnen' Table below.

Normal folk with *faith* have to worry about violating their religion's laws too. The Powers that Be aren't quite as tough on their non-blessed followers—only when one of them commits a major or mortal sin does he have to worry about making a *Spirit* test.

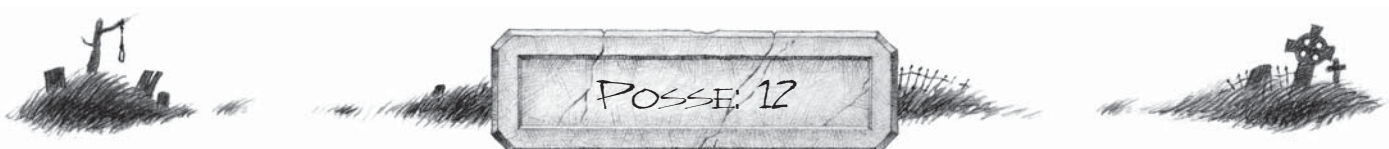
Failure on this roll means the loss of a point of *faith*. Also, the character chooses one of her miracles or gifts and loses it. There may still be ramifications from the character's disobedience even if she makes the *Spirit* roll. The Marshal has the final say on this. Divine patrons require strict obedience from their chosen.

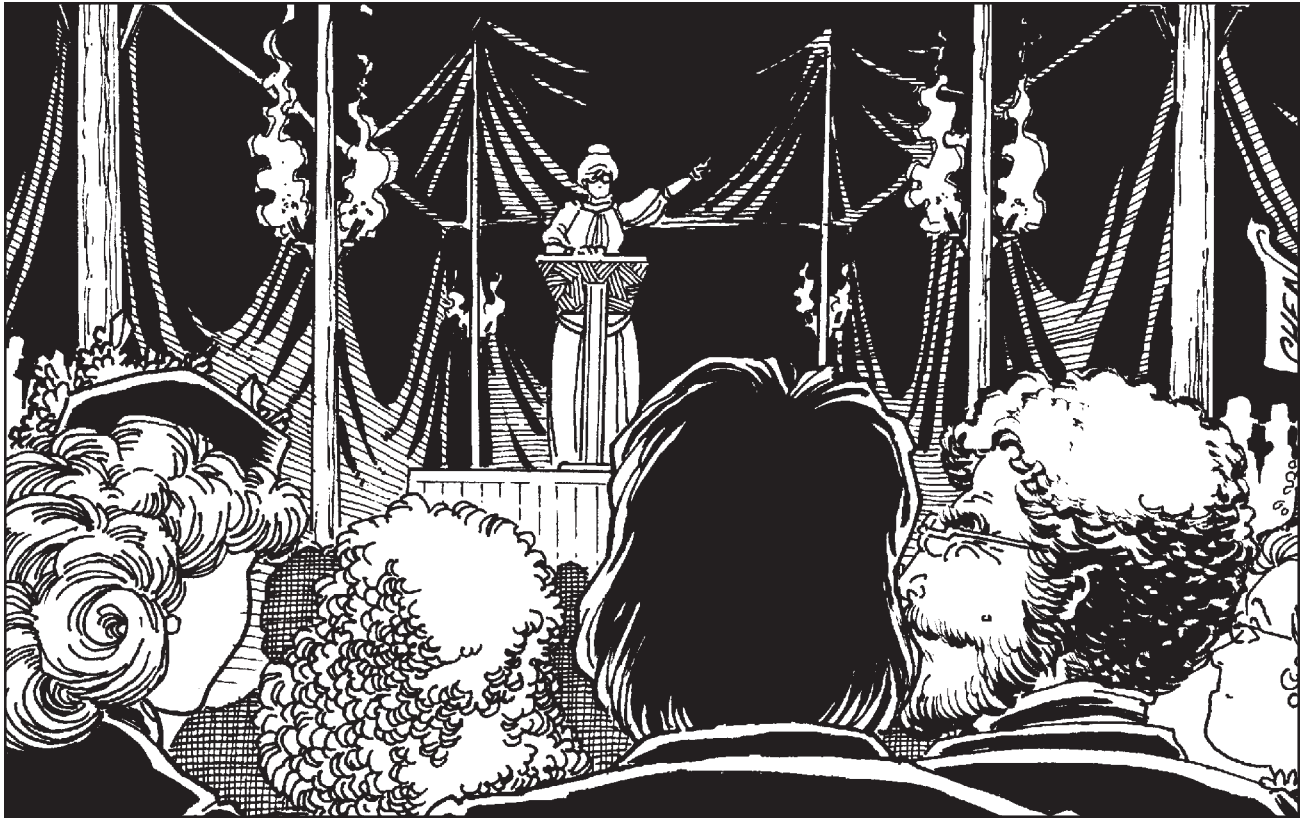
Because of the sheer number of religions in the world, detailing a list of each religion's transgressions is pretty close to impossible. Instead, we've given a few guidelines based on the severity of the violation.

The Marshal makes the decision on how severe the infraction was. To help make his determination easier, we've included a few examples. Not all the examples apply to every religion. For instance, it doesn't make much difference whether a Lutheran eats pork or not, but a Jew would be violating her beliefs.



Sin	TN	Examples
Minor	5	Eating proscribed foods, taking the Lord's name in vain, refusing others in need.
Major	9	Theft, refusing others in dire need, telling harmful and deliberate lies, failure to observe holy days or ceremonies, hoarding wealth.
Mortal	11	Murder, adultery, theft of something of great importance, blasphemy (denial of one's religion).





THE WAGES O' SIN

A character without *arcane background: blessed* who loses all *faith* can no longer perform the *protection* miracle. Also, to buy back the first level of *faith* again, he has to pay 3 Bounty Points instead of just the usual 1. Divine patrons expect all of their followers to behave, although they are tougher on their specially favored ones.

A blessed character who loses all her *faith* can't perform any miracles at all. To such a hero bereft of *faith*, the *arcane background: blessed* Edge is nothing more than a painful reminder of the character's former status.

To regain her former status with her patron, the character must spend 5 Bounty Points to regain her first level of *faith*. She also has to complete a quest like those performed by characters seeking to become blessed for the first time.

RELIGIONS IN THE WEIRD WEST

There are a whole lot of different beliefs running around the frontier lately. You've got your western religions, you've got your eastern

religions—you've even got a couple from the good old US of A. (before the War, of course).

With all those religions, a fellow's bound to ask, "What's the difference?"

Well, in game terms, not a lot. Just about any follower of a religion can be blessed. There are a few exceptions, of course.

This book tells you a little about each of the most prevalent religions in the Weird West—not counting the beliefs of the Indians. Those are addressed in *Ghost Dancers*.

The information we've provided is mostly limited to a basic overview of the beliefs, what types of miracles are suitable for each religion, and how widespread the followers are. If you want to learn more about the actual tenets of the religion itself, we recommend you look somewhere besides a game book. Likewise, the relative severity of sins or transgressions are only listed as examples for game purposes—not as an actual depiction of any religions' beliefs.

RELIGIONS & MOVEMENTS

When we say religion, we're talking about a specific belief system detailing the requirements of a person who follows it. Inside each religion,



there may be several movements, groups or sects. For example, Christianity is a religion, and Catholics and Methodists form two different movements within Christianity.

A character's *faith* is based on his religion, not the particular movement or sect within it.

Here are the five most common religions in the Weird West.

CHRISTIANITY

Christianity is far and away the largest religion in the West. Most larger towns have a church or chapel dedicated to the God of Christianity. In fact, most folks think of themselves as "Christians" even if they never darken the door of a church!

Followers of Christianity believe Jesus Christ was responsible for the spiritual salvation of humanity through his death and resurrection. Christians also believe a person has only one life, and your actions here on Earth determine your place in the afterlife.

Baptism is the common initiation into Christianity. A ceremonial meal often known as holy communion, performed in memory of Christ's sacrifice, is regularly observed.

The Christian religion holds a firm belief in a protective deity who watches over his worshippers. The legends of Christianity have a strong tradition of its followers confronting the servants of evil in battle, and the blessed are no exception.

CHRISTIAN HOLY DAYS

Sunday is the day most Christian sects hold worship services. Many also consider it a day of rest and inappropriate for business.

Other important holy days to Christianity are Easter (commemorating Christ's resurrection), Ash Wednesday (marking the period of his last arrival in Jerusalem), Pentecost, and Christmas (the date Christ's birthday is observed). The date of Easter varies, but it is always a Sunday between March 22 and April 25. Pentecost occurs on a Sunday seven weeks after Easter. Ash Wednesday falls on the Wednesday 40 days prior to Easter and marks the beginning of Lent, a period of fasting and special services. Christmas always falls on December 25.

CHRISTIAN MOVEMENTS

There are three primary sects in Christianity: Catholic, Eastern (or Greek) Orthodox, and Protestant. Although the particulars in each movement may be very different, each reveres Christ as an important central figure.

CATHOLICISM

The single largest Christian group is easily Catholicism. The influence of the early Spanish missions is still strongly felt throughout the frontier, particularly in the Southwest.

Catholics recognize seven sacred ceremonies or sacraments. These are baptism, confirmation of baptismal vows, regular confession and absolution of sins, holy communion, last rites at death, marriage, and ordination of the priesthood.

From time to time, the church may declare a person of great virtue or benevolence has been granted a special place in Heaven. They are therefore entitled to reverence on Earth as saints. Each saint holds a special place in the Catholic belief, overseeing a particular aspect of life.

CATHOLIC CLERGY

The Catholic church has a very structured hierarchy of clergy. Priests are responsible for a particular church, bishops for a group of churches or a diocese, and archbishops oversee



a large diocese or several smaller ones. All clergy of the Catholic church are to remain celibate and unmarried.

At the top of the Catholic church is the pope, who is the final authority on matters of Catholic dogma and morality. Directly beneath him are cardinals, who help run the affairs of the church.

Women may serve the church as nuns. Nuns often reside in convents, which are presided over by a Mother Superior.

In game terms, a priest or nun has *religious rank* 1, a bishop or Mother Superior is *rank* 2, and an archbishop holds *rank* 4. A priest is referred to as "Father," and a bishop as "Your Excellency."

Clergy does exist above *religious rank* 4 in Catholicism, but these folks have too many duties to get involved with a posse of cowpokes for any length of time.

Catholic priests all must have at least 1 level in *language: Latin*, as portions of many important rituals are performed in that language. The Bible, particularly the Latin Vulgate version, is the sacred text of Catholicism.

Smaller Catholic sanctuaries are known as churches, while larger ones—presided over by bishops—are referred to as cathedrals. All such places of worship are made holy ground by the miracle *sanctify*.

EASTERN ORTHODOX

The Eastern Orthodox church has only a small following on the North American continent. A few practitioners live in New Orleans, but outside that enclave, the belief is virtually unknown.

There are many similarities between Eastern Orthodoxy and the Catholic church. They both follow the central teachings of Christianity and differ from each other in only a few areas. For example, Catholics sprinkle infants with the water during their baptism ceremonies, while Eastern Orthodoxy requires full immersion of the petitioner. Also, Eastern Orthodoxy allows its members both wine and bread at communion ceremony, while Catholicism limits wine to the clergy.

EASTERN ORTHODOX CLERGY

The Eastern Orthodox church, like the Catholic, has a clerical hierarchy of leadership. Priests are responsible for a particular church, bishops for a group of churches or a diocese, and archbishops oversee a large diocese or several smaller ones.

THE ORDER O' ST. GEORGE

In 1869, the Catholic church convened a special Vatican Council. The purpose of this council was to address the strange happenings occurring since the summer of 1863.

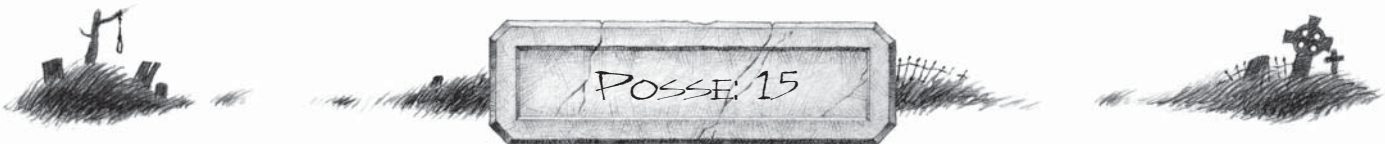
Lack of evidence prevented any official church stance on the issue. However, the council decided to invest a special order of clergy to further study the variety of disturbing phenomena. This group was named the Order of Saint George, after a hero of the early church who is reputed to have killed an actual dragon.

The Order is a small one, composed of only 100 total clergy. The members of the Order—often called Georgians for short—report directly to the Vatican. Currently, about 20 members are active on the North American continent.

Due to the lack of an official church endorsement, the Order tries to operate as subtly as possible. Their primary mission is to research supernatural occurrences. Despite this, the members of the Order are sometimes drawn into direct conflict with the forces of evil.

Those members of the Order of St. George who operate in the Weird West often work in cooperation with the Pinkerton Detective Agency. The two organizations often exchange information or work in conjunction on cases dealing with particularly nasty abominations. Members of the North American branch of this organization tends to have more liberal views on many things than their Old World cousins, but they still refuse to have anything to do with the notorious Pinkerton "Cleaning Crews."

All Georgians have *religious rank* of at least 2 and *friends in high places* 3 to represent their ties to the Vatican, and association with the Pinkerton Detective Agency.





LEVIN' RIGHT

A church is usually led by a priest, although larger ones may be presided over by a bishop. Bishops are most often responsible for districts known as diocese. Patriarchs are responsible for large cities. The leader of the church as a whole is the Ecumenical Patriarch of Constantinople.

Unlike Catholic priests, Eastern Orthodox clergy may be married, provided they have done so prior to ordination. Bishops, however, must be unmarried. The clergy of the church is male.

In game terms, a priest is *religious rank 1*, a bishop *rank 2*, and a patriarch is *rank 4*. The Patriarch of Constantinople is the highest authority in the church.

All Eastern Orthodox clergy must have at least 1 level in *language: Greek*, as many ceremonies are conducted in this language. The sacred text of the church is a Greek translation of the Bible.

Sanctuaries are typically called churches and are consecrated by the miracle *sanctify*.

PROTESTANTS

Protestant followers of Christianity together actually far outnumber Catholics in the Weird West, but there are quite a few different Protestant movements. Lutheran, Methodist, and Baptist are just a few of these. The Protestants make up for what they lack in organization and tradition with enthusiasm. A "Hellfire and brimstone" preacher is likely to be a Protestant.

Having their roots directly in Catholicism, Protestant churches have many of the same types of sacred ceremonies that Catholics have, although exactly which ones can vary greatly from one denomination to the next. Be sure to research your hero's chosen faith if you want to roleplay it properly.

Unlike Catholic clergy, however, Protestant clergy can usually marry, even after ordination.

Protestant believers abound throughout the frontier. Any town may have a mix of many different Protestant beliefs. However, few settlements except the most well-established have formal places of worship. Often, schoolhouses or general stores are used as impromptu places of worship.

In recent years, many of these sects have put aside their differences and sought fellowship with other Protestant groups. There are two main reasons for this. The first is that the scattered population on the frontier means most folks often can't find a church dedicated to their particular belief, so they meet with one or more other Protestant groups to worship.

The other reason is that when faced with a bloodthirsty walking corpse, high-minded theological debate tends to take a back seat to more immediate worries!

The notable exception to this reconciliatory attitude is the Mormon sect, a fairly recent addition to the mix. Other Protestant sects tend to be intolerant of these folks and generally avoid dealings with them. Not to be easily so dismissed, the Mormons have responded to this ostracism by founding their own nation, the State of Deseret.

PROTESTANT SECTS

The sheer variety of Protestant beliefs prevents us from giving you more than a brief overview of a few of the most common.

BAPTISTS

The Baptist movement is the single most popular Protestant movement in either the Union or the Confederacy. Much like the former United States, the Civil War sundered the Baptist belief. Disputes over slavery formed the followers into northern and southern camps. Following the emancipation of the slaves in both the Union and the Confederacy, this schism has begun to heal.

As with many Protestant beliefs, it's difficult to define exactly what makes a Baptist. Baptist churches limit their practices to only what they find in the New Testament of the Bible. They recognize no central authority, and each church may have its own interpretation of the scriptures.

Baptists believe each person must study and interpret the Bible for himself. As a result, few congregations baptize children under the age of 11 or 12.

The leader of a Baptist congregation is called a pastor and usually has *religious rank 1*. He is assisted by elected leaders called elders and deacons. There is no other hierarchy within the church.

The only sacred text recognized by Baptists is the Bible.

Baptist services are held wherever a location is available. Some communities have permanent churches, although these are seldom *sanctified*.

EPISCOPALIANS

The Episcopal church is the American branch of the Church of England, or Anglican church. Following the Revolutionary War, the church suffered from its association with the Church of





England. However, extensive missionary work in the frontier of North America has helped spread the belief.

Although the Episcopal church has a fairly structured hierarchy of clergy, there are various interpretations of the Bible throughout the belief. Gathering for study and fellowship are important parts of Episcopal worship.

Like the Catholic church, Episcopalians venerate saints as intercessors with Heaven.

Episcopal congregations are known as parishes and are presided over by a priest (*religious rank 1*). Unlike many Christian sects, Episcopalians allow women as priests. The correct form of address for a priest is either "Mr.," "Miss," or "Mrs." as appropriate.

A group of parishes makes up a diocese under the care of a bishop (*religious rank 2*) and an archbishop (*religious rank 4*) presides over a group of diocese.

Both the Bible and the Book of Common Prayer are used as texts. Established Episcopal sanctuaries are either churches or cathedrals and are usually *sanctified*.

LUTHERANS

The Lutheran church was brought to America by German and Scandinavian immigrants. As a result, it has a much stronger following in the Union than the Confederacy.

Lutherans hold that the Bible is the guide to salvation and a person can reach salvation through faith alone. The rites and rituals of the church serve only as aids to faith.

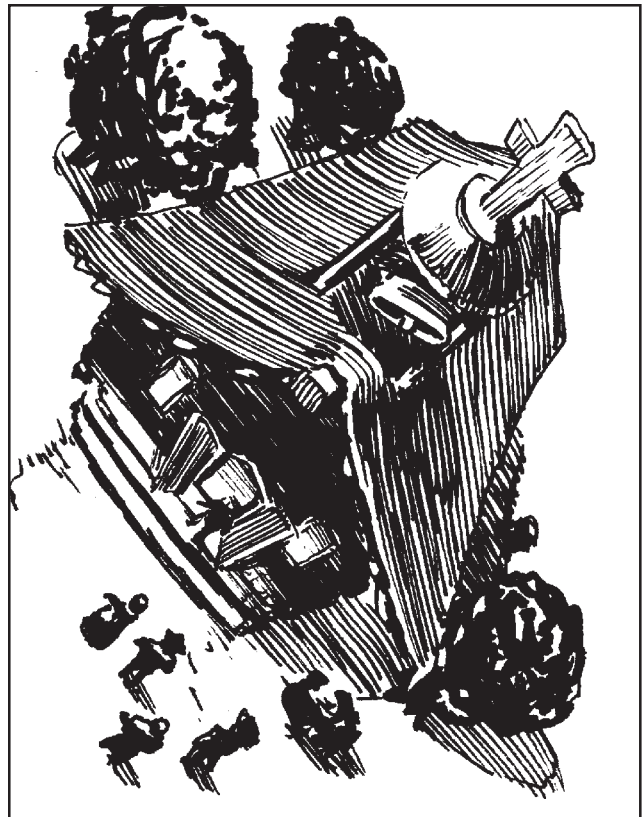
A Lutheran church is shepherded by a pastor (*religious rank 1*). The church also appoints bishops (*religious rank 2*) to help administer to its needs.

A permanent Lutheran place of worship is *sanctified*.

METHODISTS

The Methodist church is also descended from the Church of England. However, Methodism separated from the Anglican church before the Revolutionary War and wasn't subject to the same suspicion as the Episcopal belief. The Methodist church is the second most numerous Protestant religion in both the Union and the Confederacy.

Methodists have a strong belief in the free will of individuals and the necessity of salvation. Although there exists a hierarchy in the Methodist clergy, individual churches—called charges—may show diverse practices.



Methodism is most famous for its circuit-riding ministers and outdoor meetings. The church also has a very strong missionary movement across the globe.

A Methodist charge is ministered by a pastor (*religious rank 1*) who is appointed by the region's bishop (*religious rank 2*). Ordained Methodist clergy are always male, although women may participate or even lead a meeting.

The Bible is the only sacred text used by Methodists.

A permanent Methodist church is usually consecrated by the miracle *sanctify*.

MORMONS

The Mormon religion, or Church of Jesus Christ of Latter Day Saints, is centralized in the State of Deseret, formerly known as the state of Utah. Although on paper Deseret remains an ally of the Union, it has been an autonomous body since declaring its independence in 1866. While the majority of Mormons, or Saints, are concentrated in Deseret, the sect has a strong missionary practice, and followers may be found throughout the Union, Confederacy, and even beyond.



LEVIN' RIGHT



The Mormon belief was founded by Joseph Smith in 1830 and is based on his translation of golden tablets revealed to him by an angel in 1827. Mormons have been subject to intense religious persecution ever since. Smith himself was killed by a lynch mob in 1844, and if not for the leadership of Brigham Young, the sect may have failed.

Young guided the remaining members of the church to the shores of Salt Lake City in 1847. In this natural sanctuary, the Latter Day Saints recovered and have risen to control all of the former state of Utah. For a more detailed history of Deseret, take a gander at the *City o' Gloom* boxed set.

Some folks claim that Mormons aren't truly Christians, but rather a religion all their own. The Saints, like all followers of Christianity, recognize the position and importance of Jesus Christ. They also use the Christian Bible as a scripture. However, there are a few differences.

Mormons have another scripture, the Book of Mormon, which they hold as sacred as the Christian Bible. The Saints believe in the sanctity of the human body, and any use of a mood-altering substance—including alcohol, morphine,

opium, coffee, or tea—is discouraged although not entirely prohibited.

One of the practices which has drawn the most attention from other Christian sects is polygamy—the practice of having multiple wives—although this is itself a source of hot debate even among the Mormons.

All Mormon men are ordained as ministers of their belief, however a bishop (*religious rank 1*) usually leads regular services. Bishops also serve in a civil fashion the theocratic government of Deseret, so they don't usually travel far from their congregations.

Places of worship are called temples or churches. Salt Lake City has a grand worship hall referred to as the Tabernacle. The Tabernacle is *sanctified*, but this status varies among other Mormon temples or churches.

The Mormons and Doctor Hellstromme are currently living together in relative harmony in the region around the Great Salt Lake, although the peace is tentative at best. Hellstromme's god is that of science, and this sometimes puts him in conflict with his neighbors.

CHRISTIAN STRICTURES

In spite of the differences between the various Christian movements, they generally share a common interpretation of what behavior is forbidden. Also, regardless of the particular sect, all blessed followers of Christianity have access to the same miracles.

SINN

Sin	Example
Minor	Taking the Lord's name in vain, getting drunk, lying, refusing aid to those in need, envying another's possessions.
Major	Theft, turning away from others in dire need, failing to take communion (for a Catholic).
Mortal	Adultery, killing other than in self-defense, blasphemy (denial of religion).

MIRACLES & GIFTS

The following miracles are not allowed to Christian blessed: *dervish*, *enigma*, *mysterious ways*, and *two places*.

The following gift is not allowed to Christian blessed: *self-discipline*.

JUDAISM

One of the oldest religions still practiced, Judaism got its start in the Middle East over 3,500 years ago. The first Jewish patriarch was Abraham, who made a covenant with Yahweh to carry His message to the world. Both Christianity and Islam trace their roots through Judaism.

Jews believe the covenant Abraham made with God indicates they are the chosen people of the Lord. Also, while many Jews think Jesus was a great teacher, they don't agree with the Christian view on his divinity.

The Jewish people are still awaiting a Messiah to come and deliver them from their enemies—and if one thing's for sure it's that the Jews have a lot of enemies. Throughout their history, they have been the focus of religious and political persecution from just about every side. Prejudice is still somewhat present in the Weird West, although to an extent far less than that faced by blacks, Indians, and Chinese.

Jews are found in all walks of life and throughout the frontier. However, the population is thinly scattered, and few permanent synagogues of any size are found except in the larger cities in the West.

The 10 Commandments came from Judaism and form many of the tenets of the religion's belief. The rest are found by studying the Torah (which corresponds to the first 5 books of the Hebrew Bible) and the Talmud (which contains interpretations of those books).

Also, the Jewish people have strict dietary rules known as the kosher laws. These dictate not only what type of food a Jew may eat, but also the method of killing, preparing, and serving. As a result, Jewish folk can't eat the meat of an animal that's been hunted and killed.

Although Jews have a number of restrictions upon their behavior, they aren't expected to follow these guidelines if doing so would endanger their lives. For example, a Jew could eat from a hunter's catch if she was starving to death. In such circumstances, a Jewish blessed doesn't have to make a check on the Sinner's Table. The only exceptions to this are mortal sins (murder, blasphemy, adultery).

A Jewish spiritual leader is known as a rabbi (*religious rank* 1 or 2). Rabbis must have at least 1 level of *language: Hebrew*, due to the fact that many parts of the worship service are conducted in this language. Rabbis usually know another professional trade in addition to their theological one.

CHAPLAINS

In 1863, Confederate General Leonidas Polk stepped down from his position as a field commander and founded the Chaplain Corps. As a practicing Methodist minister, Polk was convinced he could better aid the Confederacy in a spiritual manner.

In a short time, Polk's Chaplain Corps had a profound effect on the armed forces of the Confederacy. Not only did the ministers provide needed moral support, but more than a few were rumored to have performed miracles themselves. The success of Polk's Corps did not go unnoticed by the Union, and the North soon developed a similar agency.

Chaplains serve voluntarily and are primarily Protestants. They are considered noncombatants by both sides, much like doctors of medicine. Chaplains are commissioned as officers in their chosen army, but they don't hold command positions.

Because they must cater to the spiritual needs of many denominations, chaplains receive instruction in the rituals of all forms of Christianity, from Catholicism to Baptist. To date, only Christianity is represented in the Chaplain Corps, due to the scarcity of other religions in the rank and file of Union and Confederate armies.

After Gettysburg, with the strange and horrible occurrences that have begun taking place, the Chaplains' job has become a little more difficult.

Higher-ranking members in the Chaplain Corps received special government training in dealing with supernatural occurrences on the battlefield. The only distinguishing factor between these special chaplains and the rest of the Corps is their training and ornate sabres they are issued (which are specially blessed). The closest thing the North has to the Special Corps is the Order of St. George. A member of the Special Corps must have *rank* of at least 3 and a minimum of 2 in *academia: occult*.



Jewish worship services are called synagogues, they may be held anywhere a copy of the Torah and 10 adult males can be found. Buildings which are used as permanent places of worship are also called synagogues, and these places are *sanctified*.

Prominent Jewish holidays include Passover or Pesach (in March or April), the Feast of Weeks or Shavuot (50 days after Passover), New Year or Rosh Hashanah (in September or October), the Day of Atonement or Yom Kippur (10 days after Rosh Hashanah), and the Feast of Dedication or Chanukkah (in November or December). The Hebrew calendar is on a lunar cycle, the exact dates of these days vary each year on a Western calendar.

ORTHODOX JEWS

Orthodox Jews follow closely the teachings of the Torah and Talmud. They are the largest sect of Judaism.

Men and women are separated in worship services, and both cover their heads. The kosher laws restricting the diet are stressed. Orthodox Jews, if possible, only rest and worship on the Sabbath.

Hebrew is the language used in Orthodox worship. Orthodox Jews await a Messiah to come and restore the Jewish people to an Earthly kingdom.

REFORM JEWS

Reform Judaism is a fairly recent development, beginning in central Europe. However, its appeal is causing it to grow quickly, particularly in the Union and Confederacy.

The adherents of this sect believe Judaism is an evolving religion. They believe the Talmud is an historical document and has no real authority for the modern Jew. Finally, they do not seek a homeland or a messiah. Rather, they hope for an overall improvement in the state of the Jewish world.

Reform Jews don't employ Hebrew as often in worship, using instead their native tongue. Synagogues are called temples. The kosher laws are not strictly held, although some dietary restrictions are usually practiced. Many of the Talmud's limitations on Sabbath activities are also ignored.

Women are allowed a greater role in Reform Judaism. In fact, in certain communities, there is a movement to allow women rabbis.

THE CABBALA

Throughout its history, there has been a strong occult element in Judaism. Accounts of magicians and sorcerers opposing the righteous abound in the Torah. The study of this mystical side of the religion is called the cabbala which means "tradition." This occult study probably began between the 6th and 10th centuries among Babylonian Jews. By the Middle Ages, the cabbala was fairly widespread among the many Jewish communities in the world.

In spite of its earlier popularity, the cabbalist following has dwindled dramatically in recent centuries. The cabbala is easily the smallest sect of Judaism. In fact, many Jews aren't even aware of its teachings.

Cabbalism holds that there are encoded messages hidden in the Torah and other texts. By studying these writings, the cabbalists hope to realize unknown truths about the universe. Cabbalists tend to be diligent searchers for hidden knowledge.

Students of the cabbala are more open minded than most folks in accepting tales of the supernatural. The cabbalists believe that evil does not exist—rather it is the negative side of good. Exactly what that means is a subject for



debate among sharper minds than ours! Since the Reckoning, the group's numbers have more than tripled.

In addition to the Torah and Talmud, cabbalists also study the Zohar. The Zohar is a collection of cabbalistic writings.

JEWISH STRICTURES

Jewish sects have generally the same requirements on their followers.

Blessed followers of Orthodox and Reform Judaism have access to the same miracles. Cabbalists have access to a few special miracles not available to the other Jewish movements.



- Minor Showing disrespect for one's parents, working on the Sabbath (between sundown on Friday and sundown on Saturday), eating nonkosher foods, refusing aid to those in need, envying another's possessions.
- Major Theft, turning away from others in dire need, lying, taking the Lord's name in vain.
- Mortal Adultery, killing another person, blasphemy (denial of religion).

MIRACLES & GIFTS

The following miracles are not allowed to Jewish blessed of the Orthodox and Reform sects: *dervish*, *exorcism*, *mysterious ways*, and *two places*. Cabbalists may not select *battle hymn*, *dervish*, *inspiration*, or *two places*.

The following gift is not allowed to Jewish blessed of any sect: *self-discipline*.

ISLAM

Islam was founded in the 7th century by the prophet Mohammed in the deserts of Arabia. The beliefs of Islam are not yet widespread in either the USA or Confederacy. That doesn't mean, however, the religion has no followers on the frontier. There are a few devout and adventurous Muslims already traveling the Weird West.

The basic belief of the religion is there is only one God, commonly called Allah. Each person has only one life, and how he leads it determines his place in the afterlife, so it's pretty important to get it right the first time.

Islam has five pillars that every Muslim must uphold. They are:

1) The Creed: "There is no God but Allah, and Mohammed is his messenger." This is a very important part of Muslim life. In fact, it's so extremely vital it's often the first words an infant hears and the last words across a dying man's lips.

2) Daily Prayer: Muslims are expected to pray daily at dawn, midday, mid-afternoon, sunset, and nightfall. These prayers must be directed toward Mecca—that's towards the east if the character is in the Weird West. Before praying, the Muslim must cleanse herself of any dirt or impurities.

3) Almsgiving: The follower of Islam is expected to share his wealth with the poor. This may be as little as 2-3% of his wealth, but many give more.

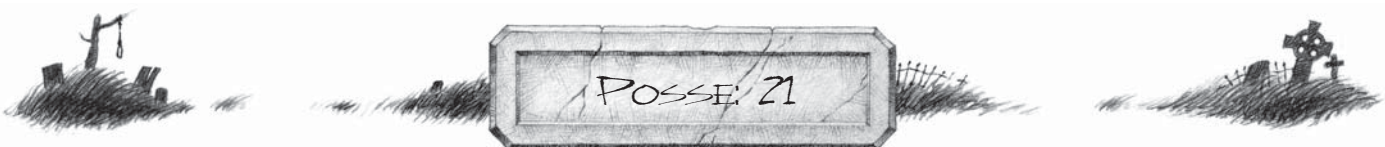
4) Fasting: During the month of Ramadan, Muslims must fast during the day. This is a strict fast and entails no eating, no drinking, no smoking, and no sexual activity during the daylight hours. These restrictions are lifted only for the sick, nursing mothers, small children, soldiers, and travelers. Because the Muslim calendar is a lunar calendar, the month of Ramadan varies from year to year. However, in 1876, Ramadan begins around the end of July, in 1877 it falls about mid-July, and so forth.

5) Pilgrimage: "The Hajj." Each Muslim must travel to Mecca once during his lifetime, no matter how far he is from the holy city in the heart of Arabia. This can be a tall order for Muslims living in the Weird West, but all of the faithful hope to someday make the long pilgrimage.

Islam raised the place of women in Arabic cultures, although not quite to the level of men. Women are still encouraged to pray at home instead of the mosque. Also, polygamy is an accepted practice.

The sacred text of Islam is the Quran, or Koran, as it is sometimes written. Muslims gather to pray in *sanctified* temples known as mosques. Prayers are led by an imam (*religious rank 1*)—the closest thing Islam has to a minister or priest.

Although this religion certainly has its share of blessed folks, Islam in general does not have as strong a tradition of miraculous occurrences as either Christianity or Judaism. The holy people of Islam seldom perform the overt wonders attributed to the saints and prophets of those other religions.





LEVIN' RIGHT

SUNNI MUSLIMS

After Mohammed passed on, the leadership of the Muslim world passed to abu-Bakar, one of the friends of the Prophet. He was named "Caliph" and continued unifying the nation Mohammed had begun. After abu-Bakar, two more friends of the Prophet were made caliphs, but both were murdered while holding this position.

The fourth caliph of Islam was Ali, Mohammed's son-in-law. In 661, he had the position wrested from him by the Umayyads, a new Muslim dynasty.

The majority of all Muslims are Sunni. They hold to the traditions of Islam and recognize the authority of the "orthodox" caliphs, Mohammed's first four successors.

Within the Sunni sect, there are four major divisions: the Hanafites, the Malikites, the Shafites, and the Hanbalites. The major differences between these groups is primarily in interpretation of the rituals and Muslim law. In general, the Hanbalites are the most conservative of the various Muslim groups.

SHI'ITE MUSLIMS

Nineteen years after Ali was dethroned by the Umayyads, his son Husain challenged the new dynasty. Unfortunately for Husain, he lost and was summarily executed. Shi'ites believe Ali was the only true successor to Mohammed.

The Shi'ite sect holds that the beginning of Islam did not end with Mohammed and the Quran. Rather, there were revelations in later generations by people known as imams. Shi'ites place greater meaning on the word imam than do Sunnis. The first of these was Ali's other son, Zain. After Zain, there were a number of other imams.

Here the sect is split.

Some (called "Sevens") believe there were six other imams. Others (called "Twelvers") maintain there were 12 more imams. Regardless of the arithmetic, both groups believe some of these original imams are still alive and in hiding, waiting for their appointed time of return.

Shi'ites also await the arrival of the "mahdi" or messiah who will lead the world into an era of peace and justice. Many members believe the arrival to be very soon.

Because the Quran makes no obvious mention of these other imams, Shi'ites believe it has hidden allegories and meanings. Therefore, they have a distrust of the current version of the text.

SUFIS

Sufis are Muslim mystics. They seek a personal relationship with Allah not normally found in Islam. Followers of this sect are often called fakirs or dervishes. These folks live in poverty and deprivation—all in the name of their beliefs.

This particular sect does not observe many of the long-standing traditions normally associated with Islam. For one, women hold a greater role in Sufism than they do in any other aspect of Islam.

Sufis are also famed for their miraculous acts like eating hot coals, walking on fire, laying on beds of nails, or even swallowing live snakes. This is the kind of thing that gets people to sit up and take notice, and they were doing these kinds of things long before the Reckoning came along.

MUSLIM STRICTURES

Muslim sects, in spite of their interpretive difference, impose the same behavior restrictions on their followers.

Blessed followers of Sunni and Shi'ite Muslim sects have access to the same miracles. Sufis have access to a slightly different selection of miracles and gifts.



- Minor Showing disrespect for one's parents, eating pork, drinking alcohol, gambling, envying another's possessions.
- Major Refusing aid to others in need, breaking the fast of Ramadan, failing to observe daily prayers.
- Mortal Adultery, killing another Muslim, blasphemy (denial of religion), theft, and idolatry (worshipping graven images).

MIRACLES & GIFTS

The following miracles are not allowed to Muslim blessed of the Sunni and Shi'ite sects: *burnt offerin', mysterious ways, snake handlin', two places, and walk on water*. Sufis may not select *battle hymn, chastise, feast, mighty fortress, sanctify, or smite*.

The following gift is not allowed to Muslim blessed of Sunni or Shi'ite sects: *self-discipline*. Sufis have access to all gifts.



BUDDHISM

One of the most recent additions to the mix of religions in the West is Buddhism. There is a growing population of practitioners of this religion in the Great Maze and South Dakota. In fact, after Christianity, Buddhism may be the next largest religion on the frontier.

These numbers aren't so much new converts as existing followers who've immigrated from the East. This is due largely to the success of Kang (owner of the Iron Dragon Railroad) and the other Chinese warlords in the Great Maze. Their success has encouraged a number of their countrymen to cross the Pacific and seek their fortunes on the American frontier. Most of these folks are employed by one of the existing warlords, but a few have arrived by their own means.

Buddhism teaches its followers to strive for internal perfection. Buddhists seek personal enlightenment by following the teachings of Buddha. Although Buddha is revered by most practitioners of the religion, many followers also hold him as an example of the potential of humanity rather than a deity.

The teachings of Buddhism center around the Four Noble Truths and the Eight-Fold Path.

The Four Noble Truths:

- 1) Life is suffering
- 2) The cause of suffering is desire
- 3) The cure for sorrow is the elimination of desire
- 4) Desire can be eliminated through the Eight-Fold path.

The Steps of the Eight-Fold Path:

- 1) Understand the Four Noble Truths (right belief)
- 2) Positive thoughts about people and all life (right thought)
- 3) Avoid unkind speech, gossip, and lies (right speech)
- 4) Act without violence or vanity (right action)
- 5) Earn a living without harming others (right work)
- 6) Work hard and use time wisely (right effort)
- 7) Learn to concentrate and show compassion (right mindfulness)
- 8) Be at peace with yourself (right meditation).

By following those steps, an adherent can achieve enlightenment and bliss in the afterlife in Nirvana.

There are two main divisions of Buddhism: Theravada and Mahayana. Theravada is more philosophical than theological in its structure and limited to a few areas in Southeast Asia. Due to the strict regimen observed by its practitioners and lack of desire for converts, it is unlikely that a follower of Theravada Buddhism would be encountered in the American West.

Mahayana Buddhism takes a different approach. Adherents actively spread its beliefs. The sect is well suited for missionary work, as Mahayana readily incorporates existing religions into its own structure. Followers of this sect acknowledge deities of other religions as other incarnations of Buddha.

Because of its popularity and flexibility, Mahayana Buddhism has become intertwined with many Oriental religions. It is possible for a person to be a follower of Taoism, Hinduism, or another belief and still be a Buddhist.

ZEN BUDDHISM

Zen is an example of an intuitive form of Buddhism. Its teachings are often followed by the practitioners of the Oriental fighting arts. Zen is the largest sect of Buddhism in the Weird West, with a large following in the Great Maze.



THE DALAI LAMA

When one Dalai Lama dies, monks scour the land seeking his reincarnation. These monks look for a boy with certain characteristics—among them, large ears and an ability to pick out the former Dalai Lama's possessions from an assortment of items. Once the child is found, he begins training for his leadership role.

To date, these searchers have been lucky and have managed to find the child close to their ancestral home in the mountainous country of Tibet. However, times are tough all across the world, so it's possible that Tibetan priests are wandering the Weird West in the search for the reincarnated Lama. After all, it has been said that the current Dalai Lama has grown ill over the past few years. If he's actually gone, then the search is on.

This belief holds that a person can only reach a oneness with reality through self-knowledge and meditation. The path of Zen can't be shown to a pupil by an instructor, nor does the student discover it by study of scriptures, faith in a deity, or rational thought. Instead, true realizations come in sudden flashes of insight.

Many masters of Zen believe rational thought actually inhibits a person's spiritual growth. These masters may ask their pupils unanswerable riddles, shout at them, or even strike them in an attempt to confuse the reasoning processes and bring them to insight.

This type of behavior has some folks doubting the sanity of Zen Buddhists!

Zen has discarded most of the traditions of other religions. Temples, prayers, rituals, and sacred texts are unnecessary in this belief. In fact, Zen has no traditional tie to a deity in the Western sense. As a result, many miracles relying on the influence of a benevolent patron aren't available to followers of this sect. In particular, the *protection* miracle is not available to a blessed (or any other member) of the Zen sect. As a replacement, a blessed may take a gift of her choice. (Regular followers are out of luck.)

Although an enlightened Zen master may be famous among the followers of his religion, there is no formal ordination of priests. *Religious rank* is not available to blessed followers of Zen.

TIBETAN BUDDHISM

The monks of Tibetan Buddhism are rare in the Weird West. Seldom do these mystics descend from the high Asian mountains—and even less often do they book passage on a ship for America!

This belief is an example of Mahayana Buddhism incorporating the existing religion of another cultural. Tibetan Buddhism is steeped in magic and tradition. This sect uses magic and miracles to deal with the threats of the unknown.

Tibetan monks have long relied on arcane defenses to defend against the shadows and demons they believe prowl the world. Doing battle with strange abominations is old hat for these blessed—there's just a lot more of it lately.

Tibetan Buddhists worship in *sanctified* temples which are overseen by lamas (*religious rank 2*). The largest group of Tibetan Buddhists is called the Yellow Hat School. It is led by the Dalai Lama—essentially the ruler of Tibet.

BUDDHIST STRICTURES

Both types of Buddhists we've detailed follow basically the same set of moral guidelines. Due to the nature of their beliefs, there is a difference in the miracles available to each sect.



- Minor Sleeping in large beds, wearing fine clothes or jewelry, using perfume.
- Major Singing, dancing, drunkenness, eating after noon, accepting wealth, refusing aid to those in need, adultery.
- Mortal Lying, killing, theft.

MIRACLES & GIFTS

The following miracles are not allowed to Buddhist blessed of the Zen movement: *burnt offerin', consecrate armament, consecrate item, exorcism, feast, protection, mighty fortress, sanctify, and snake handlin'*. Instead of the *protection* miracle, Zen Buddhists may choose any one gift.



LEVIN' RIGHT

Tibetan Buddhists may not select *babble on*, *burnt offerin'*, *feast*, *mighty fortress*, or *snake handlin'*.

Both types of Buddhists have access to all gifts.

TAOISM

Another Oriental religion that arrived with the influx of Eastern immigrants, Taoism rivals Buddhism in popularity. Taoism has a complex belief system that can be studied for years and still not understood.

Taoism gets its name from the belief in an undefinable force uniting the universe, called the "Tao." The Tao is best described as the flow of nature and natural events. Even the gods are subject to its effects.

Taoists hold that life is the greatest possession and best lived simply. They hold vanity and pride in contempt. Their beliefs often lead them to look upon the advancements of civilization and technology with suspicion.

Originally a school of philosophical thought, Taoism has evolved over the centuries into a religion. Topping this hierarchy are deities known as the Supreme Triad and the Jade Emperor.

The first of the Triad is Yuan Shih Tien Ts'un, who translated the holy scriptures of Tao: the Tao Te Ching. The second is Ling Pao Chun, who passed the wisdom of the scriptures to the lesser gods. The third is T'ai Shang Lao Chun, who grants the secret wisdom to men to guide them to the creation of the potion of immortality. The Jade Emperor's position is more vague, but among other things he embodies the divine power of royalty.

Beneath the Supreme Triad and Jade Emperor is a passel of lesser gods. By petitioning these gods, Taoists hope to gain favorable influence over the problems of life.

One of the goals of many followers of Tao is immortality. Now, that's real "live forever" immortality—not the kind other religions promise in the afterlife! These scholars believe the secret formula to a potion granting eternal life is hidden in the scriptures of Tao.

The central scripture of Taoism is the Tao Te Ching. Temples are the usual places of worship for Taoists, and their spiritual leaders are priests (*religious rank* 1, 2, or 4, depending on the size and status of the temple).

There are still a few Tao "purists" who adhere to the tenets of the original philosophy, but these are far outnumbered by the followers of the Taoist religion.

TAOIST STRICTURES

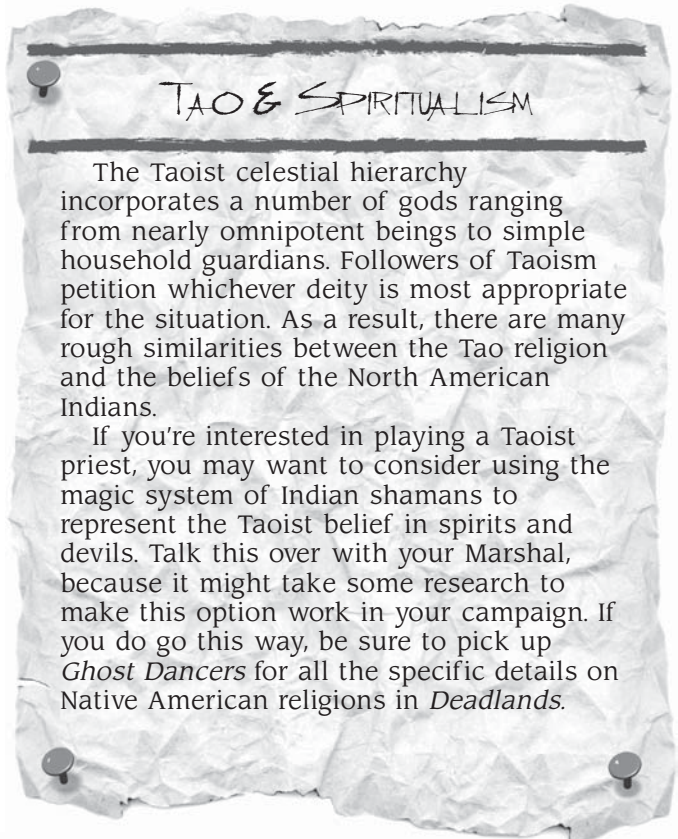
Taoist blessed who revere the celestial hierarchy receive access to different miracles than those who practice the purely philosophical aspects of Tao. However, both movements hold to the same code of ethics.



- Minor Petty theft, lying, having sexual relations, vanity of any sort.
- Major Harmful theft or lying, disgracing one's ancestors, turning away from others in need.
- Mortal Refusing aid to someone in dire need, killing another person.

MIRACLES & GIFTS

The following miracles are not allowed to Taoist blessed who worship the celestial hierarchy: *battle hymn*, *dervish*, *retribution*, *smite*, and *two places*. Also, they do not receive the *protection* miracle for free, although they may choose it normally. However, they receive the gift *longevity* instead of the *protection* miracle.



TAO & SPIRITUALISM

The Taoist celestial hierarchy incorporates a number of gods ranging from nearly omnipotent beings to simple household guardians. Followers of Taoism petition whichever deity is most appropriate for the situation. As a result, there are many rough similarities between the Tao religion and the beliefs of the North American Indians.

If you're interested in playing a Taoist priest, you may want to consider using the magic system of Indian shamans to represent the Taoist belief in spirits and devils. Talk this over with your Marshal, because it might take some research to make this option work in your campaign. If you do go this way, be sure to pick up *Ghost Dancers* for all the specific details on Native American religions in *Deadlands*.



LEVIN' RIGHT

Taoist philosophers can't invoke the following miracles: *burnt offerin'*, *consecrate armament*, *consecrate item*, *exorcism*, *protection*, *mighty fortress*, *sanctify*, and *snake handlin'*. In place of *protection*, they may take any gift (including *protection* if they like). All gifts are appropriate to followers of this religion.

OTHER RELIGIONS

We won't even pretend we've covered all the possible religions for blessed characters in *Deadlands*. Just because we didn't address Hindu blessed doesn't mean they don't exist—they're just *really* rare on the American frontier.

If you want to play a character of a religion we've not listed, consult with your Marshal. Assuming she says okay, go right ahead. You and your Marshal may have to do a little research about the religion though.

Whatever religion you decide on, remember characters in *Deadlands* are supposed to be the white hats, not the bad guys. So, if the religion you've chosen allows you to run roughshod over the huddled masses, exploit the weak, or steal folks blind, don't be surprised when your Marshal says NO!

APTITUDES & SUCH

Now that we've spent some time on the life of a blessed character, it's time to talk about some meat and potatoes game business—things like new Aptitudes, Edges, and Hindrances.

But before we get to the new goodies, we're going to start off this section with a new look at an old Aptitude.

FAITH OR THEOLOGY?

One of the first things a blessed character usually asks is "What use is *professional: theology*?"

Well, that's a pretty good question.

Sure, if your character's *professional: theology* Aptitude is higher than his *faith*, he gains a new miracle every time he raises the Aptitude. But the reverse is also true if *faith* is higher—and the *faith* Aptitude determines how many dice your character rolls to perform a miracle to boot. So, that's not really a good reason to put much into *professional: theology*.

What does *professional: theology* actually provide your character? Well, it's actually a very important part of a blessed character's life.





To put it simply, it shows how well your hero understands her own and other religions. It's also an indication of how well she can explain her beliefs to others—both pretty important for a character who's specially favored by her deity!

A blessed without any levels in *professional: theology* barely understands what she believes in. She may have a lot of faith in what she believes, but she's not got a very firm grasp of the principles.

If she tries to preach a sermon, she rambles and sounds confused about her own beliefs—at best. At worst, she comes across as a charlatan too inept to even make up a good story!

Heaven help her if she ever gets into a religious debate with another character. She's more likely to come out of it doubting her own religion than to convert her opponent!

USING THEOLOGY

Professional: theology serves a character in three ways: gaining converts, debating theology, and knowledge of other beliefs. Each of these is detailed below.

CONVERTING THE LOST

The most common method used to gain converts is giving sermons to groups of people.

The preacher must first assemble a group of folks to hear him speak. The more the better, but any number is fine.

Next, the preacher rolls his *professional: theology*, but using his *Mien* die type instead of *Knowledge*. The TN for the roll is based on the number of listeners he's garnered, as listed the table below. For each success the character gets on his roll, he gains one convert.

The larger the congregation, the more likely someone is swayed by the blessed's words.

This TN may be modified by the Marshal according to the situation. After all, it's unlikely even the most persuasive preacher can get a lot of converts from a band of cutthroat outlaws!

Also, this method does not work on other players' heroes—those take a good deal more convincing (and roleplaying!) to sway.



Number of Listeners	TN
Less than 10	13
10-20	11
20-30	9
More than 30	7

Beyond the satisfaction for having saved a lost soul, the blessed also earns himself 1 white chip for each new convert gained in this manner.

DEBATIN'

Religious debates are kind of like spiritual gunfights. Two diehard believers meet to defend their religions. Fortunately, these knockdown, drag-out fights are philosophical rather than physical.

Still, we're not talking about an easy discussion between friends.

Only two characters can be involved in a religious debate. Any more, and the effects on the participants are too watered down to have any real effect. Both wordslingers must be willing participants in the debate. It's just not possible to have an argument with an opponent who's not interested.

Each participant must make an opposed *professional: theology* roll against a TN of 9. However, they must base the Aptitude on *Smarts* instead of *Knowledge*.

This isn't as much a test of how much a character knows about her religion as how well she can use what she knows!

A single raise simply means the character won the argument. She's made her point well enough to get her opponent to concede the fight.

However, if the character wins decisively, she can sway her opponent's belief. If she gets another raise over her opponent, he must make a Fair (5) *faith* roll or lose 1 level of his *faith* Aptitude. For each additional raise the winner received in the debate, the TN for the loser's *faith* roll raises by +2.

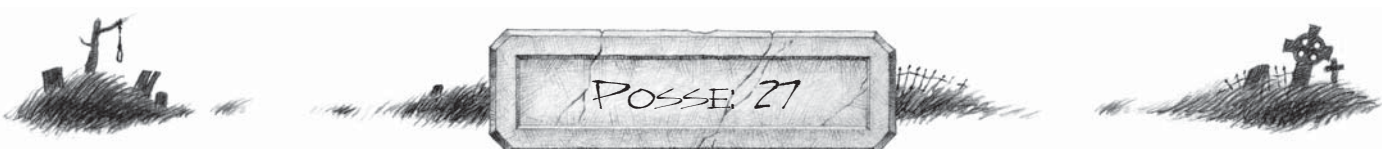
Like we said, this type of debate isn't suited for dinner conversation!

THEOLOGICAL KNOWLEDGE

Finally, there's the most obvious use of *professional: theology*: calling on simple information. A character can use this Aptitude for any religion-based question—his own religion or any other.

Most issues relating to the hero's own religion require only a Foolproof (3) roll to answer. More exotic ones may require higher TNs, but rarely more difficult than Onerous (7).

Questions relating to other sects still within his general religion require at least a Fair (5) roll for basic answers, with suitably higher numbers for more intimate knowledge. Religions outside his own usually have a TN of Onerous (7) for trying to answer even general questions.





Professional: theology can also provide some insight into the workings of evil cults. As a general rule, the *professional: theology* Aptitude can be used instead of *academia: occult* when dealing with cults or their practices and beliefs. However, when used in this fashion, the TN is usually a 9 or higher.

NEW APTITUDES

We've talked up the old stuff enough, so it's time to break out a few new options for characters. Most of these are intended for blessed characters, but some can work for characters with 1 or more levels in *faith*, and a couple are available to any cowpoke.

FASTIN'

Associated Trait: *Spirit*

No, this isn't a way to draw a gun quicker! When a hero fasts, she deliberately avoids eating to enhance her spiritual focus. Cleansing the body of pollutants helps cleanse the mind. This Aptitude is available to any character with *faith*.

To gain the benefits of *fastin'* the hero must go without food for at least three days. Doing so, isn't easy, so she has to make an Onerous (7) *fastin'* roll at the end of each day. At the end of the third day, she gains a +2 to all *faith* Aptitude checks. She gains another +1 to her *faith* checks at the end of each additional day after the third for which she continues to successfully fast, to a maximum of +5. These benefits are lost as soon as she eats.

Not eating does have a downside. Each day she fasts she loses 2 Wind. Also, the lack of food weakens her physical body as it strengthens her spiritual; all the hero's Corporeal Traits and Aptitudes receive a -1 modifier.

Although the fasting hero can't eat, plain drinking water is allowed.

MEDITATE

Associated Trait: *Spirit*

This Aptitude helps a character focus on his religion and beliefs. *Meditate* is available to any hero, although it only benefits those with *faith*.

The hero must find a secluded (or at least private) spot where he can collect his thoughts. His meditations must last at least 1 hour, although he can contemplate the mysteries of the universe for up to 8 hours.

At the end of his period of meditation, the hero makes a Hard (9) *meditate* roll. If he's successful, he gets a +2 bonus on his *faith* rolls.

The duration of this bonus is equal to a quarter of the time meditated. A hero who only spends 1 hour in quiet contemplation gets the bonus for a mere 15 minutes, while one who meditates for the full 8 hours gains the bonus for 2 hours.

NEW HINDRANCES

ACCURSED

5

A black curse follows an *accursed* hero wherever he goes. Fate never seems to give the poor sap an even break. A character with this Hindrance didn't graduate from the school of hard knocks—he keeps getting held back!

The hero draws 2 Fate Chips at the start of a session instead of 3, so he'd better spend them wisely. He can still gain them normally as rewards for good roleplaying or clever ideas.

CRISIS O' FAITH

13

From time to time, everyone suffers from it—even the blessed aren't free from doubt. Sure, they can perform miracles, but all the evil in the world may make still make them question their beliefs. Maybe the horrors the hero has seen have made her doubt the intentions of her deity, or maybe she's just lost faith in her own worth. Whatever the cause, this doubt plagues her whenever her beliefs are put to the test.

The character has a -2 to any *faith* rolls she makes. This includes rolls to invoke miracles.

This is a 3-point Hindrance for characters with the Edge *arcane background: blessed*. For heroes possessing only the *faith* Aptitude, this is merely a 1-point Hindrance.

This Hindrance is only available to characters with at least 1 level in *faith*. Should the character ever lose her *faith*, she must immediately buy off this Hindrance or replace it with another.

DAMNED

35

For whatever reason, Heaven frowns upon your hero. It may be some horrible deed you've done in your past, or your character may not even be aware of the source of this divine enmity. Regardless, any helpful blessing from above is denied your character.

At 3 points, no beneficial miracles work on your character. Of course, the other, less desirable ones work just fine against him! The hero can't use miracles or gifts of any sort, no matter how good his intentions.



LEVIN' RIGHT

If the hero takes 5 points in this Hindrance, he's really stepped on somebody's toes—in fact, he's still standing on them! In addition to miracles, beneficial shamanic favors also don't work on him. And as if life wasn't bad enough, all harmful effects still affect him normally.

No blessed character can take this Hindrance, although any other character can. Even if a *damned* character takes the *faith* Aptitude, he's denied any type of holy miracle or gift unless he finds some way to rid himself of this Hindrance.

NEW EDGES

CONSCIENCE

1

Most everyone, except the lowest two-legged snakes, has a little voice telling him right from wrong. Some folks only hear a faint whisper, while others get the message loud and clear. A hero with this Edge has a screaming voice of virtue.

Whenever a character with this Edge is about to commit an act that would force her to consult the Sinnin' Table, the Marshal reminds her of her beliefs and the consequences of the act. She's free to take whatever course she wants, but she gets a warning about the possible results. Only characters with at least 1 level of *faith* should take this Edge.

RELIGIOUS RANK

1-4

Military organizations have a strict rank structure designating authority. Certain religions have a similar hierarchy, although the members of the church aren't nearly as duty-bound to follow the instructions of their superiors as a soldier is. A character with this Edge has some authority within the organization of his religion.

Much like military *rank*, *religious rank* covers both authority and duty. The higher the hero's place in his organization, the more likely he has duties to the church as well. However, these responsibilities aren't usually as severe as those of military personnel.

It isn't necessary to have *arcane background: blessed* to select this Edge, but a character must have the Aptitude *professional: theology* with a level equal to or greater than his *religious rank*.

Characters with *religious rank* gain a bonus to their *Mien*-based rolls equal to the value of the Edge when dealing with members of their own religion. They are also able to call on the resources of their church from time to time, to help them in their battles.



Obviously, higher-ranking leaders have greater influence and larger resources to draw from. But remember, the resources of a church, no matter how large, are quite different from the resources of an army or similar organization!

Most ordained ministers have *religious rank* 1—but not all religions have well-defined hierarchies, so this Edge isn't appropriate to every blessed. If your hero follows one of these other religions, consider choosing *renown* instead. Consult with your Marshal if you're not sure which Edge is more appropriate.

RELIGIOUS RANK

Cost	Rank
1	Priest, elder, or other leader with responsibility for a single congregation.
2	Bishop, high priest, or similar leader with responsibility for a single large or several smaller churches.
4	Archbishop, lama, or other leader with authority over a large group of churches.

POSSE: 29

ARCHETYPES

EX-CHAPLAIN

TRAITS & APTITUDES

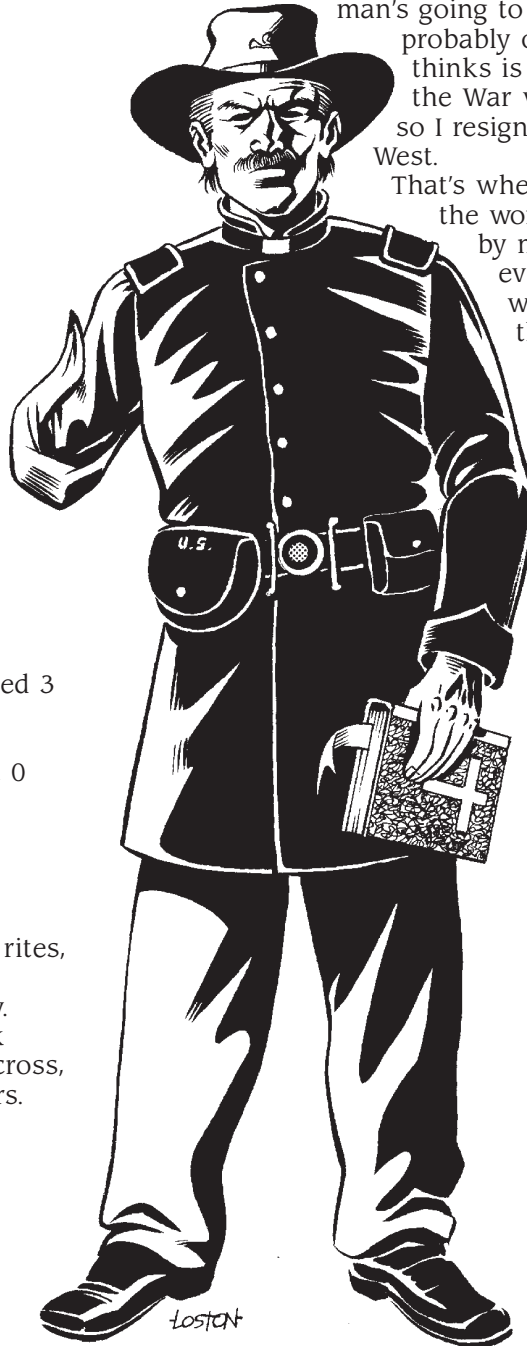
Deftness 1d6
 Throwin' 2
Nimbleness 3d6
 Climbin' 1
 Dodge 3
 Fightin': brawlin' 4
Quickness 3d8
Strength 1d8
Vigor 2d10
Cognition 4d6
 Search 1
Knowledge 3d6
 Area knowledge 2
 Medicine: general 3
 Native tongue 2
 Professional: theology 5
Mien 4d10
 Overawe 3
 Persuasion 2
 Tale-tellin' 4
Smarts 2d6
 Survival: any 2
Spirit 2d12
 Faith 5
 Guts 2
Wind: 22
Edges:
 Arcane background: blessed 3
 Brave 2
 Nerves o' steel 1
 Veteran o' the Weird West 0
Hindrances:
 Habit -1
 One-armed bandit -3
 Loyal -3
 Pacifist -3
Miracles: Battle hymn, last rites,
 lay on hands, protection.
Gifts: Guardian angel, hardy.
Gear: Hickory walking stick
 (STR+1d6 damage), Bible, cross,
 horse and tack, \$65 dollars.

PERSONALITY

After 8 years, you get tired of war, even if you're not really fightin'. I seen my share of death and dyin', and to tell the truth, I'm not sure what good any of it did. I suppose if a man's going to risk his life for anything, it probably ought to be something he thinks is important. I'd stopped thinking the War was important a long time ago, so I resigned my position and moved out West.

That's when I learned there's evil loose in the world. Not the petty evil defined by men's laws or ideals, but real evil. I thought my fightin' days were over, but it looks like they've just begun.

Quote: "You think that's bad? Why I remember back in my Army days..."



POSSE: 30

ARCHETYPES

HERMIT

TRAITS & APTITUDES

Deftness 3d6
 Throwin' 2
Nimbleness 3d8
 Climbin' 3
 Fightin': brawlin 2
 Sneak 3
Quickness 4d6
Strength 1d8
Vigor 4d10
Cognition 2d10
 Search 1
 Trackin' 4
Knowledge 2d6
 Area knowledge 3
 Native tongue 2
 Professional: theology 1
Mien 1d6
Smarts 3d6
 Survival: any one 4
Spirit 2d12
 Faith 5
 Guts 2
Wind: 22
Edges:
 Arcane background:
 blessed 3
 Eagle eyes 1
 Light sleeper 1
 Sense o' direction 1
Hindrances
 Habit -2
 Pacifism -3
 Poverty -3
 Stubborn -2
Miracles: Cloak, lion's den,
 protection, snake handlin'.
Gifts: Beast friend, manna.
Gear: Mule, worn-out Bible,
 wooden cross, and a good
 supply of throwing rocks
 (STR+1d4).

PERSONALITY

I moved up here to the mountains a long time ago to get away from folks like you. All you people in them big cities think about is money this and money that. You've all lost sight of what's really important.

You need help? Well, the Lord helps them what helps themselves, I always say.

Still, it don't seem right to let people suffer, even if they are a bunch of city folk. Sure, I reckon I'll help you.

But don't be gettin' the idea I'm goin' soft—I ain't partakin' in none of them sinful practices you folks hold to, like bathin'!

Quote: "Move upwind of me. I can't smell nothin' with all that perfumed soap yer wearin'!"



ARCHETYPES

MONSTER SLAYER

TRAITS & APTITUDES

Deftness 1d8
 Shootin': shotgun 4
Nimbleness 2d10
 Climbin' 2
 Fightin': brawl-in' 4
 Sneak 3
Quickness 3d8
Strength 3d6
Vigor 4d6
Cognition 2d12
 Scrutinize 2
 Search 3
Knowledge 2d6
 Academia: occult 4
 Area knowledge 2
 Native tongue 2
Mien 1d6
 Tale-tellin' 2
Smarts 3d6
 Bluff 3
 Streetwise 2
Spirit 4d10
 Faith 5
 Guts 4
Wind: 16
Edges:
 Arcane background:
 blessed 3
 Level-headed 5
 Nerves o' steel 1
 Veteran o' the Weird West
Hindrances:
 Night Terrors -5
 Pacifism -3
 Superstitious -2
Miracles: Consecrate
 armament, last rites,
 protection, sentinel,
 wrath.
Gifts: Lion-hearted.
Gear: Scattergun, box
 of 20 shells, Bible,
 cross, wooden
 stakes, knife.

PERSONALITY

I've been hunting things like this for years now. There's things running around nowadays that'd sooner kill you than look at you. That little six-shooter you're holding won't do more than make 'em madder.

And the only thing between you and them is me and the powers of the Good.

In some ways, I'm grateful for the Reckoning. I never was much into philosophy and so on—but I've always been a good fighter. Now, I can put my own special talents to use for the right reason.

If you'll excuse me, I've got some preparing to do. That and a whole lot of praying.

Quote: "You'd better let me handle this."



ARCHETYPES

WITCH HUNTER

TRAITS & APTITUDES

Deftness 3d8
Shootin': pistol 2
Nimbleness 2d6
Climbin' 1
Fightin': brawlin' 3
Quickness 4d6
Strength 3d6
Vigor 3d6
Cognition 4d10
Scrutinize 5
Search 3
Knowledge 2d10
Academia: occult 4
Area knowledge 2
Native tongue 2
Professional: theology 4
Mien 1d8
Overawe 3
Persuasion 2
Smarts 1d6
Spirit 2d12
Faith 5
Guts 2
Wind: 18
Edges:
Arcane background: blessed 3
Keen 2
"The stare" 1
Hindrances
Enemy -3
Oath -4: Hunt down and expose witches and cults wherever they hide.
Self-righteous -3
Miracles: Chastise, confession, dispel, protection, strike blind.
Gifts: Magic resistant.
Gear: Bible, gilded crucifix, notebook and pen, occult references (four books in a valise), Peacemaker, box of ammo, \$203.

PERSONALITY

My path would have been easier had I chosen to fight the obvious enemy. But it's the subtle foe that's the most dangerous.

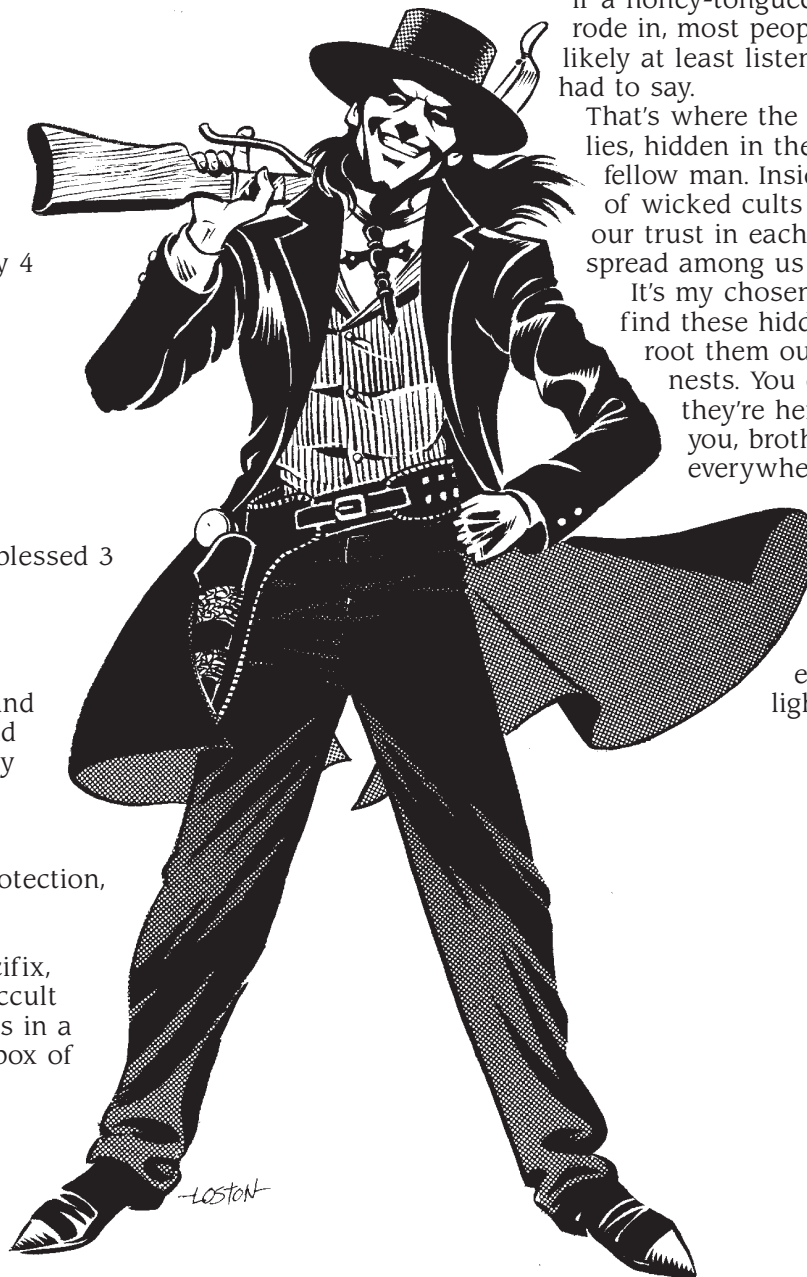
For instance, if a ravaging beast charged into town, I'm sure the good folk would join together and gun it down in the street. On the other hand, if a honey-tongued stranger rode in, most people would likely at least listen to what he had to say.

That's where the real danger lies, hidden in the deceit of our fellow man. Insidious followers of wicked cults undermine our trust in each other and spread among us like a disease.

It's my chosen calling to find these hidden vipers and root them out of their nests. You don't think they're here? Let me tell you, brother, they're everywhere. You just

don't know what you're looking for.

Quote: "Evil withers when exposed to the light of Truth."



MIRACLES





CHAPTER THREE: MIRACLES & SUCH



Miracles are a manifestation of a deity's power in the natural world—and they're also a blessed hero's bread and butter. In this chapter, we give you a whole passel of new miracles for your character. We also explain how blessed go about learning new miracles.

GAINING MIRACLES

Virtually every character with *faith* knows the *protection* miracle. The only exception to this are those whose religion is in the Old Ways of the Indians. The spirits aid them by other methods. If your character is one of these, you should read *Ghost Dancers* or the section on shamans in the *Deadlands* rulebook.

Miracles other than *protection* require a higher level of dedication to the deity. Only a blessed can take these miracles.

A blessed knows *protection* plus one additional miracle or gift for every level in the higher of her *professional: theology* and *faith* Aptitudes. Whenever a blessed raises the higher of either of one of those Aptitudes, she may select another miracle or gift.

Whenever a blessed has her *faith* or *professional: theology* lowered by any means, she doesn't lose any miracles or gifts though. She just has to suffer with the effects of her diminished Aptitudes.

Blessed who lose all levels of their *faith* Aptitude do not have access to any miracles,

including *protection*, until they regain at least 1 level of *faith*. They're one of the fallen, and their higher power isn't going to give them much attention until they redeem themselves.

That's all there is to it—no extra time, no extra Bounty Points. Not so hard, is it?

ADDITIONAL MIRACLES

On the other hand, if a blessed wants to learn a new miracle without raising the necessary Aptitude, it's a little more difficult.

First, she must spend a day in prayer and meditation. At the end of that period, she must make an Onerous (7) *faith* roll. If she's successful, she spends 5 Bounty Points. She can now choose a new miracle.

If she fails, she has to spend another day praying before she can try again, but she doesn't have to spend any Bounty Points until she's successful.

INVOKING MIRACLES

Anybody can call on his savior. That's the easy part. The trick is getting him to listen.

To invoke a miracle, the blessed character must make a *faith* roll against the miracle's TN. If she succeeds, the deity intervenes on behalf of the blessed and the miracle occurs.

However, if the blessed fails, the deity does not grant the miracle. Nothing happens in most cases, but in a few, like *holy roller* or *lay on*



MIRACLES



hands, the blessed may actually suffer some misfortune. A little hardship every now and then can strengthen a cowpoke's *faith*—provided it doesn't kill him.

Just because a miracle fails, it doesn't necessarily mean the deity considers the blessed unfaithful. The hero may just have been distracted by a ravaging Wendigo, or maybe his patron is testing him a little.

FOLLOWERS O' OTHER RELIGIONS

Divine beings tend to take care of their mortal followers. They don't look too kindly on another deity's servant trying to influence the actions of their own. As a result, it's tougher for a blessed of one religion to affect a believer of another.

Any time a blessed tries to invoke a miracle on a follower of a belief different than the blessed's, he has to subtract the target's *faith* Aptitude from his own *faith* roll.

That means, for example, if the blessed is invoking *falter* on a target with a *faith* Aptitude of 3 in another belief, the blessed gets a -3 to his roll to invoke the miracle. This modifier applies even if the miracle is a helpful one, like *lay on hands*.

Conversely, if the subject is of the same religion, the blessed adds the subject's *faith* to the invocation rolls—unless the subject's trying to resist, in which case the *faith* is subtracted instead. The bonus doesn't apply to miracles the blessed invokes on herself.

Folks without any *faith* are considered fair game by all religions. There are no modifiers—positive or negative—to affect these individuals.

THE MIRACLES

Let's get to the soul of this chapter. Besides their descriptions, all miracles have four entries: *TN* is the Target Number the blessed needs on a *faith* roll to accomplish the miracle.

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

Duration is the length of time the invocation stays in effect. If the miracle's duration is 1 round (each round is about 5 seconds), it lasts until the beginning of the next round or the end of the combat, whichever comes first.

"Concentration" means the blessed can only perform simple actions while using the miracle.

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



ARMOR O' RIGHTEOUSNESS

TN: 5

Speed: 1

Duration: 1 round

Range: Self

Lately, good folks have been in short supply. Part of the problem is the good are always getting picked on by the bad—and the ugly as well. Recognizing it's hard to fight the good fight from six feet under, the divine patrons of blessed heroes have given them a bit of holy reinforcement.

This miracle provides the hero with protection from wounds. The result of his roll to invoke *armor o' righteousness* is subtracted from any damage done to him during the round. Then, wound levels are calculated normally from the remaining damage.

Armor o' righteousness provides this protection against all damage suffered during the round. Additional effects from the attack that rely on damage being dealt (such as a rattlesnake's poison) are lost if *armor* negates enough damage to prevent all wound levels.

Once the damage has been reduced by the *armor*, any wound levels caused by the remaining damage incur Wind loss as normal. However, against brawling attacks, which normally cause only Wind loss, the *armor* does reduce the amount of Wind lost.

Reverend Harding has invoked *armor o' righteousness* with a total of 9 on his *faith* roll. He's being attacked by 2 thugs. The first breaks a chair over his head, doing 14 damage. The *armor* subtracts 9 points, leaving a measly 5 damage—not enough to inflict even 1 wound level. The second villain draws a pistol and puts a slug into the good Reverend's gut. The thug rolls a total of 18 points of damage—minus 9 from the *armor* leaves our hero with 1 wound level in the guts.

BABBLE ON

TN: 5

Speed: 1

Duration: 5 rounds/*faith* level

Range: 10 yards/*faith* level

Loose talk has been responsible for a lot of evil. If a fellow could stop all the idle tongue wagging, he'd sure do the world a big favor. And silencing folks already bent on ill will is an even better idea. Plotting mischief is a whole lot harder when the malcontents can't talk.

This miracle makes spoken communication impossible within its confines. *Babble on* affects an area 5 yards across for every level of the blessed's *faith*. The miracle distorts all spoken conversation within its effect, making it sound like so much gibberish to anyone hearing it.

This distortion isn't limited to conversation inside the area. Anything spoken outside the effect is unintelligible to all within the area of *babble on*. Also, words spoken within the area sound like nonsense, even to folks standing outside the area.

This miracle only affects attempts to convey information. The exact game effects are up to the Marshal. Spells or other abilities requiring a vocal component aren't foiled unless they require communication with other characters.

BATTLE HYMN

TN: 5

Speed: 1

Duration: Special

Range: Earshot

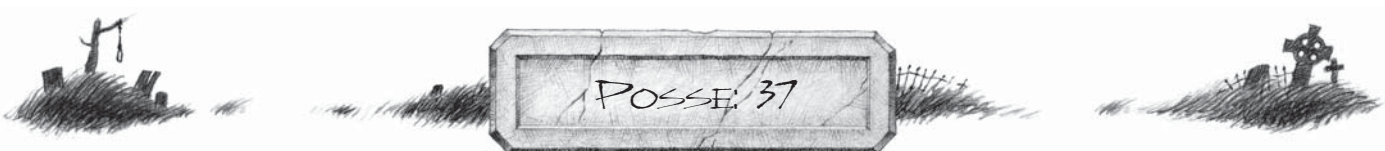
There's nothing like rousing music to get a posse of heroes all riled up. With this miracle (and a belted-out song), the invoker gives her listeners more than just good background music.

When successfully invoked, the *battle hymn* builds courage in its listeners. For each success the blessed gets on the roll to invoke this miracle, she can choose one of the three effects below. So, for example, if the blessed gets a three successes, the entire posse receives the benefit of all three effects.

First, the *battle hymn* grants a +2 to all *guts* checks made by characters allied with the invoker. Second, the miracle inspires ferocity in battle, granting the heroes a +2 to all *fightin'* rolls. Third, the song lifts the spirits of the heroes above simple physical pain. All characters affected by the miracle can ignore 1 level of wound modifiers, just as if they had the *thick-skinned* Edge. This is not cumulative with other such abilities or effects.

The invoker can't select the same effect more than once, so extra successes are wasted.

The miracle affects the invoker, plus one other hero of the invoker's choice per level of the invoker's *faith*. Subjects must be able to hear the *battle hymn*. Folks who are *hard of hearing* must make an Easy (3) *Cognition* roll to gain the benefits of the miracle, and characters who are *stone deaf* are just plain out of luck. Although the subjects must hear the *hymn*, they don't have to understand the song.



MIRACLES

The effects of *battle hymn* last as long as the invoker continues to sing the hymn. If the blessed is silenced, the miracle ends.

The blessed can maintain the miracle for 5 minutes without any difficulty. For every 5 minutes thereafter the blessed must make a *Vigor* roll to continue the *hymn*. The difficulty of this roll begins at Easy (3) and increases by +1 level every 5 minutes. If the character fails the roll, her voice falters, and the miracle ends.

While singing, the invoker can herself fight or perform any task which doesn't require her to stop singing the *hymn*. The invoker can't invoke other miracles while maintaining a *battle hymn*.

Note that folks can only be affected by one *battle hymn* at a time. A good song is only so rousing after all.

BENEDICTION

TN: 7

Speed: 1 minute

Duration: Until the next sunset

Range: 10 yards

Nothing gives a posse of gun-toting heroes confidence like a good old-fashioned blessing from above. This miracle sends the group on its way with an extra bit of divine assistance.



The blessed can affect one character for each level of *faith* he possesses. All characters to be affected must be within range while he invokes the miracle. The invoker can affect himself with this miracle.

The invoker can only provide a *benediction* for members of his own religion. The miracle simply fails to affect characters of a different faith, although it still affects any other valid recipients.

When successfully invoked, *benediction* gives each character a +1 to all *guts* checks until the next sunset.

In addition, the first wound level which is done to the character during the duration of the *benediction* is automatically negated. Treat this exactly as if a white Fate Chip had canceled the wound level.

If more than one wound level is done by the first attack to injure the character, the protection still only negates one wound level. If multiple wounds are inflicted simultaneously—for example, from an explosion—the player may choose which wound they wish to be negated by the miracle.

A character can only receive the benefit of a single *benediction* at a time. Any others invoked during the duration of the first miracle automatically fail.

This protection only lasts until the next sunset. If the miracle's effect has not already been used by that time, the protection simply ends.

BLESS CROPS

TN: 5

Speed: 1 minute

Duration: Special

Range: Sight

A wise man once said that man can't live by bread alone, but he can't live too well without it either. This miracle helps provide for the more mundane concerns of a blessed's flock.

When successfully invoked, the miracle *bless crops* increases the normal production of a single field of crops. The field can be as large as 10 acres square per level of the blessed's *faith*.

The crop yield is increased by 10% for each success the blessed gets on her roll to invoke the miracle. The miracle lasts through the next harvest, regardless of the season when it is invoked.

A blessed can only invoke this on the same area once per harvest. Also, if another blessed invokes this miracle on the same area, only the more powerful of the miracles takes effect.



BURNT OFFERIN'

TN: 7
Speed: 2
Duration: Instant
Range: Touch

Throughout history, folks have been setting things on fire for their deities. With this miracle, the blessed's patron returns the favor for the faithful.

Using this miracle, the hero can cause an object to burst into flame. The object can be no larger than 1 square foot for every level of the hero's *faith*.

The object must also be readily flammable. By this we mean it would ignite if a lit torch were held to it. Wood, cloth, paper, ghost rock, and so on are examples of the types of material affected.

If the blessed gets a raise on her invocation roll, *burnt offerin'* ignites normally flammable materials that are water-soaked or otherwise treated (even chemically) to prevent them from burning.

Once ignited, the object burns normally. The exact effects of the created fire are determined by the Marshal. The blaze is not magical and can be extinguished by any number of typical methods.

CALM

TN: 5
Speed: 1 minute
Duration: Permanent
Range: 1 mile/*faith* level

Not a drop of rain falls that goes unnoticed above, nor does a storm rage without divine approval. Heaven has complete domain over the natural realm. This miracle allows a blessed to petition higher powers for meteorological assistance.

With this miracle, the invoker can influence the weather patterns around her. *Calm* allows the invoker to lessen the severity of conditions within range by one step on the table below for each success she receives on the roll to invoke the miracle.

The invoker can also increase the severity on the table, though this is more difficult. If the invoker wants to worsen the current conditions, she can move the weather 1 step on the chart for every 2 successes.

For example, if the weather was clear, she could make it partly cloudy with two successes. To call up a drizzle, she'd be moving the weather 2 steps, so she'd need 4 successes.

Also, the most severe weather the invoker can achieve by use of this miracle is a *downpour*. More powerful storms require a higher level of divine intervention.

This miracle is very taxing on the hero. After the first try (in a single day), every attempt to *calm* the weather is made at a cumulative -2 modifier.



Weather Condition

- Clear
- Partly cloudy
- Drizzle
- Rain
- Downpour
- Rainstorm
- Thunderstorm
- Tempest

CENSURE

TN: Special
Speed: 1 (Vamoose)
Duration: Instant
Range: 5 yards/*faith* level

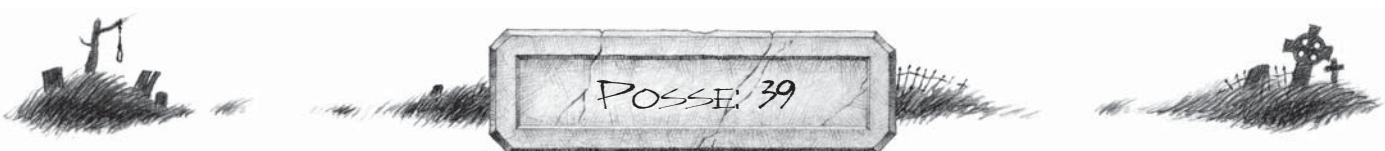
Some folks insist on consorting with the servants of the Enemy no matter how many times a person might try to show them the error of their ways. The worst among these faithless are the modern day sorcerers—the so-called “hucksters.” These stubborn malcontents need guidance from above to halt their descent down the crooked path—whether they happen to want it or not.

With *censure*, the blessed calls upon holy intervention to make it much harder for a huckster to draw upon the power of the Hunting Grounds and successfully cast a hex.

Of course to do so, the blessed must be aware the hexslinger is casting a hex in the first place. Unless the huckster is being fairly blatant in his hex casting, this usually requires an opposed roll of the blessed's *Scrutinize* versus the huckster's *sleight of hand*.

To invoke *censure*, the blessed must make a “vamoose.” That is, he has to use his highest Action Card—any card up the sleeve is always the highest—while the huckster is casting the hex. If the blessed has no actions remaining in the round, he can't use this miracle.

The TN to invoke the miracle depends on the level of the Huckster's skill with the hex. See the table on the next page for all the details.



MIRACLES

If the miracle is successfully invoked, it lowers the effect level of the hand the huckster draws by -1 step for each success the blessed gets on the roll. One success with *censure* against a *soul blast*, for instance, makes a Three of a Kind into Two Pairs. If this lowers the hand below the minimum necessary to successfully cast the hex, the hex fails.

Since each hex has its own list of the hands that affect it, the huckster's player needs to consult this to determine the exact effects of the miracle. If no table is listed under the hex's description, use the standard Poker Hands Table instead.

One word of warning—if the blessed goes bust on a roll to invoke *censure*, the miracle has the opposite effect. The huckster's hand is increased by +1 level on the hex's table instead.

Our intrepid preacher, Reverend Harding, finds himself faced with a malevolent hexslinger. The huckster prepares to craft a *soul blast* to send the good Reverend on to his eternal reward ahead of schedule.

Reverend Harding, wisely holding a card up his sleeve, uses the action to

invoke *censure*. The huckster has a skill of 4 with *soul blast*. This means Reverend Harding's *faith* roll has a TN of 11. Luckily, he gets a 12 and successfully invokes the miracle.

The best hand the huckster can make from his cards is Two Pair. Because Reverend Harding got one success, his *censure* lowers the effective level of his hand to a measly pair of Jacks (because the *soul blast* table lists this as the next hand level down), and the huckster does only 3d6 damage.

Reverend Harding, a hardy soul, manges to shrug off the damage, and he commences to show the hexslinger the error of his ways.

CENSURE DIFFICULTY

Huckster's Hex Level	TN
2 or lower	7
3	9
4	11
5	13
6 or higher	15





CHASTISE

TN: Opposed
Speed: 1
Duration: Instant
Range: Self

No one wants to go toe-to-toe with a real Hellfire and brimstone preacher when he's berating a sinner. Even the toughest gunslingers are likely to back down under such abuse. And, just to be sure, *chastise* gives the blessed an extra boost in a shouting match.

Chastise allows the blessed to use her *faith* Aptitude in place of the *overawe* Aptitude in a test of wills as described in the *Deadlands* rulebook.

When this miracle is invoked, the blessed makes an opposed roll of her *faith* Aptitude versus her opponent's *guts*. Any modifiers she would normally receive to *overawe* apply to this *faith* roll as well. If the blessed wins the roll, the subject suffers the effects of the test of wills, becoming unnerved, distracted, or even broken, depending on the level of the blessed's success.

CLOAK

TN: 7
Speed: 1
Duration: Concentration
Range: 1 yard/*faith* level

No matter how brave (or foolish) a hero may be, there comes a time when he decides discretion is the better part of valor. If the blessed successfully invokes this miracle, his deity helps to shield him and his flock from the sight of his enemies.

To use this miracle, the hero (and anyone else he plans to conceal with it) must actually try to hide. The hiding place doesn't have to be a good one, but a reasonable attempt has to be made.

For each success the blessed gets, he can *cloak* himself or another person in range.

Any character or creature with hostile intent must make an opposed test of its *Cognition* versus the blessed's *faith* to sense anyone under the *cloak*. Any *Cognition* modifiers apply to this roll. If the blessed had any extra successes on his invocation roll, he can use these to add +2 to these *faith* rolls. Other benevolent characters or creatures can see the *cloaked* normally.

The *Cognition* roll can only be attempted by each foe once during a single casting of the miracle. If the foe fails in this roll, it can't sense the *cloaked* people for as long as they stay hidden. If the protected leave their hiding spot, make noise, or attack, the *cloak* is lifted.

CONFESSION

TN: 5
Speed: 1 round
Duration: 1 minute/*faith* level
Range: 10 feet

Lying to a preacher is kind of like lying to your mother. Most folks don't do it too well, and it usually isn't a whole lot of fun even when they do. With this miracle, it's even tougher to pull the wool over a blessed's eyes.

The blessed chooses a character when she invokes the miracle. If she's successful, the target finds it incredibly difficult to lie to her.

Any time the target attempts to tell a direct lie to the blessed, he must beat her in an opposed *Spirit* test against the blessed's *faith*. The blessed gets a +2 bonus to her *faith* roll for every raise she gets on her roll to invoke the miracle.

If the target loses, he can't lie directly. Lies of omission, evasion, or crafty wording are still possible. If he botches his roll, however, he blurts out the truth.

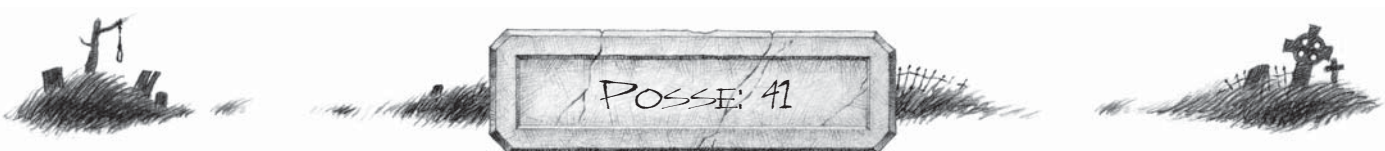
CONSECRATE ARMAMENT

TN: 7
Speed: 1 minute
Duration: Until the next sunset
Range: Touch

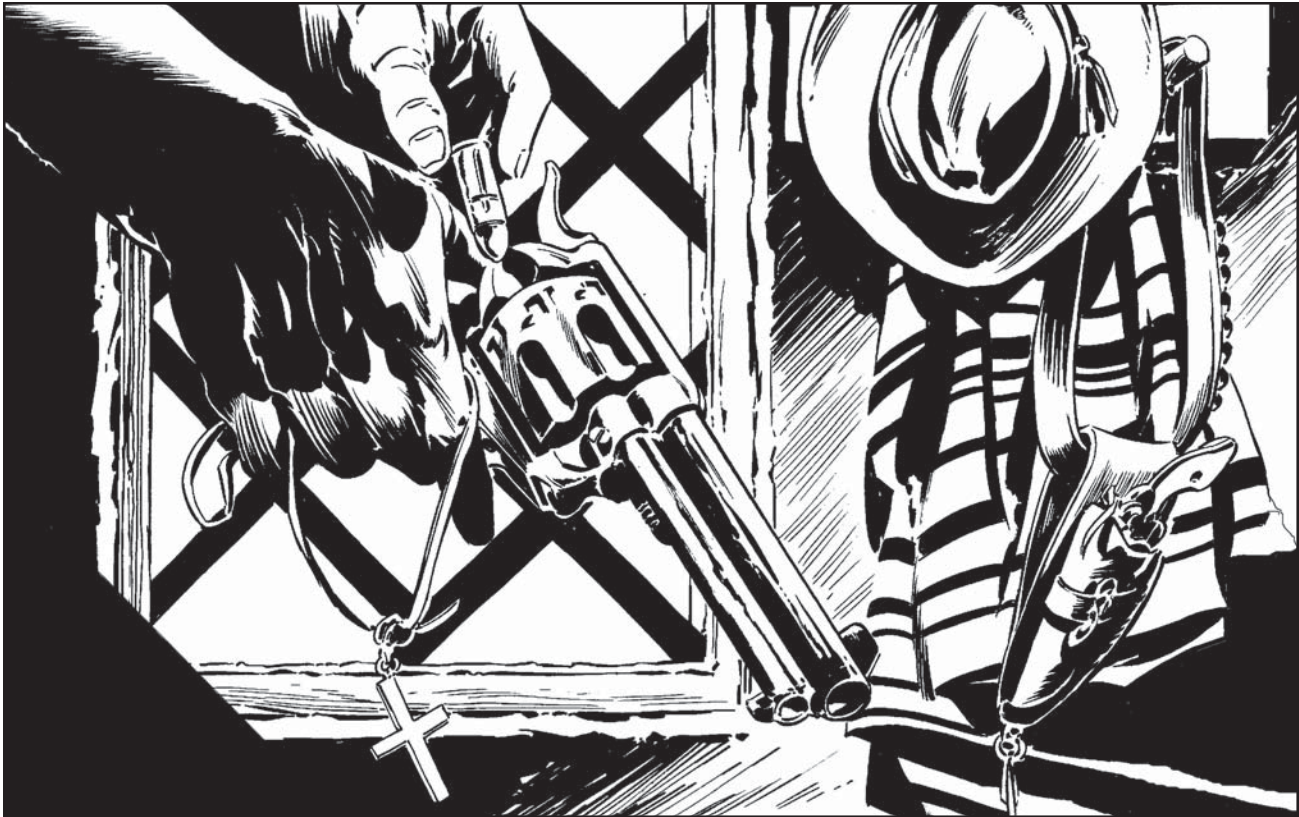
In their struggles against the forces of the unholy, the blessed sometimes encounter critters and people whose dark masters have granted them resistance to mundane damage. While certain relics may be able to harm these beings, not every preacher, monk, or nun is in the habit of carrying around the sacred sword of Joan of Arc.

Fortunately, some of the blessed can invoke their patron deity's power to sanctify slightly more handy weapons when they need them. To sanctify a weapon, the blessed character must spend a minute in quiet prayer, perhaps anointing the weapon to be blessed with holy water, oil, or the like. She must spend a chip and then make an Onerous (7) *faith* check. The chip spent determines the power of the consecration. It does not affect the *faith* check itself, but other chips can be spent to do so.

White Chip: The weapon is consecrated to work versus one specific individual, either a person or a creature. For example, "the hangin' judge haunting the trail between Houston and Amarillo" or "the Revenant." It has no supernatural effect on anyone but this particular person or creature.



MIRACLES



Red Chip: The weapon is consecrated against one specific class of creature or individual in a specific location. For example, "the vampires inside the crypt under the graveyard just down the road from the Santa Maria Cathedral."

Blue Chip: An entire class of creatures are affected if a blue chip is spent. For example "werewolves" or "night haunts."

If the blessed fails the *faith* check, the chip is still spent, so it is unwise to go about trying to cavalierly bless every weapon in sight. Prudent holy folks are not in the habit of invoking their patron's power lightly, just in case they might run into something a consecrated weapon would help against.

The consecration affects a single personal weapon, and the effects last until the next sunset after the weapon is blessed. Keep in mind this means if you hero is consecrating bullets all day long, they're not going to work that same night.

Natural body weaponry, such as hands, feet, and teeth, can't be affected by this miracle. The cowcatcher on the steam wagon that your hero uses to run over that passel of walkin' dead works just fine though.

In the case of firearms, each individual bullet must be consecrated for the miracle to work. A blessed could consecrate a rifle, but it would only work against evil creatures if used like a club.

If the blessed likes, she can try to consecrate more than one weapon at a time, as long as every piece in the group is of a similar type (all knives, all bullets, all shells, and so on). In this case, simply add +2 to the Target Number for each piece after the first. Consecrating three weapons, for instance, requires a *faith* roll of 11 or more. If the roll is failed, none of the weapons are consecrated.

For the duration of this miracle, the blessed weapon or ammunition can damage creatures of evil that are usually immune to normal damage. This includes walkin' dead, hangin' judges, werewolves, and Harrowed, amongst others kinds of nasties.

Those with the *faith* Aptitude gain an additional bonus when using consecrated weapons or ammunition. When rolling damage for any hit the weapon scores on a target it's been consecrated against, the faithful may add the result of a *faith* check to the damage roll.



A blessed character can have a number of weapons or bullets equal to her *faith* Aptitude *consecrated* at any one time. So, Sister Cabrini (with *faith* 4) could bless up to four weapons or bullets. Blessed characters can consecrate their own weapons and can also add their *faith* dice to the damage roll as normal.

The Marshal should note that this miracle is not intended to create relics. True relics of faith are powerful objects and shouldn't be treated lightly. They certainly can't be created by heroes with something as simple as this kind of miracle. This effect is meant to give the blessed a bit of a quick fix for those situations in which they are confronted with the unholy and must deal with it directly.

CONSECRATE ITEM

TN: 7

Speed: 1 minute

Duration: Until the next sunset

Range: Touch

Almost every religion in the world has certain items that hold special importance for its followers: crosses, prayer cloths, holy texts, and so forth. *Consecrate item* allows a blessed to bestow such items with a small amount of divine power for a short time.

The types of item that can be consecrated depend on the blessed's religion. Only items of specific importance to the blessed's religion are eligible. Examples of such items are holy water, crucifixes, prayer cloths, oils, incense, and the like.

A character couldn't consecrate barbed wire unless he had a rather, shall we say, unique religion.

Such items are commonly used in worship services or during certain religious ceremonies and rituals. *Consecrated items* provide a +2 to any rolls to invoke the following miracles: *bless crops*, *consecrate weapon*, *exorcism*, *protection*, *sanctify*. A hero can only gain this bonus from a single *consecrated item* at a time.

Additionally, the servants of Darkness find this item distasteful and actively seek to avoid it. Direct contact with a *consecrated item* causes a supernaturally evil creature to lose 1d6 Wind. Holy water (or oil) splashed on such a creature causes this Wind loss for 2 rounds.

Like *consecrate armament*, this miracle lasts only until the next sunset, regardless of the time it is performed. However, *consecrate item* does not require the expenditure of a Fate Chip to invoke.

DERVISH

TN: 7

Speed: 1

Duration: 1 round/*faith* level

Range: Self

Blessed tend to engage their foes up close and personal, rather than taking potshots at them with guns. Apparently, this sort of behavior receives divine approval because this miracle turns a blessed into a fearsome instrument of their deity's wrath.

The blessed character gains an extra *fightin'* attack on each action while in melee combat. There is no penalty to this bonus attack.

Also, for every raise she gets on the roll to invoke the miracle, the blessed gets an additional level of *fightin'*.

While under the influence of this miracle, the blessed must make every effort to engage her foes in hand-to-hand combat. She cannot choose to perform noncombat options, such as invoking miracles, using a ranged weapon, or the like.

If there's no enemy in easy smiting range, the blessed must charge the nearest foe. She can make use of cover while covering the distance between her and her target, but she must use every action to move toward the enemy until she reaches him.

Although the blessed can't voluntarily end the miracle, she isn't obliged to attack a foe who has surrendered or is begging for mercy. Once all her foes are defeated or have surrendered, the blessed can end the effects of the *dervish*.

DEVIL'S PLAYTHING

TN: 7

Speed: 2

Duration: Concentration

Range: Self

Everybody's heard the saying about idle hands—and it seems those confounded mad scientists have nothing but! With all those infernal devices they've invented, sometimes it seems it's only a matter of time before humanity destroys itself! At least this miracle can provide a blessed some defense against their devilish contraptions.

When successfully invoked, *devil's plaything* protects the blessed hero against the effects of any kind of gizmo. Any such device used against a character protected by this miracle automatically fails. Flamethrowers refuse to spray, Gatling pistols don't fire, even owl vision goggles don't function—at least with respect to the hero.






To clear up any confusion before it starts—a gizmo is a device developed solely by the methods of mad science. A Peacemaker or even a Gatling gun is not a gizmo—no supernatural assistance was needed for their designs.

The device simply doesn't work. It doesn't necessarily malfunction. However, even though the gizmo doesn't work, each time its owner tries to activate it he must still check Reliability. If the device fails its Reliability check, it malfunctions as usual.

Add +2 to the Reliability roll for each raise the blessed gets on the roll to invoke the miracle.

 One of Dr. Hellstromme's understudies is getting ready to toast Rev. Harding with his flamethrower. Fortunately, Rev. Harding has already invoked *devil's plaything*, and he got 1 raise on the roll.

The mad scientist tries to roast our hero, but his flamethrower refuses to ignite. The scientist must now make a Reliability check. This particular flamethrower malfunctions on a 16 or better on the die. The villain rolls a 15 and starts to breathe a sigh of relief.

However, because the good Reverend got a raise when he invoked the miracle, the roll gets a +2 modifier. The scientist's relief quickly turns to concern as his flamethrower malfunctions!

DISPEL

TN: Special

Speed: 1 round

Duration: Instant

Range: 10 yards

The servants of Evil have all sorts of black magic and evil curses at their disposal, and like most corruptions, they only get worse if allowed to fester. To prevent just such occurrences, a blessed can call on his patron to dispel ongoing magical effects.

This miracle, if successfully invoked, affects both hexes and black magic spells which have a duration. It has no effect on instant spells or hexes like *soul blast*. Also, spells which have a permanent duration or effect, such as *helping hand*, are unaffected by this miracle. If there's any question about whether or not *dispel* can affect a spell or hex, the Marshal has final say.

The Dispel Difficulty Table lists the Target Number for the blessed to successfully invoke the miracle. The difficulty is based on the skill of the hex or spell's original invoker.

If the blessed hero successfully invokes the *dispel* miracle, the effects of the spell end immediately.



Caster's Spell Level	TN
1	5
2	7
3	9
4	11
5+	13

EMPATHY

TN: 7

Speed: 2

Duration: Concentration

Range: 5 yards/*faith* level

Knowing what another person is thinking might be useful from time to time—but it's also pretty darn inconsiderate. Not only does that sort of thing invade a person's privacy in the worst way, it smacks of devilry as well. Of course, having a feel for another person's moods is a different story.

This miracle allows the hero to get a sense of what another creature or character is feeling. This isn't exactly mind reading, but rather a sense of the target's emotions.

Possible emotions the target may be experiencing include fear, anger, confusion, love, or happiness. Of course, these aren't the only results possible. We just listed a few as examples.

If the blessed gets at least 1 raise on the roll to invoke the miracle, he may get some idea about the target's intentions. This knowledge is limited to the immediate future, no more than 1 round for each level of *faith* the hero possesses. Even then, the information gained is sketchy. For instance, with 1 raise, the invoker may realize a growling wolf is angry and readying itself to attack.

ENDURE

TN: 5

Speed: 1

Duration: 2 rounds/*faith* level

Range: Self

Throughout history, the blessed have been called upon to suffer terribly at the hands of their enemies. Martyrs in all religions have stoically endured trials which would have brought lesser men to their knees.



MIRACLES

Endure prevents the blessed from suffering Wind loss from wounds they receive. This allows the invoker to suffer grievous injuries and still continue to fight the good fight.

It doesn't prevent the wounds themselves, nor the modifiers from the wounds—only the Wind loss. It also doesn't prevent Wind lost to hexes, black magic spells, or any special abilities that drain Wind.

ENIGMA

TN: Opposed

Speed: 1 round

Duration: 1 round/*faith* level

Range: 5 yards

Some religions have a mystical component that is pretty much inexplicable to the ordinary person. Often these religions use puzzling riddles to aid their followers in meditations. Common examples of these questions are "What is the sound of one hand clapping?" or "What is the meaning of life?" Contemplating one of these conundrums is enough to send the common cowpoke into conniptions.

To invoke this miracle, the blessed must be able to ask the subject the enigmatic question. That means the subject must be able to hear

and understand the riddle. Language may be a barrier to the miracle, and deaf characters are simply immune. Likewise, invoking *enigma* during combat is difficult if not downright impossible.

The blessed must make an opposed roll of her *faith* versus the subject's *Smarts*. If the subject beats the blessed, the miracle has no effect. On the other hand, if the blessed wins, the subject loses interest in everything except trying to figure out the riddle. He realizes that the hero's there and has asked him a question, but he's totally absorbed by the puzzle. He ignores his surrounding, and only an actual attack upon him can break his concentration. Once the miracle ends, he acts normally and can remember things that happened meanwhile.

EXPOSE

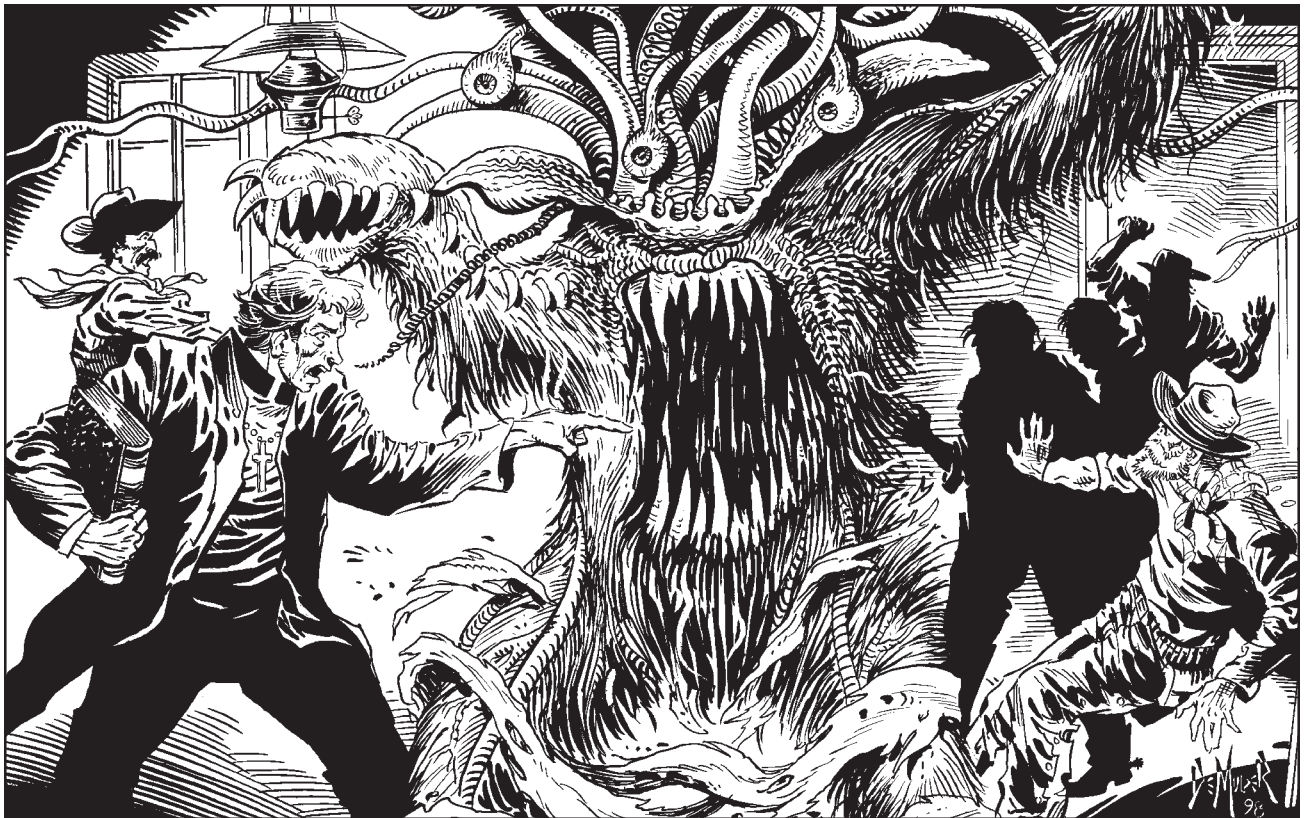
TN: 5

Speed: 1

Duration: 10 rounds/*faith* level

Range: Self

Evil hides in all shapes and sizes, and in the Weird West we mean *all* shapes and sizes. Without some supernatural assistance, a fellow might easily get caught off guard.





Expose helps a blessed root out evil no matter where or how it hides.

When successfully invoked, this miracle grants a blessed character a +5 bonus on all *Cognition* rolls to detect a disguised or hidden person. This bonus even applies to characters using magic (like *shadow man* or *impostor*) to hide themselves.

Each raise the invoker gets when invoking the miracle gives her another +2 bonus.

The miracle also grants a similar bonus to detecting hidden or disguised abominations like desert things. It even helps identify a Harrowed—no matter how much perfume the thing is wearing!

The blessed only needs to get a single success on the appropriate opposed Trait or Aptitude roll to clearly see through a disguise or detect a hidden creature while under the effect of this miracle.

EXORCISM

TN: Special

Speed: 8 hours

Duration: Permanent

Range: 1 yard

Very rarely, an evil spirit, demon, or manitou, finds a way to inhabit a living (or unliving) body. Evicting these spirits from a mortal host is a slow and painful process. Once the ritual has begun, the spirit is wracked by holy energy and begins an appalling display. It speaks in tongues, vomits all kinds of foulness, and curses the blessed up and down a blue streak.

Attempting to exorcise a manitou is a test of the blessed's *faith* versus the creature's *Spirit*. The manitou's *Spirit* is determined by a draw of a card—just like during character creation. At the end of the 8 hour ritual, both sides roll.

If the blessed is successful, the manitou is banished and leaves the host body immediately. If the manitou wins, it gets a +2 to resist further *exorcism* attempts by the same exorcist.

A successful *exorcism* puts a Harrowed to rest permanently, by the way.

FALTER

TN: 5

Speed: 1

Duration: 1 round

Range: 5 yards

With this miracle, the blessed calls on the power of his patron to momentarily stun an opponent. How this power manifests depends on the blessed and his religion. A Hellfire and

brimstone preacher may loudly command his opponent to "Repent!", while a follower of a less flamboyant belief may make a gentle touch or hand motion.

If the miracle is successfully invoked, the opponent is stunned and loses his next action in that round. For each raise the invoker gets, the opponent loses another action that round. If the opponent has no more actions that round, additional raises are wasted.

Repeated attempts in the same day to invoke this miracle on the same subject aren't as effective. Any attempt after the first to invoke this miracle on the same subject in a single day suffers a -5 modifier on the invocation roll.

This only works on people or abominations who can understand the blessed's intent.

FEAST

TN: 5

Speed: 1 minute

Duration: Permanent

Range: Touch

No matter how bad things get, a man's still got to eat! Dying from hunger is still dying—something a lot of would-be heroes seem to forget. A blessed who knows this miracle can be a lifesaver to a posse lost in the wilderness.

Feast increases the amount of food on hand. To invoke this miracle, the blessed must have at least enough food on hand to feed one person for one meal. If he doesn't, the miracle automatically fails.

Each success the invoker gets on his roll doubles the amount of food on hand.

For example, a success and 2 raises would turn one meal into enough food for eight meals, and 1 success would convert two meals into four.

Unfortunately, food created in this manner can't be saved. It must be eaten that day. Any uneaten food spoils by the next sunrise.

A blessed with the gift *manna* can use food gained that way to worth with this miracle.

GRACE

TN: 5

Speed: 1

Duration: Permanent

Range: Touch

There are times when it's downright impossible to find a respectable meal—or at least one that's not tainted with rot or worse. With all the corruption loose in the world lately, a fellow would be wise to take extra care about what he puts down his gullet nowadays. A little prayer





MIRACLES

before chow never hurt, but now, with things like Texas tummy twisters hiding in the water, it just might save a life!

This miracle completely cleanses uneaten food and unimbibed drink of impurities. This includes poisons, rot, and diseases of all sorts—even unnatural ones like tummy twisters. Stagnant water and spoiled food are likewise made drinkable or edible by this miracle.

The invoker can purify one person's portion of sustenance per level of her *faith*. The miracle can also purge any contamination from animal feed as well, affecting one animal's daily feed per *faith* level.

For each raise the invoker gets on the roll to invoke *say grace*, she can choose one of the two following effects. Each effect may be chosen only once, so any raises beyond the second are wasted.

First, each person or animal eating the purified food gains a +2 to all *Vigor* checks for the next 4 hours. This includes rolls both to resist and recover from stun.

Second, each person or animal consuming a full portion of the food affected by this miracle gains a bonus of +1d6 Wind for the next 4 hours. All Wind lost is first subtracted from this bonus Wind.



GUIDE

TN: 5

Speed: 10 minutes

Duration: Special

Range: Special

Few folks would get lost if they had a legendary trailblazer or pathfinder to call upon in time of need. *Guide* provides the blessed with exactly that—only an omniscient patron is better than the greatest of scouts.

This miracle has two applications. The first helps the invoker locate lost items, while the second shows the blessed the way to a distant location.

When used to locate lost or hidden items, *guide* has a duration of 1 minute per *faith* level and a range of 10 yards per *faith* level. If the miracle is successfully invoked, the blessed is guided to the item sought.

To use the miracle to locate such items, the blessed must have a clear mental picture of the item she is seeking. If the invoker has never actually seen the item in question, she must at least have a detailed description of it. In such cases, she receives a -5 on her roll to invoke this miracle.

The blessed cannot search for a generic item with this miracle, such as “a pistol” or “the weapon that will kill the abomination plaguing Pagosa.” The item must be specifically named, like “Sheriff Conroy’s Peacemaker” or “the arrow made by the shaman Walks-In-Shadow.”

This miracle is not affected by intervening materials or the like. It guides the invoker around any obstacles like walls or chasms, if such a route exists within its range.

The invoker feels rather than knows where the item is, so she only knows the general direction to it should *guide* end before the item is located. If the invoker selects the second application, *guide* leads her to a known location.

When used for this purpose, the miracle has a virtually unlimited range and a duration of 1 day. The only restriction to the range of *guide* in this case is the location must be somewhere on ol’ Terra Firma.

The blessed must be aware of the desired location, although this knowledge may be gained from a map, hearsay, or any number of other means. The location itself must also cover an area of at least 100 square yards for the miracle to be effective.



The area must be a genuine geographic feature, like a town, the falls of the Wichita, or the like. The miracle automatically fails if the blessed attempts to use this application to locate an item or thing like “the hiding place of Blackbeard’s treasure” or “the area around Wild Bill’s six-shooters”—no matter how the location is phrased. God knows the difference.

As in the first application, the invoker feels rather than knows the direction of the area sought. Each day, the miracle must be invoked for it to continuously guide the blessed.

If the invoker ever goes bust on the invocation roll, the item or location is hidden from the miracle, and she can never again use *guide* to attempt to find it.

HINDER

TN: 3

Speed: 1

Duration: 3 rounds

Range: 5 yards/*faith* level

No matter how painful it is to admit, there are times when the black hats are, if not more powerful than the white hats, at least more competent. This has led to more than one embarrassing situation in the past, but if a blessed hero’s carrying *hinder*, he might be able to even the odds.

When the blessed invokes *hinder*, he chooses a single Aptitude of the subject. If the Aptitude is one with concentrations, like *shootin’* or *academia*, the miracle affects all the Aptitude’s concentrations.

For every success the hero gets on his *faith* roll to invoke the miracle, the subject temporarily loses 1 level of the chosen Aptitude. The subject can never drop below 1 level in the Aptitude. At the end of the duration, the subject immediately regains all lost levels.

A character can only be affected by one *hinder* at a time. Other attempts to invoke the miracle on the same subject while the first *hinder* is still in effect automatically fail.

HOLY ROLLER

TN: 5

Speed: 1

Duration: Permanent

Range: Self

The blessed know asking for holy power is normally off-limits. But sometimes the horrors of the Weird West call for desperate measures. Right then, a little prayer for help can make all the difference.

A blessed character can use this miracle to gain a chip from the Fate Pot. The chip must be used on her next action. If the character meets the difficulty, she gains a white chip. A raise nets her a red chip, and 2 raises gets her a blue chip.

The chip can only be used for Trait or Aptitude checks or to avoid damage. For example, while it can’t be spent for Bounty Points, used as a sacrifice for *consecrate weapon*, or to activate a *knack*, but it could be used to help the blessed make her *lay on hands* roll.

A chip gained in this manner can be given to another player with the *sacrifice* miracle, however, the receiving character must then use the chip on his next action. Likewise, the chip can only be spent to avoid damage or assist a Trait or Aptitude check.

The downside is that if the blessed miracle worker fails the roll, her patron takes her highest chip (put it back in the pot) as penance. It’s a gamble—that’s why the blessed call this miracle “holy roller.” Of course, if she doesn’t have a chip, she can ignore this effect.

HOLY VESTMENTS

TN: 5

Speed: 2

Duration: 10 minutes/*faith* level

Range: Touch

Holy vestments provides complete protection against natural temperature extremes—both hot and cold. A character under the influence of this miracle can ignore both blazing fire and frozen wastes.

While the miracle provides absolute protection against the effects of terrible temperatures, it doesn’t provide any defense against secondary effects of such extremes. For example, while a character protected by this miracle could walk through a burning house untouched by the flames, she still might succumb to Wind lost from smoke inhalation (but not the fire itself).

Against magical heat and cold, such as that produced by the hex *frostbite*, the miracle is less effective. In cases like this, *holy vestments* provides the equivalent of 1 level of Armor against any damaging effects. If the effect only causes Wind, *holy vestments* completely negates any such loss. Otherwise, it provides no other protection.

The invoker can affect one character for each success she receives on the roll to invoke the miracle.



MIRACLES

ILLUMINATE

TN: 5

Speed: 1

Duration: Concentration

Range: Self

Darkness has always been a friend of evil. Within the folds of night, corruption hides and stalks the innocent, falling upon them at its whim. *Illuminate* drives away the dark and bathes the surrounding area in blessed radiance.

This miracle creates a diffuse light equal to daylight in a circular area 10 feet across, centered on the invoker. The light seems to radiate from above, although no source can be detected. No shadows are created in the area *illuminate* comes from.

Any *search* rolls made within the area receive a +2 as long as this miracle is maintained. Additionally, all *sneak* rolls receive a -5. This makes the *shadow man* hex much less effective.

Most importantly, if the blessed gets at least 1 raise on the roll to invoke *illuminate*, all supernaturally evil beings suffer a -2 to all Trait and Aptitude rolls while within the confines of the light. Any such attacks which originate from outside the area and affect targets in the area receive a -1 penalty.

INSPIRATION

TN: 5

Speed: 1 minute sermon

Duration: Special

Range: Special

Evil thrives on fear. Only a few folks know this, but it seems the blessed often find out quicker than others. Their good-natured tendencies to help those in need usually bring them face-to-face with things that sometimes don't even have a recognizable face.

When the blessed are fortunate enough to survive their adventures, their tales often inspire those around them.

The next part won't make sense until the Marshal lets you read the chapter on Fear in the *Deadlands* rulebook, but that's okay for now. Feel free to take the miracle anyway, and know that you should use it after defeating some major villainous presence to relay the inspiring story of your posses' good deeds, natures, and accomplishments to the desperate masses.

Every success adds +2 to the blessed's *tale-tellin'* roll to reduce the Fear Level. The blessed has to tell his tale immediately. He can't "save up" an *inspiration* bonus to use on a later sermon.



MIRACLES

INTERCESSION

TN: 7
 Speed: 1
 Duration: 1 round
 Range: 10 yards/*faith* level

Blessed heroes often try to carry the burdens of the world on their shoulders, but there are times when a fellow must carry his own load. Of course, that doesn't stop a really determined martyr from lending a hand—or more!

Intercession allows a blessed to swap his value in a single Trait with another character for a short period. This trade affects not only the Trait's die type, but also its Coordination.

The exchange affects all Aptitudes related to the Trait, allowing them to be rolled with the new die type.

There are several restrictions on this miracle, however.

First, the blessed's Trait die type must be greater than (or at least equal to) the other character's. If the Trait die types are equal, the blessed must have the higher Coordination.

Second, the miracle doesn't transfer any die modifiers, positive or negative, either character may have (except from a *supernatural Trait*).



INTERPRET VISION

TN: 5
 Speed: 1
 Duration: Instant
 Range: Self



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Nothing's more frustrating after a visit to a prophet than not being able to make sense of his prophecies. Unfortunately, the nature of visions is such that even the foreteller is often unsure of the meaning of the augury. However, if a character is fortunate enough to locate a blessed with this miracle, he can get some help in understanding the divination.

A blessed hero can never use this miracle on her own visions, but she can invoke it to work on those of others. The miracle doesn't automatically reveal the augury's meaning.

Rather it helps the character by translating symbols within the vision into the real-world equivalents. For each success she gets on the invocation roll, she can translate one symbol in the prophecy.

To do so, the blessed must hear the prophecy herself, although not necessarily from the prophet himself. Secondhand renditions of the vision, unless diligently recorded at the time of the foretelling, give the invocation a -2 modifier. Prophecies garnered from legend or hearsay, on the other hand, give the blessed a -5 modifier on the roll.

The miracle can only be attempted once on any single vision.

Unless the invoker goes bust, this miracle instantly reveals to the invoker whether or not the vision is genuine or a charlatan's ruse, even if the roll is unsuccessful.

LAST RITES

TN: 5
 Speed: 1 minute
 Duration: Permanent
 Range: 1 yard

Once a fellow's been put down, he ought to have the common decency to stay down. All too often lately, the dead have been getting back up to wander around and cause no end of trouble. And it can be downright disheartening to see Aunt Edna as a zombie.

When this miracle is performed, either over the body of the recently deceased or over a fresh gravesite, it removes the usual worries of unexpected resurrections. As long as *last rites* is performed within 12 hours of a character's death,



there is no chance of him coming back as any type of zombie, vampire, ghost, Harrowed, or other form of undead.

This miracle can also put down a reanimated corpse or walking dead—if the blessed can somehow convince the creature to hold still for the minute necessary to invoke the miracle. However, against a true Harrowed, it only gives the creature a -2 to all Trait and Aptitude rolls for 1 minute for every level of the blessed's *faith*.

Obviously, this miracle is not likely to be used often in combat unless the hero is fighting *really* slow abominations!

LAY ON HANDS

TN: Special
Speed: 1 minute
Duration: Permanent
Range: Touch

Holy healers have been around since ancient times. They've just never been in such demand.

The blessed use this miracle to heal the wounds and afflictions of others (not themselves). The problem is that if the healer is not truly faithful, he takes on the subject's malady as well.

The base TN for healing a subject's wounds is shown on the chart below. Use the TN for the highest wound level the victim has sustained.

The entry for "maimed" applies to severed limbs, diseases, blindness, and other extremely serious maladies. Maimed gizzards and noggins cannot be healed with this miracle. Working with dead folks takes a bit more doing.

The blessed cannot bring back the truly dead with this miracle. That takes quite a bit more effort. Nor can the miracle heal the undead, like the Harrowed. Once a person's breathed his last, there's little that can be done for him.

The blessed actually feels the victim's pain, so she must subtract the patient's total wound modifier from her roll. As usual, only the highest wound modifier applies, so if the blessed is already suffering a larger wound modifier of her own, she doesn't suffer any additional effects.

If the healer is successful, the victim is completely healed in all areas of his body. The patient maintains his wound modifiers for the next hour (due to stiffness in the healed areas), but he is not otherwise considered wounded.

The bad news is that if the healer fails the roll, the patient isn't cured, and the healer takes on the same maladies or wounds. If these are wounds, the blessed takes the victim's highest wound level to the corresponding hit location on

her own body. For example, if the victim's highest wound level was a serious wound on his left arm, the blessed would take a serious wound to her own left arm, but she wouldn't be affected by any of the patient's other injuries.

HEALING DIFFICULTIES

Wound Level	TN
Wind	3
Light	5
Heavy	7
Serious	9
Critical	11
Maimed (limbs only)	13

LION'S DEN

TN: 5
Speed: 1
Duration: Concentration
Range: Sight

While throwing martyrs to wild animals isn't as popular a punishment in the Weird West as it was in olden days, a blessed may still find himself menaced by the beasts of the field. For those occasions, there's the *lion's den* miracle. This allows the invoker to soothe the savage beast.

When this miracle is successfully invoked, the blessed can select one type of normal animal within sight. The blessed can tame one animal of that type for every level of *faith* the holy person possesses.

The animals affected cease attacks of any sort. If possible, they calmly lie down and peacefully watch the blessed for as long as he remains in sight.

If the blessed receives a raise on the invocation roll, the affected animals perform simple, non-aggressive favors for the blessed. This includes, for example, fetching a small object.

If he gets 2 raises, the blessed gains a limited ability to communicate with the animals for the duration of the miracle. The animals perform any task he requests to the best of their abilities, including attack a foe. Although the animals must make a *guts* check to attack a supernatural creature, while affected by *lion's den* they receive +2 to that roll.

This miracle affects only normal animals, but it can affect any normal animals—including those summoned or controlled by others, magically or otherwise.



MIRACLES



MARTYRDOM

TN: 5
Speed: 1 (Vamoose)
Duration: Permanent
Range: Sight

Religious champions have been suffering for others since biblical times. The blessed heroes of the Weird West aren't about to break such a noble tradition, and for those times when they aren't in the right place to jump in front of a bullet for someone else, there's *martyrdom*.

This miracle allows a blessed to take damage meant for a companion. Range is no object. The blessed only needs to be able to see the intended victim.

The invoker must call forth the miracle at the time the damage is received—invoking it afterward does not work. That means he has to use a vamoose to invoke *martyrdom*.

The only way a blessed can take multiple wounds for another on a single invocation of this miracle is if all the wounds are delivered on the same action—from an explosion, for example.

Once the miracle has been successfully called forth, the invoker takes the damage instead of the other character. The hit location and damage

remain the same for the blessed as on the original target, but the blessed's Size (if different from the victims) is used instead.

The miracle transfers the entire damage and its effects. This includes all wound levels, Wind loss, and stun checks. Any secondary effects, like a rattlesnake's poison are also transferred to the invoker. Supernatural effects, like the bite of a lycanthrope or those from a hex, are negated on an Onerous (7) *faith* roll. Otherwise they're transferred along with the damage.

Finally, if the blessed goes bust invoking this miracle, both he and the original victim suffer the wound!

MEDIATE

TN: Opposed
Speed: 1
Duration: 1 round
Range: 10 feet/*faith* level

Too often, tempers get the best of folks. What starts as a few angry words might end in a gunfight or in some poor soul swinging on the end of a rope.

Mediate allows a blessed hero to calm a potentially violent situation. This miracle is only effective before the lead starts flying. Once the fight's started, *mediate* doesn't work.

Much like *protection*, this miracle doesn't require a *faith* roll to invoke it. The hero only needs to announce her intent to use *mediate*, and then spend an action. Once she's spent the action, the effects of the miracle last until the beginning of the next round.

During that time, anyone within the area who attempts to take a hostile action must roll his *Spirit* versus the blessed's *faith*. If he wins the contest, he's free to do as he wishes. However, if he fails, he's unable to make any offensive moves until the next round.

This effect applies to all characters within the miracle's range, friend and foe alike, and includes the blessed herself. This miracle is granted to help the blessed find a peaceful solution to a problem, not to give her an unfair advantage in a fight!

An unfortunate do-gooder may find himself standing between two thick-headed gunslingers as they begin blasting away at each other. Sometimes it's tough being the good guy.

This miracle is only effective on humans—including those of the Harrowed persuasion. Other forms of undead and all other abominations, including a manitou in control of a Harrowed, are unaffected by *mediate*.



MERCY

TN: 5

Speed: 1

Duration: 5 rounds/*faith* level

Range: Self

It doesn't make much sense to go to a gunfight with a hickory stick—not unless you're looking to cash in on your Heavenly rewards a little early! But folks who get shot have an alarming tendency to end up dead, so lots of blessed are gun shy—if you'll pardon the phrase.

Mercy gives a blessed the option to use lethal weapons like guns and such in a nonlethal fashion. Any damage done by the blessed's weapon is treated just like brawling damage.

That means, the hero totals his damage as normal. Then, for every wound level he'd have inflicted, the target only suffers 3 Wind instead. Every 2 full wounds inflicted this way causes a real wound.

The miracle works on any and every weapon the blessed uses during its duration. The only exception to this is gizmos. *Mercy* does not work with these unholy contraptions. The blessed can end the miracle's effects at any time he chooses, in case the going gets really bad.

MIGHTY FORTRESS

TN: 7

Speed: 1 minute

Duration: 1 hour/*faith* level

Range: Touch

Just as the blessed are the mortar that strengthens a good, God-fearin' society with their unflinching faith in the divine, even the very buildings around them can become stronger. This miracle greatly, but temporarily, strengthens a building against physical damage.

For every success the blessed gets on his *faith* roll, the Durability of the structure increases by +10 points. The Armor is also increased by +1 level for every raise on the roll.

The miracle can also be used to strengthen vehicles, including gizmos. When used for this purpose, *mighty fortress* only increases the Durability of the vehicle by +5 points for each success. The vehicle never gains any Armor points from the miracle, no matter how well the blessed rolls.

Any damage to the structure (or vehicle) is first subtracted from the temporary Durability points. At the end of the miracle, any remaining Durability points gained from this miracle are lost. *Mighty fortress* does not repair damage to structures or vehicles in any way.

MYSTERIOUS WAYS

TN: 7

Speed: 1 round

Duration: 1 round

Range: Self

There's a well-known saying that goes, "God moves in mysterious ways." This miracle provides proof that certain blessed do as well.

With this miracle, the hero can walk through solid material as if it were thin air. While invoking the miracle, the blessed must concentrate on the area she wishes to pass through.

The miracle doesn't make the blessed intangible, nor does it change the substance she's walking through. Physical attacks of all kinds still affect her while she's under the effects of *mysterious ways*.

If the blessed gets a single success on her *faith* roll, she can walk through wooden walls or structures. With a raise, she can also do the same with stone structures, and with 2 raises, she can even pass through solid metal. The blessed can use this miracle to free herself from shackles or similar bonds.

The miracle only lasts 1 round. If the miracle ends while the blessed is still within the solid matter, she's become a permanent fixture!

ORDAIN

TN: 7

Speed: 1 hour

Duration: Special

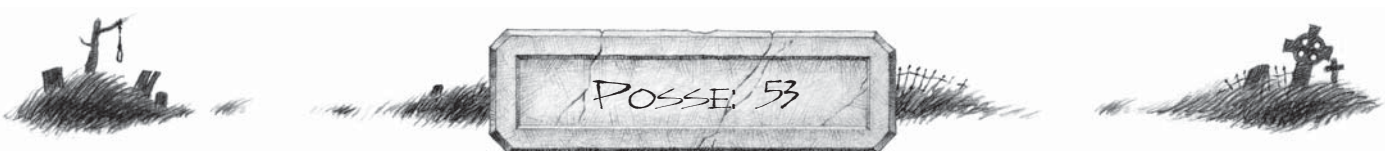
Range: Special

With all the minions of Darkness running around nowadays, the more help a hero can get, the better. *Ordain* lets a blessed recruit allies, whether short term or for the long haul.

This miracle has two applications. First, it can be used to grant limited use of a miracle to another of the invoker's religion. Second, *ordain* can assist a character who's decided to take up his personal cross and fight the good fight.

When used to bestow the use of a miracle upon another, the invoker must choose a miracle he already knows. The character receiving the miracle must be of the same religion as the invoker, and have at least 1 level of *faith*.

For each success the blessed gets when invoking this miracle, the recipient gains one use of the miracle bestowed. She has full access to all the miracle's effects, but she must invoke them using her own *faith* Aptitude. Any attempt to invoke the miracle, even a failed one, is considered a use. So beware, ye of little *faith*.





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Although a non-blessed can only be under the effect of a single *ordain* at any given time, a blessed may *ordain* as many characters as he wants. The drawback is that for each character he's *ordained* in this fashion, he receives a cumulative -2 to his own *faith* rolls when he tries to invoke a miracle he's already bestowed on another. Once an *ordained* miracle has been invoked by the *ordained*, its negative modifier is removed. Miracles the blessed has not passed to others are not affected by these modifier.



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The second use of *ordain* assists the recipient in the ordeal of becoming blessed. The Marshal has full details on the process necessary, but for the duration of her holy quest, the character gains a +1 to all *faith* and *Spirit* rolls.

There is no negative effect on the blessed for the second use of this miracle.

PANACEA

TN: Special

Speed: 1 minute

Duration: Permanent

Range: Touch

There's a veritable cornucopia of diseases, poisons, and other such maladies in the Weird West. As if it weren't already bad enough with normal complaints like cholera or rattlesnake venom, the Reckoning opened up a whole new can of pestilence.

Lay on hands can provide relief for disease, but using it for that is extremely difficult and dangerous to boot! This miracle provides a cure for diseases, poisons, and infections—both natural and supernatural in origin.

Panacea can cure any sort of disease, regardless of its source. It's more difficult to minister to maladies of a supernatural origin than normal ones, even with this miracle. The TN for the miracle is based on the source of the disease and is listed on the table below.

The miracle is also effective in curing poisons and infections. Each of these maladies has a single TN, regardless of the source of the effect.

Parasites, like prairie ticks, are affected by this miracle as well. However, certain curses or possessions may resemble diseases or poisons, but *panacea* doesn't work against them.

Panacea does nothing to heal any wounds suffered due the affliction, it only cures the illness or toxin. Other methods, magical or mundane, must be employed to treat any resultant wounds.

The miracle is only effective on victims still living. It can't restore life to a character who died as a result of poison, disease, or infection.

Characters with the *ailing* Hindrance who are cured by this miracle must spend the required Bounty Points to buy off their Hindrance.

Unlike with *lay on hands*, if the invocation roll for *panacea* is failed, the invoker doesn't contract the disease. However, if the blessed goes bust, then she contracts the whole, nasty illness.

Like most curative miracles, *panacea* has no effect on Harrowed characters, though it might kill illnesses harbored with the *sicken* power.



Malady	TN
Normal disease (cholera, typhoid, etc.)	5
Any infection	7
Any poison	9
Any parasite or supernatural disease	11

PARLEY

TN: 7

Speed: 1

Duration: 1 minute/*faith* level

Range: Self

How can a blessed spread the word of her beliefs if she can't speak the language of her audience? Simple: She uses this miracle.

When successfully invoked, *parley* allows the blessed to communicate in unknown tongues. The miracle translates both the invoker's words to others and vice versa.

Parley translates the blessed's words so all within earshot of her can clearly understand—even if multiple languages are spoken. For example, the invoker could be simultaneously understood by Spanish, Japanese, and Apache speakers and conversely understand their responses.

A blessed under the effect of *parley* can understand and be understood even within the area of *babble on*.

Only the invoker receives this translation effect, others in the area without a common language still can't understand each other.

This miracle is only effective on creatures that have a spoken language in the human sense. Thus, it's ineffective as a method of communication with animals and nonspeaking abominations.



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PROTECTION

TN: Opposed
Speed: 1
Duration: 1 round
Range: Self

One miracle used by all western religions is *protection*. This is simply reliance on one's deity or deities to protect the faithful from supernatural evil. Any character with at least one level in the *faith* Aptitude may attempt this miracle by presenting her holy symbol or otherwise declaring the power of her deity. Like we said before, if your character is a follower of the Indian spirits, you can't use this miracle, no matter how much faith you've got. The spirits do grant favors, just not this particular one.

A supernaturally evil opponent must make a *Spirit* total versus the hero's *faith*. Should it lose, the creature cannot touch the character or otherwise cause her *direct* harm. It could still push over a bookshelf the blessed happened to be standing under, but it couldn't fire a weapon, cast a hex, or use its special abilities on her until it wins the spiritual contest.

Of course, this doesn't do the blessed's companions a bit of good. They're still fair game. Truly valiant heroes that have *protection* often find they can help the rest of their posse by standing directly between the horrific creature and their hapless friends. Be careful, though. This can be a really awkward place to be should the miracle suddenly fail.

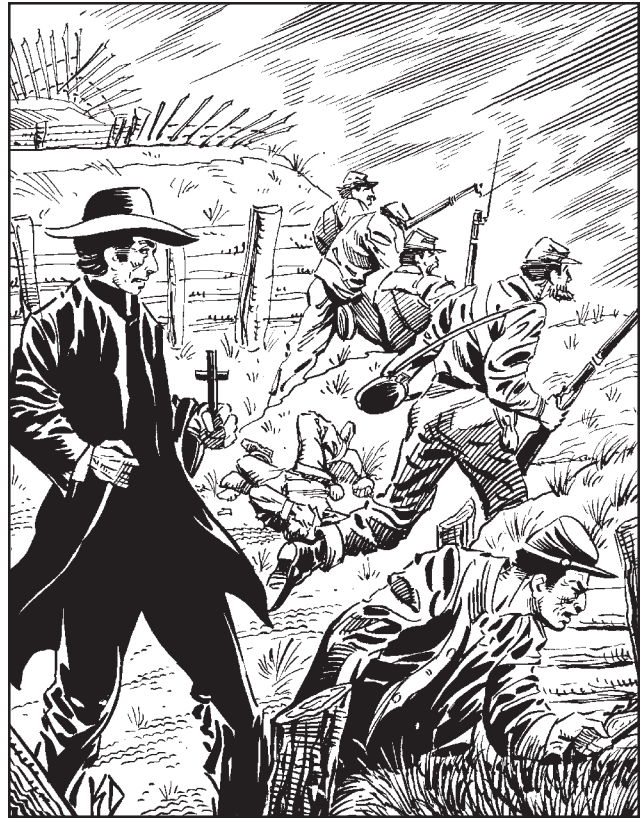
Faithful characters shouldn't rely on this miracle too often, since the winner of the contest between the blessed and the beast is likely to waver back and forth. And any creature affected by *protection* probably doesn't need more than one opening to finish the fight. Permanently.

REASSURANCE

TN: Special
Speed: 1
Duration: Permanent
Range: Touch

There are things hiding in the Weird West so terrifying they can take a year off a fellow's life—if they don't give the poor fool a heart attack! And few things are more disheartening than having the fastest gun in the West turn and run just when the posse needs him most.

With this miracle, a blessed can help a character overcome a failed *guts* check with a reassuring touch and a few words of encouragement—and a boost of holy power.



To invoke this miracle, the blessed must touch a hero who has failed a *guts* check.

The TN for the miracle is the same as the Terror score for the cause of the *guts* check.

If the miracle is successfully invoked, all further effects of the failed check are canceled. For example, a character could stop running away and return to the fight. Any negative modifiers received as a result of the failed check would also be canceled.

However, Wind lost as a result of a failed check is not healed by this miracle, nor is aging reversed. *Faith* lost in such a manner is not restored by this miracle.

Phobias caused by a Scart Table result are only cured by *reassurance* if it's cast within the same round the *guts* check was failed.

Heart attacks caused by a bad Scart Table check are a special case. Although *reassurance* can't restore a lowered *Vigor* Trait, it can halt any further effects of the heart attack. In other words, if this miracle is successfully invoked, it can prevent the death of a character to a heart attack induced by a failed *guts* check.

A blessed character cannot cast *reassurance* on herself.



RETRIBUTION

TN: Special
Speed: 1 (Vamoose)
Duration: Permanent
Range: Sight

A lot of blessed believe if a fellow slaps one cheek they should turn the other. Sometimes, those trusting folk end up with two red cheeks. Others among the faithful hold to the old law of "an eye for eye, a tooth for a tooth." This miracle fully supports the tenets of the second philosophy.

With *retribution*, the blessed inflicts a wound on an opponent who has just wounded him. The wound level suffered by the target is identical to the one the target inflicted on the blessed.

Retribution may only be exacted for the last wound received, and must be inflicted on the character or creature who dealt the wound. (If multiple wounds were somehow delivered by a single attack, as in an explosion, the miracle does exact punishment for all the wounds.)


The blessed must first receive a wound from the target in order to use this miracle. He must also survive the wound in order to invoke the miracle. *Retribution* can't be cast before the wound has been inflicted, even if the character has a card up his sleeve.

After the blessed suffers the original wound, he must then use his next-highest Action Card to invoke the miracle. (Cards up a sleeve are always considered highest for this purpose.) If the holy hero has no Action Cards left, he can't invoke the miracle. After that, it's too late.

The miracle only inflicts the amount of wound levels actually received by the blessed. So, if the character reduced the damage with Fate Chips, for example, *retribution* only delivers wound levels equal to the reduced wound—not the original.

This miracle transfers actual wounds, not damage. Therefore, size difference between the blessed and his foe neither increases nor decreases the wound inflicted by *retribution*.

Finally, *retribution* may only be invoked once for each wound.

 Reverend Harding finds himself cornered in a box canyon by a persistent Mojave rattler. The rattler deals him a devastating blow with a tentacle, doing a critical wound (4 levels) to his guts. The good Reverend manages to keep his feet and invoke *retribution* against the rattler. The Good Lord hears his plea, and with

His divine wrath the miracle inflicts a similar wound to the rattler's body, causing a critical wound (4 levels) to the abomination's guts.

SACRIFICE

TN: 5
Speed: 1
Duration: Permanent
Range: Sight

A central belief in most religions is that of sacrifice. The blessed can call upon this intervention to give one of his own chips to any other character in sight. He doesn't have to pay the usual "two-for-one" cost of trading chips.

The blessed can give chips to nonbelievers as well as members of his own flock, unless the recipient's beliefs run entirely counter to his own (such as an evil cultist).

Failure means no chips are transferred.

SAFEKEEPIN'

TN: 7
Speed: 10 minutes
Duration: 1 hour/*faith* level
Range: Touch

Even a hero's got to sleep sometimes, and that isn't always a safe proposition nowadays. Sure, if a blessed's got the time, she can *sanctify* a place and make it proof against evil, but since that takes a week, it's not something she can do every time she wants to bed down for the night.

Safekeepin' is a short-term ward the blessed can invoke to protect a small area. The miracle temporarily prevents supernaturally evil creatures from entering the warded area. It's not as effective as *sanctify* and isn't permanent, but it only takes about as long to invoke as the blessed spends saying her bedtime prayers.

The miracle protects an area 15 feet in diameter. Any supernatural creature attempting to enter this area is stopped for 1 round. Creatures summoned or created by magical means are also affected by the miracle. The invoker is immediately awakened and aware of the nature of the threat. No surprise or *Cognition* roll is necessary.

After the first round, the creature can force its way through the *safekeepin'* by making a Hard (9) *Spirit* roll. Once the ward has been breached by even one such creature, the miracle ends.

The miracle doesn't provide any defense against mundane threats like angry Indians, rabid grizzly bears, or even black-hearted cultists.





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SANCTIFY

TN: 11
 Speed: 1 week
 Duration: Permanent
 Range: Touch

The blessed are able to ask their deity to consecrate hallowed ground, making it painful for evil creatures to walk upon it.

To work this miracle, the blessed must remain in the place to be *sanctified* for an entire week. Once the ritual is completed, a circle with a radius equal to 10 feet times the blessed's *faith* (or one temple, church, etc.) is hallowed.

When an evil creature steps upon *sanctified* ground, it must make an Incredible (11) *Spirit* roll every round. If it fails, it begins to smoke and steam as if burning, and it takes the difference in Wind. This damage is spiritual and so can actually affect undead as well as other abominations. *Sanctify* only affects a Harrowed if the manitou is in control. Otherwise, while the Harrowed may be evil, she's only humanly so.

SENTINEL

TN: 5
 Speed: 1 minute
 Duration: Concentration
 Range: Self

Everyone needs someone to watch over them from time to time. Blessed heroes are generally predisposed to filling that role for folks in particularly dire straits. As often as they find themselves shepherding the flock, it's a good thing they get a little divine help in this miracle.

To invoke this miracle, the hero must designate someone or some place to guard or watch over. The blessed can't choose himself to guard, but he could name his church or even his campsite as the place he's warding.

Sentinel has two possible effects when it's invoked. For each success the blessed gets on his *faith* roll, he can choose one of the effects. So, with 2 successes, the hero gains both benefits of the miracle. Further raises are of no additional effect. The benefits are listed below:

First, the hero gains a +5 on his *Cognition* rolls to avoid surprise. This bonus only applies to rolls for that purpose, and other *Cognition* checks are made as normal.

Second, the hero does not need to sleep as long as he maintains *sentinel*. However, for each night the hero stays awake in this manner, or doesn't get at least 4 hours of rest, he receives a cumulative -1 to all Trait and Aptitude rolls. This modifier persists until he gets 8 hours of sleep.

SMITE

TN: 5
 Speed: 1
 Duration: 1 minute
 Range: Self

With this miracle, the blessed heroes of the Weird West can smite the evils of the Reckoning back into the last century.

When invoked, the invoker's *Strength* die type is raised +1 step for every success.

SNAKE HANDLIN'

TN: 7
 Speed: 1
 Duration: 5 rounds/*faith* level
 Range: Touch

No self-respecting blessed should be without a sturdy walking stick. Not only does it help relieve a tired back on long trips across the frontier, but it's also good for showing the unrepentant the error of their ways. This miracle lets the blessed turn her trusty stick into a symbol of divine wrath.

The hero must have a fairly stout stick of at least the length of an ax handle to invoke this miracle. Calling upon her patron, she casts the staff onto the ground. *Snake handlin'* turns the



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wood into a living snake for the duration of the miracle. The blessed can also end the effect at any time by picking up the serpent.

With a single success, the serpent is a simple, nonpoisonous snake with no special abilities. Other than appearing from an otherwise normal piece of wood, that is.

If the hero gets a raise on the invocation roll, the snake produced is a venomous one—usually a rattler, although any type is possible. Regardless of the type chosen, the creature's characteristics and abilities are identical to those of a rattler. Blessed heroes should keep in mind poisonous snake bites can be deadly, so they should use restraint when invoking this miracle.

The snake obeys the commands of the invoker to the best of its ability. These commands need not be spoken out loud—the creature can sense the hero's intent. However, the snake has no real intelligence, so it can understand only the simplest of instructions. Unlike many summoned animals, snakes created by this miracle do not have to make *guts* checks to attack supernatural creatures.

Profiles for both types of snakes created by this miracle are listed here.

NON-POISONOUS SNAKE

A medium-sized constrictor snake (like a 6- or 7-foot boa or python) is a good example of this type of snake.

Corporeal: D:1d4, N:2d8, Q:3d8, S:2d8, V:2d4

Fightin': wrasslin' 3d8

Mental: C:2d6, K:1d4, M:1d6, Sm:1d4, Sp:1d4

Size: 3

Special Abilities:

Squeeze: If the snake gets a hit to the head or guts on a man-sized or smaller target, it causes the victim to lose 1d4 Wind at the beginning of each round. He can break free by winning an opposed *Strength* roll.

POISONOUS SNAKE

Rattlesnakes, cobras, and asps are all good examples of poisonous vipers.

Corporeal: D:1d4, N:1d6, Q:4d12+2, S:1d4, V:2d4

Fightin': brawling 4d6

Mental: C:2d10, K:1d4, M:1d6, Sm:1d4, Sp:1d4

Overawe 2d6

Size: 2

Terror: 3

Special Abilities:

Bite: STR



Poison: If one of these poisonous serpents causes a wound, its fangs poison its victim. The victim must immediately make a Fair (5) *Vigor* roll. If the roll is successful, the area of the bite swells painfully and (if it's a limb) can't be used for 1d6 days. If he fails, the victim dies in 1d6 hours unless someone treats the wound. This requires a Hard (9) *medicine: any* roll.

SOLACE

TN: Special
Speed: 1 week
Duration: Permanent
Range: Touch

This miracle removes *dementias*, no matter how they were gained. It can even cure *dementias* a character took as a starting Hindrance, although these must still be bought off with Bounty Points in the usual fashion. Harrowed Hindrances of a mental nature can also be cured this way, but the character must also pay the full Bounty Point cost to remove them, as well.

Only one dementia at a time can be healed with this miracle, and the blessed can only perform this miracle on any individual once a month.

The base Target Number to heal a character's dementia is shown on the table below. The difficulty is based on the relative severity of the dementia, as determined by the Marshal. Some examples have been given to help the Marshal make this decision.

Removing a Harrowed Hindrance is a bit tougher, as part of those *dementias* derive from the manitou itself. Only 1 point of a Harrowed Hindrance is removed for every successful invocation of this miracle.



Dementia	TN
1-point Hindrances; mumbling, eccentricities, mild delusions	5
2-point Hindrances; absent-minded, minor phobias	7
3-point Hindrances; paranoia, more serious delusions	9
4-point Hindrances; major phobias, manic-depressive	11
5-point Hindrances; schizophrenia, very serious delusions, evil deeds, any Harrowed Hindrance	13

SOLOMON'S ADVICE

TN: 7
Speed: 1 minute
Duration: Instant
Range: Sight

Most God-fearin' folk in the Weird West turn to their spiritual leaders for advice and guidance. So who do the blessed turn to? You know.

Anyone who's ever been faced with a difficult decision understands the importance of narrowing down choices. This miracle helps a blessed faced with a number of alternatives eliminate at least a few of the wrong ones.

For each success the character gets on his roll to invoke the miracle, the Marshal eliminates one incorrect solution or choice. If the blessed has only two possible solutions, then, successfully invoking *Solomon's advice* tells him which choice is correct.

The hero can only use this miracle when the number of possible choices for his dilemma is no greater than his *faith* Aptitude. Also, he must clearly understand his choices, and the correct answer must be among his options.

For example, a hero who's just rode into town and found a murdered cowpoke couldn't very well use this miracle to determine the killer—there are just too many possible candidates, and the hero doesn't even know who's a suspect! On the other hand, if he investigates the crime and eliminates all but a few suspects, *Solomon's advice* can help him further reduce the number.

Most importantly, this miracle can only be used once per adventure.

SOOTHE

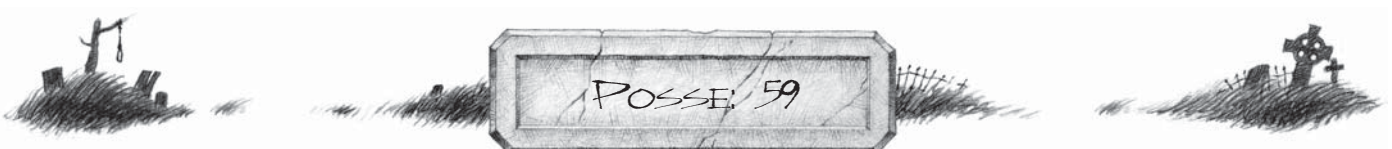
TN: 5
Speed: 1
Duration: 5 rounds/*faith* level
Range: Touch

Goodly folk don't like watching another fellow suffer.

Soothe lets a blessed ease the pain of another character. Like *lay on hands*, a blessed cannot use this miracle on himself.

When successfully invoked, *soothe* removes all wound modifiers the target character is suffering. It doesn't actually heal wounds. It only removes the pain the wounds may cause.

Soothe also prevents the character from suffering wound modifiers from any new wounds received for the remainder of the duration. After the miracle ends, the subject once again suffers the normal modifier for his highest current wound level.



MIRACLES

SPIRITUAL BACKHAND

TN: 7
 Speed: 1
 Duration: Instant
 Range: 5 feet/*faith* level

Most miracles given to the blessed are subtle wonders, and few directly harm a foe. That's because a blessed's patron generally prefer the hero confront the forces of Darkness face-to-face and whip them on her own. Nonetheless, there are times when assistance is needed above and beyond the usual. *Spiritual backhand* is the exception to the subtlety rule. This miracle lets the blessed reach out and touch his opponent in a very real way.

This miracle strikes the subject with an invisible force. Although the force itself can't be seen, its effect on the target is likely to be noticeable.

Spiritual backhand does not do damage to the target, but it does cause Wind loss. For every success the blessed gets on her *faith* roll, the subject loses 1d4 Wind. Once a target has been reduced to 0 Wind, *spiritual backhand* has no further effect on it.

This miracle does affect creatures immune to normal Wind loss, like Harrowed.



STRIKE BLIND

TN: Opposed
 Speed: 1
 Duration: 1 round/2 levels of *faith*
 Range: 10 yards

Sometimes all a sinner needs is a taste of the wrath of God to convince him to change his ways. And sometimes, all some Hell-spawned abomination needs is to go blind just long enough for a burly hero to sneak up behind it and wallop it on the head! Not surprisingly, this miracle blinds an opponent.

The blessed's opponent must make a *Vigor* roll or be blinded for the duration of the miracle. The TN for the *Vigor* check is based on the invoker's roll to invoke the miracle. See the table below to determine the TN for the roll.

While blinded, the target is at a -6 to any Trait or Aptitude roll that relies on sight. In addition, ranged attacks (like *shootin'* or *throwin'*) the target makes are at an additional -4, for a total of -10!

The blindness lasts 1 round for every 2 levels of *faith* the invoker has. (Don't forget the Golden Rule—round down!)

Against creatures that don't use vision as a primary sense, this miracle is ineffective. This includes creatures such as Mojave rattlers, prairie ticks, and tumblebleeds.

● An undead ghost rock miner is attacking Sister Cabrini with a rusty pick he's pulled from the gaping wound in his own back. The good Sister decides to use *strike blind* on the abomination and then make a run for it. She rolls a 10 on her *faith* check to invoke the miracle—a success! The walkin' dead must now make a *Vigor* check against a TN of 7 to avoid being blinded. Luckily for Sister Cabrini, it fails, and since she has a *faith* of 5, the zombie '49er is blinded for 2 full rounds. Without much more than a look over her shoulder, Sister Cabrini high-tails it out of there to fight another day.

STRIKE BLIND

Invocation Roll	Vigor Check TN
5	3
7	5
9	7
11	9
13+	11



SUCCOR

TN: 5
Speed: 1
Duration: Permanent
Range: Touch

This is the blessed's quick and dirty version of *lay on hands*. When invoked, it instantly rids the recipient of 1d6 Wind per success (reroll Aces). The blessed, being the pious individuals they are, can never grant *succor* to themselves.

This miracle has no effect on the Harrowed.

TEMPERANCE

TN: Opposed
Speed: 1 minute
Duration: 5 minutes/*faith* level
Range: 5 feet

Everybody's perceptions are colored by his own opinions. Unfortunately, a person's sentiments may keep him from seeing the truth or lead him to foolish acts. This miracle lets a blessed help another character gain a clearer view of a situation.

To invoke the miracle, the hero must be able to speak calmly and rationally to the subject for at least a minute. At the end of that period, he makes an opposed *faith* roll against the subject's *Spirit*. If he's successful, he can remove the behavioral effects of a single mental Hindrance. For each raise, he can negate another such Hindrance.

By "behavioral effects," we mean those Hindrances which cause the subject to act in a particular way. *Stubborn* heroes listen to reason for a short time, *vengeful* ones lay aside a vendetta, and even *randy* folks can think above their waistline.

Other effects of the Hindrance aren't reduced in any way.

For example, if *temperance* is used to temporarily offset *yeller*, the miracle would give the subject the backbone to act bravely for a little while, but folks who knew him would still think of him as a coward. He still suffers the -2 modifier if he tried to *persuade* folks who look down on that sort of thing.

Dementias can also be temporarily relieved by *temperance*, but for long-term cures, *solace* must be used.

The tenets of a character's religion are not considered a Hindrance and can't be affected by this miracle. A Buddhist isn't going to stop being a pacifist no matter how well you roll.

This miracle can only be used once a day on any particular subject.

TEST O' FAITH

TN: 9
Speed: 1
Duration: 1 round
Range: Self

It's said through faith anything is possible. A blessed with this miracle knows through faith anything is at least easier.

When invoked, *test o' faith* allows the character to substitute her *Spirit* Trait for any other Trait for the purposes of a single Trait or Aptitude roll during the same round.

Reverend Harding is facing a desperate gunman who's holding the schoolmarm hostage, a pistol to her head. He wants to shoot the six-shooter from the man's hand. Now, as a warrior of God, the Reverend's no slouch with a hogleg, but even for him, this is a tricky shot. The Reverend has a normal *shootin': pistol* of 5d8. However, his *Spirit* die type is a d12. Trying to boost his odds, the Reverend performs a *test o' faith* successfully, allowing him to substitute his *Spirit* for his *Deftness* for one action. This lets him take the shot with an effective *shootin'* of 5d12.

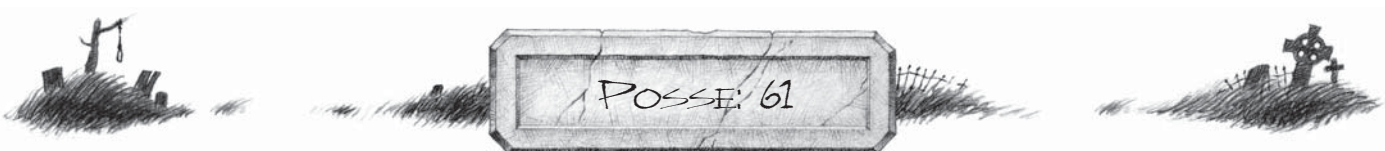
TWO PLACES

TN: Special
Speed: 1 round
Duration: 1 round/*faith* level
Range: 100 yards/*faith* level

Good folks have always been in short supply, but lately they're downright scarce. With all the abominations and other servants of Darkness slinking around the West these days, sometimes it feels like a hero has to be in two places at once. While that may be a daunting proposition to most heroes, the blessed aren't your run-of-the-mill heroes.

This miracle allows a blessed to create an identical spiritual double of himself. When he invokes the miracle, the hero can have the double appear anywhere within range, with one exception—the hero and his double cannot be within eyesight of each other.

The blessed may be separated from the double by a hill, a building, or even a particularly dark night. In fact, the two can be as close as opposite sides of a wall, as long as they can't possibly see each other. If there's ever an unobstructed line of sight between the hero and his double, the miracle immediately ends.





The double created by *two places* looks exactly like the blessed. The blessed can see, hear, and even speak through the image. Otherwise, it's intangible and unable to directly affect the physical world. However, if the blessed gets at least 1 raise on his roll to invoke *two places*, he can invoke the following miracles through his double: *falter*, *martyrdom*, *protection*, *sacrifice*, and *succor*.

Splitting attention between two different locations is tough—even for an honest-to-God miracle worker. Any Trait or Aptitude rolls the hero makes during the miracle's duration are at a -2.

If the action heats up and the Marshal decides the game has moved into rounds, the blessed rolls his *Quickness* (with the -2 modifier) and draws his cards as normal. However, on each action he must choose whether to act himself or through his double—he can't do both. It is possible to switch back and forth between the two during a round if the hero has multiple actions.

Finally, the double is immune to all forms of physical attack—even from other insubstantial beings, such as a Harrowed with the *ghost* power. Of course, if the blessed uses *martyrdom* through his double, he takes the transferred wound himself. The only magical attacks that can affect the blessed through the double are spells or the like that influence or target the mind.

UNFETTER

TN: 5
Speed: 1 round
Duration: Instant
Range: Touch

There's an old adage that claims the truth shall set you free. Well, there are a lot of folks still moldering in the hoosegow waiting for the truth to unlock their door. Fortunately, the truth gets a little incentive from above to work quickly on behalf of the blessed.

This miracle unties bonds, unlocks shackles, and opens doors holding the blessed hero or his companions captive. Each success springs one such device holding the hero. Of course, there's no reason the character can't use it more than once if her jailers were particularly thorough with her restraints!

The purpose of *unfetter* is to free a blessed from captivity. It can open other doors or locks, but it takes a lot more work. Any attempt to open a closure that's not binding the blessed

gives the hero a -6 on her roll to invoke the miracle. Also, she can only try the miracle once per day on each such device.

WALK ON WATER

TN: 5
Speed: 1
Duration: Concentration
Range: Special

Not every servant of Heaven can part the waters of the Red Sea or even the Rio Grande. That doesn't mean they still don't need to cross them from time to time. They just have to find another way. This miracle provides the blessed with just that.

Successfully invoking this miracle grants the invoker the ability to walk on water. The blessed can tread upon water just as if it were solid ground, regardless of whether it's a small pond, whitewater river rapid, or storm-tossed sea.

Also, a blessed who invokes this miracle can enable others of her religion to attempt the same marvel. To do so, each character must make an Onerous (7) *faith* roll of his own. If successful, he can *walk on water* just as if he'd invoked the miracle himself. The character doesn't gain the actual miracle, just access to it for a short period.

The invoker can affect one other character per level of the blessed's *faith*, and she must be able to see the character at the time the miracle is invoked.

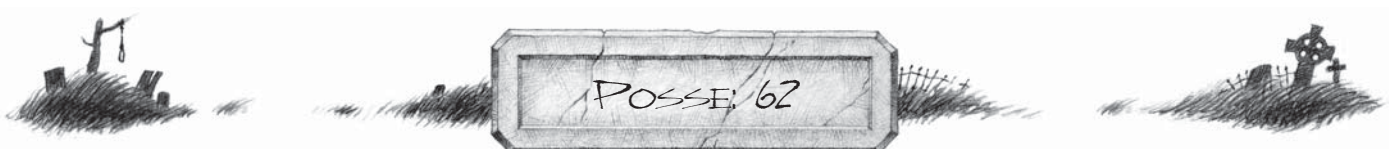
WELLSPRING

TN: 5
Speed: 1
Duration: 1 minute/*faith* level
Range: Touch

Often a posse in the desert, or even the prairie, finds itself needing water more than words of wisdom or reassurance. After all, what good is divine guidance if a fellow dies of thirst before he can act on it?

This miracle allows the blessed to bring water forth from the ground. No matter if she's in the middle of the Mojave or on a rock shelf in the Sierra Nevadas, *wellspring* produces a flow of pure, fresh water that is clean, drinkable, and even refreshing.

The water bubbles forth from the ground at a fairly good rate—10 gallons a minute or so. If the surrounding terrain permits, it pools up and remain until it's removed or evaporates. Of course, the water can be contaminated by the ground, so the hero should get it quickly.





MIRACLES

WINGS O' ANGELS

TN: 5

Speed: 1

Duration: Concentration

Range: 10 yards/*faith* level

Everyone wants the high ground in a fight. From up there, a cowpoke's got a good view and an even better shot. But there's one problem with elevations—the higher you are, the harder you hit when you fall.

This miracle protects a hero against prosecution for violating the laws of gravity. It doesn't let a character fly, but it does cushion falls.

The blessed can affect one character within range for each success he gets on his *faith* roll. He can even use it to cushion his own fall, although he'd better have a card up his sleeve if the drop catches him off-guard. Of course, he's welcome to invoke the miracle and then step off into space.

Characters under the effect of *wings o' angels* descend at a Pace of 10. That's a good clip, but not so fast as to cause a fellow damage when he rejoins the ranks of the earthbound.

WORD O' HONOR

TN: Opposed

Speed: 1 minute

Duration: 1 day/*faith* level

Range: 10 yards

There's not much worse than fibbing to a blessed. ("Sure, Padre, I promise to never touch another drop o' that demon rum.") All but the most coldhearted folks find it difficult to look a holy person right in the eye and lie right to his face. This miracle makes it nearly downright impossible.

To invoke the miracle, the blessed has to talk to the subject for at least a minute. This must be a two-sided conversation, not a tirade of Hellfire and brimstone.

Sometime in the course of the conversation, the blessed needs to extract a promise of some sort from the person he's talking with. This can be anything from "I promise to quit swearing" to "My gun will be at your side." However, it's got to be something that's actually within the subject's ability to pull off. There's no use promising to haul the moon out of the sky, because it just is not going to happen.

Once the subject makes the promise of his own free will, the blessed rolls to invoke the miracle. If he's successful, the subject has to do his best to live up to the intent of the promise.



That's right. No fancy word games here. The important thing is the intent of the words, even if it conflicts with the intent of the speaker (say for instance, to flat-out lie just to get away from the blessed).

By the way, Marshal, this is a perfect example of something that should be roleplayed out entirely. Don't leave this kind of thing up to the dice. Make the blessed's player work for that promise!

To invoke the miracle, the blessed rolls his *faith* against the promiser's *Spirit*. If he beats the promiser, the miracle takes hold.

There's no way for the subject to personally avoid fulfilling her obligation to the blessed, unless she's promised something that she would personally find morally wrong. This miracle is meant to enforce a person's better nature, not work against it. Of course, other folks can still get in the subject's way.

In theory, a blessed would never ask someone to do something wrong, much less force such an action by way of a miracle. If this happens, the miracle just plain doesn't work. The Almighty's generally not in the business of forcing people to sin.



The effects of the *word o' honor* aren't permanent though. That kind of thing would infringe just a bit too much on the subject's free will. The miracle lasts one day for each level of *faith* the blessed has.

In this case, "day" means the following dawn. If the promise is made at midnight to a blessed with *faith* 1 (which is admittedly awfully rare), the miracle's power ends in just a few short hours.

Blessed folks often use this miracle to get semi-reasonable folks to leave others alone for a while. It's a good way to put an end to a feud, at least for a while.

It's also handy when the blessed needs a few extra hands to help out with a job, but he's afraid that they might back out at the last second. Still, few blessed would actually use the miracle to knowingly put even a villain directly in harm's way. (In such cases, the miracle could even fail.)

WRATH

TN: 5

Speed: 1

Duration: 1 round/*faith* level

Range: Self

There's one thing that's true of most higher powers: You really *don't* want to make them mad.

The same can be said of the blessed. Most of the time, they're peace-loving folk, content to preach their creeds from any stump or soapbox they can find. Sometimes, though, they get into situations in which words fail them. Then it's time to set down their scriptures, take up their weapons, and kick some butt.

This is not an ability that should be used too often. After all, many religions proscribe harming others, even with good reason. When the blessed runs out of cheeks to turn, though, that's when *wrath* comes in handy.

To invoke the miracle, the blessed needs to make a Fair (5) *faith* roll and cough up a Fate Chip. The color of the Fate Chip determines how much extra damage the blessed can do with her next successful attack. This is all explained in black and white on the table below.

The effects of the miracle last 1 round for every level of the blessed's *faith* or until the blessed actually hits someone or something in combat, whichever come first. Unsuccessful attacks don't cause the miracle to come to an end. The blessed's free to give it another try with her next action (assuming the miracle's duration doesn't expire before then).

Sister Cabrini has finally had enough. She's already turned more cheeks than she even knew she had. Now she's ready to bring the Lord's righteous wrath down on the heads of the fools who've been trifling with her. The good nun pulls the Peacemaker from under her habit and lets loose with it. She rolls to invoke *wrath* and succeeds easily. Since she's got a *faith* of 6, she's got 6 rounds to make use of the miracle.

Cabrini's player decides that she wants to make an impression here, so she smiles and spends a blue Fate Chip. She cocks her pistol and shoots at the villain's chest. Unfortunately, the shot goes wide.

On her next action, Cabrini fires again, and this time she hits. Normally, a Peacemaker does 3d6 damage, but this bullet does a full 6d6. Yowch!



Fate Chip	Effect
White	+1 damage die
Red	+2 damage dice
Blue	+3 damage dice
Legend	+4 damage dice

CREATING YOUR OWN MIRACLES

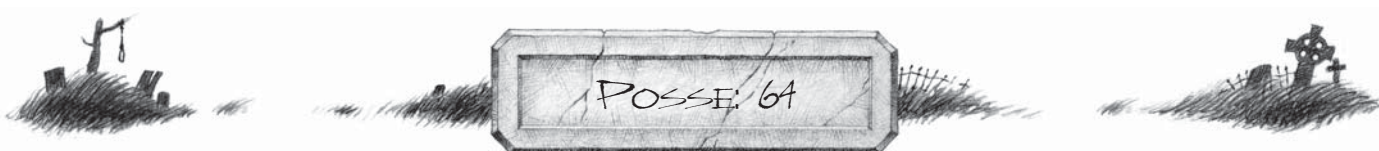
Despite our best efforts, we've certainly not given the details on every type of miracle that has or can be invoked (or even every kind of religion that could invoke them). There may come a time when you want to develop a miracle or two of your own for your character. That's fine. In fact, it means you're putting a lot of thought into your character.

Once you've decided you want to create a new miracle, be sure to check with the Marshal. Remember that he has final say on anything you come up with, so it's best to work with him from the start.

Miracles aren't subject to many other restrictions. After all, they are divinely granted.

THEME & BALANCE

The powers provided to blessed characters by their patrons are primarily defensive in nature. This isn't so much because the deities can't provide offensive powers. They can. These are divine beings we're talking about. Rather, it's





because of free will and choices. Although her patron can help, a blessed has to fight her own battles.

Humanity has to stand up and fight the forces of Evil on its own feet. Heaven is more than willing to help even the odds in that fight, but tipping the scales too much in the favor of humanity defeats the purpose of free will altogether.

For the same reasons that the forces of Good don't typically grant their servants fearsome combat magic, they temper the amount of power they bestow as well.

As a result, most of the miracles granted are either oriented toward defensive or curative purposes. That's not to say other types aren't possible. There are a variety of others already available.

Also, miracles tend to be subtler than a huckster's hexes or a cultist's spells, no matter what their effect.

The short of it is a miracle that lets the blessed hurl lightning isn't appropriate. Find a more creative way to draw on the power of the character's divine patron. In the long run, it's not only more fun, but also more rewarding.

THE INNER WORKINGS O' MIRACLES

Now that you've got a clever new miracle or gift thought up, you've done the hard part. All that's left is to work it up in game terms.

TARGET NUMBER

All miracles are based on the blessed's *faith* Aptitude. The base TN for a miracle is Fair (5), although more potent miracles may require Onerous (7) checks, and the really powerful ones may even need Hard (9) *faith* rolls.

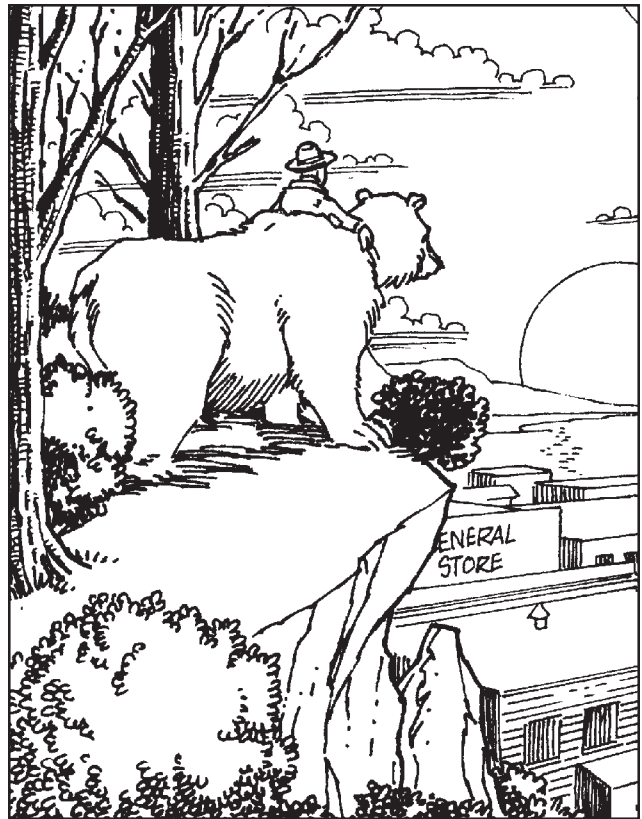


Six

If the miracle is harder to invoke than that, it's probably not a miracle, but something even more powerful. What's more powerful than a miracle? You can find out in Chapter Six, but check with your Marshal first—that's in No Man's Land.

RANGE

Five yards per level of the blessed's *faith* Aptitude is the base range for most miracles. Healing miracles tend to require the blessed touch the subject, while miracles intended to defend others may have longer ranges, say 10 yards or more per level of *faith*. Not surprisingly, miracles which enhance the blessed's own abilities are limited to the hero herself.



DURATION

Duration is based on what the miracle's effect is as well. Some miracles, like *sacrifice*, are instant. They have their effect, and it's done. Healing miracles should usually be permanent; otherwise the wounds would return at the end of the miracle's duration. For other miracles, a good rule of thumb is the more powerful the effect, the shorter the length.

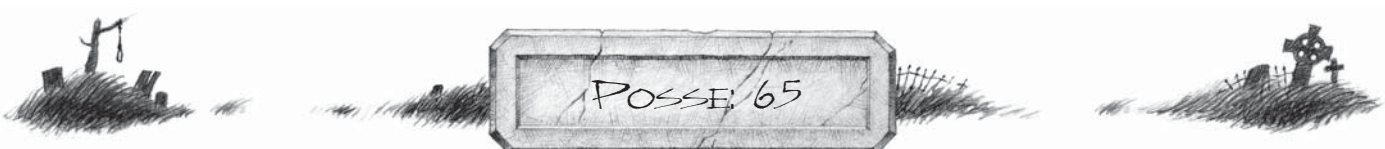
EFFECTS

The effects are only limited by your imagination and the miracle's theme. Use the existing miracles to help you scale the power of the one you're creating. If you look through the ones in this book, you just might find a likely example to model your new miracle on.

MARSHALS

Your Marshal has an important part to play here because she's got the last word on what's allowed and what's not. If she doesn't like it, you have to work with her to tune the miracle or gift to fit her campaign.

Remember the sacred rule: THE MARSHAL HAS FINAL APPROVAL.



MIRACLES

Name	TN	Speed	Duration	Range	Summary
Armor o' Righteousness	5	1	1 round	Self	Subtracts roll from all damage received this round.
Babble On	5	1	5 rounds /faith	10 yards /faith	Distorts all spoken language to gibberish within range.
Battle Hymn	5	1	Special	Earshot	Boosts courage of allies.
Benediction	7	1 minute	Sunset	10 yards	Blesses those of the same religion.
Bless Crops	5	1 minute	Special	Sight	Increases the productivity of crops.
Burnt Offerin'	7	2	Instant	Touch	Ignites flammable objects.
Calm	5	1 minute	Permanent	1 mile /faith	Severity of weather within range may be manipulated.
Censure	Special	1 (Vamoose)	Instant	5 yards /faith	Increases the difficulty of casting a hex against the blessed.
Chastise	Opposed	1	Instant	Self	Use <i>faith</i> in place of <i>overawe</i> .
Cloak	7	1	Concentration	1 yard /faith	Hides the invoker and his allies from their enemies.
Confession	5	1 round	1 minute /faith	10 feet	Prevents subject from lying to the blessed.
Consecrate Armament	7	1 minute	Sunset	Touch	Empowers a weapon to harm unnatural creatures.
Consecrate Item	7	1 minute	Sunset	Touch	Gives an object divine power.
Dervish	7	1	1 round/ <i>faith</i>	Self	Gives great fighting abilities.
Devil's Plaything	7	2	Concentration	Self	Gizmos don't work on the blessed.
Dispel	Special	1 round	Instant	10 yards	Dispels ongoing magical effects.
Empathy	7	2	Concentration	5 yards /faith	Senses the target's emotions.
Endure	5	1	2 rounds /faith	Self	Allows the invoker to prevent Wind loss from wounds received.
Enigma	Opposed	1 round	1 round /faith	5 yards	Confounds the subject with a riddle for the duration.
Expose	5	1	10 rounds /faith	Self	Detects hidden or disguised enemies of the blessed.
Exorcism	Special	8 hours	Permanent	1 yard	Banishes spirits from mortal hosts.
Falter	5	1	1 round	5 yards	Stuns an opponent.
Feast	5	1 minute	Permanent	Touch	Increases the amount of food.
Grace	5	1	Permanent	Touch	Purifies food and drink.
Guide	5	10 minutes	Special	Special	Finds lost items or distant places.
Hinder	3	1	3 rounds	5 yards /faith	Reduces a single Aptitude of an opponent.
Holy Roller	5	1	Permanent	Self	The hero may gamble for fate chips.
Holy Vestments	5	2	10 minutes /faith	Touch	Provides protection against extremes in temperature.
Illuminate	5	1	Concentration	Self	Creates 10' area of light.
Inspiration	5	1 minute	Special	Special	Boosts <i>tale-tellin'</i> vs. Fear Levels.
Intercession	7	1	1 round	10 yards /faith	Allows the blessed to swap a trait with another hero.
Interpret Vision	5	1	Instant	Self	Helps translate symbolic visions.
Last Rites	5	1 minute	Permanent	1 yard	Keeps the dead from coming back.
Lay on Hands	Special	1 minute	Permanent	Touch	Heal the injured (not self).
Lion's Den	5	1	Concentration	Sight	Tames wild animals.

MIRACLES

Name	TN	Speed	Duration	Range	Summary
Martyrdom	5	1 (Vamoose)	Permanent	Sight	Allows the blessed to take damage meant for a companion.
Mediate	Opposed	1	1 round	10 feet /faith	Helps the invoker to calm a potentially violent situation.
Mercy	5	1	5 rounds /faith	Self	Allows the use of deadly weapons in a nonlethal fashion.
Mighty Fortress	7	1 minute	1 hour /faith	Touch	Strengthens structures, gizmos and vehicles.
Mysterious Ways	7	1 round	1 round	Self	Allows passage through objects.
Ordain	7	1 hour	Special	Special	Grant miracles or ordain a blessed.
Panacea	Special	1 minute	Permanent	Touch	Can cure ailments and poisons.
Parlay	7	1	1 minute /faith	Self	Allows the hero to speak and understand any language.
Protection	Opposed	1	1 round	Self	Shields from supernatural evil.
Reassurance	Special	1	Permanent	Touch	Aids allies who've failed guts rolls.
Retribution	Special	1 (Vamoose)	Permanent	Sight	Returns similar damage to a foe.
Sacrifice	5	1	Permanent	Sight	Fate chips may be given to an ally.
Safekeepin'	7	10 minutes	1 hour /faith	Touch	Creates a temporary boundary against supernatural evil.
Sanctify	11	1 week	Permanent	Touch	Creates hallowed ground.
Sentinel	5	1 minute	Concentration	Self	Makes the hero more alert.
Smite	5	1	1 minute	Self	Increases the strength of the invoker for the duration.
Snake Handlin'	7	1	5 rounds /faith	Touch	The invoker can turn a large stick into a serpent.
Solace	Special	1 week	Permanent	Touch	Cures <i>dementias</i> .
Solomon's Advice	7	1 minute	Instant	Sight	Narrows down choices.
Soothe	5	1	5 rounds /faith	Touch	Allows the blessed to ease the suffering of an individual.
Spiritual Backhand	7	1	Instant	5 feet /faith	Strikes an opponent of the hero with an invisible force.
Strike Blind	Opposed	1	1 round /2 faith	10 yards	Temporarily blinds an opponent of the invoker.
Succor	5	1	Permanent	Touch	Reduces Wind of the recipient.
Temperance	Opposed	1 minute	5 minutes /faith	5 feet	Negates the effects of a mental Hindrance for the duration.
Test o' Faith	9	1	1 round	Self	Substitutes <i>Spirit</i> for any trait.
Two Places	Special	1 round	1 round /faith	100 yards /faith	Allows the blessed to create a double of himself.
Unfetter	5	1 round	Instant	Touch	Removes bonds and barriers.
Walk on Water	5	1	Concentration	Special	Walk across water like ground.
Wellspring	5	1	1 minute /faith	Touch	The blessed can call forth water from the ground.
Wings o' Angels	5	1	Concentration	10 yards /faith	The hero and his companions can move through the air.
Word o' Honor	Opposed	1 minute	1 day /faith	10 yards	The subject of the miracle must do what he promised the invoker.
Wrath	5	1	1 round /faith	Self	Damage boosted by Fate Chip.

GIFTS



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CHAPTER FOUR: GIFTS FROM ABOVE



Some blessed are obviously touched by their deity. Heavenly power constantly manifests itself through them. Such characters don't have to pray for assistance every time they need it—they've got a *gift!*

WHAT'S A GIFT?

Gifts are what make saints and other blessed folk stand out in a crowd. Like miracles, gifts are manifestations of the deity's power. However, there are a couple of differences between gifts and miracles.

A gift generally only affects the blessed that happens to possess it. It may give the hero some kind of bonus when dealing with other characters, but seldom can a gift directly affect another hero.

Also, unlike miracles, a gift never requires a *faith* roll to invoke it. A gift constantly provides the blessed with some form of divine aid.

GAINING GIFTS

A blessed may choose a gift instead of a standard miracle anytime she is entitled to gain a miracle, like at the hero's creation or any time she raises the higher of her *professional*, *theology* or *faith* Aptitudes.

And just as with miracles, a blessed may opt to obtain a new gift without having to actually raising any Aptitudes. In this case, she follows

exactly the same procedure for miracles, including the time, *faith* roll, and the Bounty Point cost.

Remember, a blessed who chooses a gift takes it instead of a miracle. The character doesn't get both a gift and a miracle at the same time. She must choose one or the other.

USING GIFTS

If a character has a gift, it's always in effect. Unlike with a miracle, no *faith* roll is necessary to activate it.

That's one of the best things about a gift. A blessed character never has to worry she might fail to invoke it. A good way to think of a gift is as a divinely inspired Edge.

Gifts on the whole are a little weaker than miracles. However, this is a small price for the reliability a gift provides.

THE GIFTS

Gifts don't have a standard listing of range, duration, and so on like miracles do. All the effects of gifts center on the blessed and have a permanent duration. Because they're always in effect, they require no actions to invoke and no Target Number to meet. Nothing could be simpler.

All the other aspects of each gift are detailed in their descriptions.



GIFTS

BEAST FRIEND

Some folks prefer animals to people, and looking at what passes for human sometimes, you really can't blame 'em. And then there are the folks that animals prefer to other people. Often as not, these are blessed heroes, and the critters can sense goodness humans overlook.

A hero with this gift gains a +2 to all *Mien*-based Aptitudes when dealing with animals. He also gains a +2 to *horse ridin'*, *teamster*, and *medicine: veterinary* Aptitude rolls.

CHARISMATIC

A character with this gift almost glows from the force of her personality. Folks just naturally take a shine to her and hold her in high regard.

The blessed's personality determines exactly how this gift manifests itself. An amiable, pleasant person becomes even more likable, whereas a Hellfire and brimstone preacher appears more intimidating.

Regardless of the blessed's nature, she gains a +2 to all *Mien* Aptitudes when dealing with people, including certain humanlike abominations, such as Harrowed and nosferatu.

This bonus does not apply to *Mien* rolls made against animals or nonhuman abominations.

COMFORTED

A hero with this gift never seems to break a sweat a lot or suffer goosebumps either—at least from the temperature, that is. Whether it's the blistering heat of the Mojave desert or the bone-chilling cold of a Rocky Mountain blizzard, the blessed's patron eases the ill effects of the weather on him.

The hero doesn't suffer from cold temperatures until the mercury drops below 32° F. Below that, he must make a Fair (5) *survival* roll for the proper environment each day. Otherwise he takes 1d4 times the number he failed the roll by in Wind. The TN increases by +1 for every 5° F below freezing (32°).

Likewise, he is immune to the effects of heat until the temperature rises above 110° F. Above 110° F, he has to make a *survival* roll against a Fair (5) TN. The TN raises by +1 for each 5° Fahrenheit the temperature is above 110°. Failure inflicts the same kind of Wind loss as with freezing.

If the hero goes bust on his *survival* roll to resist temperature extremes, he has to roll a *Vigor* check just like other cowpokes to avoid suffering either heat stroke or hypothermia, depending on the environment. However, the TN for his *Vigor* roll is only Fair (5).

DIVINE PROVIDENCE

If a hero has Heaven on her side, she can get away with a whole lot of things that less holy folk couldn't even get a running start at. In *Deadlands*, she can even cheat the fickle hand of fate—a little bit anyway.

A character with *divine providence* can spend Fate Chips even when she goes bust.

This means that if the hero can alter enough dice in her roll so 1s are no longer the majority, she avoids the effects of going bust entirely. In fact, if she rolls well enough, she may succeed or even get raises on the roll to complete the task!

A character with *luck o' the Irish* and *divine providence* who spends a red or a blue chip gets to reroll all 1s—almost ensuring success!

On the other hand, if the hero can't improve her roll enough to escape going bust, it doesn't matter how well she rolled on the other dice. She still busts.

FAVORED

Some blessed receive special attention from their chosen deity. These characters always seem to be just a little luckier than those around them.



GIFTS

A character with this gift receives a bonus white Fate Chip each session. This chip must be used by the end of the session. It doesn't carry over to the next.

Also, the chip can't be used for Bounty Points. It represents a bit of divine assistance when the character needs it most.

On the other hand, it can be used for any Trait or Aptitude roll or to avoid damage. Also, unlike a chip gained by *holy roller*, it can be used for any game effect that requires a chip-like *consecrate weapon* or a *knack*.

GUARDIAN ANGEL

Some folks talk about having a guardian angel that looks out for them. When a blessed hero says she has a *guardian angel*, she may not just be using a figure of speech! Someone's really looking out for the character.

The divine patrons of the blessed smile on their servants who take up the good fight and smite the enemies of the faith. But, being omniscient and all, they know a hero can't very well smite a foe who puts a bullet in her from a quarter mile away.

To even the odds, a character with this gift gets a little special protection. Any *shootin'* attacks against the hero automatically receive a -2 modifier. This modifier is in addition to any others that may apply.

The character receives this bonus even if tied down with a gun to her head! Her opponent must still make a *shootin'* attack roll (at -2). If the shooter fails under these circumstances, his gun misfires or some similar freak event prevents the hero from catching a bullet. When the divine is involved, anything's possible!

HARDY

A character with this *gift* is a born martyr. He's able to wrap himself in his faith and ignore his physical pain to a degree.

He can ignore 2 levels of wound modifiers. He still suffers the other effects of a wound, including Wind loss and stun.

This is cumulative with any other similar ability or spell, such as *thick-skinned* or a Harrowed's resistance to pain.

HUMILITY

Most religions hold meekness and humility as virtues worthy of pursuit. A blessed with this gift has learned the value of a humble spirit. She has completely vanquished the vice of Pride from her nature.



A blessed with this gift is completely immune to attempts to *overawe*, *ridicule*, and *bluff* her.

If the character is the target of such an attack, treat it as if the result of the appropriate opposed test was a tie. In such cases, the opponent doesn't even roll his Aptitude—he just uses up an action!

On the other hand, a character with this gift can't use *overawe*, *ridicule*, *bluff*, or the miracle *chastise*. Her humble nature simply doesn't allow it.

INSIGHT

Occasionally, a blessed character is granted a divine insight. He sees a little more of the world around him than average folks. The hero can discern more of the true nature of his surroundings than others, or maybe he's just got a divinely inspired intuitive sense.

Whatever the source, the character gets a +2 bonus to all *Cognition* checks. This applies not only to Trait checks, but also to Aptitudes which are based on the hero's *Cognition*, such as *scrutinize* or *search*. This bonus is cumulative with similar ones from Edges like *keen* or *big ears*.

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GIFTS



LION-HEARTED

Some folks just don't scare that easy to start with. Put the powers of Heaven behind them, and there's just about nothing the Reckoners can throw at them that can make them run. Of course, often it's the fastest runners that live the longest in Weird West.

A blessed with this gift gains a bonus of +2 to all *guts* checks. It doesn't matter if the *guts* check is made to resist a steely-eyed gunslinger's *overawe* or the Terror score of a horrific abomination. This hero's got some kind of iron in her belly.

Additionally, this gift reduces the severity of the effects of a failed *guts* check against an abomination's Terror score. The Marshal applies a -5 modifier to the roll on the Scart Table. Regardless of the final adjusted number, there's a minimum result of a 1 on any failed *guts* check against Terror.

LONGEVITY

With all the diabolical threats in the Weird West, you'd think the last thing a fellow should have to worry about is dying of old age. Nonetheless, a man's time—even a blessed—on Earth is numbered. And when that number's up, it's time to go. But for a character with this gift, Heaven just counts a little slower.

The character ages only 1 year for every 2 normal years. Unfortunately for the old-timers, the gift is only effective from the time the blessed chooses this gift.

Longevity even works against any magical forms of aging, reducing the effectiveness of such attacks by half.

MAGIC RESISTANT

One of the most feared weapons of the servants of Darkness is their black magic. Their spells are deadly and easy—a sure recipe for danger! A character with this gift has been granted a special resistance to their accursed magics. Blessed heroes who are *magic resistant* are born witch hunters.

This gift gives a -4 modifier to the roll to cast any black magic spell cast against the hero. While players really shouldn't know too much about the abilities of their opponents, let's just say that's a fair boost in difficulty!

Magic resistant also gives some defense against a huckster's hexes, too. It's not quite as effective against hexes, but it still saddles the huckster with a -2 to his roll to cast a hex directly at the blessed.



This modifier applies to any hex or black magic spell cast at the hero—even those beneficial to her. The gift can't be turned off.

It has no effect on miracles or favors, nor does it affect hexes or spells not cast specifically at the character.

MANNA

Some folks are born to the wilderness. They can find edible parts in a pine cone and sleep in snow caves. Others aren't so lucky. A hero with this gift has got someone looking out for him when he's in the back country.

As long as the character is in a wilderness environment, she doesn't need to worry about finding food. It is provided for her. This may be in the form of animals bringing morsels to the character, game that's easy to find, or even literally "manna from Heaven."

PIOUS

Some folks have a faith so strong others can sense it just by being near. Their confidence and holy aura serves to ease the worries of their companions, even as they walk through the Valley of the Shadow of Death.

This isn't going to make much sense until the Marshal gives you the okay to read the chapter on Fear in the *Deadlands* rulebook, but read on.

This aura of righteousness lowers the Fear Level by 2 in area around the blessed. This area has a radius equal to 1 yard for each of the blessed's levels of *faith*. This *gift* can only lower the Fear Level to 0. If the area is already at a level of 1 or lower, the *gift* has no effect.

This isn't a permanent change in the surrounding Fear Level of the area. It's only effective as long as the blessed is present.

Because it's not a permanent change, the gift doesn't affect the TN for *tale-tellin'* rolls. The TN is figured from the permanent Fear Level for the area, not the temporarily lowered level. However, the blessed's aura of faith does aid somewhat in *tale-tellin'*. The sense of security radiating from the blessed provides the character with a +2 bonus to the roll.

PORTENTS

A blessed with this gift isn't exactly a prophet, although he does have the benefit of divine foresight from time to time. This hero's patron gives him a subconscious nudge whenever he's placing himself in harm's way. Some folks seem to get into trouble so often, it may feel like they're getting elbowed in the ribs constantly!

Whenever the hero is about to take a dangerous course of action, the Marshal has him roll an Onerous (7) *Spirit* test. If he succeeds, his character gets a sense he could be in danger. Otherwise, he's as oblivious as the next poor cowpoke.

To keep the hero guessing, the Marshal may have the player roll *Spirit* rolls at random times throughout a session. That way, he can't automatically know the hero's in danger when he has to make such a roll.

PROPHECY

It never hurts to know what's waiting around the next corner. This is especially true nowadays when it might be some monster straight out of someone's worst nightmare! Unfortunately, normal folks have to use a mirror if they want to know what's around a corner.

On the other hand, the blessed's patron is all-knowing, and occasionally the deity grants a blessed with this gift a glimpse of the future.

Once per adventure, the blessed can pray for a prophetic vision. This doesn't require any sort of roll, but it does take 1d8 hours of prayer and meditation. At the end of that period, she is granted a vision of some coming event. The details revealed by the prophecy are always hidden within a cryptic vision.

These auguries may reveal a future threat or even how to defeat it. Exactly what information the blessed learns is up to the Marshal.

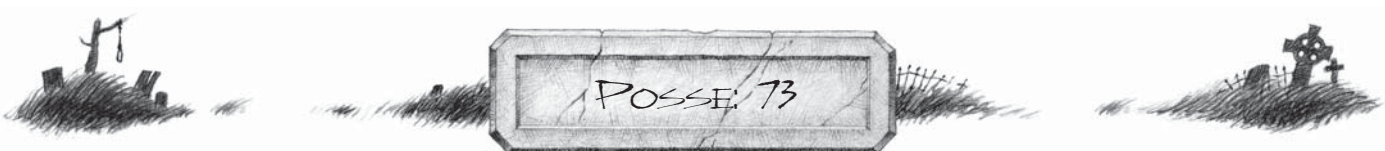
It's up to the hero to interpret the meaning of her prophecy. Another blessed can invoke *interpret vision* for her, but remember, a hero can not use that miracle on her own prophecies.

REFUGE O' FAITH

All blessed heroes may not have a guardian angel looking after them, but they all have a whole lot of faith their deity will protect them from harm. This miracle goes a long way toward proving that belief well-founded.

This gift lets the character use his *faith* Aptitude as an active defense in place of *dodge* or *fightin'*. Whenever he wants to try to avoid an attack, he follows the normal procedures for active defenses, except he rolls his *faith* instead of his *dodge* or *fightin'* Aptitude. His attacker's TN to hit him is now the greater of either his normal TN or the blessed's *faith* roll.

Of course, just like with any active defense, the character must spend his highest card to use this miracle. As always, any card up the hero's sleeve is considered his highest.



GIFTS



RESTORATION

Everybody knows the divine patrons of the blessed don't allow them to use their miracles to heal their own maladies. Earthly afflictions help folks keep the demon Pride at bay. That doesn't mean they're expected to be permanent members of the walking wounded, though.

A blessed with this gift heals a good deal quicker than normal. The character makes healing rolls every 3 days instead of once a week. Additionally, the blessed gets a +2 to all natural healing rolls for her injuries.

SELF-DISCIPLINE

Followers of certain religions, particularly those of the mysterious East, seek to gain a mastery over their fragile mortal bodies. By doing so, they can ignore the mundane requirements of the world and better focus on the pursuit of spiritual purity. A benefit is the ability to perform some pretty astounding feats!

A blessed with the gift of *self-discipline* has a fine-tuned control over his physical body. He's capable of reducing his need for food, drink, and even air itself to levels far below those a normal cowpoke could survive.

The first benefit is the hero can go without food or water for a fair piece before he begins to suffer the effects of starvation. He doesn't begin to lose Wind from lack of food and drink until after a number of days equal to his *faith* level. At the end of that period, he only needs to begin to eat normally to avoid Wind loss.

The second ability a hero gains from *self-discipline* is the ability to control his breathing. Anytime he would suffer Wind loss from suffocation, he takes only half the normal amount. This includes drowning and hanging. A hero who "picks up the Pace" still loses the normal amount of Wind.

Finally, the blessed can lower not only his breathing but also his heartbeat to such a level as to appear dead to the casual observer. The blessed can maintain this effect for 1 minute for every level of his *faith*. Anyone examining a hero playing possum in this manner must make an opposed roll of *medicine: any* versus the blessed's *faith*.

SPIRITUAL GIANT

Blessed possess tremendous faith and spirit. Unfortunately, the strength of their beliefs often far outstrips the abilities of their physical bodies. This miracle allows the blessed to call upon some of that enormous belief to protect them from their foes.

A blessed with this gift gains a +1 to her Size for purposes of determining damage only. Her physical body doesn't actually change in appearance or size. However, her ability to resist damage does increase accordingly.

The invoker gains no other increased physical abilities as a result of this miracle.

Since he's of average height and weight, Reverend Harding would normally be Size 6, but he's a *spiritual giant*. This permanently adds +1 to his Size (only for purposes of determining wounds), making him Size 7. Now, to inflict a wound on the good Reverend, an attack must do 7 points of damage instead of the usual 6. An attack that did 13 points of damage would cause a light wound.

STRONG-WILLED

A blessed with this gift can make a mule look spineless. He's not necessarily stubborn; he just isn't too easy to bully into anything he doesn't want to do. Come to think of it, it's not all that easy to sweet talk him into it either.



The hero gains a +2 on all rolls to resist *overawe*, *persuasion*, *bluff*, and *ridicule*. Any magical attempts to influence the character's will or actions also receive a -2 to the roll.

TONGUES

One of the greatest obstacles missionaries of any religion face is language. It's disheartening to travel halfway across the globe to save the lost and then end up in a stew pot because you don't know how to say, "I'm not food."

A blessed with the gift of *tongues* has a talent for communication. This gift allows her to communicate on a basic level with almost anyone—as long as the other party is human, of course!

Anytime the hero must convey information to someone who doesn't speak a common language with her, she can make an Onerous (7) *Mien* roll. If she's successful, she can pass along simple information or requests. Examples of the types of communication possible are "I am hungry," "I need help," "Who is in charge here?" and the like.

Conversely, if the blessed is attempting to understand a speaker of a different language, she makes an Onerous (7) *Smarts* roll. Success indicates she can grasp the basic idea of the sentence. For instance, if a Sioux brave says (in Siouan), "A devil bat haunts that mesa," the blessed would understand, "That place is dangerous." Obviously, the general nuances are there, but particular pieces of information can be entirely lost.

Tongues allows only simple information exchange—a blessed couldn't explain the tenets of her religion through this gift. However, the basic comprehension granted by the gift is often enough to avoid a dangerous misunderstanding.

VITALITY

The frontier never was the most sanitary place to live. Typhoid and cholera rode west with the first prairie schooners. As if that weren't bad enough, now there's all kinds of unnatural diseases to boot. It's getting so a fellow can't drink the water even north of the Mexican border!

The blessed have always tended to the needs of the faithful—even those afflicted with deadly and contagious diseases. It's a good thing their patrons look out for them.

A blessed with *vitality* has been gifted with near immunity to all forms of disease and infection. She gains a +5 to any Trait or Aptitude roll to resist or heal a normal disease.

The hero even has a chance to shake off the effects of an unnatural disease. Against diseases like lycanthropy that allow a *Vigor* roll to resist their effects, the character receives her full +5 modifier from *vitality*.

She can also withstand the effects of particularly nasty ailments that normally don't give the victim a chance to resist—like the bite of a faminite—by making a Hard (9) *Vigor* roll. The hero doesn't get her bonus on this roll, but at least she does get a chance.

WISDOM

The legend says when King Solomon was offered any one thing he wanted, of all his possible choices he asked for wisdom. Many blessed have made the same choice, and not a one has complained.

The hero gains a +2 to *Smarts* and *Knowledge* rolls. This includes both Trait rolls and any Aptitude rolls based on *Smarts* or *Knowledge*. Among other uses, it's certainly a good idea for anyone who plans to have a lot of religious debates.

ZEAL

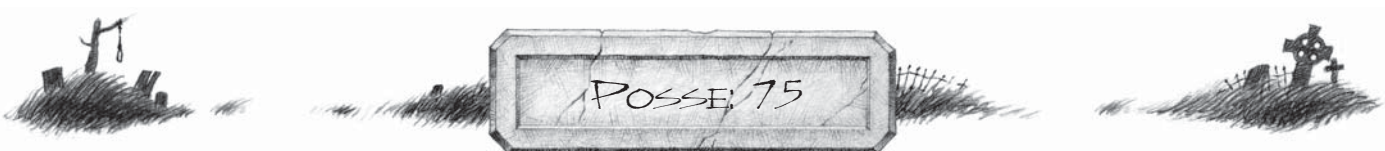
Some blessed believe a job well done is a reflection on the power of their faith and deity. These folk can devote themselves to Earthly tasks with the same fervor they show for their heavenly missions.

At the beginning of each session, a blessed with *zeal* can choose any single Aptitude and add +2 to all rolls with that Aptitude for the duration of the session. The only exception to this is the *faith* Aptitude. That's where the blessed draws his *zeal* from in the first place!

DESIGNING NEW GIFTS

Gifts are slightly different than miracles. Because they always work, there's no TN at all for them, and the duration is permanent. They only affect the blessed, so there is no range. Really, the only thing you have to worry about with a gift is the effect itself.

As a rule of thumb, the effects of a gift should be less than those of a miracle with a similar theme. This is because a gift always provides the hero its benefits. For example, successfully invoking *expose* provides a +5 bonus to *Cognition* rolls, but *insight* only gives the character a +2 *Cognition* bonus. However, *expose* only lasts 1 round for every *faith* level the hero has, while *insight* continuously influences the hero.



ENEMIES



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CHAPTER FIVE: ENEMIES O' THE FAITH



Well, brethren, you've had ample explanation of the abilities the Lord has bestowed upon you. You've a good idea what weapons and tools are available to help you battle the various servants of darkness. Before you run off on your crusade, though, you'd better be able to tell the victims from the victimizers.

Nowadays, there's plenty of things runnin' around out there to worry about. Abominations that crawl on their bellies, run on all fours, and even walk on two legs just like a man.

But more dangerous are the willing collaborators with our Enemy. These are folks just like you, me, or the fellow minding the general store—except they've sold their immortal souls to the evil invading our world.

And they're the real threat out there. Everyone knows the walkin' dead are evil, but no one suspects the schoolmarm.

THE AVERAGE PERSON

One mistake most blessed make is in counting pennies and not pounds. They get so caught up in focusing on the little evils they often miss the big ones until it's too late.

Sin is sin, that's for certain, and it's your duty as one of the chosen to help folks tread the straight and narrow path. But you've also been selected to fight the good fight, to stare the Enemy in the face and chase it straight back to the Hell that spawned it!

If you're so busy chastising the owner of the local saloon for his low morals, you may miss the murderer skulking in the shadows. Certainly the blessed have an obligation to lead the lost to salvation. But remember the parable about Sun and Wind

Those two were lazing about one day, having a discussion about a man they saw wearing a coat.

Wind said to the sun, "I'll bet I can make that man take his coat off quicker'n you."

Sun simply said, "We'll see." He was always a confident sort.

And with that Wind began to blow on the man to force his coat off. But, the harder Wind blew, the tighter the man drew his coat around him.

Finally, Wind gave up in frustration and, in a huff, said to Sun, "He'll never take that coat off!"

Then Sun took her turn. She beamed down warmth on that man so heavy you could almost feel the weight.

Soon the man unbuttoned his coat and removed it to better feel the Sun's rays.

Sun knew most folks are rather contrary. The harder you push them, the harder they push back. But if you gently coax them, often they come along just fine.

A good example and a kind word often serve you better than a blistering sermon. Particularly with those folks headstrong enough to take up their swords and fight Evil incarnate.





Of course, with all the miscreants and malcontents toting firearms and such, there will almost certainly come a time when you've no choice but to act against them. In such cases, I implore you to show as much mercy as possible. If you must use works of faith against your fellow man, temper your choices.

THE MISLED

Now, there are a few groups of folks that need special attention from the blessed. These folks are consorting with the Enemy—although they may not even know it!

HUCKSTERS

The first are those modern-day sorcerers who call themselves “hucksters.” As often as not, these are innocents that have been drawn in by the promise of easy power, not realizing the danger of the path upon which they tread. It's hard to assign them much blame for this. Out here on the frontier, you need every edge you can get.

Among the less tolerant of the faithful, hucksters have a reputation as willing servants of Evil. However, such is not necessarily the case. To assume so could deny the children of righteousness a whole passel of potent allies.

These hucksters are made of stern stuff. The kind of folks who can wrestle a demon with sheer force of will and often as not whip it are not people to be sneezed at! Let me tell you, those are the kind of people you want on your side in a fight, brethren!

Beware, though. These magicians are as slick as the snake-oil salesmen from whom they took their name. Don't be led astray by their honeyed tongues and false words of assurance! No matter what face it wears, sorcery always involves consorting with demons, and that's what they are, even if the hucksters call them manitous.

But with the patient guidance of a wise and faithful teacher, in time even the most jaded huckster can be turned from his misguided path.

Should you face a huckster in battle, beware their magics. They are as tricky as they are foul.

And don't forget, there is no law preventing a sorcerer from pulling a scattergun from under his coat and salting your hide with lead.

Your best bets in a fight against a huckster are a stout piece of hickory and a strong right arm. Few of those card-slinging magicians know enough about fighting to punch their way out of a wet paper bag.

THE HARROWED

The second group of folks I want to talk to you about are an even touchier subject among the chosen. These are considered abominations by just about everyone: the Harrowed—the dead who walk among us!

Without a doubt, these creatures are an affront to Heaven. Malevolent magic keeps alive a body that nature has declared dead.

Before you pass judgment on these beings, remember, the soul trapped within that rotting shell did not choose its fate. It's an unwilling pawn of the Evil that plagues our Earth.

The servants of darkness may use the Harrowed's body for terrible purpose, but the person inside is trapped, unable to proceed to his just reward. This may seem a horrible fate to the faithful, but remember, it may mean a second chance to a sinner unrepentant in life!

The Harrowed require special attention from us, my brethren. The formerly faithful may feel unjustly punished and need your reassurances. The remorseless sinner may be a lamb to be returned to the flock.

If the revenant is a servant of our Enemy, however, you have no choice but to send him to his final reward—for a second and final time.

Most of these creatures possess powers beyond the pale of normal men and are formidable opponents.

Fortunately, the protections provided us by Heaven that specifically affect supernatural beings can also affect a Harrowed. These provide you with many powerful weapons against the walking dead.

Perhaps the best defense against such creatures is prevention. If they don't come back, they don't have to be put down again.

Whatever the case, remember all things work to the greater glory!

THE UNREPENTANT

I've told you of the lost souls wandering this worldly domain that need your guidance to achieve salvation. Now it's time to discuss the true tools of the Enemy—those bereft of hope of forgiveness.

How can that be? To receive forgiveness, one must ask for it. These misguided souls neither seek nor desire divine salvation. They have chosen their path and walk it without remorse.

They are a cancer on the world. If left to fester, they will spread and devour creation until nothing remains but their foul offal.



ENEMIES

ABOMINATIONS

These creatures are the very spawn of Evil. They exist solely to torment the faithful and promote doubt in divinity. Do not suffer doubt as to the depth of their corruption. It is absolute.

After seeing one of these monstrosities, the average person cannot help but ask, "How can such a horror be allowed to exist?"

There is but one answer: It can't! We, the servants of the Lord, have a responsibility to Heaven to expunge these creatures. Never falter in this goal!

You have been selected above all others to confront and confound these beings. The blessed have been granted power and dominion over these, as evidenced by miracles and gifts.

Seek these horrors out, and expunge them! To suffer one to live is to damn its victims to Earthly torture and death!

If not us, then who shall the innocent turn to for protection? No servant of our Foe may stand against the swords of Heaven!

We have been provided with many potent weapons against these blatant affronts against God and nature. Our most powerful miracles work only against such creatures.

Nonetheless, these beings are mighty—often beyond our mortal understanding. Study them before confronting them in battle. Blindly charging into the lion's den will almost surely lead to defeat.

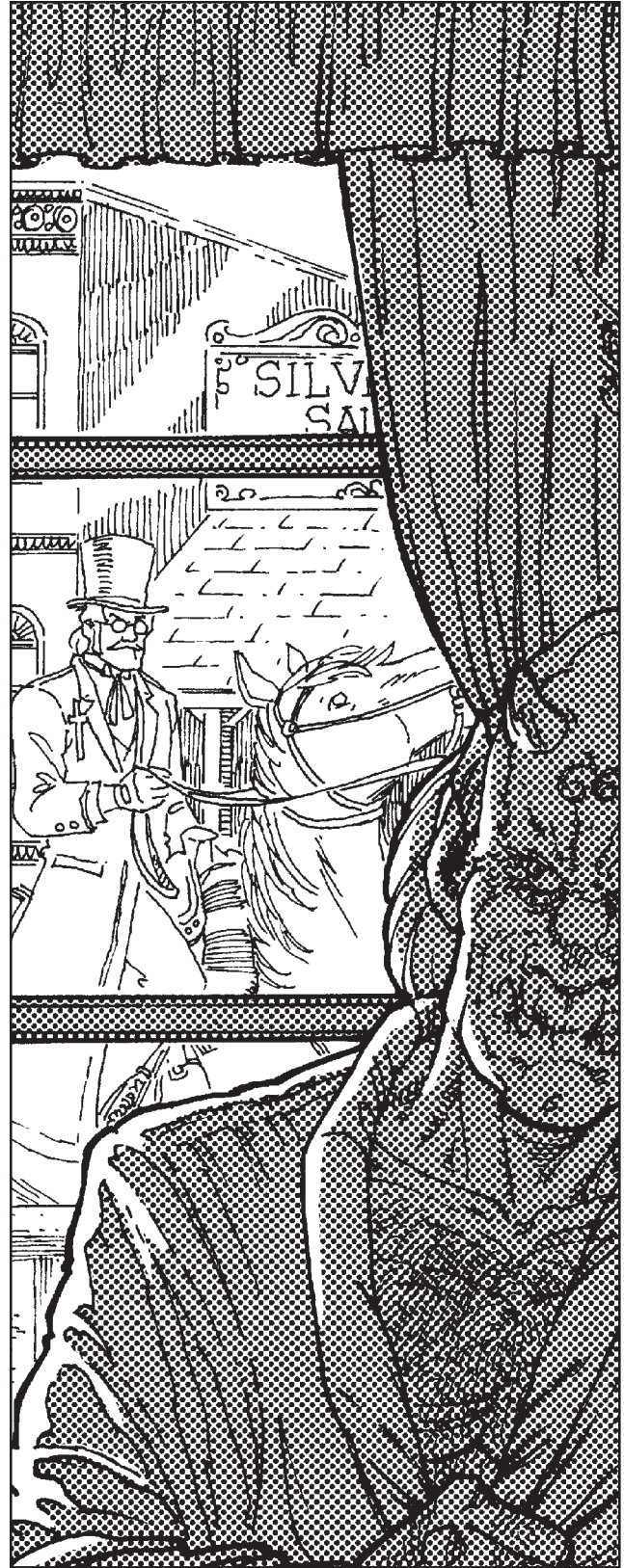
But when the time comes, do not shirk from battle with Evil, for all of Heaven stands behind you! Fear not, for should we fall in battle with the minions of the Enemy, our place is assured above!

CULTISTS

Even more distasteful than an abomination to the righteous is a child of light willfully gone astray. Many folks these days have turned to darkness to provide them with powers denied normal folk. They have knowingly given themselves to Evil.

In this they differ from the so-called hucksters, for those card shuffling magicians may not truly understand their transgressions. No, these modern-day Judases have freely cast aside the offer of forgiveness and chosen the path of wickedness. They have joined in an unholy pact with the side of corruption for power in this Earthly realm.

Who are these accursed that seek to tangle the footsteps of the righteous, you ask?



ENEMIES

They are cultists, followers of Darkness by their own choice. Willfully, they have aligned themselves with Evil, and they are the greatest threat to the children of Light that exists.

They seek to pervert the understanding of the faithful and guide their steps down the path of damnation. These snakes in the clothing of men hide in plain sight, walking among the righteous folk in broad daylight!

The practitioners of black magic are not horned devils, nor are they scaled bogeymen hiding under beds. They wear no visible mark of the Beast, although their souls are surely twisted and scarred by the evil in their hearts. They're monsters wearing the face of a smiling farmer or friendly storekeeper!

But how to know the innocent from the guilty? Deception has always been the strongest weapon of our Enemy. But it's not our place to doubt our fellow men, only to serve and guide them.

This is the awful truth, my brethren: The folk you may fight to save may already be lost by their own choice! That is perhaps the most powerful tool of Evil. It has the power to destroy faith in and hope for the goodness of the human soul.



Many of our brethren have taken up an active study of the occult to better identify and purge such evil from the innocent. This knowledge has served them well, as most cults wrap themselves deeply within the trappings of the occult. Books, artifacts, or even the remains left from a ritual may provide the educated with an insight into the workings of a cult.

However, even the truly dedicated acknowledge there is danger in staring too deeply into the Abyss. For those among us who fear such knowledge may endanger their purity, there are other, less tangible means. Careful study of a community may reveal an underlying influence of evil deeds.

An unusual amount of distrust of strangers may indicate a group has secrets to keep. A servant of righteousness may find herself under stealthy or blatant observation in a town controlled by a cult.

A cult usually has means of clandestine communication within its ranks. This may be as simple as whispers when no one's looking or as complex as coded missives. Often, a careful observer can detect this communication, even if he may not understand what's being said.

Watching the citizens' interactions with each other also may provide clues to a cult's existence. Towns have a hierarchy of respect. Rich folk or those with power sit at the top of the ladder, while the poor and weak cling to the bottom rung.

By observing those commanding the most respect, a wise observer can learn a lot about who holds power in a place. If the source of that power isn't obvious, it behooves you to seek it out. It may be innocent, but then again, it may be sinister.

The most important thing for us as servants of Heaven to remember is that while we must seek out the Enemy, we must not cause the innocent suffering as a result. Search out the servants of darkness, but do so with wisdom and patience. Do not rush to judgment. False accusations are as damaging to the cause of righteousness as any scheme the Enemy may concoct!

Truly, if we give ourselves over to suspicion and doubt, we've lost before the fight's even begun. Stand with honor and bravery, for that is what darkness fears most. Nowhere does the Good Book say the faithful must be dullards or fools. If a snake bruises your heel, you must bruise its head.

And nothing works better for bruising heads than a good old-fashioned hickory stick!

NOMAN'S LAND



INTERVENTIONS



NO MAN'S LAND:

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CHAPTER SIX: DIVINE INTERVENTION



To stand against the servants of darkness, the blessed have miracles to call on in time of need. However, as any veteran of the Weird West knows, sometimes even a miracle isn't enough.

In this chapter we tell you all about the big guns of the blessed—what a servant of Heaven uses when it's time to get biblical. You're going to find out all about how a blessed goes about getting it and what the character can do once he's got it.

DIVINE FAVOR

A blessed who does great deeds in the name of her patron does not go unnoticed. Her deity is inclined to look favorably upon her requests for special assistance in the future. But, as you'd expect, an omnipotent being has pretty high standards for what constitutes a "great deed."

Although defeating a Mojave rattler may seem to be an act of tremendous importance to the average townsfolk, in the overall scheme of things it's actually fairly trivial. A blessed's patron may certainly provide the character with assistance (in the form of miracles) in such a battle, but as far as the deity is concerned, deeds of this sort are small potatoes.

What does gain the special attention of the heavenly host is lowering the Fear Level in a region. Obviously, part of accomplishing this task involves defeating a fearmonger, but that's not all there is to it. The blessed must then

spread word of the triumph over Evil and convince the inhabitants Good won not only the battle, but is destined to inevitably take the war as well. This not only thwarts the unholy, it strengthens the belief of the faithful in the area.

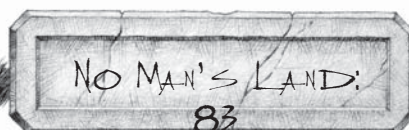
For such a deed, the blessed's patron is grateful. And the gratitude of a deity is nothing to sneeze at!

Anytime a blessed plays an active part in all steps of lowering of a Fear Level, she gains a Blessing. By "active part," we mean she participates not only in the defeat of the fearmonger, but also the *tale-tellin'* which lowers the surrounding Fear Level. Simply telling the story isn't enough. The blessed's deity expects her to face the foes of the faith herself!

Each time the character earns a Blessing, her player should record it on her character's sheet. A character may have more than one Blessing if she's lowered more than one Fear Level. In fact, it's possible (although rare) for a truly heroic blessed to have several saved up to call on when needed.

USING A BLESSING

Only the most pious characters can call upon their deity for divine intervention. In game terms, the blessed must have a *faith* of at least 6 to use a Blessing. A blessed can gain points regardless of his *faith* level, but he can't use any of them until he raises his *faith* level to a 6.




INTERVENTIONS



Once a Blessing is used, regardless of the manner, it is gone, much like a Bounty Point or Fate Chip.

The first way a character can expend a Blessing is to gain one use of a single miracle (but not gift) he does not currently possess. Using one in this manner does not take an action, although the miracle itself still requires the usual number of actions to invoke.

The invocation roll must still be made, although Fate Chips can be spent to affect the result as usual.

 Father Harding finds himself in a town plagued by werewolves. Unfortunately, not only does he not have any silver bullets, he does not have *consecrate weapon* as one of his miracles either.

Normally, he'd be in a very desperate situation. However, he recently gained a Blessing and decides to use it to gain a single use of *consecrate weapon*. He rolls an 8 to invoke the miracle, spends a precious red Fate Chip and consecrates his favorite ax handle against all the werewolves terrorizing the town.

DIVINE INTERVENTION

The second use for a Blessing is to call upon divine intervention. That's right: help straight from above.

When a blessed calls upon divine intervention, she's asking for help far beyond that of the usual miracles available to favored folk. With the aid of divine intervention, the blessed can part the waters of a lake, call down a pillar of flame to smite her enemies, or even raise the dead to life.

Such flagrant displays of divine power might seem to undermine the entire concept of faith—what with faith being the essence of things unseen and all. So of course, only special circumstances warrant the grant of such power. A deity only provides such a boon to a truly special servant, someone who's sure not to abuse it.

To request a divine intervention, the blessed must spend a Blessing. There are no exceptions. If the blessed has no Blessings, she can't petition her deity for an intervention. Once the point has been expended, the character selects the divine intervention she desires.

As with the first use of a Blessing, spending it doesn't cost any actions, although the intervention itself still takes time to invoke (check the descriptions of the individual interventions on the following pages).

Even once the intervention has been granted, the blessed still faces an enormous test of faith to invoke its power. The expenditure of the Blessing only grants the character the chance to attempt to use the power. The success or failure of that attempt resides in the force of the character's faith.

The character must roll a *faith* roll against the Target Number for the intervention—and this is quite difficult, as most have a TN of 13 or greater. Fate Chips of any color can be spent on the roll to invoke the intervention. However, other effects (like the hexes *penny ante* or *raisin' the pot*) cannot be used to influence this *faith* roll. The blessed must make the roll on the strength of her own *faith* (and chips).

If the invocation roll is successful, the intervention takes full effect. Otherwise, the intervention also fails.

Should the blessed be unfortunate enough to go bust on this roll, she loses an additional Blessing point for her miserable lack of faith. If she has none remaining, there is no other effect.

In either case, the Blessing point has been spent.



THE INTERVENTIONS

In addition to their individual descriptions, all interventions have four entries (making them—at least in this respect—much like the standard miracles that any of the blessed normally have access to):

TN is the Target Number the blessed needs on a *faith* roll to accomplish the intervention. Just like with miracles, for targeted interventions add the target's *faith* to the blessed's roll if it's the same as the blessed's, and subtract it if it's different.

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

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

Range is the maximum distance at which the intervention can take effect.

ASCENSION

TN: 11

Speed: 1

Duration: Concentration

Range: 5 yard

There are times when a hero can't wait for that sweet chariot to swing low and carry her away. Sometimes she's got to call in a favor from above and get a lift a little early. When invoked, the blessed (and possibly a few companions) are given a divine leg up.

The invoker and up to one other posse member for every level of *faith* she has above 1 gains the ability to fly. Well, maybe "fly" is too strong a word for this kind of movement. The subjects can move horizontally at a Pace of 6, but only with a gentle Pace of 1 when moving vertically.

During this period, the subjects must maintain complete concentration on their movement through the air. Fighting, shooting, invoking miracles, or casting hexes are not possible—at least if they want to stay aloft!

All subjects must remain within 5 yards of each other, and any attempt to move outside that range fails. Of course, characters may be involuntarily knocked or pulled outside that area. Characters who lose their concentration while aloft get a quick lesson in the laws of physics.

Anyone affected by this intervention simply appears to be standing or walking on thin air, although a constant breeze gently blows his clothes and hair, even when none is otherwise present.

ATONE

TN: 11

Speed: 1 hour

Duration: Permanent

Range: Touch

The Harrowed have a hard furrow to plow. Not only are those unfortunate souls kept from a decent afterlife, they're forced to share their mortal shell with a demon straight from the Pit! They face a constant battle for control of their own wills. And when they lose that battle, everyone suffers for it.

With *atone*, a blessed can help a Harrowed character regain lost Dominion points. This intervention can only be used on a willing subject. It's not likely a manitou would repent any of it's awful deeds if offered the chance.

The Harrowed immediately makes a Dominion test against her manitou. The character adds the total of the blessed's roll to invoke *atone* to her *Spirit* roll. This bonus is in addition to the bonus for the number of Dominion points she currently has. If the Harrowed wins the test, she gains total Dominion!

Unlike a normal Dominion test, if the manitou defeats the hero during an *atone*, it doesn't gain any Dominion points.

A Harrowed blessed can invoke this intervention on herself.

COMMUNION

TN: 13

Speed: 1 minute

Duration: 1 round/2 *faith* levels

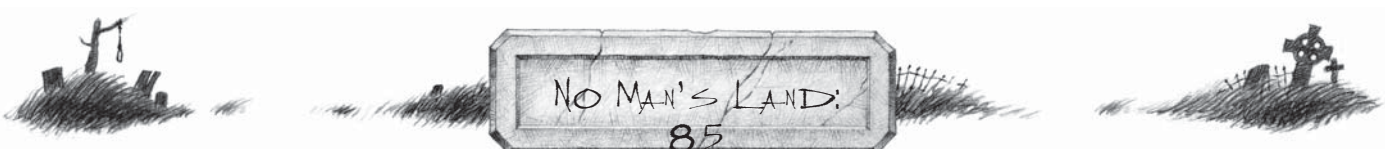
Range: Special

Knowledge is power—and a blessed's patron has a whole lot of both. The hero occasionally gets to tap into divine power, but most deities are fairly tight-lipped about what they know. This intervention calls in a favor from Heaven in the form of a tidbit of information.

This intervention lets the hero ask a single question of his patron. As the deity is pretty much all-knowing, it's safe to assume the patron knows the answer to the question. Of course, any answer the deity provides is truthful—deception is not a concern. The trick is in asking the right question.

If the hero asks a straight yes or no question, he gets a straight yes or no answer. On the other hand, questions requiring a narrative answer are a little more troublesome.

Even with one of their favored, divinities tend to be cryptic. It's all tied into those "essence of things unseen" guidelines deities operate under.





When asked a question that can't be answered with a simple yes or no, the blessed's patron provides a vision, rather than a worded answer. As is always the case, the vision is shrouded in metaphors, so it falls to the hero to interpret what he's seen.

This may seem unfair. After all, why not just take the gift *prophecy*, instead of wasting a Blessing? Well, this intervention allows the hero to specify the information he's seeking. With *prophecy*, he's stuck with what his patron feels like telling him. Also, if the blessed can narrow it down to a yes/no question, he's guaranteed an answer!

COMPANION

TN: 13

Speed: 1 hour

Duration: Permanent

Range: Touch

A cowpoke can't always raise a posse when he needs one, but that doesn't mean he doesn't want someone watching his back. A lone hero is often soon a dead hero. *Companion* bonds the blessed a beastly friend he can count on in a pinch.

The blessed must first locate an animal to target with *companion*. Then he has to spend 1 hour with it as he invokes divine intervention. If he's disturbed during this time, the TN for the invocation is raised to a 15!

The animal is in no way favorably disposed toward the character until the completion of *companion*, so he'd better have some way to keep the beast calm and nearby. *Lion's den* is a good solution to this problem. Of course, if he's bonding a chicken this isn't as great a concern as it is when he's trying to invoke the intervention on a grizzly bear.

Any normal animal can be affected by *companion*, but supernatural creatures of any sort are immune to its effects. Also, a blessed may bond with only one animal at a time, and the bond can't be voluntarily severed—usually only death can break the effect.

The blessed and the animal can communicate in a simple fashion. They can't discuss philosophy, but the blessed generally gets his point across and vice versa. This communication requires the blessed be within speaking distance, although actual words aren't necessary to convey his wishes.

The companion follows the blessed's instructions to the best of its ability, given the creature's natural *Smarts*. The animal is fiercely

loyal to the hero, willingly fighting on his behalf—even to the death. The creature never has to make a *guts* check as long as the blessed makes his own.

Large or threatening animals such as bears, mountain lions, and wolves aren't particularly welcome in civilized areas, what with their carnivorous habits and all. A hero choosing one of these animals had better make arrangements for the beast when he goes to town. Check out *Rascals*, *Varmints & Critters* for many profiles.

CRUSADE

TN: 11

Speed: 1 day

Duration: 1 day/*faith* level

Range: 5 yards/*faith* level

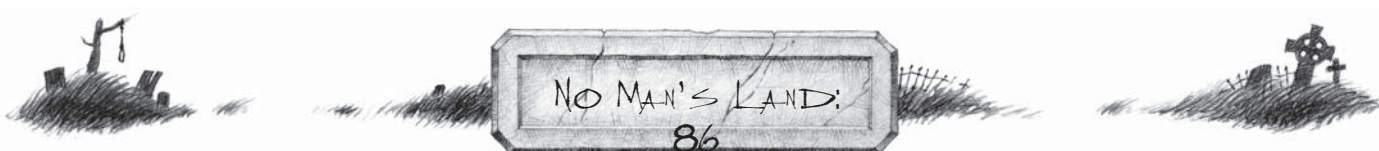
The battle against the minions of evil is ongoing, and it's not one to be fought by heroes alone. Sure, a posse can pull a town's fat out of the fire, but a band of gun-toting do-gooders can't always be there when the going gets rough. And there are times when even the toughest band of gunslingers isn't enough. This intervention increases the odds on the side of the righteous.

Crusade lets a blessed give a group of normal folks the ability to better fight for themselves, and the backbone to do it. The intervention only affects members of the blessed's faith, but it affects a whole lot of them—10 for each level of *faith* the blessed has, as a matter of fact! The recipients of the effects must be within the intervention's range during the final hour of its invocation, but after that they may move about freely without losing the benefits. The blessed must be able to talk to the group of soon-to-be heroes to fill their hearts with the divine inspiration needed to accomplish their goals.

For the duration of the *crusade*, everyone affected by it receives a +2 to all Trait and Aptitude rolls while pursuing the goal of the intervention.

For the *crusade* to take effect, there has to be a tangible goal for the intervention. The group must have a powerful foe to defeat or another task worthy of divine intervention to complete. Usually, this is a supernatural threat, but it's not unheard of for a *crusade* to be invoked to rid a peaceful town of marauding bandits.

If the blessed invokes *crusade* without a defined purpose, the intervention automatically fails. Otherwise, the effects last until either the goal of the intervention is accomplished or the duration expires, whichever comes first.





INTERVENTIONS

DELUGE

TN: 13

Speed: 1 hour

Duration: 1 hour/*faith* level

Range: Self

Water's always been the best remedy for filth and uncleanness. Even the grubbiest cowpoke takes the time to dip himself in the watering trough before heading into town on a Saturday night. But when a place is soiled with the stain of evil, it takes a bit more than a few gallons of water to scour it clean.

This intervention whips up a storm of Biblical proportions to ravage the land. The storm centers on the blessed and has a diameter equal to half a mile for each of level of his *faith*. Within that area, a violent thunderstorm rages, lashing the ground with torrents of rain, wind, and even the occasional lightning bolt.

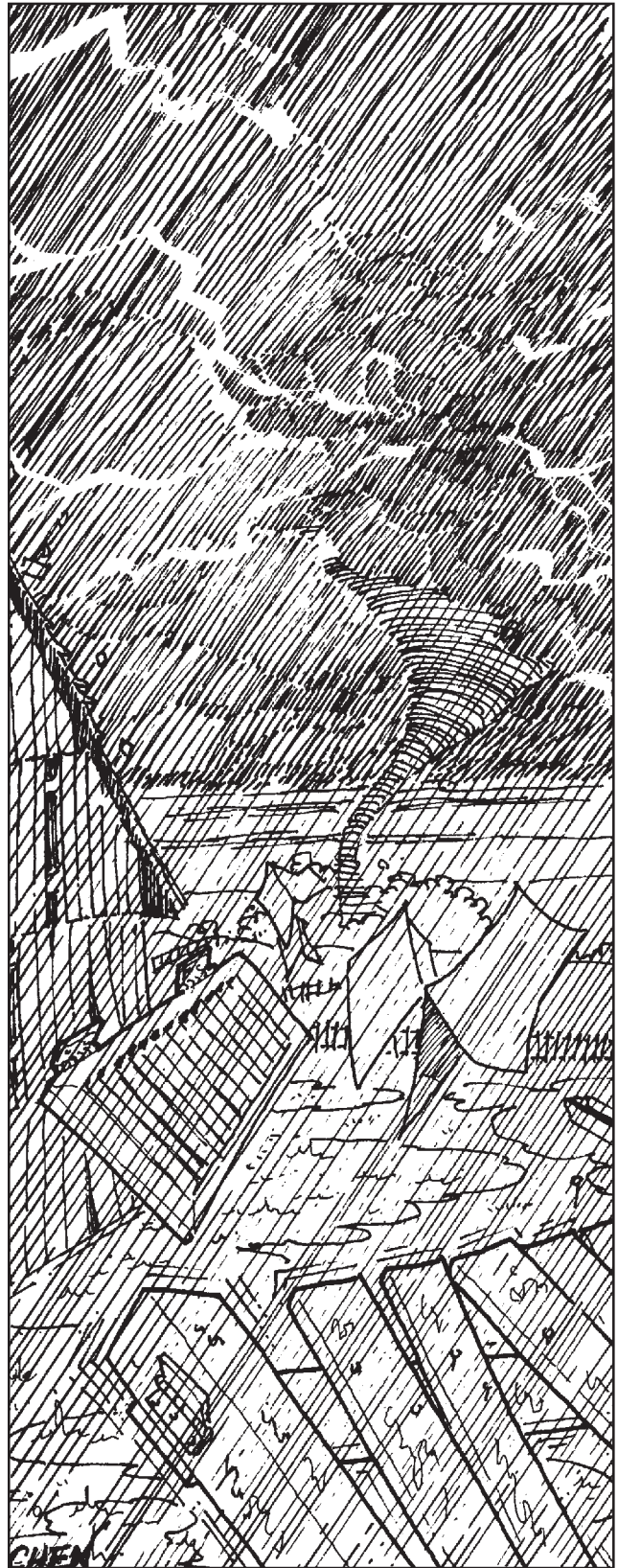
The rain falls continuously in sheets throughout the intervention, soaking the area with 1 inch of precipitation for each level of the blessed's *faith* every hour. This downpour causes rapidly rising water and flooding in low areas. Unless the blessed's a champion swimmer, invoking *deluge* while trapped in a gully certainly isn't the smartest thing to do.

Wind gusts through the area at 20 m.p.h., plus an additional 5 m.p.h. for each level of the hero's *faith*. This makes it nearly impossible for flying creatures to take to the air. It's also rough on structures, tearing down tents and clothes lines at 40 m.p.h., and damaging wooden buildings at speeds above 70 m.p.h. Above 100 m.p.h., wooden buildings are flattened, although stone buildings are unaffected by any speed of wind.

Characters exposed to winds over 75 m.p.h. suffer 1d4 damage each minute from the debris flying around. This damage increases by 1d4 for every 5 m.p.h. the wind speed exceeds 75 m.p.h. After the damage is calculated and the total wounds figured, each wound level is then applied to a random hit location.

With the torrential rainfall and buffeting winds, most folks get inside, but for those fools that don't have the sense to get in out of the rain, there's also a chance of being struck by lightning. For every 10 minutes a character is outdoors, she must roll a *Spirit* test. There is no TN for this roll, but going bust means the drenched cowpoke has caught herself a 3d10 lightning bolt to the *guts*.

Obviously, this is not an intervention the blessed wants to invoke while standing in the middle of the Kansas prairie!





INTERVENTIONS

DENY

TN: 11

Speed: 1

Duration: 1 hour

Range: 5 yards/*faith* level

Going up against John Wesley Hardin when he's got a gun in his hand isn't brave—it's damned stupid! Being good doesn't mean being stupid, and the powers of Good don't go out of their way to find lack-wits to champion their cause. That said, no self-respecting blessed hero is going to stand by and let evil have its way just because standing up to it is dangerous.

Fortunately, there's *deny*. This intervention helps knock the bad guys down to size.

When *deny* is invoked on a subject, the blessed chooses a single Aptitude. For the remainder that round, the subject can't use that Aptitude. And that includes all concentrations—so a gunslinger who's *denied* his *shootin'* Aptitude can't use *shootin': pistol*, *shootin': shotgun*, *shootin': automatics*, or any other concentration of *shootin'*. That's a pretty stiff penalty!

The subject can use her default for the Aptitude, but that's little consolation.

A character can only be subjected to a single *deny* at a time.

DIVINE WRATH

TN: 7

Speed: 1

Duration: Instant

Range: 10 yards/*faith* level

Some folks are just so downright onerous that a blessed's got no choice to stop turning the other cheek and start doing a little slapping of his own. And nothing gets someone's attention like a good dose of righteous fury.

This is one of the simplest of all interventions to invoke. All the hero has to do is spend his Blessing point and make the TN to call down the hand of his patron to lay a divine wallop on a single foe within range. Most blessed are rather vocal when invoking *divine wrath*. After all, what's the good of administering punishment if the guilty don't know what it's for?

Although the intervention itself isn't visible, the effects of it certainly are! The target takes the result of the hero's *faith* roll in Wind. If that's enough to bring the unlucky recipient of the blow to 0 Wind, she's knocked out cold.

Also, the victim is instantly stunned, losing all actions (including in cards held up the sleeve) remaining in the round. Beginning in the next

round, the character may attempt to recover from the stun by rolling her *Vigor* against a Hard (9) TN.

Even after the subject recovers from the stun, she's still pretty rattled. All her Trait and Aptitude rolls are at a -2 for 1 round for every level of the blessed's *faith*. This period of time begins only after she's recovered from the initial stun.

Divine wrath gives the blessed a nonlethal option when folks start slapping leather. Lots of times, the abused fool turns tail and runs—that is if she isn't knocked flat on her kiester!

EMPOWER

TN: 13

Speed: 1 month

Duration: Permanent

Range: Touch

Ever wonder how "holy" relics came to be? In all honesty, they came about as a result of a divine being's actions. Some are forged by being involved in great events, others on the whim of God. But occasionally, a really devout follower can convince her patron to give an item a little shot of holy power.

Empower calls on the blessed's deity to create a minor but permanent holy item. The item chosen by the blessed doesn't have to be special in anyway. A common item is as easy to *empower* as a legendary one. However, if the blessed selects an item appropriate to her religion, she gains a bonus of +2 on her roll to invoke *empower*.

If the blessed successfully invokes this divine intervention, the item gains one miracle or gift which it may bestow upon its possessor. The blessed doesn't have to possess the miracle or gift chosen, but if she doesn't she gets a -2 on her invocation roll.

The hero can add additional miracles or gifts to the item—one for each additional Blessing point she spends for this purpose. This has to be done when the *empower* is invoked. If she wants to add more later, she has to repeat the entire process.

If a miracle is chosen, the user still must make a *faith* roll to invoke the *empowered* miracle. Any additional costs the miracle may have—like the Fate Chip required by *consecrate armament*—must also be paid each time the item's power is used. An item *empowered* with a gift provide its effects whenever the user has the item in his possession. No invocation rolls are required.

INTERVENTIONS

Divine patrons usually prefer to keep their powers in the hands of their faithful—preferably their blessed faithful. If the hero wants to make the item usable by non-blessed characters, she gets a -2 modifier to her roll to invoke *empower*. If she wants folks of other faiths to be able to use the item, it costs her an additional Blessing point. These are cumulative, so creating an item usable by non-blessed nonbelievers gives her the hero -2 to her roll *and* costs an extra Blessing.

Now, we know that's a lot of stuff to keep track of, so here's a table listing all the extra costs and so on. Remember, the character has to spend at least 1 Blessing point to even attempt to *empower* the item.

EMPOWER

Situation	Effect or Cost
Item is appropriate to hero's faith	+2 to roll
Hero doesn't possess miracle/gift chosen	-2 to roll
Item usable by non-blessed characters	-2 to roll
Each additional miracle or gift after the first	+1 Blessing point
Item usable by followers of other faiths	+1 Blessing point

EXCOMMUNICATE

TN: 9

Speed: 1

Duration: Permanent

Range: Touch

Some folks are just plain unrepentant sinners. A preacher can talk himself blue in the face, but these miscreants have no intention of mending their ways. Many of these Hellions carry guns, knives, or worse and know all too well how to use them. The laws of mortals may be defied, but even the most unrepentant sinners usually change their ways when brought before the burning light of divine truth.

Most blessed characters are prevented by their beliefs from putting these mad dogs down, but by the same token they can't let those murderous evildoers roam freely among the flock. *Excommunicate* lets a blessed warn the innocent that a wolf prowls their midst. This intervention places a mark on the subject; folks can't exactly see it, but they can sense it.



Anyone who meets the subject of *excommunicate* knows immediately to beware. Folks don't know why, but they're just plain uneasy around a fellow under the effects of *excommunicate*. Even animals act hostile or shy away from the *excommunicate*, and young children usually treat the person as if he's the bogeyman himself.

Furthermore, the bearer of the mark receives a -2 to all *persuasion* rolls with people for each success the blessed received while invoking the intervention.

The only way to lift the mark is for the bearer to convince the invoker (or another blessed of the same faith as the invoker) that the marked person is truly repentant. Usually, the blessed requires the bearer to perform a deed or undertake a quest to prove his sincerity, but this is not a requirement.

Once the blessed is convinced of the authenticity of the bearer's conviction, she can lift the *excommunicate*—no roll is needed.

This is not a punishment to be lightly bestowed upon any offender. Unrepentant murder or the like are usually the minimum transgressions to warrant such retribution.

INTERVENTIONS

HEALING TOUCH

TN: 11

Speed: 30 minutes

Duration: 5 minute/*faith* level

Range: Touch

Heroes have a knack for getting beat up. In fact, most of them are so good at it, a blessed can't usually heal their wounds as fast as they get them. With the current ratio of stalwart heroes to abominations and other servants of evil favoring the forces of darkness, the faster a blessed can get those heroes back on their feet, the better. This intervention turns the invoker into a healer who'd make a sawbones green with envy.

Once *healing touch* is invoked, the blessed can heal wounds with a simple touch and a short prayer. The initial invocation takes 30 minutes, but actually healing the injured takes a lot less time. The invoker can completely heal all wound levels on a one person in only a single minute. The healing takes a minute, regardless of whether the patient has only a single light wound or 4 critical ones.

In addition to healing all wounds, the intervention cures any normal diseases or poisons which are afflicting the sufferer.



Unfortunately, *healing touch* has no effect on poisons or diseases of supernatural origin, nor does it affect spells or curses of any sort either.

When using *healing touch*, a blessed does not risk acquiring the wounds of his subjects like he does when invoking *lay on hands*, nor does he suffer the wound modifiers of the subjects.

HELLFIRE

TN: 11

Speed: 2 rounds

Duration: Instant

Range: 100 yards

One of a blessed hero's main duties is purifying the world of the unholy filth crawling around in it lately. A good fire and brimstone sermon may scare the Hell out of the congregation, but a dose of real Hellfire does a fair job at burning the devils back to where they came from.

This intervention calls a down a holy, cleansing fire to roast any creature unfortunate enough to be in the area of effect. The area blasted by *Hellfire* is a circle with a diameter of up to 1 yard for every level of the blessed's *faith* Aptitude. The fire erupts spontaneously throughout the area rather than striking it, so cover does not protect against it.

If the *Hellfire* erupts in an enclosed area (like a house or even a coffin), it burns just fine. In fact, *Hellfire* can even burn underwater. It needs no oxygen to burn, nor even any kind of fuel.

The blessed can even control the shape that the *Hellfire* comes in. For instance, it might flow along the length of a bridge, but not spill over the edges. It's all up to the blessed, as long as the *Hellfire* stays within its overall area of effect.

Each creature in the area suffers 1d12 damage to each of its hit locations for every 3 levels of *faith* the blessed has. So a *Hellfire* invoked by a blessed with 6 levels of *faith* does 2d12 damage to each and every hit location on any thing unlucky enough to be in the area. Armor of any sort does not protect against the effects either.

Fires sparked by *Hellfire* burn normally.

INTERVENE

TN: 9

Speed: 1

Duration: Special

Range: Self

Most blessed heroes feel a strong duty to shield the innocent from harm. Sometimes, the hero needs protecting herself. This intervention provides the ultimate defense for its subject.



Intervene calls on the blessed's divine patron to step in and protect a single character from injury. If successfully invoked, the subject is shrouded from harm by the blessed's patron. No damage may be dealt the character for the next three rounds, no matter what the source. No Wind loss is suffered by the blessed during this period either.

The character could be shot with a Gatling gun, fall off a cliff while coated with burning oil and holding a bundle of sweaty dynamite, and he'd still walk away unscathed.

Magical effects which are harmful in nature are likewise negated during the duration of the intervention. Exactly what constitutes a harmful effect is up to the Marshal, but spells which immobilize, weaken, or warp the hero's will are generally considered harmful.

This immunity ends after the third round, unless the hero makes a Fair (5) *Faith* roll. The hero can try to extend the intervention for another 3 rounds each time it's ready to expire, but the TN goes up by +2 every time. Once the intervention's over, any effects which inflict continuing damage like acid guns, burning oil, or poisons are still nullified by *intervene* and deal no injury to the subject.

PART WATER

TN: 9

Speed: 10 minutes

Duration: 20 minutes/*faith* level

Range: 20 yards/*faith* level

Given the climate in some of the drier parts of the West, a lack of bridges may not be a pressing issue. However, there are times when a posse is faced with a stretch of water they have to cross and no ferryman to take them.

Part water, not surprisingly, parts water. The intervention affects bodies of water up to 10 yards across per level of the blessed's *faith*. The depth of the water cannot exceed the intervention's width.

Although the intervention begins after its invocation time of 10 minutes, it takes an additional 5 minutes per 10 yards for the water to actually part. The part begins at the blessed and moves toward the opposite shore. The ground underneath the parted water becomes dry and firm and is enough to support even the weight of fully loaded wagons, although large rocks and uneven ground may prevent this.

The blessed can end *part water* at any time she chooses. At that time, or at the end of the intervention's normal duration, the water begins

to flow into the trough, beginning at the same point as the part. The trough collapses at a rate of 10 yards every 30 seconds.

The water fills the area in a tremendous rush, instantly engulfing (and possibly crushing depending on how deep the water is) anything that is unfortunate enough to still be in the parted area.

PEACEMAKER

TN: 11

Speed: 2

Duration: Concentration

Range: Self

No, we're not talking about some kind of holy six-shooter. It seems there are just too many hot-headed fools with guns in the world anymore. What with all the gunfighters and soldiers out to kill each other, brotherly love just doesn't seem to have a chance. All too often, a fight starts before cooler heads have a chance to prevent it. This intervention, however, causes a sudden outbreak of peace, whether people like it or not.

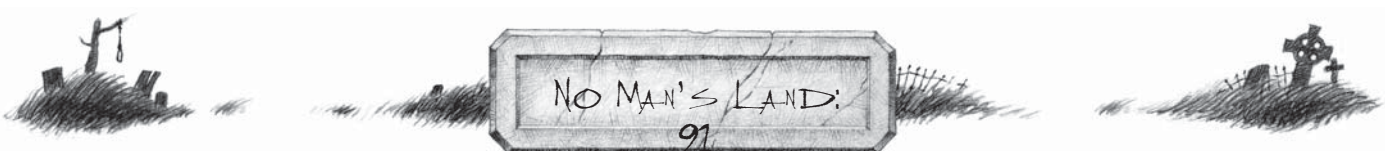
All hostilities become nearly impossible in an area around the blessed that's 10 yards across for each level of his *faith*. Within the confines of *peacemaker*, every living thing gains a whopping 5 levels of Armor! That makes virtually all weapons useless.

Of course, there's always some raving lunatic who's carting around a stick or two of dynamite with an itchy match finger. But, just because he has it, doesn't mean he's going to use it. This is divine intervention we're talking about here after all!

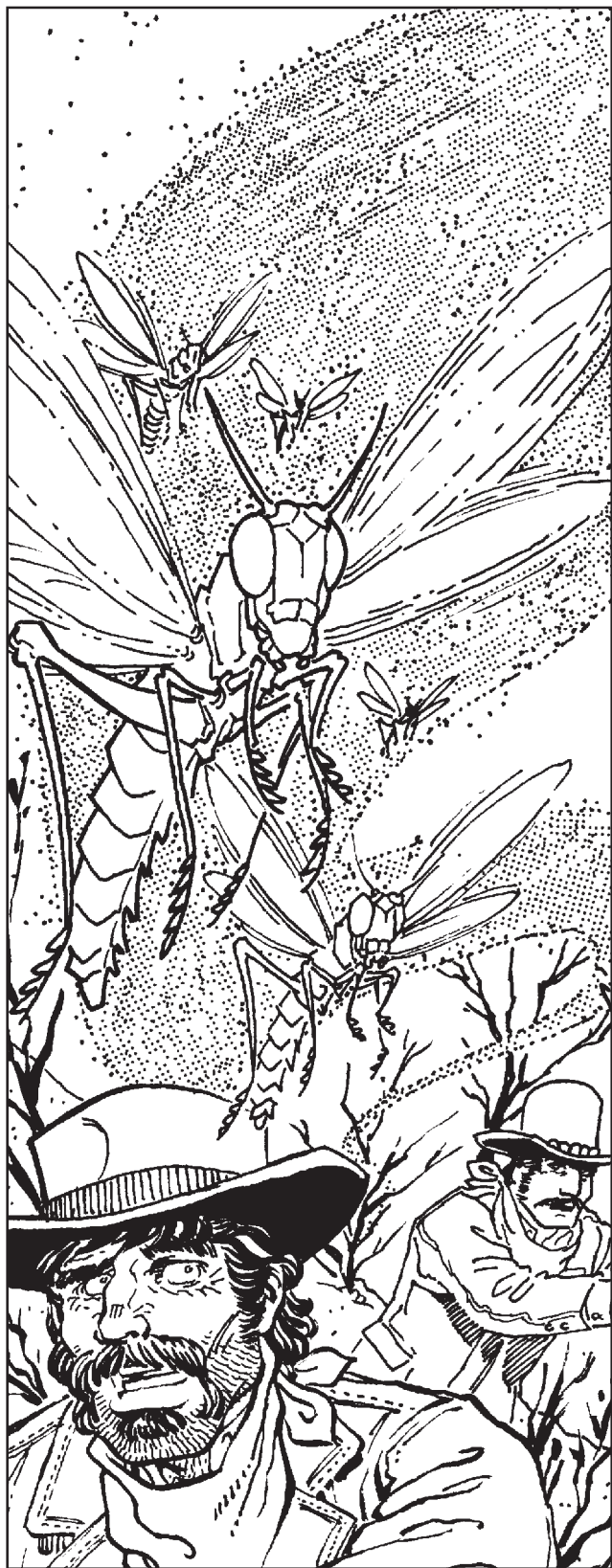
Each round anyone within the area attempts a hostile action (of any sort), he has to make a *Spirit* roll against the blessed's total on the invocation of *peacemaker*. If he succeeds, he's free to act that round. Otherwise he stands there like a slack-jawed yokel.

This lasts as long as the blessed cares to maintain concentration on the intervention. Hopefully during that time, a peaceful solution can be found to the problem.

Attempts to use *peacemaker* to gain an advantage over an opponent usually fail (except on the part of the invoker). Even maneuvering to gain a better position or moving out of range of the intervention requires a *Spirit* roll. Remember, the blessed hero can only take simple actions, and he automatically ends *peacemaker* if he attempts to perform any action requiring a Trait or Aptitude check.



INTERVENTIONS



PLAGUE

TN: 13

Speed: 1 day

Duration: 1 day/*faith* level

Range: Special

Sometimes a town's so set in its iniquitous ways, it needs a little reminder. No matter how much a blessed may preach and plead, the townsfolk turn a deaf ear. Or worse, they actively oppose the righteous. There are some places west of the Pecos so foul they string up heroes of the cloth! When a blessed comes across one of these modern Sodom and Gomorrah's, it's her duty to show its inhabitants the error of their ways.

Plague calls down the wrath of the hero's divine patron on a region in a physical and particularly nasty way. The intervention affects an area up to 1 mile across for each level of the blessed's *faith*. The blessed can choose to reduce this area to focus the retribution on only those deserving. She can even select areas within the boundaries of the *plague* to remain untouched by the ravages of the intervention, but this must be done before the *plague* comes. A common way of doing this is to tell those to be protected to place some kind of sign on their homes.

The blessed must spend at least a day at the center of the region she wishes to *plague*. During that time, she must preach against the wickedness and immorality in the locale and warn the inhabitants of the consequences. At the end of that period, the *plague* begins unless the guilty repent or the blessed chooses not to call for the intervention.

Once the *plague* begins, the blessed may end it at any time or simply allow it to run its course. There is no other method to end the effects of the intervention.

There are a number of forms the *plague* may take. Feel free to tailor the examples or create your own to fit the situation. The most common *plagues* are listed below.

The effects of a *plague* are severe and not to be lightly imposed upon an area or its inhabitants. A blessed should carefully consider the results of her actions before invoking a *plague*, especially if there's a chance that innocents might be harmed.

Darkness: A twilight descends on the area for the duration of the *plague*. The sunlight is dimmed for the duration so that even at midday the area is no brighter than just after sundown. Any nonresident must make a Fair (5) *guts* roll to enter an area *plagued* by darkness.

INTERVENTIONS

Vermin: The area is overrun with flocks of crows, huge frogs, swarms of rats, nonpoisonous snakes, or toads. These vermin invade every household, business, and building. They find their way into the food, drinking water, and even clothing (empty boots are a special favorite). They spoil 10% of the food supply on hand every day the *plague* persists. They destroy foodstuffs and eat harvestable crops and even may scare livestock. The vermin also tend to run off any visitors to the region.

Locusts: These enormous flying insects descend on the local farmland and devour the area's crops. The locusts destroy 5% of the harvest for every day the intervention continues. The effects of this *plague* are long lasting, hitting the area hardest after the harvest months, when the missing food would be needed most.

Pestilence: The livestock of the region is afflicted by a virulent disease. It has no effect on humans, although the loss of the cattle is severe in and of itself. The illness causes 5% of the animals to die each day of the *plague*. The surviving animals bear open sores for the duration of the *plague*. During that time, no one from outside the area will purchase the beasts. These sores and deaths both persist for the length of the intervention, even if the owners move the animals outside the area of the *plague*. The disease is not contagious outside of the area.

Water to Blood: All the natural drinking water turns to thick, crimson blood. As one might expect, this renders all water in the area undrinkable to normal folks for the duration of the *plague*. Rivers flowing into the area turn foul as they enter and return to normal after they leave. Water can be brought in from outside the area, but it only resists the effects of the *plague* for a single day before turning undrinkable.

RESURRECTION

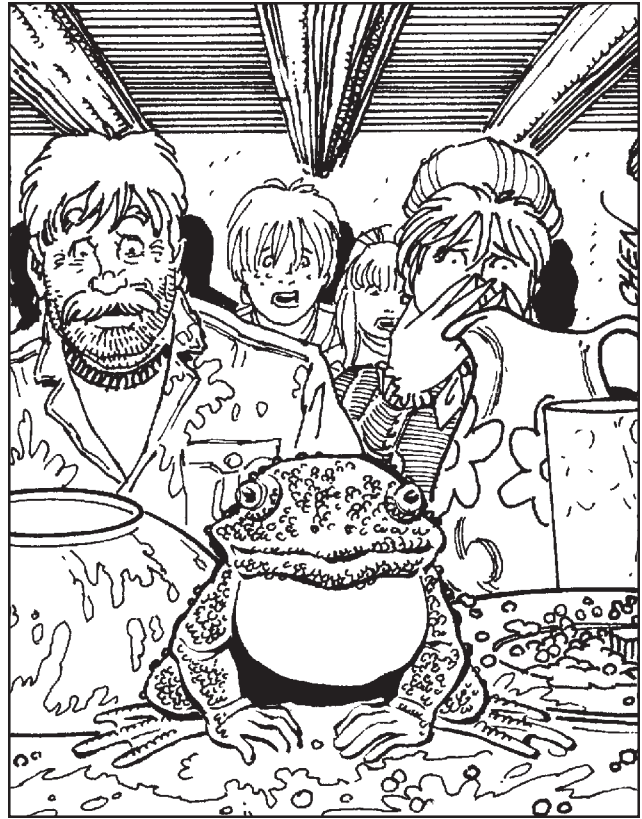
TN: 13

Speed: 3 hours

Duration: Permanent

Range: Touch

No matter how good a gunslinger is with her six-shooter, there's always someone better. And no matter how diligent a blessed is at protecting his flock, he can't always be there to guard and heal them. Eventually, someone ends up taking a dirt nap before her time. With all the abominations prowling the shadows, the side of Good can't afford to lose even one hero. This intervention gives such folks a second chance.



Much like the name implies, *resurrection* returns the dead to life. The subject of the intervention comes back from the dead and is as fit as a fiddle. All her wounds are healed, and her Wind is restored to full. The formerly deceased always bears a scar of the wound that killed her, as a reminder of her own mortality.

A blessed can only raise someone who's been dead less than his *faith* level in days. After that, he's better off invoking *last rites* because if his companion gets up out of the grave then—well, let's say the posse better have its guns loaded.

Returning a soul from the other side isn't an easy task, and bringing back a follower of another faith is even harder. Unlike most holy miracles and interventions, there is no bonus to the blessed's roll if the subject is of the same faith—although there's still a minus if the subject is of a different religion. Deities tend to hold on firmly to their most devout—no matter who's asking for them back!

If the subject is a zombie, his soul's long gone, so the intervention has no effect. If the blessed uses this power upon a Harrowed however, it can actually banish the manitou and restore the poor sobbuster back to real, breath-drawing life.

INTERVENTIONS

SECOND CHANCE

TN: 11
Speed: 1
Duration: Special
Range: Self

Hindsight is always 20/20. Too bad a hero doesn't get the benefit of lessons learned until after the test is over. At least that's how it used to be. With *second chance*, a hero gets to use hindsight as foresight.

When a blessed invokes this intervention, his patron winds back the hands of time itself. It's only a quick push, so just a short hop back is allowed. Time is rewound one round, plus an additional round for every Blessing point after the first spent for this purpose.

This intervention affects everyone—enemies included—not just the blessed and his posse. All actions and effects from the previous rounds are erased. Wounds are removed and even death itself is rescinded, provided they occurred during the time rewound by *second chance*.

The blessed may designate 1 person per each level of his *faith* who retains full knowledge of the events prior to the intervention and is therefore free to alter her course of action.

WALLS O' JERICHO

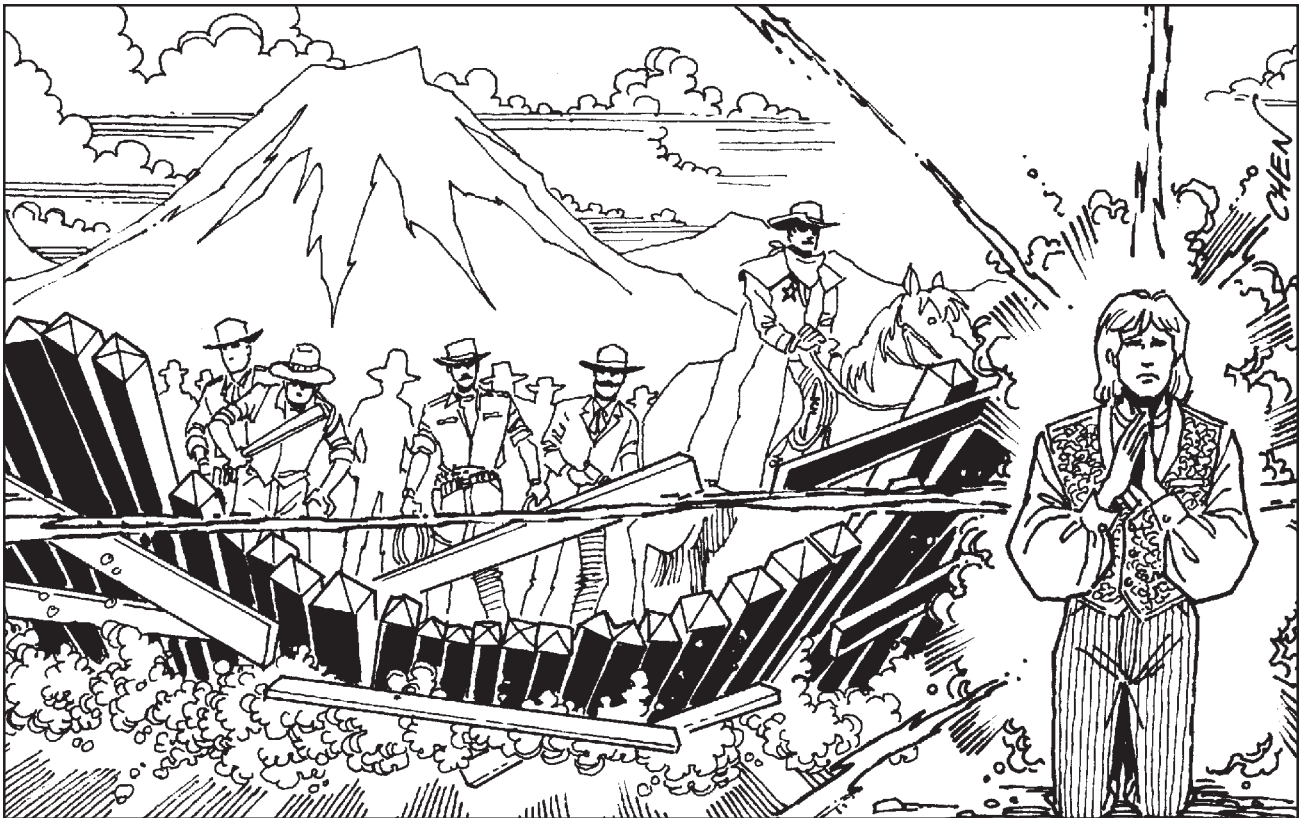
TN: 13
Speed: 1 hour
Duration: Instant
Range: 100 yards

Long ago, the walls of Jericho collapsed at the sound of a trumpet. Maybe that's simplifying it a bit, but that's the gist of it. Sometimes evil's cancer grows in a place, and the only remedy is to cut it out. This intervention calls down the vengeance of Heaven on a building or other inanimate object.

Walls o' Jericho affects a single inanimate object with a base no larger than 10 square feet per level of the blessed's *faith*. The hero can choose a smaller target, but even if it's just a haunted outhouse, she can only affect one place.

The intervention isn't limited to just buildings, either. *Walls o' Jericho* works on ships, trains, steam wagons, even flying gizmos, and other vehicles—although it isn't quite as effective on these targets.

The intervention does 2d20 damage to such objects for every level of *faith* the blessed has. The Armor level of the building is lowered by -1 for every additional Blessing point the hero spends for this purpose.



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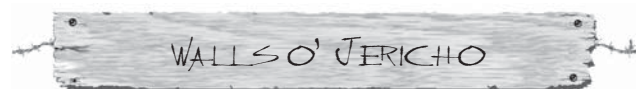
INTERVENTIONS

Against vehicles, gizmos, ships, and similar targets, *walls o' Jericho* only does 1d12 for each level of *faith*. Blessing points may be spent to lower the Armor level against these subjects, just as with a building.

Animate beings (including abominations—even the undead ones) are completely immune to the damage from this intervention. However, falling buildings, collapsing steam tanks, sinking Maze runners and the like do tend to cause a little havoc of their own, so casualties may occur as a result of the destruction. The Marshal determines any such effects.

Structural damage is addressed in detail in *Smith & Robards*, but if you don't have access to that excellent book, we've included a table to show how much damage each type of building can withstand. If the hero is using the intervention against a gizmo, the Marshal should have the details on what is necessary to disable the machine.

Below is a quick summary of building walls, how tough they are, and how much damage is necessary to destroy a 10' x 10' section with this intervention. The material's Durability is how many points of heavy damage from this intervention it can take before collapsing. This is slightly different than the values on structures in *Smith & Robards* (those values are based on making a 2' x 2' hole). This is a swat from the hand of a deity and not a measly cannonball we're talking about here!



WALLS O' JERICHO

Material	Armor	Durability
Shack or outhouse wall	1	100
Thick log wall	2	100
Brick wall	3	100
Heavy stone wall	4	100

WITHER LIMB

TN: 11

Speed: 2

Duration: 1 month/*faith* level

Range: 1 yard/*faith* level

There are some folks so rotten they wear the mark of Cain like a badge of honor. These wicked souls strut around like peacocks and wallow in their moral turpitude. Life has no value for degenerates of this sort, and they seldom think twice about sending a servant of the Almighty off to his reward ahead of schedule.

Although mercy is one of the greatest virtues, a blessed has to live long enough to exercise it. When faced with murderous scum like this, a blessed may have to take drastic measures.

Wither limb slaps a punishment on the villain she's not likely to forget. It may also save the blessed's life if used wisely. This intervention only affects humans (including Harrowed).

The intervention maims a limb on the subject. By that we mean an arm or a leg—the head isn't a limb! The affected limb immediately takes enough wound levels to move it to Maimed. These wound levels cannot be prevented by spending Fate Chips.

Due to the nature of *wither limb*, the subject does not suffer any Wind loss for the wound levels inflicted, nor does she bleed, but she does have to roll to resist the effects of stunning.

The subject can spend a blue Fate Chip to try to resist the intervention. If she does, she may make an opposed *Vigor* roll against the blessed's *faith*. If she wins, she resists the effects, although she loses the rest of her actions for the round. Otherwise the intervention has full effect on her.

Wither limb lasts 1 month per level of the blessed's *faith* at the time he invokes it. The blessed may remove its effects at any time before then if he chooses.

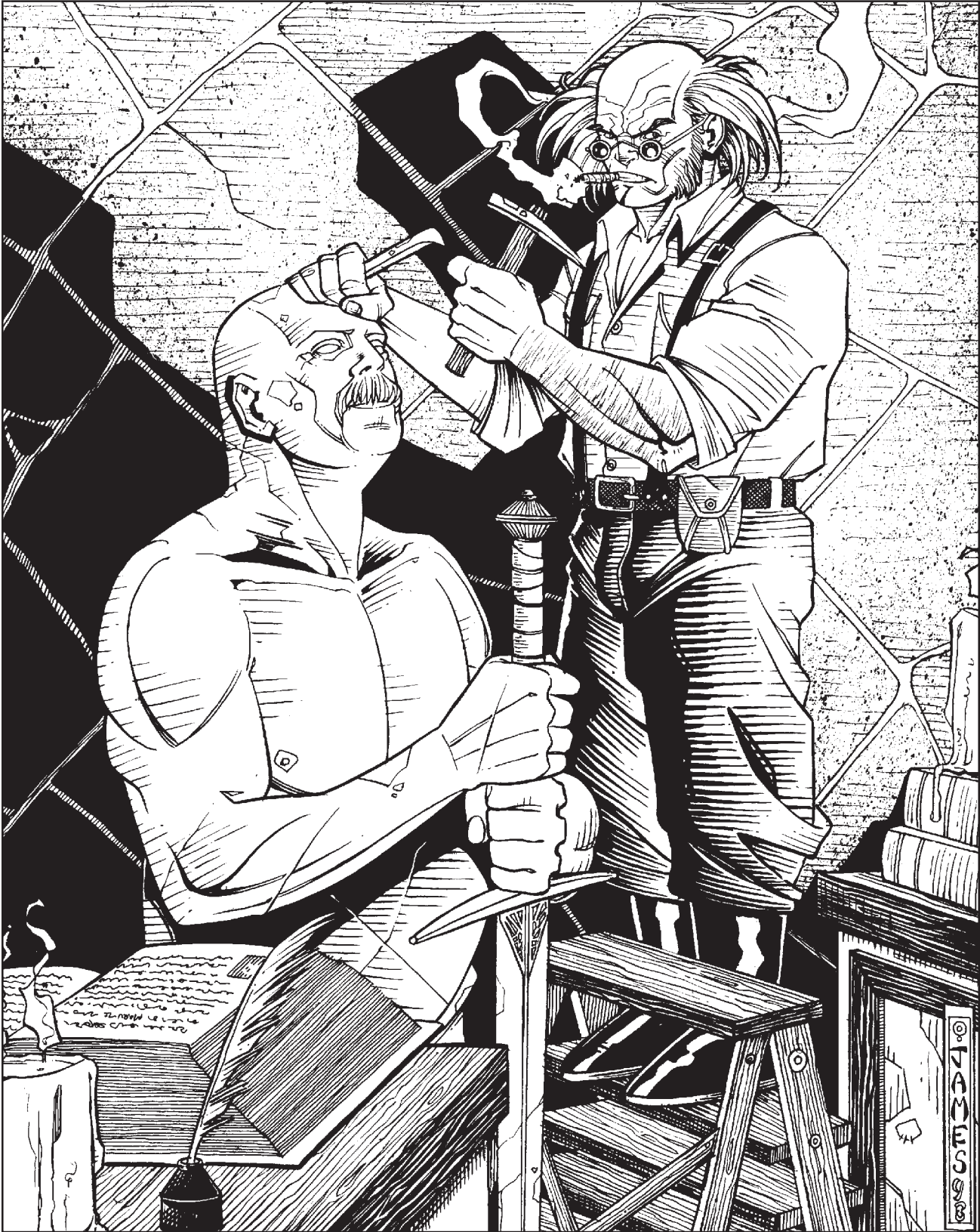
Should the subject kill the blessed who pronounced this punishment on him, the effects last until removed by another blessed of the same faith using *lay on hands*. This is tough for the subject to pull off, because any blessed character automatically recognizes the effects of the intervention.

Its combat applications aside, this intervention is primarily meant to punish the wicked. A little humility goes a long way toward teaching a villain the error of her ways. Being servants of Good, nonlethal solutions to problems are always best. A gunslinger who's made a name (and many enemies) for herself tends to repent quickly when her gun hand is palsied and useless!

DEVELOPING NEW INTERVENTIONS

If you think of a new intervention or two for your character, that's great. Pretty much the sky's the limit, but consult with your Marshal before you get too involved. This is even more important with interventions because of the power levels the hero's dealing with. Like we've said before: THE MARSHAL HAS FINAL APPROVAL.

RELIQS





CHAPTER SEVEN: RELICS O' THE HOLY



With the divine intervention *empower*, you've seen how blessed characters can invest a small amount of divine power into an item. Those items are nothing to sneeze at, but they still don't hold a candle to true relics.

NEW RELICS

Here are some examples of some real holy relics already out there waiting to be found.

Before you get to salivating over what we're going to show you next, don't get your hopes up. Many of the following relics are truly legendary.

Items as famous and powerful as these aren't found lying around. No sir, if your hero wants to lay her hands on one of these, she most likely is going to have to undertake a lengthy quest just to find out where it *might* be. And rest assured, there are lots of other folks out there looking for them too.

GOLEMS

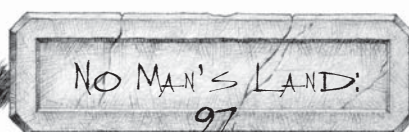
Centuries before Dr. Hellstromme built his first mechanical man, a great religious scholar created his own version of the automaton. The difference was that he built his creation out of clay, not metal, and he called it a golem. The scholar's name is now lost in the annals of time, but the legend of his creation lives on. His golem was a fearsome warrior—virtually invulnerable. And the creature struck fear into the enemies of the righteous.

Of course, that was back before the invention of the Sharps Big .50, but it'd probably still be one tough customer even today.

Only a member of the sect of Judaism known as the cabbala can construct one of these creatures. The means by which these beings are animated has been lost to all but them over the centuries, but legend has it the original one still exists. If a character succeeds in locating the golem, the creature will be inanimate.

Powers: To bring the statue to life, the character must make a *professional: theology* roll against a TN of 13. If the character is not a practitioner of the cabbala, he receives an additional -5 to his roll. The character must also change the writing on the golem's forehead from "*meth*" to "*emeth*"—*meth* means "he is dead" and *emeth* means "truth."

Once activated, the creature can be given a single command. The golem remains animate until it completes the task. The task may be as simple as or as complex as desired, but characters delivering lengthy requests to this living statue should beware. It is susceptible to the influence of manitous. Once a character has given the golem a command, he can't change its instructions without deactivating it. This requires erasing part of the script on the golem's forehead and changing it back to "*meth*." Each time a character reanimates the golem, he receives a cumulative -1 for any previous animation attempts.



RELICS

Taint: Each day the golem is walking around this green Earth, the activator must make a Foolproof (3) *Spirit* roll. If the roll is failed, the creature has been corrupted by a manitou. Due to the powers that animate the creature of clay, the manitou does not gain absolute control of the golem. However, it does cause the statue to pervert the instructions given to it. The manitou warps the spirit of any commands in the most destructive ways possible.

PROFILE

Corporeal: D:2d4, N:1d6, Q:2d6, S:4d12+6, V:4d12+2

Fightin': brawlin' 5

Mental: C:2d8, K:1d4, M:1d10, Sm:1d4, Sp:1d6

Size: 7

Special Abilities:

Armor: The golem's clay body is excellent protection against attacks, providing it with 4 levels of Armor.

Immunity: The golem is immune to Wind loss, except from magical attacks. It is also immune to most mental attacks, including magical ones. *Overawe*, *ridicule*, and *persuasion* are likewise useless against the creature.

HOLY GRAIL

Yep, this the big one: the cup Jesus Christ drank from at the Last Supper.

Word has it King Arthur had a whole bunch of his friends looking for this for years. To this day, there's folks who spend their whole lives trying to find this cup.

The cup itself varies in appearance. Sometimes it may look gilded and of incredible Earthly value, while at others it appears to be a simple earthenware vessel. That's probably one reason it's so hard to find.

Powers: Anyone who drinks from the Grail is instantly healed of all wounds, illnesses, or other infirmities, including *dementias* or *phobias*. Any Hindrances cured by the Grail need not be bought off with Bounty Points!

The Grail combines the effects of *lay on hands*, *mind heal*, and *panacea*. No roll is necessary, the effect is automatically successful.

Taint: The Grail never remains in anyone's possession for long. Each day, the possessor of the Grail draws a card. If this card is a Joker, the Grail disappears from wherever it is kept, moving to some new, unknown locale to inspire hope and faith.



NO MAN'S LAND:

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MOSES' WALKIN' STICK

There are a few divine warriors out there who can turn a perfectly normal ax handle into an angry rattler, but nobody does it as well as Moses did. His wood viper gobbled up a whole slew of other ones without even so much as a belch!

Now, it isn't all that likely a piece of wood could last a couple of thousand years or so—but anything's possible. Anyway, one thing's for sure. If this isn't the original snake staff, it sure is a good imitation of it.

The staff is nearly six feet in total length, and over three inches in diameter. Only one of its kind has been reported so far, in the hands of an itinerant preacher last seen near Fort Bridger, Wyoming.

Powers: When cast on the ground, its owner may make a *faith* roll against a Fair (5) TN. If successful, the staff turns into a large, poisonous cobra. The owner can end the effect at any time by picking the snake up by hand.

The snake obeys the instructions of its owner, and can even perform fairly complex tasks. It has roughly the intelligence of a bright dog. The snake is immune to fear and never has to make a *guts* check. The profile for the creature is below.

Taint: This relic can only be used by someone with the *arcane background: blessed* background. Also, if the viper is slain, the relic is destroyed as well.

POISONOUS SNAKE

The viper is almost 7 feet in length and resembles a hooded cobra, except that it is dark brown in color.

Corporeal: D:1d4, N:1d8, Q:4d12+2, S:2d6, V:2d8

Fightin': brawlin' 5

Mental: C:2d10, K:1d4, M:1d8, Sm:2d4, Sp:1d4

Overawe 3

Size: 3

Terror: 5

Special Abilities:

Bite: STR

Poison: If the viper causes damage with a bite, it automatically injects its victim with a deadly toxin. The victim must immediately make a Hard (9) *Vigor* roll. If he's successful, the area of the bite swells painfully and can't be used for 1d6 days. If he fails, he falls immediately unconscious and dies in 2d10 minutes unless someone treats the wound. This requires a Hard (9) *medicine: any* roll.

SAMSON'S BRAID

Samson was a famous strongman in the Old Testament. The story goes that the secret of Samson's enormous strength was in his hair. As long as he remained unshorn, he'd keep his power.

And there was a lot of it to keep! Samson was strong enough to kill lions with his bare hands, and his last big feat was to bring down a building by pulling down its marble support columns.

Unfortunately, Samson had a weakness for the ladies, and one of them, Delilah, had an agreement with Samson's enemies. She also had a pretty sharp set of scissors. To make a long story short, she clipped his hair and turned him over to his enemies.

Samson's misfortune is another man's gain. It seems a couple of braids of his hair have been handed down over the years and have turned up again. A hero owning one of these braids is likely to make a circus strongman look like he's wearing lace undershorts, if you know what we're saying.

Powers: A character who owns one of these items gains a tremendous boost in his *Strength* Trait. The hero's Trait is raised by 2 levels, to a maximum of d12+4. The hero also gains the *sand and tough as nails* Edges at level 3.

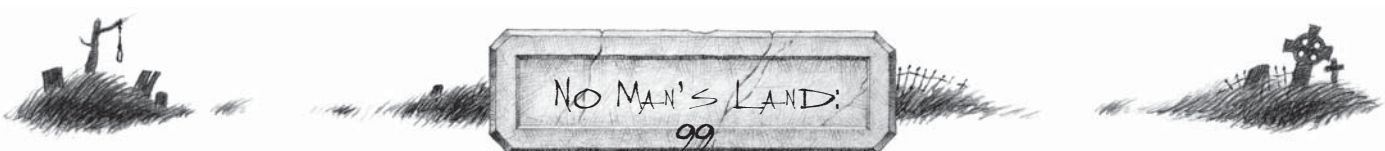
Taint: The character loses the *Strength* bonus if he loses the braid. Also, the braid is less effective for characters who are not members of the of Jewish faith (Samson was Jewish himself). These heroes only gain a 1-level boost in their *Strength* die type, and they get both of the relic's Edges at level 1.

SPIRIT BLADE

These double-edged swords are primarily found in certain nomadic Muslim tribes across the Big Pond. Fortunately for heroes west of the Atlantic, a couple have found their way across the ocean.

The sword isn't particularly sharp or fancy—in fact, the casual observer would probably pass it over in favor of a good cavalry saber. The true power of the weapon lies not in combat, but rather in its ability to fend off hostile spirits. By performing ritual dances symbolizing combat, the character is able to ward off supernatural evil.

Power: Used as a normal *fightin'* weapon, the *spirit blade* is treated like a saber except it only does STR+2d6 damage. Its true power lies in its protective gifts.

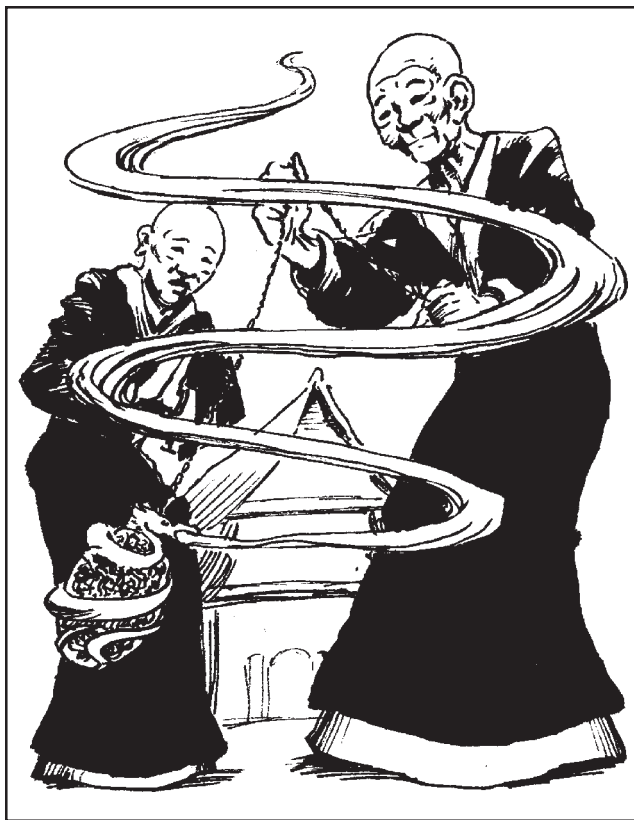


RELICS

The wielder of one of these amazing blades may invoke a short-term *sanctify* miracle with it. This requires the owner to perform a complex dance ritual that takes 1 hour to complete. To do so, the wielder must make a *Nimbleness*-based *professional: theology* roll against a Fair (5) TN. If the dancer is interrupted, he must start over from the beginning. When successful, the blade invokes the effects of a *sanctify* miracle on a circular area up to 30 feet in diameter. *Sanctify* only lasts until the next sunrise however.

The blade may also be used to perform an *exorcism* like the miracle of the same name. The wielder must make a *Nimbleness*-based *professional: theology* roll against a Hard (9) TN to perform the dance necessary for this ability. Once the 20-minute sword dance has been performed, the character can invoke *exorcism* even if he doesn't know the miracle. If he does know *exorcism*, he gains a +2 to his *faith* roll in the opposed test.

Taint: None, but the ceremonies required to use the blade's abilities aren't exactly common knowledge. If the hero wielding the spirit blade isn't of the Muslim faith, he receives a -6 to his *professional: theology* rolls to use this relic's powers.



SPLINTER O' THE TRUE CROSS

Back in the Middle Ages, just about every square mile had at least one charlatan selling a piece of the cross Jesus died on. Of course, most of those folks were lying, but there are still quite a few of the real ones floating around today.

Most of these so-called splinters are actually little more than small slivers of old, dry wood. There are a few bits that were stained with the blood of Christ as he hung upon the cross, and these ordinary-looking pieces hold wondrous powers.

Powers: The bearer of one of these relics can *lay on hands*, even if she's not blessed. Of course, she still has to make a *faith* roll to do so. A blessed with this item doesn't suffer the wound modifier for his patient's wounds when performing the miracle.

Also, the owner receives a +2 on all *faith* rolls when using the *protection* miracle.

Taint: Given the nature of this item, it is only truly effective for members of the Christian faith. If the owner of this relic isn't a follower of Christianity, she can't perform the *lay on hands* miracle using this relic (although she could invoke it on her own if she had already been granted access to the miracle). Also, non-Christians gain no benefit from this item when performing the *protection* miracle.

VENERATED CENSER

Many religions use sweet-smelling smoke to aid in ceremonies and meditation. Some even use the perfumed fumes to protect against evil spirits and the like. These little incense holders provide protection of the latter sort—which is probably a whole lot more useful given the general climate of the Weird West.

The design and appearance of the censer depends on which religion produced it, but all are relatively small and easily portable. There are a fair number of these handy little fumigators around lately.

Power: While incense burns in the censer, the sweet-smelling smoke produced duplicates the effects of the miracle *safekeepin'*. The smoke covers a circular area 20 feet in diameter. The censer does not require any special incense to produce this effect—any will do. A single cone of incense can burn for 1d4 hours in the censer.

Taint: None. However, these devices are best used indoors because even a brisk breeze can weaken the effect, allowing any affected creature a +2 on its *Spirit* roll. A strong wind completely negates the effect of the censer.

THE MARSHAL'S HANDBOOK



MARSHALIN'



MARSHAL: 102



CHAPTER EIGHT: MARSHALIN' THE BLESSED



Riding herd on a blessed hero can be tough on a Marshal. But never fear—as always, we're here to give you a hand. In this chapter, we give you the lowdown on the effects of sin on a blessed, what to do with a hero who's fallen from his patron's good graces, and a few pointers on handling visions and prophecies.

THE WAGES O' SIN

Let's get started with everyone's favorite topic: sin. Most everybody's guilty of it from time to time, but blessed heroes had better be avoiding it like a riled-up polecat on a hot summer day!

Hucksters have to worry about backlash, mad scientists stay one step ahead of the men in white, and Harrowed sublet their brainpans to manitous—but the blessed only have to behave.

Doesn't sound too tough, does it?

For a lot of them it isn't, and as long as they're toeing the line, they've got nothing to worry about.

But there are quite a few of them that just can't bring themselves to keep their hands out of the cookie jar.

Like we said, hucksters, mad scientists, and so forth, have game mechanics to reign them in. The blessed, on the other hand, only have to worry about keeping their slates clean. That's why it's very important for the Marshal—that's you, unless you're not supposed to be reading this—to enforce the beliefs of their faith.

As far as doling out punishment goes, you have to play the part of the blessed's patron. That means you've got to monitor the character's behavior and make sure she doesn't run roughshod over the tenets of her faith.

Make sure both you and the player understand clearly the standards her character is held to by her religion. It's a good idea to take a little time and go over what type of behavior can earn the character a check of the Sinnen' Table. That way, if she does step out of line, it's not a surprise when the holy hickory stick comes out.

OH, BEHAVE!

As you already know, whenever a blessed hero transgresses against his religion, he has to make a *Spirit* roll against a TN on the Sinnen' Table. If he fails, he loses a level of *faith*, otherwise, he gets away clean.

That sounds pretty straightforward, but the problem is most blessed heroes have pretty high *Spirit* Traits. What happens as a result is the folks who should be setting the best example can often get away with being the worst in the lot! To address this, we've added just a little to the whole sinning process.

When a blessed sins, his patron denies him access to any of his miracles and gifts for a short while. The amount of time depends on the severity of the sin committed, but even a short time usually serves as a potent reminder.





The length of time for the punishment is shown on the table below.

CRIME & PUNISHMENT

Severity	TN	Duration
Minor	5	1 hour
Major	9	1 day
Mortal	11	1 week

Only blessed are denied access to their miracles as a result of sinning. Other members of a faith only risk a loss of *faith* and running afoul of human law when they stray from the straight and narrow.

MISUSING DIVINE POWERS

Hopefully, this isn't a problem in your campaign, but if it is, it can get to be pretty serious. If a blessed hero uses a miracle or a gift to knowingly commit transgressions against her religion, it's always considered at least a major sin.

This applies whether or not the act is committed by the hero herself.

If the hero knowingly uses an intervention to commit a sin like this, it's treated as if the hero had committed a mortal sin. Additionally, the hero loses an additional Blessing point, if she has one.

Deities don't take kindly to folks abusing their divine power!

MIRACLES

While we're on the subject, we're going to let you in on a secret even the blessed don't know: how miracles really work.

Earlier in this book, we talked about how deities avoid directly involving themselves with the goings on here on Earth. Likewise, a miracle or gift doesn't come directly from the blessed's patron, no matter what the blessed might believe.

Rather, the deity simply opens a conduit for the blessed to the Hunting Grounds and then helps the hero channel this energy for the desired effect. This means that the blessed is actually drawing power for his miracles from the same place as hucksters, mad scientists, shamans, and even abominations and black magicians.



Of course, the blessed's patron protects the hero from many of the ill effects suffered by other folks who tap the Hunting Grounds. The deity's influence prevents any chance of a manitou ambushing the blessed while she's performing a miracle.

That's why blessed don't suffer backlash, dementia, or similar dangers. Even though they're drawing power from the Hunting Grounds, they're not actually working with manitous—and their respective deities take pains to make sure that they stay that way.

By only providing the blessed access to power from the Hunting Grounds, the patron isn't upsetting the balance. Instead, the deity is merely giving the blessed a fair shot against the advantages already enjoyed by her foes.

Does that make the miracle any less "holy"? No, because the magical energy of the Hunting Grounds isn't good or evil, it's just a tool. It's how that tool is used that's important.

Divine interventions, on the other hand, are actually direct works of the deity being called upon. The powers come not from the Hunting Grounds, but from the higher power itself. That's one reason why they're given out so rarely.

For a divine intervention to work, the deity has to take an active hand in the workings of the world. This is something the Almighty (by whatever name the blessed chooses to call his deity) is generally loathe to do. It's got to do with not wanting to interfere in the affairs of mortals and infringing on their free will.

THE QUEST

There are a number of reasons for a blessed or other character to go on a quest. A character trying to gain, or regain, the advantages of the *arcane background: blessed* Edge must complete a quest. Also, any character unfortunate enough to get slapped with *excommunicate* often has to complete a quest to remove the effects of the intervention. You, the Marshal, may also want to use a quest as a seed for an adventure.

Whatever the reason, the character has to learn the goals of the quest in order to complete it. There are a few ways to go about this, depending on why the quest is necessary in the first place.

REGAINING LOST GRACE

A blessed hero who's lost all his *faith* Aptitude must undertake a quest to regain the use of miracles. Before the character can begin

the quest, he must have purchased at least 1 level of his lost *faith* Aptitude. This costs him 5 Bounty Points.

Once the hero has gained his first level of *faith*, he has to learn what his quest is. Merely wandering the Weird West hoping to stumble across a quest is just going to wear holes in his boots. He either has to seek out another blessed of his religion (this should be a mentor or someone of *religious rank* 5 or higher, not just any Bible-thumper) or pray for a divine vision.

If the hero seeks out another blessed of his religion, he can learn of the goal of his quest from this character. The mentor can give him some insight into where he must go and what he must do to accomplish the quest. The mentor also works as a good mouthpiece for you, as the Marshal, to give any last-minute advice.

With this method, another advantage to the blessed character is that the mentor may be able to offer some advice or aid in the quest. The miracle *ordain* is of special value to heroes undertaking a quest to gain or regain blessed status.

The second way to begin a quest is by divine vision. This is a little tougher on the hero than finding another character to guide him, but a cowpoke can't always find a spiritual guru when he needs one.

For this method, the character has to fast and meditate for three days. If the hero has the miracle *fastin'* (which he probably won't if he's going on a quest) he can use it here. Otherwise, he simply loses 2 Wind a day for three days. At the end of that period, he makes an Onerous (7) *faith* roll (including the bonus from *fastin'*, if any). If he's successful, he gets a vision of what he must do to complete his quest. If he fails, he has to start all over again.

REPENTANT QUESTS

Any character despicable enough to receive the mark of Cain from the divine intervention *excommunicate* probably sits down to a bowl of rattlesnakes for breakfast. But even an hombre as tough as that eventually has to deal with other folks. To shake off the *excommunicate*, she's got actually be penitent and then prove it.

It's doubtful any cowpoke low down enough to draw divine wrath onto her head has any *faith* Aptitude—but even if she does, she can't pray for a vision to guide her quest.

Repentance quests can only be started by seeking out a blessed (of any religion). As above, this blessed can't be a hero.



The blessed automatically knows why the questing character has sought him out. The blessed has all the necessary details of the quest—where, when, and what. Beyond that, the blessed is likely to give little advice.

A character on a repentance quest has to prove herself and the sincerity of her sorrow, so there are no freebies. Even if the hero completes the quest, if she isn't truly regretful of what she's done, then the quest is a failure.

The Almighty can't be fooled.

OTHER QUESTS

If you decide to use a quest for no other reason than to spark an adventure, either a vision or a blessed extra can start the hero on his way.

Another use for quests is to gain a special form of divine intervention, even one that's not listed in this book. Say, for instance, the blessed's companion has contracted lycanthropy. After praying for help from above, the hero could learn of a specific quest the heroes must undertake to lift the curse. If they're successful, the companion is cured—if not, they'd better invest in a good muzzle!



ON THE QUEST

The quest itself should center around the hero learning more about virtuous behavior (and—in the case of a repentant quest—exactly why what he did was wrong). The specific lines between right and wrong vary from religion to religion, but certain acts are almost universally accepted as good. Selfless sacrifice, defense of the helpless, and wholehearted honesty are all safe bets here.

While the quest should focus mainly on a hero's conduct, it doesn't have to be strictly an exercise in character roleplaying. Just focus the plot around some noble act that the hero's going to eventually have to get around to committing to get closer to the Almighty.

Lots of times, the quest that the hero's sent on is just a plot device to get him into situations that let him prove what a good guy he is. This is especially true for repentant folks, since they've got the most to prove.

For example, a hero may be directed to help a young widow and her child make a difficult trip through the mountains to a frontier home left by the late husband. There's plenty of opportunity for thrills in the scenario, but also lots of chances for the hero to prove his honor and virtue.

To continue with our example of the young widow, the hero may learn the widow isn't really a widow, she's just fleeing her violent and abusive husband—and he's just caught up with the group. It's time for the hero to do the right thing.

Once the quest is completed (and any required lessons learned), the hero should somehow be made to realize this. In some cases, the hero may simply be mistaken, in which case the blessed that sent him out on the quest sends him out again (or the visions return).

Repentant characters can return to the blessed who sent them on the quest and have their slate cleared. Those folks who were suffering under an *excommunicate* intervention have the mark removed, and they're as good as new.

Heroes seeking to become blessed gain the *arcane background: blessed*, and those who've fallen regain their status. In both cases, the heroes receive one miracle or gift in addition to *protection* (or another miracle or gift if the hero is of certain faiths). The hero then gets one miracle each week until she has a number of miracles equal to the highest of either her *professional: theology* or *faith Aptitudes*.



PROPHETS & VISIONS

Planning a good vision for a character is always tough. A well-designed one can add depth and suspense to your game. Players can use them to get a vital hint to solving a difficult adventure. They help you to enhance the feeling of mystery and the supernatural. You can even plug one into your game as a cryptic dream if none of your posse has any supernatural connections.

But you have to be careful. If you give away too much, you spoil the mystery of the adventure you've spent so much time preparing, and if you are too stingy, the player is liable to feel cheated.

Fortunately, you never need to be surprised by a character needing a vision. Whether it's a blessed with the gift of *prophecy*, a shaman on a *vision quest*, or just a huckster playing a *hunch*, you're likely to be aware the character may seek a vision during the course of the adventure. You can prepare the vision at the same time you prepare the adventure.

GET OUT THE CRYSTAL BALL

If you have a hero in your posse with a means to call on supernatural knowledge, you should always make allowances for that.

Now, some abilities like *prophecy* or *knack: blue veil*, can only be used once per session, so you only need to prepare a set vision or two to be ready for these requests.

On the other hand, the huckster's *hunch* and shaman's *vision quest* can be used repeatedly during a single session. There are a few ways to handle this.

The first is to simply repeat the original vision, informing the hero that until the future plays itself out, he has to work with what he's got. For now, there just isn't anything else to learn this way. This is the easiest method, and it can really hammer home the point to a hero that's being more than a little stubborn.

The second way is to build on the first vision, adding a little more detail. This works well from the Marshal's standpoint, as it doesn't run a great risk of compromising the adventure, and it can help lend a sense of mystery to the whole affair when the visions are doled out properly.

The final method is to give the character an entirely new vision. This is the hardest one for a Marshal. It requires you to devise a new vision for the character without revealing too much about the scenario.

PREPARING THE VISION

First, let's talk about how to prepare for ambush prophets—those persistent cowpokes with *hunch* or *vision quest* who're likely to throw a request for a vision at you more than once in a session. If you've only got a one-shot fortune teller in your posse, you're job's pretty easy anyhow, so we're going to cover how to handle that later.

The important thing about a vision is to keep it cryptic. If you tell the character the answer to his question outright, you're spoiling your hard work and probably his fun.

Despite what the players might want you to believe, they really don't want you spill the beans about the adventure all at once. Make them think a little, and the hero with the second sight should get a whole lot more fun out of the ability.

You should think of the vision as a coded message. It tells the character important information, but if she can't crack it, it's useless to her.

Determine what the vital elements of the scenario are. These parts include the major threat in the scenario, its weaknesses, and the posse itself. You may also want to consider other elements such as locales, special times or events, and past or potential victims.

Once you've determined these elements, assign each one a symbol. This is the most important part of developing the vision. These symbols form the core of the cryptic message you're going to impart to the hero.

For example, your posse is about to enter a town plagued by a werewolf. You decide the important elements are the type of abomination (a werewolf), his weakness (silver), and when he strikes (the full moon).

SYMBOLS

Symbols are the key to a good prophetic vision. The best way to choose a good symbol is to consider the element you want to represent. Think about what makes it unique. Then come up with a good image to represent that element.

If you're expecting to have to do more than one vision in a single scenario, it's best to stick with things to represent the elements. Getting too creative and using actions or events as symbols can cause problems if you have to do more than just one vision, unless you're comfortable making up entirely new ones on the fly.



THE SURREAL ENCHILADA

Now that you've determined all the important elements of the scenario and selected your symbols, you're ready to build the vision. Putting all the elements together, you come up with the following vision to tell the hero.

You see a number of people at a feast. All of them are in fine clothes. Some are dining neatly with fine silverware, while others use only crude wooden utensils. All the diners have large round glasses of white wine in front of them. Several waiters circle the table at regular intervals, simultaneously refilling the drinking orbs.

A man wearing a wool suit enters the room, his face covered by his long, tangled hair. He walks slowly around the table. Whenever the waiters refill the wine glasses, he stops at a diner who's using wooden utensils. Then he rudely seizes the plate from in front of the person and ravenously devours the food on it. The diner immediately collapses sobbing onto the table. The hero recognizes each diner the man stops at as a victim of a string of vicious attacks in the area. Finally, a waiter (who looks like the next victim) steps up to the man and says, "Sir, who will be paying for this?" The man in the wool suit replies with a snarl and lunges for him as the vision ends.

In the vision, the rude newcomer represents the werewolf. He wears wool clothing and hungrily devours his food—a wolf in sheep's clothing.

The man only victimizes those diners with wooden utensils. The silver in the silverware protects the other diners.

Finally, the moon is represented by the drinking glasses. When the orb-like glasses are full, the man makes his attack. Now this last one is pretty obscure, but there's no such thing as a free vision!

Don't make their meanings too obvious, otherwise you might as well not bother trying to hide the message. On the other hand, if you make it too hard, the posse may never be able to figure out the vision.

Every posse is different, and it's a matter of striking the balance between intrigue and frustration that your players enjoy. It's okay to go to one or the other extreme occasionally, but you don't want to make a habit of sticking to either one.

PUTTING THE PIECES TOGETHER

Now that you've got your symbols set up for the scenario, all that's necessary is to fit them together in a short sequence of events. Since *Deadlands* has a strong horror element, the creepier you can make the events of the vision the better. Not only does this provide the posse with clues (if they're clever enough to figure them out), but it adds to the atmosphere of the game as well!

Here's the best part about creating a vision: The events don't really have to make sense! As long as the underlying message does follow its own sort of logic, the vision can run its course—not unlike a dream. This makes it easy to set up a vision to satisfy the pesky huckster who deals himself a *hunch* when you're not expecting it. The course of events should work together to reveal the message you're trying to convey. Other than that, you've got a free hand.

ONE-TIME VISIONS

Back at the beginning, we said we'd tell you how to set up for one-shot visions. Well, guess what? If you've read this far, chances are you already know all you need to make a cryptic vision for your posse.

However, since you've probably got a bit more planning time available, you can be a little more elaborate than is possible with an off-the-cuff vision. Your symbols can include actions or events (and people as well as things) much more easily than those which have to be produced at the drop of a hat. You can even use synonyms, puns, or a play on words to hide your message. But you want to make sure to not get too caught up in all the riddles. It's most important to keep the whole experience as eerie and surreal as possible.

The trickier the vision, the more rewarded the heroes are going to feel when they work it out. No one really appreciates a gimme—well, not in the long run.



NEW BLACK MAGIC

Up until now, we've told you and your players all about the blessed. What with all the new miracles, gifts, and so forth we've given them, you're probably getting a little worried about how your poor villains are going to fair against these holy rollers. Never fear, because we've given the bad guys a couple of new tricks too.

Here are two new black magic spells to unleash on your heroes when they least expect it. These follow the rules for black magic presented in *The Quick & the Dead*. If you don't have that book, feel free use these effects as plot devices to get the posse mired in a twisted scheme of your own design.

CURSE

Speed: 1d6 minutes

Duration: Varies

Trappings: The "evil eye," voodoo dolls, poisons.

Few cults use blatant means to deal with their enemies. Some prefer a more subtle, if somewhat slower, method of removing the competition. This draws a lot less attention.

Curse inflicts a slow wasting on the target represented by a daily loss of the victim's Wind. Wind lost to this black magic cannot be recovered by normal means. Once the victim reaches 0 Wind, he becomes bedridden, and he begins to suffer wound levels as usual when his Wind reaches low negative numbers.

The caster must see the target or have an item belonging to the victim in order to cast the spell. After that, there is no range restriction, and the spell has a virtually limitless duration.

The caster can freely release the *curse* at any time, and killing the cultist who invoked the *curse* ends the spell as well. The miracle *dispel* and the hex *disrupt* are also effective means for lifting a *curse*. While magical cures can restore some of the lost Wind, they don't prevent further losses.

The Wind loss is based on the caster's level with the spell.



Level	Wind Lost Each Day
1	1
2	1-2 (d4/2)
3	1-3 (d6/2)
4	1d4
5	1d6

SENDIN'

Speed: 1 hour

Duration: 1 night

Trappings: Nightmares.

When a character gets on the bad side of a cult, it may seem like there's nowhere left to hide, and no place she can run. *Sendin'* lets the unholy servants hound their prey, even in her sleep.

This spell allows the cultist to inflict horrible nightmares upon the character. Treat it as if she's afflicted with the *night terrors* Hindrance. Although each casting lasts only a single night, the cultist can cast the spell on the victim each night to get a sustained drain on the hero's will. The Target Number for the victim's *Spirit* roll to resist the nightmare is Hard (9), just as with the Hindrance.

The Marshal should tailor these nightmares to fit the scenario or campaign rather than simply telling the character she's having bad dreams.

The spell has a range of 50 miles times the level the caster has in the spell. The spell caster must possess an item that belongs to the intended victim to invoke the spell.

Dreamcatcher relics provide their usual bonuses against this spell.



THE MISSION



MARSHAL: 110



CHAPTER NINE: THE MISSION



Evening, folks! Now that you're all familiar with the blessed and the other side of their coin—cultists—it's time to learn what happens when the already bad get worse.

This one's not for the squeamish—but then again, few things are nowadays.

THE STORY SO FAR

The Reverend Ephraim Wickliffe was a lackluster itinerant preacher who was winding down his years traveling the West and holding tent revivals. Wickliffe's sermons lacked the fire and conviction of a true believer because he had never been one himself.

Wickliffe took up the pulpit in 1859 as a means to make a living, not a way of life. When the Reckoning came in 1863, he saw it not as a threat, but an opportunity. With all the evil about, surely people would turn their hearts—and pocketbooks—back to God.

Unfortunately, with the Reckoning came the blessed and miraculous evidence of faith. Having no faith in the first place, Wickliffe had no chance of performing miracles. People throughout the West began to doubt the conviction of his sermons.

His following began to waver, and turnouts decreased at every town. Without the ability to perform works of faith, his enterprise was doomed to fail. Wickliffe's desire for riches was soon replaced by lust for miraculous power.

His coveting precluded any hope of true faith, but it did draw the attention of other powers. The Reckoners realize the blessed pose the greatest threat to their goals, and they constantly seek methods to undermine their influence. They began to subtly influence Wickliffe, insinuating advice into his thoughts

POWER FROM BELOW

The Reckoners guided Wickliffe to a tainted relic long hidden in the Southwest—an ornate dagger. The dagger had been used in the ritual murders of hundreds as sacrifices.

Soon after discovering the dagger, two things began to happen.

First, Wickliffe found he was apparently able to perform certain miracles. These were limited to confused visions of actual or future events, but they were sufficient to garner him the audience he desperately wanted.

Second, Wickliffe found his thoughts turning to acts of evil. Never possessed of a righteous spirit, Wickliffe began to explore these inclinations rather than shun them. He found, as he did, that his power grew. He began acting on them, committing terrible and perverted deeds. The more horrific the acts he performed, the more power he gained.

He was careful to keep his heinous acts hidden. If anything, his reputation as a pious religious leader grew during this period.





THE MISSION

It wasn't long until he wrongly associated his newfound power with the strange dagger he possessed. Actually, his own black heart had drawn the attention of the Reckoners. Whatever the source, all Wickliffe desired was more power. He began to search occult texts and books of forgotten lore for other forbidden sources of magic.

THE DISCIPLES O' OBEDIENCE

Wickliffe learned of a rite, called the Ritual of Opening, which would create a gateway to another plane and grant him access to unlimited power. Although he didn't know it, what he had actually discovered was a method to create a portal that would allow the Reckoners greater access to our world.

However, such a gateway would need more than simple incantations. The portal required a physical construction on our world, as well as the sacrifice of many lives to the Reckoners.

He knew the undertaking would take more resources than he had ready access to, so he began to cultivate a following. He named his followers the "Disciples of Obedience" and preached adherence to the guidance of Heaven.

Of course, Wickliffe, who was now calling himself the Prophet, was the sole translator of this guidance, which was delivered to him each night by "a holy messenger of the Almighty Himself."

Within a few years, his cult had grown to include members from all walks of life, from simple laborers to wealthy Eastern businessmen. Wickliffe knew the time had come to complete his task.

THE MISSION

Locating a remote spot in the eastern Arizona desert, Wickliffe moved the truly dedicated among his following, now numbering over 40 men, women, and children, to a permanent compound, one where they would "be insulated from the temptations of the material world." Actually, he wanted to remove them to where he could practice his abominable rites in private.

There, he had the members construct a "mission" to a strict set of plans. Wickliffe had designed these blueprints based on magical formulae he had uncovered in the occult texts he was studying. Few, if any, of the members understood they were actually constructing a huge portal to the Hunting Grounds, and none knew the implications.

SACRIFICE

Once the "mission" was completed to his satisfaction, Wickliffe began the final steps to his enormous Ritual of Opening. Using biblical references out of context, he began to brainwash his followers to believe that not only was human sacrifice an accepted means of worship, it was actually the expected!

Within months, these acts began in earnest. He used only children at first for these heinous acts, but was eventually forced to begin drawing upon the older, more useful Disciples. Soon, however, Wickliffe realized he would deplete his following too quickly were he to continue to sacrifice Disciples, even if he attempted to limit his choices.

Given the lawless region he had selected as a site for the mission, finding another supply for victims was relatively easy.

He contacted a group of bandits using the region as a hiding place. Their leader, Emile Bouchard, was a deserter from the Foreign Legion and had less scruples than a drunken Gila monster. Bouchard agreed to provide the Disciples with slaves for suitable payment in gold coin.

Wickliffe had not only amassed a sizable treasury since finding the dagger, but he also still had numerous followers in the outside world sending contributions, so he readily accepted Bouchard's offer. Greed had long since been replaced by his lust for unnatural power.

For nearly a year, Bouchard supplied Wickliffe with a steady flow of victims, and Wickliffe's power grew to incredible levels. With the aid of Bouchard, the cult eventually came within reach of Wickliffe's goal.

Then the bandits made a mistake.

RETALIATION

Bouchard's men, on a raid, unwittingly seized the daughter of the Apache war chief Anais. The Indians tracked the band of cutthroats to Wickliffe's mission, where the bandits had dropped off their human cargo.

There they observed the Disciples for a short period of time. They never saw the chieftain's daughter, but the war band's shaman had a vision revealing that the cult had already sacrificed her.

Anais' shaman also identified Wickliffe as a man of unnatural power. He told the war chieftain that Wickliffe must be slain and that his only weakness was what he held most dear.



THE MISSION

That night, the Apaches crept into the mission and slew the Disciples, every man and woman, as they slept.

Wickliffe, warned by a vision from his evil magics, attempted to hide in his treasury, but the Indians soon found him. Unfortunately, Anais, seeing the surrounding riches, misunderstood his shaman's vision and believed material wealth was Wickliffe's passion.

The Apaches melted down most of the cult's treasure and forced Wickliffe to drink the molten gold. Believing him dead, they then departed the mission.

The mission still sits in the Arizona desert, apparently devoid of life, a burned-out adobe shell.

But Wickliffe is not dead. Although the pain inflicted upon his body by the Indians was unimaginable, the Reckoners had long ago identified him as a favored servant, and they had no intention of letting him pass on so easily with his task incomplete. With the sacrifice of Anais' daughter, Wickliffe needed only three more victims to complete his Ritual of Opening and create a Deadland in the desert.

Like a spider in its web, he awaits the arrival of his prey.

THE SETUP

A cult representative normally made a monthly trip into Tombstone, an almost four-day ride to the southwest to receive and reply to any correspondence from the group's backers in the East. Almost two months have passed since the last contact was made with the mission.

The posse can be drawn into this adventure in a number of ways.

A blessed hero in the posse can be contacted by influential members of his religion who want him to investigate the cult and its aims.

The characters can be hired by a former member of the cult to track down a missing loved one. Or a current member of the cult can enlist them to regain contact with the mission. Even better, a relative or loved one of one of the posse could be involved with the Disciples.

If all else fails, the posse could even come upon the mission during a ride through the wilderness.

Although the adventure is set in Arizona, little effort is needed to place it in virtually any other western locale. All that you've really got to have is a place to put the mission that's fairly isolated from civilization.





REVEREND EPHRAIM WICKLIFFE

Ephraim Wickliffe should, by all rights, be a dead man. Having molten gold poured down the throat has that effect on most folks, even the really stubborn ones. However, Wickliffe's ties to the Reckoners unnaturally preserved his wicked life.

After the Apache war band slaughtered the remaining cultists and "killed" Wickliffe, they hurriedly departed the cursed ground of the mission. They rode off so quickly, in fact, they didn't notice Wickliffe wasn't actually dead. The cult leader dragged his broken body back into his unholy chapel, where he hid until he recovered.

Now he lurks in the tunnels beneath the mission, waiting for the few victims he needs to complete his Ritual of Opening and open the path to the Hunting Grounds. The posse's arrival leads them right into his hands.

Wickliffe particularly despises blessed characters, and he focuses his more insidious black magic on them whenever he gets the chance to do so. These characters are the first targets of his *curse* and *sending* spells (see below).

Once a handsome middle-aged man, Wickliffe's body now bears the scars of the horrible vengeance Anais wreaked upon it. His face, throat, and torso bear the terrible burns the gold inflicted, and some of the metal remains embedded in his skin and teeth. The rest of the cult's treasury sits heavily in his burned and distended belly!

Wickliffe is now truly a creature of Evil. By all rights he should be a rotting corpse, but his obsession and the power of the Reckoners have continued his unnatural existence. Regardless of his appearance, he is not Harrowed—although the posse may mistake him for such. The Reckoners have made Wickliffe much more than simply undead.

PROFILE

Corporeal: D:2d4, N:3d6, Q:4d8, S:2d8, V:2d12+2

Fightin': knife 5d6

Mental: C:4d6, K:3d8, M:2d10, Sm:4d6, Sp:4d10

Language: Latin 3d8, academia: occult 5d8, overawe 4d10, persuasion 5d10, professional: theology 3d8, scrutinize 3d6

Terror: 11

Black Magic: Bolts o' doom 2, curse 2, forewarnin' 3, scrye 2, sendin' 3, stun 3, zombie 4

Special Abilities:

Dagger: STR+1d4

Immunity: Wickliffe is immune to all damage, and magical attacks only do Wind to him. He can only be slain by the very dagger which he believes gives him his unholy power. Any wound inflicted by the weapon to his guts or head puts him down, and his body begins to decay rapidly.

Black Magic Trappings:

Bolts o' Doom: In addition to granting him virtual immortality, Wickliffe's masters have given him an additional power as an abomination. Wickliffe can pull pieces of molten gold and flesh from his torso and hurl them at his foes. Each of these *bolts* contains about an ounce of gold (if the victim cares to keep the disgusting mass).

Curse: The victim is overcome by a strange disease. Sores begin to break out on the character, but the ailment defies any attempt at diagnosis. *Panacea* can cure this.

Forewarnin': Wickliffe's eyes roll unnaturally far back into his head, and he babbles incoherently for the duration of the "prophecy."

Scrye: The caster must hold the eyes of a victim of the dagger while working this spell. Over the years, Wickliffe has collected quite a few pairs for just this purpose.

Sendin': The caster can send terribly graphic nightmares to the victim. (See the upcoming sections on Wickliffe's nightmare.)

Stun: The naked blade of the dagger must touch the victim. This spell may be combined with a normal attack with the dagger.

Zombie: The dagger can only animate its victims. At the start of the adventure, all of these are in the bottom of the well.

THE DAGGER

Wickliffe's dagger is a strange piece, but it has no magical value in and of itself. Originally, it was a simple piece of flint used in primitive sacrifices, but over the centuries, a sequence of owners have spruced it up a bit.

Now its flint blade, stained with the blood of hundreds, is set in an ornate gold handle. Small jewels are embedded in the pommel and guard.

Wickliffe is completely convinced his powers spring from the blade. For years, he has kept the dagger in his possession, disguising it and its sheath as an ornate crucifix which he wears around his neck.





CHAPTER ONE: LEAVING CIVILIZATION

The settlement nearest the mission is Pueblo Viejo, a small town on the eastern border of Arizona. It's 50 miles south of the mission, so it's over a day's ride from the town to the mission.

PUEBLO VIEJO

Pueblo Viejo, AZ—Fear Level 0

With a total of 42 inhabitants, Pueblo Viejo is unlikely to be mistaken for a metropolis. The town's one hotel is "The Grand." The only saloon is in the hotel. There's a local sheriff's office, but it is only manned part-time.

The posse can find common items at the town's general store, but exotic items are unavailable. For such purchases or to find a telegraph office, the heroes must travel to Tombstone, almost 80 miles to the southwest.

The townsfolk know little of the Disciples or the mission itself. The Disciples divorced themselves from civilization over a year ago and only occasionally passed through on their way to Tombstone to pick up packages or messages from followers back East.

OVERLAND

As the posse leaves Pueblo Viejo, the surrounding wilderness quickly closes in around them. It soon becomes evident Wickliffe chose this region for its isolation and remoteness. Within an hour, the town disappears from sight, and the heroes are alone in the wilderness.

The journey to the mission is rather uneventful, with one exception. At around mid-afternoon on the first day, have each posse member make a Hard (9) *Cognition* check.

Any character who's successful, gets the feeling the posse is being watched. A raise on the roll reveals a small band of Indians, most likely Apaches, are shadowing the group.

The Indians are members of Anais' band who've been tracking Bouchard's outlaws. They are curious about the heroes and follow them from a distance. From here on out, whether the heroes know it or not, Anais and his warriors watch them. Any attempt to parlay with the Indians fails. The warriors simply disappear into the wilderness before the posse gets near.

BOUNTY

The posse spots Anais and his warriors: 2 points.

CHAPTER TWO: ARRIVAL

The Mission of the Disciples of Obedience—Fear Level 3

By mid-morning on the second day of travel from Pueblo Viejo, the posse reaches its destination.

THE MISSION

The mission is an adobe compound composed of five main buildings inside a circular outer wall. It remains much as Anais' warriors left it almost a month ago after their raid on the Disciples.

Directly opposite the gate stands the chapel, with the other four buildings spaced evenly around the 8-foot walls of the compound. In the center of the yard stands a stone-ringed well. A dry and dusty breeze gently blows tumbleweeds through the courtyard.

Most of the buildings stand open, with windows broken and some fire damage evident. The buzzard-picked remains of four Disciples lie scattered around the compound. The reasons they shuffled off this mortal coil (bullet wounds, and lots of them) are still obvious.

THE MURDER WEAPONS

A few of the bodies have remnants of arrows still stuck in them, not to mention bullet wounds. Also, a Foolproof (3) *medicine* roll reveals that many were many killed with primitive weapons. A character who makes an Onerous (7) *medicine* roll learns the bodies have been dead for nearly two months.

THE BONFIRE

A Foolproof (3) *Cognition* roll locates the remains of a large bonfire near the entrance to the chapel, discernible even after nearly two months. Anyone examining the area more closely should make either an Onerous (7) *Cognition* or *trackin'* roll. If successful, the character finds a few globs of gold. These are droplets spilled during Wickliffe's "murder."

COUNTIN' CORPSES

If a hero is clever enough to compare the number of victims found to the number of beds in the compound which were occupied just before the massacre (as shown by the beds appearing unmade), she notices a discrepancy. One body remains unaccounted for: Wickliffe's, although the posse isn't likely to know the identity of the elusive "corpse."





THE WALL

Any character inquisitive enough to want to examine the top of the compound wall must first make a Fair (5) *climbin'* roll. Failure means she must look for another means up. Once on top of the wall, she should make an Onerous (7) *Cognition* roll. If successful, she detects symbols lightly carved into the top of the wall. These symbols run the entire length of the surrounding wall.

A character studying the symbols who makes a Fair (5) *academia: occult* roll realizes they are part of a protective circle, meant to prevent supernatural beings from crossing once it's activated. However, it takes a single person a full day's effort to transcribe and translate all the symbols carved along the top of the wall.

THE WELL

The well is long dry, if it ever actually held water. Any hero inspecting the well notices there is no equipment nearby to allow water to be drawn.

The well descends into dark shadows after only about 25 feet. Any light source dropped in the well sputters and dims, revealing nothing.

A cowpoke brave enough to descend the well is advised to use a rope. Although the walls are rough and provide ample handholds, a fall could lead to broken bones at the least.

If a hero descends into the well, after about 30 feet the temperature drops 10°, and it continues to fall as the character descends. At 50 feet, the hero finds it difficult to see the opening above him, and the walls of the well seem to be made of some slick, smooth stone. Finally at 60 feet, the character reaches a pile of bones and rotting remains of all Wickliffe's sacrificial victims, requiring the hero to make a Hard (9) *guts* roll. Anyone stern enough to sort through the remains finds over 50 victims.

Underneath the pile of carrion, a large rune is inscribed in the rock of the floor. Of course, this is buried under more than 15 feet or so of decaying corpses, so it's going to take some really determined heroes to find it. A hero who sees the rune and makes an Onerous (7) *academia: occult* roll recognizes the rune as marking a mystical portal or gateway of some sort.

The well is the physical location of the gateway Wickliffe seeks to open in the center of his mysterious mission. Until the ceremony is complete, however, it is only an empty hole in the ground.

THE MEN'S DORMITORY

The door to this single-story building swings freely in the wind. Most of the dormitory's few windows are broken from the outside. Propped on the southern wall of the building are a number of tools, including picks, shovels, an ax, etc.

The interior is sparsely furnished. The building is divided by a hallway, with a large room to both the north and south of the entry. A potbelly stove stands in both rooms, and a number of oil lamps hang along the walls for light. Ten bunks also line the walls of each room.

At the end of each bed stands a foot locker. Inside each is a meager collection of personal belongings, mostly work clothes. Each also contains a small booklet detailing the beliefs of the Disciples. These can be simply stated as being obedience to the will of Heaven as translated by the Prophet Ephraim Wickliffe. There are also numerous passages about releasing all ties to material goods and the "corruption of the physical body."

The evidence of the massacre the posse discovered outside continues within the dormitory. The remains of eight bodies lay about the building, some still on their beds—obviously slain in their sleep.

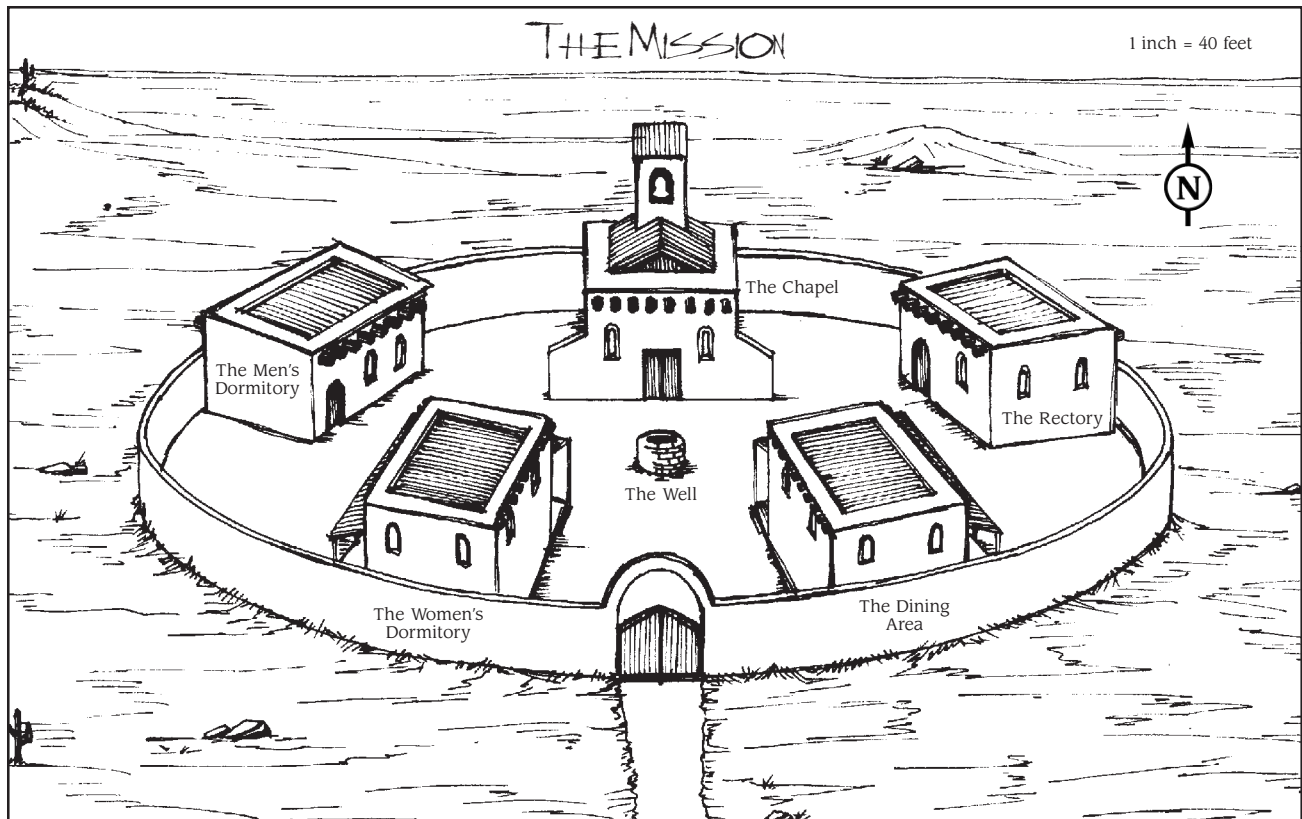
Although there are 20 bunks in the dormitory, only 11 appear to have been slept in. The others are neatly made, and they appear to have been so for some time. These are the bunks of Disciples Wickliffe sacrificed before making his deal with Bouchard. Any character examining the contents of the dusty footlockers at these bunks finds the belongings neatly stacked and ordered.

Any posse member who looks closely at the potbelly stove in the northern end of the building should make an Incredible (11) *search* roll. Or if the character has the *trackin'* Aptitude, she can instead attempt a Hard (9) *trackin'* roll. If she's successful, the hero notices a set of dust-covered scuff marks centered around the feet of the stove.

Experimentation reveals that the stove can be slid forward. Doing so requires the character make an Hard (9) *Strength* roll, although each other character helping gives this roll a +2 bonus. After the stove has been moved, any hero making a Onerous (7) *search* roll finds a concealed trap door where the stove had stood. The trap door is an opening to the tunnels which run under the entire complex.



THE MISSION



THE RECTORY

This adobe house is the smallest of the buildings in the compound. It was the private home of Wickliffe prior to the massacre. Now he hides in the tunnels underneath the mission.

There are only two rooms: a sitting room/library and a bedroom. Although the windows to this building are broken like most others in the compound, the door to the rectory is closed.

In keeping with Wickliffe's doctrine of separation from material desires, the house is Spartan in decor. A few throw rugs are in each room, but there is no other attempt at decor.

The sitting room contains a reading desk and a few simple chairs. Bookshelves line the walls, containing books on a variety of theological subjects. A long-ago overturned oil lamp lies broken on the floor, the oil thickened and dried.

In the bedroom, the bed is disturbed as if its owner was startled awake by the attack. The rest of the room is in order, however. A number of suits hang within a standing closet, and a dresser in one corner contains a few other personal items.

No amount of searching in either room reveals anything of much material value.

Underneath the closet in Wickliffe's bedroom is a small, coarse rug. Nothing distinguishes it from a number of other similar rugs throughout the house. If the rug and closet are moved, any hero examining the area underneath should make an Onerous (7) *search* roll. If he's successful, he locates another entrance to the tunnels.

WICKLIFFE'S LIBRARY

A cursory examination of the books on Wickliffe's shelves gives the impression the Prophet was a well-read theologian. However, if any character peruses the actual contents of the books, he finds fully a quarter of them are actually occult texts with the covers replaced by ones from standard religious texts. The majority of these tomes deal with the summoning and control of otherworldly creatures.

In the center drawer of the reading desk, a character can find Wickliffe's leather-wrapped journal. However, Wickliffe began encrypting his journal long ago with a code of his own devising, making it nearly impossible to read. The writing appears to be nothing more than sequences of numbers covering each page.



THE MISSION

Actually, the numbers are references to specific words indexed by position in a particular verse in the Old Testament. A hero can decipher the code by making either an Incredible (11) *academia: occult* roll or a Onerous (7) *professional: theology* check.

Even if the hero is successful, decoding the journal requires three days of dedicated effort. The information within is divided into three sections, one of which can be decoded each day. (Of course, if several heroes have the appropriate skills, they can each work on a separate section at the same time.)

This book details the decline and eventual total corruption of Ephraim Wickliffe in several entries scattered throughout the past several years. He encoded the journal to prevent others from stumbling on his terrible secret. His entries cease shortly before meeting Bouchard. His obsession with his plan no longer left any time for such trivialities as the painstaking encryption of his thoughts.

See the end of this book for details on the contents of the mad reverend's journal. Excerpts from each section are presented chronologically from oldest to newest. However, it is entirely possible that the posse may start from the end of the journal and work backward. In that case, simply reveal the contents of each section as it is read.

THE WOMEN'S DORMITORY

This building is virtually identical to that of the men's dormitory, which stands not too far away. (Of course, none of the buildings are very distant from each other.) As with the men's dormitory, the door to this building stands wide, barely on its hinges, and most of the windows have been broken out.

A hallway bisects the building into two main rooms. Inside these sleeping areas, there are a total of 22 bunks. Potbelly stoves stand in the both bunkrooms. Dusty foot lockers sit at the end of each bunk.

Victims of the Apache massacre lie scattered about the building. A total of seven bodies are in this building, all slain by methods similar to the other victims.

Of the 22 bunks in the dormitory, only eight appear to have been slept in. The others appear undisturbed. (Wickliffe sacrificed a larger number of women to complete his plan.) Just as in the men's dormitory, the belongings in the footlockers at these unused bunks are well-organized, and the chests are dustier.

The northern stove in this building is similar to the movable one in the men's dorm. The only difference is this stove is slightly easier to move, requiring only that the heroes make an Onerous (7) *Strength* roll.

THE DINING AREA

This building, slightly smaller than either of the dormitories, served as both a kitchen and dining hall to the Disciples. (God knows what Wickliffe was feeding them.) Although the door is open and many of the windows are broken, this building actually suffered little in the attack by the Indians.

A long table with benches dominates the center of the largest room of the building. At the northern end is a small kitchen area containing an open fireplace. Two small food preparation tables, a large cupboard, and a few food storage bins are also in this area. The powerful odor of stale and moldy foodstuffs emanates from the bins.

In the northwestern corner of the kitchen is a hand-operated water pump. Unlike the well in the center of the compound, this pump provides water if primed and pumped.

A false bottom is hidden under the ashes of the fireplace. Any cowpoke digging through the soot should make a Hard (9) *search* roll. If she's successful, she finds the seams of a trapdoor leading to the tunnels.

THE CHAPEL

The chapel is the largest building in the compound, standing over 20 feet tall. The adobe front of the building rises even taller and holds the mission's large bell. The doors to this building stand closed, unlike most of the other buildings.

The chapel's double doors enter a small foyer. Off to the right of the door, the bell rope hangs through a hole in the ceiling. To the north, an archway leads to the main room of the chapel. Three small prayer rooms, each containing only a small candlestick and bench, also let off the foyer—two to the left and one to the right.

The majority of the building is devoted to the large meeting area. Broken, red, stained-glass windows give the room an unhealthy crimson tint. The room's ceiling is vaulted, with rafters crossing the area 10 feet above the floor. Pews face a pulpit at the north end of the church and are divided by an aisle running from the door to the pulpit.

THE MISSION

Heavy red drapes line the back wall, hanging from ceiling to floor. Any blessed may note that religious symbols of any kind are conspicuously absent from the building.

Any hero searching the small prayer room to the right of the chapel foyer should make a Fair (5) *search* roll. If he's successful, he finds a \$20 gold eagle wedged under one of the interior walls. Experimentation shows him the candlestick isn't as firmly attached to the wall as it appears. Pulling the holder opens a hidden door in the room's wall, letting the character into the cult's treasury. Unfortunately, Anais and his braves have already fed most of the wealth to Wickliffe, so only a few gold eagles remain laying about the floor. All in all, a total of \$120 in gold can be recovered, although torn burlap bags indicate more gold was hidden here in the past.

The pulpit conceals the entry from the chapel into the tunnels. Any character closely examining the pulpit itself (and who makes an Onerous (7) *search* roll) finds scuff marks around the base of the pulpit. To move the pulpit, the hero must turn it in a counterclockwise direction. Doing so releases the pulpit from its position and opens the trap door beneath it.

THE SURROUNDING WILDERNESS

If the heroes decide to search the area immediately around the mission, they soon discover what appears to be an outdoor worship area about 150 yards directly to the west. The area rests on a slight hill and overlooks the mission itself. It consists of 4 pews and a crude pulpit.

Any hero observing the worship area should make a Fair (5) *Smarts* roll. If he makes it, he realizes the pews face the opposite direction of the pulpit. Both pulpit and pews face the mission itself.

If a member of the posse explores the area to the west of the mission, she discovers a footpath if she makes either a Fair (5) *search* or Foolproof (3) *trackin'* roll. The path leads to a cave in the hills about 1 mile to the west. The cave contains several sets of shackles attached to the rocky walls.

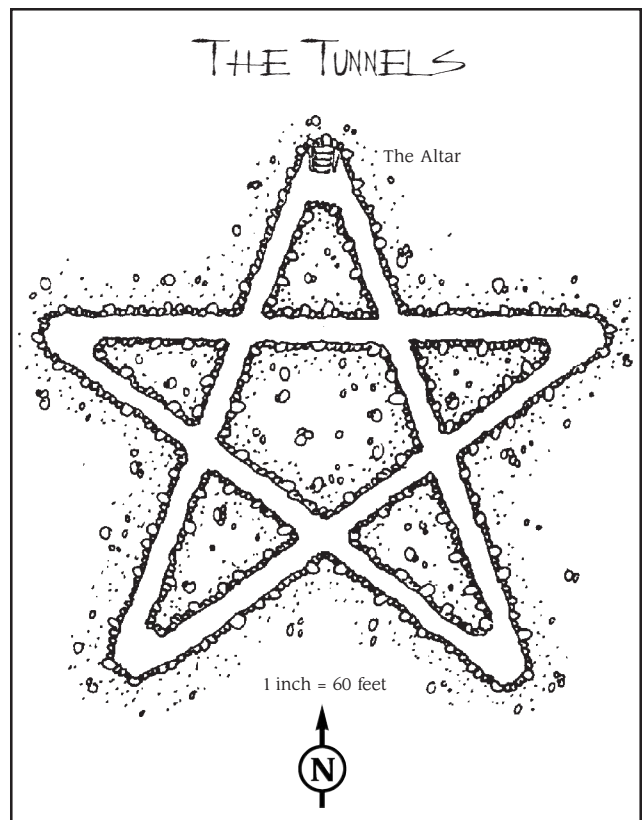
Further investigation reveals the tracks of a number of horses at the cave entrance, if the hero makes a Hard (9) *trackin'* roll. Too much time has passed for anyone to determine the number of horses or the direction of travel. (This is where Wickliffe and Bouchard conducted their exchanges.)

THE TUNNELS

Wickliffe had his followers construct a network of tunnels under the mission, taking painstaking care to ensure they followed his plans for the place to the letter. The arrangement of the tunnels is the most important feature of the compound's design. Here the Disciples conducted the unholy rites necessary to complete Wickliffe's plan.

Each building has an entrance to a small room directly beneath it. Each room, in turn, has two steeply descending passageways leading out of it. The tunnels are rough hewn from the surrounding dirt and rock, with no visible wall supports, and each has a rough cobblestone floor. The passageways slope sharply downward until intersecting at the bottom of the slope. There, the tunnels form a pentagon surrounding the well in the center of the courtyard (which is basically unreachable from here).

The northernmost room in the tunnels (the one under the chapel) contains a central altar. A candelabra stands on each altar, but no other items are in the room (Wickliffe's dagger is the only blade used to perform the Ritual of Openings).





THE MISSION

A hero who makes a Fair (5) *search* roll notices a spigot at the bottom of the altar. It appears the blood of the sacrifice filters from drains at the top of the altar, down to the pipe.

The floor of each tunnel is coated with a line of blood. A character making a Foolproof (3) *trackin'* roll follows the continuous blood stain from the altars all the way into the pentagon at the bottom of the slope. The porous nature of the rocks in the floor (and a little help from the Reckoners) have caused the blood to seep deeply into the very floor. No amount of cleaning can remove the blood stain.

Imposing a map of the tunnels over the compound reveals the image of an enormous pentagram. Any character with any level of *academia: occult* Aptitude or *professional: theology* of 3 or higher automatically recognizes this, no roll necessary. The circle is used for summoning supernatural creatures or opening otherworldly portals. The hero also knows the pentagram created by the mission's layout is incredibly large—almost 30 times the usual size.

BOUNTY

Translating Wickliffe's journal: 2 points.

Finding the tunnels: 3 points.

Discovering the occult design of the compound: 3 points.

CHAPTER THREE: DAYS 1 & 2, THE WAITING GAME

It's likely the heroes are going to spend the first day or two investigating the massacre and giving the dead decent burials. Allow them to explore as much as they wish.

However, if the heroes don't tend to the dead, remind any blessed hero or character with a friend or relative in the cult how unsettling it is to leave the bodies lying in the compound. Burying the dead properly should take the whole posse an entire day. (This is hard ground.)

When the posse first arrives, Wickliffe hides in the tunnels and clandestinely observes them. He refuses to risk discovery this early, so much of his spying is done with *scrye*. Still, allowing a hero to notice him might help to keep the posse's interest centered on the compound.

With the numerous intersections in the tunnels, he can easily elude the posse until he is ready to confront them. He is careful to keep the existence of the tunnels secret during this time.

Until the posse opens the entrances in the dormitories and rectory, the chapel and the dining hall provide him the best routes in and out of the tunnels. He can close these trapdoors from below.

The first night, Wickliffe begins using *sendin'* on any blessed hero in the posse. (See the section on Wickliffe's nightmare below.) If there is more than one such character in the group, he lays a *curse* on the other.

If the heroes sleep outside the mission, Wickliffe still uses *sendin'* as long as they remain within range.

Even if the heroes remain in the mission the first few nights, it's possible they may later move to a campsite outside the walls. If so, Wickliffe continues to torment his targets. Later events may lure the heroes back into the mission as Wickliffe seeks to trap his final few sacrifices. Although he prefers to make his moves at night (it's creepier than daytime), Wickliffe can freely move about in sunlight, so even high noon isn't safe for the posse.

If the heroes get bored at the mission, be sure to do something to intrigue them. Maybe they hear Wickliffe scuttling about in the middle of the night. Or maybe a brother of one of the Disciples shows up looking for her. This could help the heroes set the tragedy of the massacre into a larger picture.

THE NIGHTMARES

Even now, deep within his twisted soul, the Prophet covets the abilities of the blessed. He lusted after their divine power for years before gaining his own corrupted sorceries. As a result, he takes particular pleasure in tormenting blessed characters.

At first, the nightmares are only intended to torment the hero. But as time goes on, Wickliffe begins to use *sendin'* to give the character the impression that her dreams are actually visions of the future. By doing so, he hopes to confuse the character and cause her to falter at a critical moment or, better yet, lead the posse away from his only weakness.

The nightmare runs in continuous sequence. The first night in the mission, the hero receives the first part of the nightmare. The second night, the *sendin'* is composed of both the first and second parts. The third night, it contains the first three parts, and so on. Feel free to move up the time table if your posse starts getting anxious about moving on.

Read the italicized text aloud to the dreamer.



THE MISSION

NIGHTMARE ONE

You awaken in one of the dormitories to the sounds of a child giggling softly. Moving cautiously to the door, you step into the courtyard. Flickering light from fires burning in spots around the compound cast eerily moving shadows. Occasionally, a dark shape darts across an open space. You never see its source, but you know these are the Disciples' murderers.

The murdered Disciples are scattered about the courtyard. Their fresh blood glistens in the firelight.

The laughing comes from behind, startling you. Turning around, you see a young Indian girl in a dress running away from you, clutching a doll. (This is Anais' daughter.)

The girl stops at the body of a murdered Disciple and crouches down beside it. Still giggling, she touches the fresh blood.

You snap out of your paralysis and rush to the child. Grabbing the back of her dress, you pull her away from the corpse.

The child turns around to face you. Her throat is deeply slashed, yet she keeps giggling. Her skin is pale, as if she has been drained of most of her blood. In her red-stained hands, her doll bears an identical wound, and its head lolls to one side.

NIGHTMARE TWO

The child pulls free of your grip and skips away across the courtyard toward the chapel, ignoring your pleas to stop.

There, she once again kneels in the dirt and then begins to sing a children's rhyme. You walk across the courtyard, oblivious to the carnage around you. At first, you can't hear what the child's saying, but as you get closer, the song becomes clear.

"Here is the church, and here is the steeple." The little girl rises from the ground and turns to the chapel doors.

"Open the doors, and see all the people!"

With that, she flings the doors wide. You gaze into the chapel, which is lit by the firelight passing through the red stained-glass. In the crimson glow, you see dozens of bodies hanging on hooks from the rafters. Most of the victims are still alive, their legs thrashing as they convulse on the hooks.

BOUNTY

Giving the dead a decent burial: 2 points.

CHAPTER FOUR: DAY 3, COMPANY'S COMING!

Emile Bouchard and a few of his gang arrive at the compound about the middle of the third day. (Remember, you can move this part of your timetable up to as early as the second day if your heroes are acting like they've got ants in their pants.)

There are two bandits in his group for each posse member. He immediately realizes that the compound is no longer unoccupied—assuming the posse has made at least a token effort to clean up after the carnage.

Bouchard believes the posse is another band of looters. He and his men approach the compound cautiously, but openly. He attempts to start a conversation with the group, distracting them while his men casually surround them. If the posse won't allow his gang inside, he tries to sneak a few men around the back to climb the walls while he keeps the posse occupied at the gate. If that plan fails, he stages a stealthy attack after dark.



THE MISSION



Once Bouchard feels his gang has gotten the upper hand or the posse has simply gotten wise to his plan, he signals the attack. Have each hero roll a Fair (5) *Cognition* check to avoid surprise, unless the character was actively suspicious of Bouchard's intent.

As soon as the fight breaks out, the bandits rush to any open buildings, taking cover in doorways and windows and blasting away at any exposed parts of any heroes. During the course of the battle, Wickliffe seizes one of the bandits alone in one of the buildings. (It doesn't matter which, as long as he's still alive. A wounded one would be fine.) He drags the unfortunate into the tunnels and sacrifices him on the altar, bringing his goal that much nearer.

The outlaws, much like any bullies, can't take a hit nearly as well as they can dish one out. Any outlaw must make a Fair (5) *guts* roll each time he's wounded, to avoid losing his nerve and running away from the fight.

If the bandits win, they aren't likely to kill the heroes outright. Although Bouchard's gang isn't usually merciful, he attempts to take the posse alive if possible. He believes they may know where Wickliffe hid the cult's treasure.

In this case, allow the posse ample chances to make an escape and turn the tables on their captors. A well-planned escape attempt should be successful, but don't make it too easy for the heroes.

On the other hand, if the fight is going against his outlaws, Bouchard throws himself on the mercy of the posse. He promises to tell the group about Wickliffe's treasure if they only spare his hide. The rest of his gang loses their taste for the battle at that point, scattering into the wilderness.

If the posse captures Bouchard, he offers to help them search for the cult's treasure. Bouchard is certain the Disciples had a large amount of gold hidden somewhere in the compound, but he's not certain exactly where. He believes Wickliffe may have kept the money secret from the other members of the cult.

He tells them Wickliffe paid him \$200 in gold for each live captive the bandits brought him. The Prophet met them at the cave to the west and made the exchange. Although the bandits sold Wickliffe about 30 slaves, Bouchard neither knew nor cared what the cult used them for.

If the posse releases Bouchard, he leaves with the intention of rallying his men and returning with the rest of the gang, 20 in all. This time, he has no plans to take any prisoners!

If the posse keeps Bouchard captive, Wickliffe plagues Bouchard with a *sendin'*. As time goes on, the man becomes paranoid, believing the ghosts of his victims are coming for him.

EMILE BOUCHARD

Convicted of murder and robbery by the French government, Bouchard faced a minimum of life imprisonment on Devil's Island. Totally bereft of any semblance of honor, loyalty, or pride, he took what seemed the best option available. Bouchard volunteered for the Foreign Legion.

The Legion's strict regulations chafed him, but he bided his time, waiting for an opportunity to escape and begin a new life—one with more opportunities for personal advancement. Finally, stationed on a border outpost in northern Mexico, Bouchard got his chance. He slipped off during a raid on the Ghost Trail and made his way north to the virtually uninhabited desert in eastern Arizona and western New Mexico.

There he began assembling a group of cutthroats and thieves. Most of his gang was composed of criminals too incompetent or deviant to join the "Chuckles" Ryan and his

THE MISSION

Laughing Men to the north. Bouchard had hoped to build a bandit empire that would rule over the Arizona wastes, but his band of outlaws hasn't amounted to much more than an unusually bloodthirsty group of highwaymen at the moment.

Then Bouchard stumbled across the Disciples of Obedience. Wickliffe and Bouchard struck a bargain. The bandits would provide the Disciples with human "merchandise," and Wickliffe would, in turn, reward the outlaws with gold from the cult's coffers.

Although he was many things, Bouchard wasn't a stupid criminal. He knew his gang could likely massacre the Disciples and empty the treasury, but that would be killing the goose that laid the golden eggs. Right now, the cultists are a steady source of income.

For almost a year, the arrangement worked to both groups' benefit. Then some of Bouchard's band raided an Apache village for captives. His outlaws were successful in eluding the Indians, but not before being tracked to the Disciples' mission.

Bouchard has learned about the slaughter of the cultists and has decided it's time to make a final withdrawal from the mission's treasury if there's anything left.

Emile Bouchard is a scruffy man of average height and weight, but his appearance belies the dangerous killer he is. He has one vanity: his thin, waxed mustache. He believes it makes him look roguish. His clothing is the remnants of his Legion uniform mixed with bits he's taken from victims over the years.

PROFILE

Corporeal: D:3d10, N:4d8, Q:4d12, S:2d6, V:2d8
 Climbin' 3d8, dodge 3d8, fightin': brawlin' 4d8,
 fightin': knife 3d8, horse ridin' 5d8, quick draw
 4d12, shootin': pistol 6d10, shootin': rifle 3d10,
 sneak 2d8

Mental: C:4d8, K:2d4, M:1d10, Sm:2d6, Sp:3d4
 Leadership 2d10, overawe 3d10, scrutinize 2d8
 Edges: Sand (+2 to recovery checks), tough as
 nails (+6 Wind), two-fisted

Hindrances: Greedy, mean as a rattler, enemy
 (French Foreign Legion), outlaw 3

Gear: 2 Peacemakers, Spencer carbine, .44
 Derringer hidden in small of back, knife.

BOUNTY

Defeating Bouchard and his men: 2 points.
 Learning of Bouchard's deal with Wickliffe: 2
 points.

CHAPTER FIVE: DAY 3, A BAD NIGHT

By the third night, Wickliffe becomes concerned. He decides to take a little more drastic action to convince the group that remaining at the mission is bad for their health.

NIGHTMARE THREE

The church bell tolls as you stare into the chapel. You are drawn into the charnel house as the bell sounds a second time. On the third ring, you step into the foyer.

You slowly turn to the right, where the bell rope hangs. The rope has been turned into a hangman's noose. From the noose, a dead body hangs, slowly rotating in the shadows.

You cautiously approach the dangling corpse. As the body turns toward you, a shaft of scarlet light strikes its face. You recognize the body as that of one of the bandits from Bouchard's gang.

Suddenly, the corpse's eyes snap open, and its hands reach out toward you!



THE MISSION

THE NIGHTMARE MADE REAL

Using *zombie*, Wickliffe reanimates the bandit he captured and sacrificed earlier. He then uses *sendin'* to insinuate a vision of the corpse into the dream of the character he's been tormenting (as described above). His plan is to further terrify the hero by making his horrible dreams come true!

The Prophet waits until his *sendin'* has taken effect that evening before releasing the walkin' dead outlaw from its hiding place in the tunnels. The zombie leaves from an exit in one of the unoccupied buildings. If all the buildings are occupied, Wickliffe waits until one is empty before sending the zombie out. It uses an exit as near the chapel as possible, without revealing the tunnels.

If unable to exit via the chapel's means into the tunnels, the creature climbs to the surface by means of one of the other secret exits and then moves as stealthily as possible to the building above ground instead. Once inside, it ties the bell rope into a crude hangman's noose. Then, the zombie slowly tolls the chapel bell three times and hides in the prayer room on the right (the one concealing the treasury).



It then waits until the most opportune moment and bursts out of the small room, attacking the nearest character. Don't forget surprise checks! All posse members should make a Hard (9) *guts* check upon seeing the walkin' corpse. The character suffering from Wickliffe's *sendin'* gets a -2 modifier to this roll.

Although the corpse is carrying a pistol in a holster, its first attack is bare-handed, as it attempts to bite and bludgeon the nearest hero.

After the fight, any hero who examines the zombie and makes a Fair (5) *Smarts* check recognizes him from the bandit attack earlier that day.

During the commotion caused by the fight with the undead, Wickliffe slinks out of the tunnels and attempts to nab a lone victim. If Bouchard is being held captive, the bandit leader is his preferred victim. Using *stun*, he tries to incapacitate the victim and drag him into the tunnels for a sacrifice.

Wickliffe may attack a lone hero left guarding Bouchard, but he still refuses to attack more than a single member of the posse yet. If he overcomes the guard, he takes Bouchard and leaves the posse member behind.

On the other hand, if the posse was unfortunate enough to be captured by Bouchard's gang, the zombie's actions provides them with an excellent chance to escape.

THE DEAD OUTLAW

The reanimated bandit is a particularly unpleasant looking customer. Wickliffe's sacrificial rite inflicted terrible slashes on his chest and throat. The one on his throat is so deep, it seems only the spine stopped it from cutting his head clean off! The creature is also deathly pale. Wickliffe drained almost all its blood for use in his magics.

PROFILE

Corporeal: D:2d6, N:3d8, Q:1d10, S:4d8, V: 4d10
Fightin': brawlin' 3d8, shootin': pistol 3d6, sneak 3d8

Mental: C:3d6, K:1d6, M:2d6, Sm:1d6, Sp:2d6
Overawe 3d6

Terror: 9

Special Abilities:

Bite: STR

Undead.

Gear: Army .44 with six bullets.

BOUNTY

Defeating the zombie: 2 points.

THE MISSION

CHAPTER SIX: DAY 4, THE ENEMY O' MY ENEMY...

Early on the fourth day of the posse's investigation, a small band of Apache warriors approaches the gates. Have any character just after sunrise make a Hard (9) *Cognition* roll. If he succeeds, he sees the warriors rise up from hiding places among the low scrub surrounding the mission. Otherwise, the Indians appear at the entrance from out of the surrounding wilderness as if by magic.

If the posse was captured by the bandits, the Apaches steal into the mission and free the heroes. They then help the posse rout the bandits from the compound, establishing a friendship with the heroes.

The war party is composed of Anais and five of his best warriors. The war leader steps forward and calls out:

"Enemies of my enemies, I would talk with you! I bear you no ill, nor will you come to harm at my hand! I bring you words of warning which you must hear! The time is running short, and the evil one must be stopped."

The Apaches have watched the posse since its arrival at the mission. Anais is certain the heroes aren't more Disciples returning to begin their evil deeds again. After the battle with Bouchard's gang, the Apache war leader realized the posse wasn't part of outlaw band either.

Anais knows the posse faces an evil transcending petty human rivalries, so before he continues with his pursuit of the remaining bandits, Anais passes on to them the warning his shaman told him.

Briefly, Anais tells the posse of the bandits' raid and the Apaches' revenge. He has come to warn the heroes that his shaman has been plagued by visions telling him the evil inhabiting the mission still lives. He tells the posse:

"These are the words of the shaman of my tribe. He has powerful medicine, and he knows what has happened at this cursed place. You must listen to his words and consider their meaning. I failed to understand them, and the evil here still persists."

"He has told me, 'The serpent which once crawled on this accursed ground still writhes



beneath it. If it is not slain, its evil will spawn and the whole world will sicken.

"You have been chosen to battle the snake in this place. Our own failure forbids us from helping you beyond mere words. But treasure these words as you would water in the desert.

"Like all snakes, this one will try to deceive you—distrust that which it reveals to you. Its secrets it holds dear, but its lies it shows to any. To slay it, you must kill it with its own fang. If you fail, all will suffer for your weakness."

"We can offer you no more. Our disgrace in failing to purge the evil the first time dooms us to defeat should we confront the evil again. Now my warriors and I follow the trail of the men who brought my blood to this accursed place.

"To you, the enemies of my enemies, I say, may the spirits grant you victory in the coming battle. If not, may they at least grant you a warrior's death."

With that, the Apaches depart the mission, fading into the wilderness like shadows.



ANAS

The proud leader of a band of Mimbres Apaches, Anais knows the evil in the mission still lives. His shaman has told him, however, it does not fall to him to defeat it.

The war chief is full of self-loathing for allowing his daughter to be stolen from his camp. It matters little to him that he and his braves were far from their home when Bouchard's gang raided his home. The responsibility was his.

Worse yet, Anais had the chance to make his daughter's killer pay, and he somehow failed. He has no idea how Wickliffe survived the horrible fate Anais inflicted upon him. He only knows that the man still lives.

Anais wears his grief on his face like a brand, and the shame of his failure burns like a livid scar. He has led his best warriors back to the mission under the pretense of picking up Bouchard's trail again. He hopes somehow to strike back against Wickliffe, but he is reluctant to stay long for fear of ignoring his shaman's prophecies. His misunderstanding of the man's words have only brought him grief.

Anais is a tall man, in his late thirties. He bears the scars of many battles and moves with the grace of a warrior in his prime. He prefers to face his foes with his knife, but he isn't foolish enough to pass up a good rifle shot.

PROFILE

Corporeal: D:2d8, N:2d12, Q:2d10, S:4d10, V:3d8
Climbin' 5d12, dodge 3d12, fightin': brawlin' 3d12,
fightin': knife 6d12, horse ridin' 3d12, shootin':
rifle 4d8, sneak 5d12

Mental: C:2d10, K:2d6, M:2d8, Sm:3d6, Sp:1d10
Area knowledge: home county 5d6, guts 3d10,
leadership 2d8, overawe 3d8, trackin' 4d10

Edges: Thick-skinned, keen

Hindrances: Ferner, obligation (to tribe),
superstitious

Gear: Winchester '73, Bowie knife.

NIGHTMARE FOUR

Dodging the grasp of the dead bandit, you stumble back into the courtyard.

A powerful voice commands your attention. "Behold! I show you the deceit of your feeble belief!"

Near the well stands a golden figure with its arms upraised. From within the well comes a low rumble that shakes the ground like an earthquake.

"There is time yet to repent your false loyalty and follow the true Masters! Obedience is salvation!"

The rumbling increases in volume until it reaches a crescendo. A fountain of blood begins to boil out of the well, spilling onto the courtyard. Within the torrent, you can see bones and other remains rise and fall beneath the surface of the flood.

You suddenly notice a golden dagger on the ground in front of you.

"No!" cries the man.

Headless of the warning, you grab the knife.

Holding the blade, you turn from the figure. Beside you, you see the other members of the posse. You smile evilly as you move toward the nearest figure. Your friend recoils from you in horror as you raise the knife.

Laughing, you plunge the blade into your screaming friend!

BOUNTY

Completing the scene without resorting to violence: 1 point.

CHAPTER SEVEN: SHOWDOWN

Eventually, the posse and Wickliffe are going to encounter each other. This can happen in one of two ways. Either the posse tracks down and corners the Prophet, or he decides the time is right to complete the Ritual of Opening.

If the heroes get onto Wickliffe's trail, he uses all means in his possession to evade them. The tunnels are rather extensive and easy to lose pursuers in—the central pentagon has 10 exit halls! Also, there are numerous hiding places on the surface that could conceal him for long enough for the posse to give up its search. Under no circumstances does the Prophet flee farther than the cave where he and Bouchard conducted their exchanges.

If the posse seems resolved to find him, Wickliffe uses *zombie* and animates 1d6 bodies in the well. It takes the walkin' dead five minutes to climb out of the well and begin their attack. None of them are armed, and they should be easy work for the heroes. However, Wickliffe uses the distraction to get away.

In the event the posse does manage to corner him, Wickliffe seeks to get away. Although he may be nearly invincible, Wickliffe is not a



THE MISSION

fighter. His first plan is always to escape. He uses *stun* to break free, so intent on gaining freedom that he doesn't even consider taking a victim for sacrifice. If all else fails, the Prophet fights like a cornered rat, lashing out wildly at any character within reach.

On the other hand, if Wickliffe's plans come to fruition, on the fifth night the posse is in the mission he only needs one last victim to complete the Ritual of Opening.

Just after completing the *sendin'* for the night, Wickliffe uses *zombie* to animate 4d6 prior victims. Three quarters of these zombies are badly decayed and should be treated as a special kind of walkin' dead (see the next page). It takes the abominations five minutes to climb out of the well.

When the walkin' dead attack, Wickliffe creeps out of the tunnels and makes a grab for his last victim. The near completion of the ritual gives him more courage than normal. He attempts to *stun* a character and drag her off to the nearest tunnel entrance.

This is a fight to the end for Wickliffe. He commits himself to defeating the posse and completing the ceremony tonight. The heroes must kill him to prevent this.

If the posse defeats Wickliffe, before dying (which he takes a dramatic moment doing) he cries pitifully for forgiveness to any blessed character in the group. If the character offers him a final solace, she earns a blue Fate Chip. Regardless of the blessed's response, Wickliffe crumples to the ground and begins to decay.

In moments, all that is left of the Prophet is a pile of bones and goo—and a small fortune in gold where his torso used to be. Retrieving the gold requires a hero to make a Hard (9) *guts* check. If he fails, don't roll on the Scart Table—failure here indicates the miner has lost only his nerve and his lunch! If he makes the roll, he recovers almost \$500 worth of gore-covered gold.

In addition to the monetary rewards, the each posse member has also earned a well-deserved point of Grit.

However, if Wickliffe is successful and completes the Ritual, no immediate effect is evident—much to his disappointment. Then a rumbling like distant thunder rolls from within the well, and Wickliffe rushes to the hole.

From within the well comes a deep, booming voice:

"Well done, good and faithful servant. Now you will have your reward."



Wickliffe goes silent and straightens, a smile of anticipation spreading across his face. To his demented mind, everything he's worked so long for has finally come to fruition.

Suddenly, an enormous, four-fingered, mottled hand belonging to a creature which is easily four times the size of a human reaches out of the well and grabs Wickliffe by the torso. Witnesses must make an Incredible (11) *guts* check.

With a muffled yelp, the hand jerks the Prophet into the well lengthwise, snapping him in half. (He is unsavable.) For several minutes, the posse hears Wickliffe's screams from deep within the well—farther away than the depth of the well should allow. His screams are then abruptly ended.

The mission and the surrounding wilderness immediately increase in Fear Level to 6, a Deadland. Any hero remaining after the ritual is complete suffers *night terrors* for as long as she is within 10 miles of the mission.

BOUNTY

Defeating Wickliffe and his zombies: 3 points.
Preventing Wickliffe from opening the portal: 5 points.



THE MISSION

WICKLIFFE'S WALKIN' DEAD

The walkin' dead in the *Deadlands* rulebook are fairly fresh from the world of the living. However, the servants of Darkness aren't always lucky enough to have newly departed "material" for their magics.

Wickliffe's walkin' dead are zombies that have been dead for quite a while before being animated by black magic. Their skin is dried up and paper-thin, bones poke out everywhere, and where the eyes once were are now empty sockets. No self-respecting manitou would allow itself to get saddled with one of these swaybacks, so the only way that they can be brought back is by the *zombie* spell.

PROFILE

Corporeal: D:2d4, N:2d6, Q:1d8, S:4d6, V: 4d8

Fightin': brawlin' 3d6, sneak 3d8

Mental: C:1d6, K:1d4, M:2d6, Sm:1d6, Sp:1d4

Overawe 2d6

Terror: 9

Special Abilities:

Bite: STR

Claw: STR+1d4. Wickliffe's walkin' dead can use their exposed finger bones like claws. This gives them two *fightin'* attacks per action.

Undead.

Flammable: Because they're little more than dried-up husks, they take double damage from fire-based attacks.



BOOT HILL

ANGERS

Attack:

Brawlin' 3d12

Knife 6d12/4d10+1d6

Rifle 4d8/4d8

Defense:

Knife 7

Hits: 30

APACHES

Attack:

Brawlin' 3d8

Knife 3d8/3d8+1d6

Rifle 3d8/4d8

Defense:

Knife 4

Hits: 30

BANDITS

Attack:

Pistol 2d8/2d6

Rifle 2d6/4d8

Defense:

Brawling 2

Hits: 30

EMILE BOUCHARD

Attack:

Knife 3d8/2d6+1d6

Pistol 6d10/3d6

Rifle 3d10/4d8

Defense:

Dodge 3d8

Knife 4

Hits: 30

UNDEAD OUTLAW

Attack:

Brawlin' (bite) 3d8/4d8

Pistol 3d6/2d6

Defense:

Brawlin' 3

Hits: 30

Special Abilities:

Undead

WICKLIFFE'S WALKIN' DEAD

Attack:

Brawlin' 3d6/4d6+1d4

Defense:

Brawlin' 3

Hits: 30

Special Abilities:

Undead

Flammable

WICKLIFFE'S JOURNAL

SECTION 1

January 18, 1865. Attendance at today's revival was the lowest ever. This was easily the least money I have yet received. Ever since 1863, people demand proof of Providence. If only desire were enough to work miracles, I'd give them all they asked for and more!

May 2, 1865. As if it weren't injury enough to deny me the audience I deserve, word reaches me of men and women throughout the frontier performing acts unheard of since the Apostles. What must I do to gain such power?

July 13, 1866. Hardly 10 people showed for my meeting in Dodge City! Half those had the gall to leave when they learned I could not heal the sick or do other such nonsense. I didn't garner enough to buy dinner. How I despise those lucky enough to hold true power!

SECTION 2

February 3, 1868. I took shelter in an old ruin this evening. Of course, if I'd not had to butcher my horse for food, I could have made Albuquerque two days ago. I can't believe I have been reduced to such abject poverty!

But it seems Providence has finally smiled upon me. Just moments ago I found an ornate dagger concealed under some rubble. The knife is easily worth its weight in gold. Now, maybe I can start a new revival and afford to invest in some stage illusions to create those damnable "miracles" everyone cries for!

December 12, 1869. Once again, I must thank the wisdom that guided me to keep that knife. I can't imagine letting it out of my sight. However, I must conceal it—a "prophet" can't be seen to carry a knife of this sort.

Of course, if those first visions had been false, I would have had to sell the blade. Thank Heaven—or whomever—they were true. My visions draw crowds from miles to see the "Prophet" Wickliffe. My only wish is to be able to squelch my own horrid imaginings.

June 13, 1870. And to think, I hesitated

Truly the dagger is a gift. From where, I'm not certain, but a gift nonetheless. As to the occasional debt I must pay—the gain is well worth the cost. The charlatans who work simple healing miracles will learn to fear me!

SECTION 3

September 28, 1871. My research tells me I must expand my activities. Lukewarm practice doesn't suffice. I need a ready source of "material" and a safe location. I cannot imagine being thwarted by simple Earthly authorities when I hold such power.

March 12, 1872. The Disciples grow in number daily. Soon I shall have a flock large enough to shear. I must begin preparation of the site. The members Back East hope to buy their eternal reward with donations. Fine. I can use their gifts to obtain a sanctuary from prying eyes. The world deals in currencies of gold—so be it. For now.

June 9, 1874. I fear I underestimated the resources needed. I cannot cull the flock further, or I risk endangering the endeavor. I must look elsewhere.

November 3, 1874. Once again, Providence (or its darker cousin) has smiled on my enterprise. An enterprising gentleman (by the name of Bouchard) and I have reached an agreement. He should serve nicely as a procurer of the much needed "resources."



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