

DEADLANDS

STONE AND A HARD PLACE ERRATA & RULE CHANGES

ERRATA

Here's where we shoot down them pesky errors just like Stone gunnin' down heroes.

p. 9, Focus Hindrance: Disregard the phrase "even a lucky rabbit's foot for a mad scientist." Mad scientists and hexslingers cannot take the Focus Hindrance.

p. 10, Pistolero Edge: This replaces the Two-Gun Kid Edge; characters with Two-Gun Kid should trade out for Pistolero.

p. 11, Harrowed: Under "Undeath," Harrowed also gain Grit +1.

pp. 19–20, Speakin' With the Dead: Disregard paragraph four of this Edge's description.

p. 23, Hexslingers: Mad Science devices cannot be used for a Hexslinger's chosen weapon or as ammunition for the *shootist* power.

p. 26, shootist power: Insert an additional effect:

Kentucky Windage (Heroic, 4 Power Points): This rune doubles the Range of a bullet and allows the shooter to ignore 2 points of penalties from any source.

p. 154, John Henry "Doc" Holliday: Doc Holliday's Charisma should be +3, not +4.

AFTER THE CACKLER!

As part of our ongoing effort to bring all the *Deadlands* settings' rules in line with each other—and to better align them with *Savage Worlds*—here we introduce a few changes to the Weird West.

It's tough to predict *all* the ways the West will change "After the Cackler"...but you can incorporate these three new Arcane Backgrounds into your campaign right away, Marshal.

Fans familiar with *Deadlands Noir* will notice these rules are similar to those of that setting. Read carefully though, as there are some differences. Even the Cackler can't make the Weird West as bad as the Great Depression!

THE BLESSED

The forces of good lose a great deal of influence in the world After the Cackler, with their chosen no longer able to call down miracles like they were goin' out of style. That being said, good's chosen warriors aren't without their particular advantages.

Blessed are individuals who have been granted supernatural abilities by mysterious and distant powers of good. Some are priests or actual clergy while others are simply chosen for the nobility of their struggle or their soul. Though most are enlightened and good by nature they don't have to be—sometimes the light chooses even troubled souls to carry out its will.

Edge: Arcane Background (Blessed)

Requirements: Wild Card, Novice, Faith d4+, Spirit d8+

Arcane Skill: Faith (Spirit)

Power Points: 15

Starting Powers: 3 (*protection*, plus two of player's choice)

Available Powers: *Aim, armor, barrier, beast friend, blind, boost/lower Trait, confusion, deflection, dispel, elemental manipulation, environmental protection, exorcism, gambler, greater healing, healing, inspiration, light (not obscure), protection, pummel, quickness, sanctify, smite, speak language, stun, succor, warrior's gift, windstorm.*

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Special Rules

- **Crisis o' Faith:** When a blessed rolls a 1 on her Faith die (regardless of the Wild Die), her Faith is reduced by a die type until she spends an hour in restful meditation, contemplation, or prayer. A blessed's Faith can never be reduced below d4 by a Crisis of Faith.
- **Miracles:** The blessed may use Edges that require Arcane Background (Miracles).
- **Sinnin':** Blessed who violate their core beliefs are temporarily or permanently forsaken by whatever forces of good grant them their powers. Minor sins give the character -2 to his Faith rolls for a week. Major sins rob him of all arcane powers for a week. Mortal sins cause the character to be forsaken until the penitent hero completes some great quest or task of atonement to regain his lost powers (Marshal's call).

New Edge

Conviction

Requirements: Novice, Arcane Background (Miracles), Spirit d6+, Faith d6+

Some holy rollers seem to have the ear of the Almighty, and this lucky cuss is one such individual. This hero reduces the cost to activate any power by 1 Power Point, to a minimum of 0.

Trappings

Blessed powers are always subtle if not outright imperceptible—usually so much so that only the effects are visible.

VOODOOISTS

As faith begins to wane After the Cackler, those voodooists who rely on the traditional, ritualistic practices find their magic still works. Traditional voodoo rituals, like those of Indian shamans, appease the spirits, allowing hougans and mambos to draw power from the Hunting Grounds. Other voodoo practitioners aren't so lucky...

Edge: Arcane Background (Voodoo)

Requirements: Wild Card, Novice, Voodoo d4+, Spirit d8+

Arcane Skill: Voodoo (Spirit)

Power Points: 15

Starting Powers: 2

Backlash: A voodooist who rolls a 1 on her Voodoo die (regardless of her Wild Die) is Shaken. On snake eyes, she gains a level of Fatigue that is recovered after four hours of rest.

Available Powers: *Aim, armor, barrier, beast friend, blind, boost/lower Trait, confusion, curse, darksight, deflection, dispel, elemental manipulation, environmental protection, exorcism, fear, gambler, greater healing, healing, inspiration, light (not obscure), mind rider, protection, pummel, puppet, quickness, sanctify, smite, speak language, stun, succor, warrior's gift, vision quest, windstorm, zombie.*

Special Rules

- **Conjure Bags:** A voodooist must have her talismans, amulets, and the like with her or suffer a -2 to her Voodoo rolls when casting spells.
- **Miracles:** Voodooists may use Edges that require Arcane Background (Miracles).
- **Shrine:** A voodooist must spend an hour each evening at a shrine to the loas preparing her talismans and offering gifts to the spirits. If she does not, she can't cast spells during the next day.

New Edge

Gris-Gris Crafter

Requirements: Novice, Arcane Background (Voodoo), Smarts d8+, Spirit d8+, Voodoo d8+

Once per game session, the hougans can create a magic charm and imbue it with mystical energy. This talisman uses any power available to the hougans, though anyone using it must meet the power's Rank restrictions. It has half the creator's Power Points and once these are used up they do not recharge. The ritual to craft one of these charms takes 1d20 minutes and must be performed at the creator's shrine. Activating the device requires the user to make a Spirit roll instead of a Voodoo roll. All effects of the power are based on the result of the Spirit roll.

Trappings

Most voodoo powers are cast through brief chants or rituals. Depending on the spell, the caster may rub a talisman, toss a small packet of dust, or simply touch a necklace. Voodoo spells seldom produce a visible effect, although the results may be evident, such as from a successful use of the healing power.

HARROWED

Edge: Harrowed

Requirements: Wild Card, Novice, Spirit d6+

Arcane Skill: None

Power Points: None

Starting Powers: None

Backlash: None

Special Rules:

- **Coup:** When the deader defeats an abomination with the Coup Special Ability, he can “count coup” on it and absorb its essence. Harrowed can gain bizarre powers by this means—see each abomination’s description—but some powers come with a curse as well. If more than one Harrowed is present when a beast expires in their sight, whoever’s closer has the first option to count coup.
- **Dominion:** A Harrowed’s starting Dominion score is 0. When circumstances dictate a Dominion roll (the Marshal has more information on when this occurs), roll Spirit—opposed by the manitou—in order to keep your hero in control of his mind and actions. See below for details.
- **Undeath:** Being undead grants the wily Harrowed several benefits: Toughness +2; Grit +1; +2 on Fear checks; needs only 1d6 hours of sleep per night; immune to nonlethal damage; “death” only puts the Harrowed out of commission for 1d6 days, only an Incapacitating head-shot can kill the hero for good; and immune to poison and disease.

The Unlife of a Harrowed

As we know, amigo, the dead don’t always stay dearly departed in *Deadlands*. They’re even more restless in the Wild Southwest! And some of the toughest, most fearsome, and strong-willed individuals actually return from the grave. These cowpokes are possessed by a manitou, an evil spirit who uses the host’s mind and body to affect the physical world.

The poor stiff’s are called Harrowed, which means, “dragged forth from the earth.”

Most of the rules for Harrowed haven’t changed (consult the *Deadlands Player’s Guide* to read up on those). But we’re replacing two important sections—Dominion and Undeath—with the versions presented below. Read on, amigos, and see what lies beyond the pale...

Dominion

When your hero first returns from the grave, she probably remembers suffering through her Worst Nightmare. Well, guess what, hombre: The manitou puts its host through her own little corner of Hell every night, hoping to weaken her resolve. We represent this struggle for control as Dominion.

Recently deceased characters who return as Harrowed, as well as those who begin the game with the Harrowed Edge, start with a Dominion of 0. This means the host and the manitou are roughly on equal footing.



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When the Marshal calls for a Dominion roll, make a Spirit roll—opposed by the manitou—to keep the demonic worm out of your hero's head. This Spirit roll is modified by current Dominion score. Dominion can never go below -4 or above +4.

Dominion Table

Success: The Harrowed retains control and gains 1 point of Dominion, or 2 points with a raise.

Failure: The manitou takes over, and no doubt gets up to some evil shenanigans. Your hero loses 1 Dominion point, or 2 if the manitou scored a raise.

Tie: The manitou doesn't get control, but the fight leaves your Harrowed Shaken.

Undeath

Harrowed are a pretty sturdy bunch. They don't suffer Fatigue from mundane sources, and nonlethal damage has about as much effect on them as a mosquito does on a steer—they just shrug it off.

Harrowed suffer wounds normally—if an attack penetrates their +2 Toughness—but they can't be killed except by destroying the brain. The only way a result on the Incapacitation Table (see *Savage Worlds*) can snuff a Harrowed is if a Called Shot to the noggin sent him there, or if a roll on the Injury Table indicates a head shot. If the brain is mush, the manitou can't control the corpse's functions and is ejected. The Harrowed is now actually dead, as in, "not getting back up again."

A Harrowed can still take a beating fierce enough to take him out of action even without a hit to the noggin. If he's Incapacitated, he rolls Vigor and consults the Incapacitation Table as normal. However, if he "dies" due to anything other than a head shot, he's only put down for 1d6 days, after which he wakes up with three wounds.

In either of the above cases, Harrowed don't really bleed out. If the hero fails (or even critically fails) his Vigor roll, just assume he's suffered enough physical punishment to put him out of

action as discussed above, with no Spirit roll required.

Although Harrowed don't feel pain—nor do they really bleed either—they still suffer wound penalties as normal. These penalties reflect damage to the Harrowed's muscles and bones, making movement and action more difficult. It's also distracting having one's stinking, rotted guts spilling all over one's boots.

But undeath isn't all posies and ice cream, hombre. First, and most important, by their very existence Harrowed are abominations and affronts to life. Any Harrowed that wants to persist in its undead state is forced to hide that status from most of the people they encounter. Ordinary folk who discover your hero's true nature aren't likely to settle in for a drawn-out explanation of how all this strangeness came to pass. Odds are they shoot first, hang second, dismember third, burn fourth—and forget to ask questions! Moreover, powerful organizations—the Agency, Texas Rangers, and the Order of St. George among them—habitually hunt down and destroy any Harrowed they learn about.

Second, although undeath makes a body resistant to damage, it also renders it fairly resistant to outside sources of healing. Provided he eats a pound of meat—cooked or otherwise—the Harrowed can make a Natural Healing roll (see *Savage Worlds*) every five days. The Stitchin' and Improved Stitchin' Edges (in the *Deadlands Player's Guide*) improve this rate to every day and every hour, respectively. But most healing magics have no effect on a Harrowed (although a mad scientist's healing gizmo might work, at the Marshal's discretion, if the Trappings are specific and appropriate).

No beneficial miracles or tribal medicine powers can affect Harrowed, only the detrimental ones. It doesn't matter whether the hero's currently in the saddle or not; neither the powers of good nor nature spirits are willing to ignore the Harrowed's demonic house guest. Chi masters, hucksters, hexslingers, and mad scientists affect Harrowed with their powers as usual—with the same limitation on healing as noted above. Regardless of the host's nature or Dominion score, Harrowed always count as supernaturally evil due to the manitou inside them.

HARROWED HINDRANCES

With the Harrowed Edge an option at character creation, there's also the potential to saddle your revenant hero with a deader-specific Hindrance. Here are a few to help chill the bones of passers-by.

Aura o' Death (Minor)

Some Harrowed characters wear their undeath like a shroud. People around them instinctively know there's something disturbing about these folks, though they can't quite put their finger on exactly what it is. It's much harder for them to form relationships, get information, and ask for help. Harrowed with an Aura o' Death suffer a Charisma penalty of -2. Worse, their presence causes living plants and flowers to wilt. Given 10 minutes or so, fruits and vegetables spoil in the deader's presence. Animals recoil at the macabre dude. The Harrowed suffers an additional -2 to Riding rolls, and must make a Riding roll to get on a horse or other mount.

Degeneration (Minor/Major)

Typically, a Harrowed's manitou provides supernatural energy to make the body resistant to damage, and to quickly regenerate any wounds. Still, undead meat can't help but stink, and every Harrowed has pale, sallow skin. In some cases, the manitou either can't or doesn't bother to keep the body from wasting away – those poor devils get the Degeneration Hindrance.

For the Minor version, the deader's flesh exudes a slimy film and his eyes are slightly milky. He also stinks to high heaven. Folks nearby receive a +2 bonus on Notice rolls to catch his stench, and even if he pickles himself with alcohol they may smell him with a Notice check (no bonus). The hero suffers a -4 on Riding rolls, or any other rolls that require an animal's cooperation, rather than the usual -2.

With the Major version, concealing the deader's true nature is near impossible. The poor sod's either bloated and distended with gas and pestilent fluids, or tattered and losing strips of ragged flesh right off the bones. Nearby people receive a +4 bonus on Notice rolls to detect the

hero's atrocious reek (+2 if pickled with alcohol), and no animal will have anything to do with him. Folks who see the deader revealed in all his undead glory must make a Fear check.

Whether Minor or Major, Degeneration's worst effect is the crushing sense of alienation the Harrowed experiences. No matter how noble or infamous they were in life, no buckaroo wants to feel his body rot away, and few can endure the horror and revulsion their appearance causes in the living. In fact, being near living people causes them physical pain. For every hour a Harrowed with this Hindrance spends among typical folks, roll his Spirit at -2; on a failure, the deader is Fatigued, and on snake eyes the hero is Exhausted.

MINDIN' THE TONE

The Reckoners' plans thrive on subtlety, so perceptibly dead Harrowed walking amongst the living have the potential to derail those plans – and your game. Using these Hindrances can greatly alter your game's tone, so make sure you talk it over with your Marshal first to make sure this is something everyone's prepared for.

These Hindrances inject a healthy dose of the macabre into your game. In the Degeneration Hindrance's case, one look at the deader is sure to whip God-fearin' townfolk into a pitchfork-and torch-wielding mob. Agents and Texas Rangers may follow hard on their heels, causing a deader no end of consternation – and possibly another, more permanent death.

Put simply, being Harrowed is something to keep hidden if a cowpoke wants to persist in his undead state. Harrowed with Degeneration ought to at least use the Death Mask Edge (see page 16) to go among the living, or the Marshal risks having her game shift abruptly from weird horror to something more farcical.

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The presence of characters with Arcane Backgrounds doesn't cause Fatigue, nor do other Wild Cards and allied Extras who spend enough time with the deader to become accustomed to his appearance—a process that takes about two in-game weeks. This means the hero can at least get along with his posse, even if he's not welcome anywhere else.

Haunted (Minor/Major)

Every Harrowed lives through her Worst Nightmare before she drags herself from the grave. Some manitous consider the pastime too amusing to give up. The soul of a Haunted hero is dragged kicking and screaming into the Hunting Grounds every time she shuts down for the night. There the cruel parasite subjects her to horrible nightmares. Over time, this erodes the hero's will and gives the demon a better chance to gain control of its host.

For the Minor version of this Hindrance, the hero suffers a -1 penalty when rolling Spirit to check for Dominion. The Major version inflicts a -2 penalty.

Mark o' the Devil (Minor)

Some Harrowed wear their damnation like a shiny tin star—at least to people who know what they're looking for. When a Harrowed has the Mark o' the Devil, any character with the Arcane Background Edge—or d10+ in Knowledge (Occult)—has a chance to see the evil demon wriggling around inside your hero, in spite of appearances or a disguise.

Whenever a character with one of the above qualifications gets within a few feet of your hero, she can make a Notice roll opposed by the manitou's Spirit (which is always one die type higher than the hero). With a success, the viewer sees some sign of the manitou in your hero—perhaps the Harrowed's eyes glow red or the watcher can see the manitou's hideous face peeking out at her.

Eggheads with Arcane Background (Weird Science) are the exception. To be able to see the manitou, they have to have the Arcane Background *and* Knowledge (Occult) d10+. Scientific types just don't tend to see these things unless they've researched them on their own.

Unnatural Appetite (Minor/Major)

For some inexplicable reason, a rare few Harrowed develop a craving for one thing or another that—while technically edible—thoroughly disgusts most people. Your character must eat the item he craves at least once a day. Here are a few examples: rotten food, mold, grave dirt, bugs, horse manure, living flesh, animal or human blood, or a specific internal organ.

For the Minor version, a Harrowed who doesn't slake his hunger must make a Vigor check every 24 hours thereafter or suffer a level of Fatigue persisting until the deader eats what he's craving. The first failed roll makes the character Fatigued, the next Exhausted. It won't Incapacitate or kill the hero, but he'll have the -2 Fatigue penalty until he chows down. For the Major version, the Vigor roll is at -2.

HARROWED EDGES

To augment the powerful selection of Harrowed Edges in the *Deadlands Player's Guide*, here are a few more straight from Boot Hill. We've also made some important changes to the Ghost Edge, so be sure to use the version that appears in this book, Marshal.

Burrow

Requirements: Novice, Harrowed

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

The Harrowed uses a Spirit roll to activate the *burrow* power, which cannot be maintained beyond its base duration and costs no Power Points. But it isn't easy. Immediately following each use of the Burrow Edge, the deader must succeed on a Vigor roll (-2) or suffer a level of Fatigue that fades after an hour's rest. Plus, the dirt, writhing worms, and general filth covering the Harrowed gives onlookers a +2 on Notice

rolls to mark him as one of the dearly departed for an hour after he uses this Edge, or at least until he washes up.

Charnel Breath

Requirements: Seasoned, Harrowed

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

The Harrowed rolls Spirit opposed by an adjacent target's Vigor. On a success the victim suffers a level of Fatigue, or two levels with a raise. Each level recovers after 1d6 rounds of breathing fresh air. This effect can't kill, but it can Incapacitate due to extreme nausea.

Beyond arm's reach, charnel breath does little more than offend. But everyone in the room likely wrinkles their noses and holds their breath until a breeze clears the noxious fumes. Nonliving

beings are immune to this particular power... although even they don't appreciate a ghastly belch in the face.

Dead Man's Hand

Requirements: Legendary, Harrowed

Harrowed with this power can continue to control their own severed body parts—usually a hand or an eye—for short periods of time, even if they're out of sight. To use the Edge, the deader rolls Spirit and either slices off his own hand—with a Bowie knife or similar implement—or plucks out an eyeball.

With a success, the body part remains active and under its owner's mental control up to a Range of the dead man's Smarts x5, or Smarts x10 on a raise. On a failure, the deader suffers an automatic wound and an Injury (either Arm or Head, Blinded, as appropriate), which persists until the deader reattaches the body part and passes a Spirit test at -2, or until he succeeds on his next Natural Healing roll and grows it back.



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The deader can maintain the Dead Man's Hand as long as he wishes, but while it's active it commands a portion of his attention, inflicting a -2 penalty on other Trait rolls. Additionally, the hero is assumed to have the One Arm or One Eye Hindrance until the body part is reattached.

Severed hands use the Animate Hand profile (see the *Deadlands Marshal's Handbook*). Although they're pretty tough, severed hands are much better at opening jail cells and causing distractions than beating the Hell out of someone. Or the deader could pluck out an eyeball and give it to a compadre—so the Harrowed can spy on the scene when he's not around.

Dead Reckoning

Requirements: Novice, Harrowed

Dead Reckoning is the ability to sense the direction to the nearest human corpse. It may lead a cowpoke to the undertaker's shop, a cemetery, or the site of a recent bushwhacking—or it might lead to a *walking* corpse. It depends on whatever the Marshal decides is closest! It doesn't matter how far away that nearest corpse is, as long as it still has at least some flesh on its bones; Dead Reckoning can't lock onto a bare skeleton.

To use the Edge, the Harrowed spends a full round concentrating, and makes a Spirit roll at -2. With a success, the Edge points her toward the nearest cadaver. On a raise, the Harrowed also gains a vague sense of distance to the corpse (just around the bend, not very close, or miles away), and its general condition (buried, ambulatory).

Dead Reckoning can also recognize Harrowed posing as living, breathing folks—assuming the Harrowed is the only corpse nearby. All it takes is success on a Spirit roll (-2), as above. Picking a Harrowed out of a graveyard or similar collection of corpses, however, is very hard—apply an additional -4 penalty to the Spirit check (-6 total).

Death Mask

Requirements: Novice, Harrowed, Persuasion d6+

Use of this Edge allows a Harrowed to appear as they did while drawing breath. Folks suffer a -4 penalty to Notice to determine the deader isn't, well, dead. Keeping this power active requires

concentration, so the Harrowed suffers a -2 penalty to all other Trait rolls while maintaining a death mask.

Additionally, if the Harrowed is Shaken or suffers one or more wounds, he must make a Spirit roll (at -2) to keep the disguise active. Detect arcana automatically sees through this effect.

Improved Death Mask

Requirements: Veteran, Death Mask, Persuasion d8+

The Harrowed can now maintain Death Mask with minor concentration. He no longer suffers a -2 penalty while maintaining a death mask or to Spirit rolls if Shaken or wounded to keep the disguise active.

Devil's Touch

Requirements: Seasoned, Harrowed

The Harrowed with this Edge can disrupt the workings of any mad scientist's gizmo or Infernal Device that runs on ghost rock with a simple touch, making the device more likely to Malfunction for a short time.

First, the Harrowed has to touch the gizmo or Infernal Device in question—a Fighting roll (+2) against opponents in melee—and make a Spirit roll as a free action. With a success, for the next 1d6 rounds the device Malfunctions on a roll of 1 or 2 on the Trait die (regardless of the Wild Die). On a raise, the device Malfunctions on a 1, 2, or 3. If the Harrowed rolls a 1 on the Spirit die, the device Malfunctions as soon as he touches it (use his Wild Die to determine severity if using the Malfunction rules from *The 1880 Smith & Robards Catalog*)—catching him in any resulting effect or explosion!

Fast as Death

Requirements: Novice, Harrowed

Normally, dead bodies don't move very fast. But the Harrowed with this Edge can move with supernatural *speed*, per the power (see the *Deadlands Player's Guide*), when the need arises.

The Harrowed makes a Spirit roll to activate the *speed* power, which cannot be maintained beyond its base duration, costs no Power Points,

and has a range of Self. This sort of treatment takes its toll on a corpse, though: Immediately following each use of the Fast as Death Edge, the deader must succeed on a Vigor roll (-2) or suffer a level of Fatigue that fades after an hour's rest.

Ghost

Requirements: Heroic, Harrowed

As his first action during his turn, the Harrowed can become incorporeal with a successful Spirit roll (he can perform no actions, including free actions, before using Ghost). Once incorporeal, he must remain in that state until the beginning of his action on the next round (unless he suffers damage, see below). While ghosted, the Harrowed is intangible—unaffected by the physical world and unable to affect it—though he is still visible and magical attacks affect him normally.

The deader may remain ghosted as long as he wishes, but it requires concentration and inflicts a -2 penalty to all other Trait rolls while it is maintained. With a free action, the Harrowed can become tangible again at the beginning of his turn. If he somehow suffers damage (Shaken, or one or more wounds)—say, from a magical or supernatural attack—while in this state, he must make a Spirit roll at -2 or immediately become tangible.

Mimic

Requirements: Legendary, Harrowed

Much supernatural power springs from the Hunting Grounds in one form or another. With the Mimic Edge, a Harrowed can force his manitou to duplicate a power he has just witnessed and recast it himself, as long as it's powered by another manitou. This includes hucksters' and hexslingers' hexes, other Harrowed Edges, coup powers, black magic, and even weird science gizmos—but not chi mastery, miracles, or tribal medicine.

To Mimic a supernatural ability, the Harrowed must beat the original caster—whom he has just seen employ the power—in an opposed Spirit roll. With a success, the Harrowed can immediately cast the same power once, exactly as the original caster did. On a raise, the deader

can cast the power once during the current battle or scene. But only once, pardner.

The Harrowed uses his new ability exactly as the being he stole it from. Even the Trait die used to activate the power—if there is one—is considered the same as that of the character with the original power. For example, if a cultist cast a black magic *bolt* with Spellcasting d6 and spent 3 Power Points, the Harrowed uses the same. Of course, if the ability has a chance of Backlash, such as a huckster's hex, the Harrowed may suffer Backlash as well.

Additionally, stealing someone else's thunder isn't without danger. If the deader fails the roll, the manitou channels the recoil from the Hunting Grounds directly into the Harrowed—a spiritual blast of 2d6 damage straight to the guts, ignoring armor.

One caveat: Certain powers come directly from the Reckoners—usually only granted to particular kinds of abominations—and cannot be Mimicked. The Marshal can outlaw stealing certain powers she doesn't want stolen at her discretion. Sorry, pardner!

Nightmare

Requirements: Veteran, Harrowed

One of the manitous' duties in the spirit world is to torment dreamers. A Harrowed whose brain-worm gives him this power can trouble living minds with dark dreams.

To use the Edge, the undead locks eyes with the intended victim for a bare instant, and they roll an opposed Spirit test. With a success, the nightmare works and the target gains the Bad Dreams Hindrance (see the *Deadlands Player's Guide*) for 1d6 nights or 2d6 nights on a raise. If the deader fails to beat the target's roll, the Harrowed cannot attempt to use his power on that individual again until the victim has slept. The Edge can only be used once a day.

When the Edge works, the victim doesn't realize what has happened. There is just a moment of meeting a stranger's stare, an instant of strange uneasiness, and then things return to normal—until the night terrors start, that is.



Improved Nightmare

Requirements: Heroic, Harrowed, Nightmare

As above, but the target loses a Benny immediately and gains the Bad Dreams Hindrance for 2d6+1 days on a success or 1d6+1 weeks on a raise.

Additionally, the Harrowed can deliver specific images to the victim, or appear in the sent nightmare or vision to deliver a message. The undead doesn't really join in the nightmare, though. The Marshal decides exactly how the Harrowed's message manifests in the dream and how the victim reacts, based upon the individual's personality and the image and message described.

In game terms, the Harrowed player describes to the Marshal how the undead's image appears in the dream, and explains the intended message. The message can include all sorts of special effects—certainly more than just a floating head spitting out some words. But an undead cowpoke

should be discreet with this Edge. If the locals start comparing notes and find that the same hombre is appearing in all their dreams, that Harrowed is liable to find a lynch mob looking for him.

Possession

Requirements: Veteran, Harrowed

If a manitou's good at anything, it's taking control of someone else's body. This Edge grants a Harrowed the eerie ability to twist other people's minds per the *puppet* power (see the *Deadlands Player's Guide*). This costs no Power Points, and the Harrowed makes a Spirit roll opposed by the victim to enact it.

Maintaining Possession requires the Harrowed's concentration, so he suffers a -2 penalty to all other Trait rolls for the duration. Otherwise, the Edge functions just like *puppet*.

Improved Possession

Requirements: Legendary, Harrowed, Possession

As above, but the Harrowed may use the *mind reading* power (see *Savage Worlds*) on a target under their control. The deader rolls Spirit +2 (negating the -2 from Possession) opposed by the target's Spirit as an action costing no Power Points, but otherwise working just like the power.

Rigor Mortis

Requirements: Heroic, Harrowed

With this power, a deader can inflict terrible pain on a living victim, possibly resulting in death. The Harrowed has to grasp bare skin for the power to take effect, which requires a successful Fighting roll (Touch attack at +2) and a partially exposed target. With a successful touch, the Harrowed rolls Spirit opposed by the victim. If the Harrowed succeeds, the target suffers a level of Fatigue, or two levels on a raise.

If the Harrowed succeeds or scores a raise and the victim's Spirit die is a 1 (regardless of the Wild Die), not only is the yellow-bellied hombre Incapacitated, but his ticker is also about to give out—he suffers a heart attack, per the Fright Table (see *Savage Worlds*).

Silent as a Corpse

Requirements: Seasoned, Harrowed, Stealth d8+

Moving silently is easy for a Harrowed with this Edge and as long as his feet are in contact with dirt, he can move without making a sound. This even works while he's wearing normal footwear such as boots. The Harrowed gains a +2 bonus to Stealth rolls in all situations, but if walking on bare earth the sneaky so-and-so gains a +4 Stealth bonus.

The bonus from Silent as a Corpse won't work on floors, wood, or even stone—only about an inch or more of dirt. Fortunately, in the Weird West, most everything that's not actually inside a building is covered in the stuff and even the interiors to some buildings have dirt floors, such as barns, stables, poor farmsteads, and the like.

Sleep o' the Dead

Requirements: Seasoned, Harrowed

Manitous have something of a talent for getting mortals to sleep. Harrowed with this Edge can tap into the manitous' abilities to send a victim straight to the Land o' Nod with a single touch. Even Harrowed are affected.

This works much like the *slumber* power (see *Savage Worlds*), except it costs no Power Points, has a Range of Touch, and is enacted with an opposed Spirit roll against the target as an action. If the target resists being touched, the Harrowed must first make a successful Touch attack, Fighting with a +2 bonus but a separate action for a -2 multiaction penalty to both rolls. If the Harrowed succeeds on the opposed Spirit roll, the target falls asleep for one minute, or 1d6 hours with a raise.

Speakin' With the Dead

Requirements: Seasoned, Harrowed

They say that after death a person's memories linger inside his carcass, slowly decaying along with the flesh. Harrowed with this Edge can speak with the truly dead by tapping into those residual recollections.

But questioning the dead is more like browsing through a book than actually talking with the person. The desired information may be in there somewhere, but who knows what page it's on? And considering the book is rotting away, who knows how much longer that page is going to be legible? When a Harrowed questions the dead, only another undead can hear the whispery, unimaginably melancholy replies.

Using this Edge takes considerable concentration. While questioning a corpse, a Harrowed can't take any other actions—including free actions. And in order to hear the corpse's answers, he needs silence in the area. (This means the Edge can't be used in a cemetery, because the rustling voices of the other dead make concentration impossible! The inquisitor has to dig up the body and cart it elsewhere.)

The first requirement to use this Edge is a corpse that's been dead for less than the Harrowed's Smarts die in months. The Harrowed makes an

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opposed Spirit roll against the Spirit the corpse had in life (if unknown, the Marshal decides).

Success means the questioner learns one piece of information or the answer to one specific question. Each raise on the Spirit roll garners one more piece of information. The Harrowed can try again but the maximum number of answers from any one corpse equals the deader's Spirit die type. Any failure costs the Harrowed 1d6 answers as part of the brain has rotted away.

On snake eyes, a manitou enters the body and pretends to be the person's memories. It likely lies, but then again it may tell the truth. It takes a Notice roll at -6 to avoid being fooled unless someone has a way to sense the evil worm's presence. Either way, all further answers are lost!

Improved Speakin' With the Dead

Requirements: Heroic, Harrowed, Speakin' With the Dead

As above, except the Harrowed can speak with a corpse that's been dead for less than her Smarts x5 in years. A raise on the Spirit roll increases the time limit to the Harrowed's Smarts x100 in years—useful for interrogating mummies and such, should the Harrowed encounter some.

Spider

Requirements: Seasoned, Harrowed

With this Edge, a Harrowed clings to surfaces like its namesake. This works like the *wall walker* power (see *Savage Worlds*), except the Harrowed activates the Edge with a Spirit roll, it costs no Power Points, and it cannot be used to affect additional targets.

It requires concentration to keep this Edge active, so the hero suffers a -2 penalty to all other Trait rolls while maintaining the Spider Edge.

Spirit Sight

Requirements: Seasoned, Harrowed

To use this Edge, the Harrowed sits quietly and enters a deep trance. With a success on a Spirit roll, he peeks through his manitou's eyes at the surrounding spirit world. The deader maintains Spirit Sight as long as he concentrates, so it counts as an action for each round maintained. If he somehow suffers damage—Shaken, or one or more wounds—while in the trance, the vision ends immediately.

The Harrowed can view such things as manitous swirling around a powerful huckster, how dark a general location is (representing its Fear Level), magical effects on people or objects, or even whether or not a manitou is wriggling around inside of someone. In the latter case, the manitou's demeanor might even indicate whether it currently controls its Harrowed host. Objects in the real world are somewhat visible in the Hunting Grounds—walls block one's view, for example—so the deader isn't completely blind to real-world events while in the trance.

Additionally, any creature with the Fear Special Ability leaves a dark trail through the spirit world. Up to one hour after an abomination has moved through an area, it leaves a faintly glowing spoor of pure evil. A Harrowed with Dark Vision can use Tracking to follow such trails as long as he maintains his ability.

Staring into the maddening Hunting Grounds causes the Harrowed incredible mental strain. When the vision ends, the Harrowed must roll Vigor or suffer a level of Fatigue that persists for exactly as long as the deader spent viewing the spirit world.

Spiritual Barbwire

Requirements: Veteran, Harrowed

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

Entities wishing to enter the Template must make an opposed Spirit check against the deader's total. If they fail, they cannot pass the barrier while the Edge remains active. Spiritual Barbwire stops the entity from passing through, but does not prevent it from "normal" actions such as Intimidation or throwing physical objects. If any living creature of rat-size or larger that started inside the circle crosses to the outside, the Edge is negated and must be reactivated with another Spirit roll.

Trackin' Teeth

Requirements: Seasoned, Harrowed

When you're dead, you tend to lose body parts here and there. A character with this Edge can keep track of those parts, whether they're attached to the rest of his cadaver or not.

This Edge allows a Harrowed to plant a single, substantial piece of himself in or on a thing or person and use this ability as a crude tracking

device. By "substantial," we mean a portion of the body that includes a chunk of bone, not something comparatively insubstantial like hair or a scrap of rotten flesh. The most accessible pieces of bone available to any Harrowed are teeth—hence the Edge's name.

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

Improved Trackin' Teeth

Requirements: Heroic, Harrowed, Trackin' Teeth

As above, except the piece can be tracked as a free action as long as it remains within 1,000 miles. Additionally, the Harrowed can track a number of teeth—or other pieces—equal to his Spirit die.





Undead Contortion

Requirements: Heroic, Harrowed

Sometimes heroes get caught in tight spots. At those times, flexibility is crucial to engineer an escape. The Undead Contortion Edge allows a Harrowed to dislocate pretty much any and every bone in her body—including shoulder blades, ribs, and pelvis. In a really tight spot, a Harrowed with this power can even break and crush her own skull.

To squeeze through a gap up to about the width of the Harrowed's skull, the deader rolls Spirit. With a successful roll, as an action the undead simply pops some bones out of their sockets and slips through the gap. This causes the cowpoke two automatic wounds, or one wound with a raise on the Spirit die, which cannot be Soaked.

If the Harrowed needs to get through a tighter spot, he has to crack his own noggin. When this situation arises, the contortionist can fit through incredibly tight spaces, down to about 3 inches in diameter (small enough to ooze down a drainpipe, by the way). But this is fairly dangerous, as the Harrowed suffers two automatic wounds—or one with a raise—plus an additional 2d6 damage

applied directly to the head. Again, Bennies cannot negate this damage.

One last note: Anyone who happens to stumble upon a Harrowed in his contorted, busted-up state must make a Fear check as soon as they realize he's actually "alive."

Unholy Host

Requirements: Legendary, Harrowed

This Edge is the Harrowed's equivalent of the blessed's Flock—a group of five allied Extras that travel with the hero and aid him when he needs it. But in this case, the allies are all dead...well, *undead* to be exact.

To use the Edge, the Harrowed must have five or more corpses in the immediate vicinity, in reasonably complete shape. With a successful Spirit test (-2) the deader raises five Walkin' Dead (see the *Deadlands Marshal's Handbook*) to act as servants, bodyguards, or what-have-you. It takes about five minutes to get the corpses up and moving.

These walkin' dead are ruthless and unwavering allies. The hero doesn't have a mental link with his Unholy Host, but when he gives them orders, they are bound to follow them. But they're also evil incarnate, and clever in their interpretations. Give them an inch, and they'll leave a slew of bloody corpses for a mile. Think of them as devious children interpreting their orders in the most literal and harmful way possible.

Other than that, they're completely loyal, and they won't let their champion die if they can help it. They might let him suffer and may get a good laugh out of it, but if the hero ever dies, they die too—again. Only when all five members of an Unholy Host are destroyed can the Harrowed use this Edge to raise five more allies.

HARROWED REVISITED

Here we firm up the rules on when and where Dominion checks happen. The Marshal still has the option of spending a Benny at any time to force a Dominion check, as described in the *Deadlands Marshal's Handbook*.

The manitou is a Wild Card just like its host, so it rolls a Wild Die with its Spirit checks for Dominion. But the effect depends on the Harrowed's current Dominion score.

Positive Dominion

In the heat and stress of combat, the demon sometimes tries to grab the reins. Whenever the hero's Action Card is a Joker, the manitou rises up—call for an immediate Dominion check.

Consult the Dominion table (on page 4), as usual. Additionally, if the manitou wins the creature gets to control the Harrowed's actions for one round in whatever way best serves its interests. If the player drew a red Joker, the manitou's action is more capricious (for example, shooting at a nearby steam wagon's boiler). If the player drew a black Joker, the manitou's action is decidedly malicious (for example, "accidentally" plugging a friend).

Negative Dominion

When the Harrowed's Dominion dips to -1 or lower, things get worse. In addition to the effects of positive Dominion, the player draws an Action Card at the beginning of each session. A face card or higher means the manitou attempts to seize Dominion for a longer duration and cause some serious trouble that session.

Choose the best (read: cruelest) time for the Dominion check. If the demon wins, it has control for a full hour—and you can spend Bennies to extend that time as needed, one Benny per hour.

Roll on the Manitou Mischief table to determine the spirit's general actions. If the player drew a red Joker, subtract -4 from the d20 roll; for a black Joker, add +4 to the roll.

Manitous are evil and ornery, but not geniuses. Given sudden control of their host, they don't always take the most logical actions.

MANITOU MISCHIEF!

When the host has a negative Dominion score, roll on this table to determine what sort of mayhem the manitou causes while in control.

d20 Result

- 1-4 **Object o' Ridicule:** The manitou gets up to something that, while not necessarily illegal, is definitely embarrassing for the Harrowed. Most demons have a depraved sense of humor.
- 5-6 **Brawlin':** The Harrowed heads to the nearest saloon or other gathering and sparks a fist fight. Accidental injuries or deaths aren't out of the question.
- 7-8 **Vandalism:** Spurred by the worm, the Harrowed goes on a spree—shooting up private property, killing (and eating) livestock, and leaving obscene graffiti in his wake.
- 9-12 **Minor Theft:** The demon drives the Harrowed to steal items or goods worth roughly \$300 or less. This may involve breaking and entering.
- 13-16 **Secret Task:** The demon receives orders from a local Fearmonger via the Hunting Grounds.
- 17-18 **Grand Larceny:** The manitou commits a major act of larceny: horse theft, cattle rustling, or a bank, stagecoach, or train robbery. Loss of life is highly probable.
- 19-20 **Evil Deeds:** The demon thirsts for innocent blood...and fear. Arson, murder, and similarly heinous offenses are the manitou's priority.
- 21+ **Wolf in the Henhouse:** The manitou takes steps to commit cold-blooded murder—primarily targeting the Harrowed's immediate allies. It shows no mercy whatsoever.