

# Deadlands: The Weird West Accumulated Rulings

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## Adventures

### Adventures: Abra Cadabra (Hucksters and Hexes)

C) Just want to make sure the right guy gets the credit for "Abra Cadabra." I didn't write that one--in fact, it was the first DL adventure I actually got to play (prior to that I'd been Marshalling constantly and drooling over characters I created but never played). Tony Lee, author of Extreme Vengeance and other titles, wrote the adventure for Hucksters & Hexes. [John Goff, DL listserv, 6/30/98]

### Adventures: Adios A-MiGos

Q) Only one question for you, Shane. I can't find the conversion rules for Sanity. There's a reference to it on page 62 under "Faith and Guts," but no original conversion info. Do you figure it as maximum Sanity like in CoC (take the converted Power rating and multiply it by five)? Or is there something I've just overlooked? - ?

A) D'oh! MAN, is that one for the errata pages. Yes. Figure your initial Sanity by multiplying your converted POW by five. - [Hal Mangold, DL Listserv, 1/14/99]

### Adventures: Night Train

(Night Train is also known as PC Death Train on the DL listserv - ed. note)  
 (See [Monsters: Nosferatu](#))

Q) If a Posse gets lucky and kills all of the Nosferatu and the Zombie conductor, what can they do to reduce the fear level of the train so that it is usable? - Patrick Phalen

A) Never crossed my mind anyone would want to ride around in that charnel house. But, if they are really set on it and the Marshal wants to let them.... Killing the zombie and nose ferrets and then Tale-Tellin' at Varney Flats drops the Fear Level to 2. Tale-tellin' won't drop the fear level, but it would lessen its effects on each town it rolls into. (Treat it as boosting the Fear Level 2 places, to a maximum of 4 anytime it stops in a town.) As to permanently dropping it, the Marshal might allow a 1 level deduction if the posse finds a way to mass Tale-Tell at a 9 TN (for instance, through the Tombstone Epitaph or similar means), has a blessed cast Sanctify on it--and spend a Legend chip, etc. Whatever it is, it should be fairly large scale and even then, the train should keep a Fear Level of 1. The posse could offset this by doing a special Tale-Tellin' every time they stop for extended periods. Or, you could let them ditch the Fear Level all together, but give anyone sleeping in it weak Night Terrors (5 or 7 TN instead). [John Goff, 22/May/1998, DL listserv]

Q) Many months ago someone asked if Night Train was inspired by "The Night Flyer" on HBO. Well, it's out in video stores and I saw this week. I have to highly recommend this flick! And, I wish I \_had\_ seen it before I wrote Night Train, the vampire is easily the scariest I've ever seen. The dog was pretty cool, too. If you've not seen it, give it a shot. Of course, it was a new release (big bucks and back by the next day), but it was worth it for me. [John Goff, 29/May/1998, DL listserv]]

Q) Since I'm currently a player, I haven't picked up a copy of Night Train, but I recently saw a reference that the Nosferatus attack a town called Varney Flats... Could the name Varney Flats be a reference to a popular book and stage show from the turn of the century called "Varney the Vampire?" Just curious... Rich Lewis

A) Why yes, yes it is... [John "PC Death Train" Goff, DL listserv, 7/9/98]

C) For those counting the vampiric references in "Night Train," I noticed two: Barlowe Station: Barlow is the name of the vampire in Steven King's Salem's Lot Varney Flats: Varney the Vampire -- as mentioned, a serialized Victorian vampire story. Matt DeForrest

R) Right on both counts, Matt. [John Goff, DL listserv, 7/9/98]

### **Adventures: Fortress of Fear**

Q) Will the Bioclaw and Jumplegs bond with a Harrowed? I know it's kind of a silly question, but I just KNOW it's gonna come up with my group. I figure they won't because I'm thinkin' that they sense and run off of the life energy of the person wearing the device, but I'm just askin' to get a "more official" point of view. Thanks - Nightchilde

A) You are absolutely correct, friend. [Shane Hensley, 9/28/98, HoE listserv]

### **Adventures: The Mission (Fire and Brimstone)**

Q) What is Reverend Wickliffe's coup? - Patrick Phalen

A) He doesn't have any specifically written, but if you want, you could always give him one. Maybe allow the Harrowed to pull pieces of flesh off the guts area and have it turn to a small amount of gold--very small, like a \$20 gold eagle. Of course this does a light wound and 1d6 Wind--possibly healing slower than a normal Harrowed wound. Just a thought--well, just a fairly disturbed thought, anyway. [John Goff, DL Listserv, 9/15/98]

### **Adventures: Trouble A-brewin.**

Q) My major question is what happens if/when the posse drinks the Crimson Ambrosia? Is there a cure if they get addicted? Will they get the bark like skin? (how long does it take to develop?) - Marshal Jason

A) Try this. It seems it was cut in the editing process (that doesn't happen that often, and I seldom read my own stuff, so I didn't even know!). Drinking the Ambrosia It's likely at some point some foolhardy soul is going to take a swallow of Crimson Ambrosia-that's just the nature of folks. The first glass has no ill effects. It's a smooth, ale-like beer, in spite of it's reddish tint. If more than one glass is consumed, the drinker has to make a Foolproof (3) Spirit roll to avoid picking up a 1 point hankerin' for the beer. Each additional glass drank gives a cumulative -1 to the Spirit roll. Once the barfly has consumed more glasses of the Ambrosia than his Spirit die type, a patch of the strange, bark-like growth appears somewhere fairly inconspicuous. As more Ambrosia is consumed, more patches appear and spread. Consuming more than twice his Spirit die type gives Crepin's ghost a foothold on his consciousness. At any time after this, the Marshal may attempt to take control of the character exactly as if he was Harrowed. For purposes of this test, the ghost has a Spirit die type and Coordination equal to the hero's. Each time the hero consumes another amount of drinks equal to his Spirit die type, Crepin's ghost die increases one level. The only way to be freed from the effects is to destroy the Crepin's hanging tree. [John Goff, Direct Email, 3/8/99]

### **Background/History**

#### **Background/History: Civil War, Air questions**

Q) How many airships does the Union have and where are they stationed? - Eric Young

A) Two as of January, 1877. The \*Lyon\* and \*Sedgwick\* are berthed in D.C. [Christopher McGlothlin, DL listserv, 10/12/98]

#### **Background/History: Army questions**

Q) What are the current (i.e. 1876) standard issue weapons for the US and CS armies? I would assume a rifle for infantry, a carbine version for cavalry and a pistol for officers. - Eric Young

A) Let me talk about the Yankees first, because they're ALWAYS easier to discuss whenever the phrase "Standard Issue" comes up:). Front-line Union Infantry & Cavalry are issued Winchester '73 rifles. Cavalrymen, artillerymen & officers are also issued sabers. Artillerymen, engineers & officers are issued single-action Colt Peacemakers. This is not to say that you won't find other weapons in the blue ranks, as soldiers (especially officers) would often purchase other weapons out of their own pockets. You can find plenty of captured examples of all the above in the Confederate ranks, but Infantrymen are more typically issued Martini-Henry rifles imported from the British (as was reported in *\*Tales o' Terror: 1877\**). Garrison and second-line troops may also be found carrying .577 Snyder swinging-block Enfield conversions, also imported from the Empire. Southern cavalrymen and officers were typically drawn from the wealthy aristocracy, men who can basically afford to carry whatever they want. Horsemen could be found with Winchesters, Spencer Carbines, Henry Repeaters or shotguns. Confederate officers usually carried a Colt revolver of some variety, but high-ranking officers showed a definite preference for LeMats. I hope this helps! [Christopher McGlothlin, DL listserv, 8/27/98]

Q) We all know what happened to the Union garrison at New Orleans, but what happened to the other beachheads that the Union has set up on several Confederate coastal towns. (I think there were four others)

A) In general, they were evacuated in 1865 to bolster Grant and Sherman's declining numbers against the counter-offensives of Lee and Cleburne, respectively. The Union also feared that, in the aftermath of the Hampton Roads Conference, the Confederacy's battlefield success could still propel Britain and France directly into The War, and leave these garrisons besieged far from home with an uncertain chance of rescue. Add to this the fact that the South had achieved virtual guaranteed access to trade via New Orleans, Wilmington, Mobile, Charleston, etc., and there was simply no longer a more compelling reason to keep them there as opposed to withdrawing them. However, there *\*may\** still be a small, lone Union outpost on the Southern coast, but that's in the hands of the *\*Back East: The Union\** team, so I can say no more about it. I hope this still helps! [Christopher McGlothlin, DL listserv, 10/16/98]

Q) My other questions is, does anyone know of a website that has things like military rankings and troop placement (what constitutes a division, platoon, etc...) during the civil war? - Stitch

A) Confederate and Yankee ranks and organization were virtually identical. The basic rank was Private: your ordinary, ground-pounding grunts. 95 privates (plus NCOs and officers) made a Company (though very rarely did any Company achieve full strength), under command of a Captain. 10 Companies (designated A-J, usually) made a Regiment, usually under the command of a Lt. Colonel. Regiments on both sides were designated by a number and their state of origin, for example: 18th Virginia Infantry Regiment. 3 or 4 Regiments made up a Brigade, usually under the command of a Brigadier General. Yankee brigades were designated by number within their Division (1st, 2nd, etc.); Confederate, by their commander's surname (Garnett's Brigade, for instance). 3 or 4 Brigades made up a Division, usually under the command of a Major General. Yankee Divisions were designated by number within their Corps (1st, 2nd, etc.); Confederate, by their commander's surname (Pickett's Division, for instance). 3 or 4 Divisions made up a Corps (pronounced Core), usually under the command of a Lieutenant General. Yankee Corps were designated by number within their Army (1st, 2nd, etc.); Confederate, by their commander's surname (Longstreet's Corps, for instance). 3 or 4 Corps made up an Army, usually under the command of a full General. Yankee Armies were named after major rivers in their area of operation (the Army of the Potomac, for instance); Confederates, after the state they were based in (the Army of Northern Virginia, for instance). [Christopher McGlothlin, DL listserv, 3/20/99]

Q) As I said before, this may not be that much help as it will not be accurate for 1877. If Chris could provide a rank structure in addition to his unit structure it will no doubt be more useful than mine! - Marshal Lambert

A) At your service, sir. The ranks for both Confederate and Yankee were identical, and they were (from top to bottom): Private Non-Commissioned Officers (NCOs): Corporal, Sergeant, 1st Sergeant, Ordnance-Sergeant, Quartermaster-Sergeant, Sergeant Major  
Commissioned Officers: 2nd Lieutenant, 1st Lieutenant, Captain, Major, Lieutenant Colonel, Colonel, Brigadier General, Major General, Lieutenant General, General  
[Christopher McGlothlin, DL listserv, 3/22/99]

#### **Background/History: Civil War, Naval questions**

Q) Is the US Navy issuing Letters of Marque? - Eric Young

A) Officially, no. The Confederacy began issuing letters of marque & reprisal early in The War, and the Union government has condemned them for it ever since in an effort to turn international opinion against the South. Unofficially, the Union does nothing to discourage its citizens from privateering, and in fact accepts and utilizes such vessels. (It should be noted that since the Union is not a signatory to the 1856 Paris Declaration, it is under no legal obligation to interdict privateering by its citizens.) [Christopher McGlothlin, DL listserv, 10/12/98]

Q) Does the Union have (or plan to build any) LTA Carriers? - Eric Young

A) The Union has had an armed transport, the USS \*Fanny\*, in service as an observation balloon tender since August 1861. As to their future plans...well, who knows what the manitous are whispering in the ears of the Yankees? (Or DEADLANDS authors?:)) [Christopher McGlothlin, DL listserv, 10/12/98]

Q) Does the CS Navy have any ships in the maze other than the Leviathan? - Eric Young

A) Yes. See page 70 of \*Tales o' Terror: 1877\* for its account of the additional Confederate ships at the Battle of Fort Lincoln. [Christopher McGlothlin, DL listserv, 10/12/98]

#### **Background/History: Civil War, just how are the North and South different.**

(Ed. Note - this post is in response to a player from over the pond who wanted some general information on the differences between the Union and Confederacy. I have Christopher's response here, but I'd just like to add an additional comment from RolftheRuf - he phrased a reply that I agree with, and he did it more eloquently than I could have.)

C) "WOW! Better men and women than I have written volumes in attempts to answer just one of the many questions you've raised here. I'd say if you're having fun without introducing the peculiarities of North/South and the war into your game then stay with what you're enjoying. If, on the other hand, you have a genuine desire to add more depth and color to your game then I suggest you find a few good books on the Civil War and read up, it's an incredibly intricate study and there have been libraries written on it." - RolftheRuf

Q) After the accents debate I was wondering how did the two sides identify those from the South and those from the North. Is it as simple as accent or were people forced to carry papers? - ObiBen

A) No ID papers were issued to the general populace during the War. The best defense either side had against infiltrators was the close-knit nature of the isolated rural communities that predominated in both North and South in the 19th century. Strangers stood out in towns where everyone knew everyone else, and a strange accent would even more clearly mark one as an outsider. In large cities (which were rarer in the South), this method was less useful, and spies for both sides did a booming business throughout the War as a result. However, the rules of War were harsh on this sort of activity. Anyone engaged in a hostile act (such as spying) with a recognizable uniform on became a prisoner of war, but those not in uniform were almost always given the prescribed punishment: death. [Christopher McGlothlin, DL listserv, 9/17/98]

Q) What I mean is it as easy to differentiate North and South from say an Englishman and a Frenchman(apart from speaking French. Say he's speaking in English.)

A) Depends on what part of the North or South they originate from. My friends from not-far-off Pennsylvania communicate with this Virginian famously. When I'm in far-away Wisconsin, I feel like I need an interpreter.:)

Q) You see as an Englishman, my posse have enough trouble with American accents never mind North or South. Because of this they rarely concern themselves with where their allegiance rests regarding the Civil war, which I understand is a very important aspect of the game. - ObiBen

A) It would depend on your Posse and your campaign, really. If they're in the Far West, it's believable that they'd be ambivalent about a War way Back East. In fact, they may have gone West in the first place to escape the War, which was/is a common occurrence in both real and DEADLANDS history. [Christopher McGlothlin, DL listserv, 9/17/98]

Q) Say my posse who originate from all over the Weird West..(but for reasons didn't choose sides in the war) bump into a load of Soldiers how are they likely to be treated if they are mixed accent etc. or are of the opposite side than the Soldiers. Are they likely to get attacked or as civilians are they left alone? - ObiBen

A) It depends on the soldiers. Soldiers on both sides had a higher degree of respect for civilians than they do today, even though that respect was vanishing on both sides as the War drug on, and has continued to do so in DEADLANDS. They may wave and pass by, or they may stop and ask for water or rations. They may be provost marshals looking for spies, or they may be died-in-the-wool Yankee/Reb haters spoiling for a fight with anyone who even reminds them of the enemy. [Christopher McGlothlin, DL listserv, 9/17/98]

Q) In what ways could you tell a Southern Deadlands character from a Northern character if they neither (although I guess unlikely) cared for the the Rebs or the Union? - ObiBen

A) I'm not sure I follow your question, but if the person in question is a healthy, able-bodied male and they're out West instead of at the Front, that's pretty indicative that the War holds no interest for them. [Christopher McGlothlin, DL listserv, 9/17/98]

Q) We don't deal with this aspect too much in the game because we don't understand it very well and I spend my time on plots and the interests of my posse. However as I realise the Civil War is a interesting and major part of Deadlands, could can anyone suggest ways to bring the Civil War and the 'who's side are you on factor' more into the game, subtly as in everyday life and also give me reasons (apart from the obvious ones) to aid my posse into making a descion to which side their character's would choose. - ObiBen

R) Argument for the Rebs: Fighting to defend your homes and families against an invading Yankee horde which is bent on burning down your home, destroying your livelihood, and robbing you of your cherished rights at gunpoint. Also (for some), proving that you're a loyal Confederate and not just an "ex-slave."

Arguments for the Union: Fighting to defend the country and freedoms you love more than life itself from a mob of traitorous Rebels who are bent on destroying the freest, most democratic government on God's Earth. Also (for some), proving that you're a loyal Unionist and just an "immigrant."

Arguments for Both: Escape from boring rural communities; Fear of being branded a coward; being drafted; not wanting to be "left behind" by friends who've joined up. If you want to know more about the War in DEADLANDS, may I humbly recommend my own book \*Tales o' Terror: 1877\*, which is as close to a "Civil War Sourcebook" as PEG has yet done? If you have any more questions about the War, please feel free to post them here or e-mail me privately. I'd be honored to help (especially now that the

British have intervened to help my own beloved South!)). - - [Christopher McGlothlin, DL listserv, 9/17/98]

### **Background/History: Manpower shortage**

Q) I started pondering how... and when the War Between the States might come to an end in Deadlands, when something quite obvious struck me. Chris, correct me if I'm wrong, but with the war having raged as long as it has (16 - 17 years now) won't both sides suddenly find themselves at a loss for fresh troops? - John Higginbotham

A) Please allow me to compliment you on an excellent question, sir. Both sides obviously do suffer from a manpower shortage (It's mentioned in the \*Deadlands\* Rulebook, after all), but it's been alleviated by the following factors: Continuing mass immigration: While The War might seem a deterrent to this, it proved not to be in our history, and in fact many immigrants were eager to prove their allegiance to their new countries through military service. Based upon \*The Quick & The Dead\*, the effects of The Reckoning are much more profound in Europe, and I assume that to be a greater incentive than ever to come to the Americas. Emancipation: Former slaves hope to improve their standing in society through military service, much the same as immigrants do. (They are absolutely vital to the Confederacy's armies, since it receives far fewer European immigrants.) This provides a pool of eager recruits for both sides that went comparatively untapped in our War. Stalemate: After the Confederate counter-offensives of 1865 (which established the borders shown on the map in the \*Deadlands\* Rulebook), The War bogged down in stalemate in Virginia and Kentucky, with small-scale guerilla actions occurring everywhere else. There's been an offensive every November since then (to go along with the alternating Union and Confederate election cycles), but they result in far fewer casualties than the great campaigns of 1861-5. The rest of the time, morale and resources dictate that the fronts remain quiet. [Christopher McGlothlin, DL Listserv, 11/11/99]

### **Background/History: Old Ones**

Q) After finishing up Ghost Dancers today, I'm a bit confused about just what the Old Ones did in the Hunting Grounds. In the main rules, it sounded to me like the Old Ones shut down access from the Hunting Grounds to our world. In Ghost Dancers, however, it says that the Old Ones shut down access from the \_Deadlands\_ to the \_Hunting Grounds\_. Which is correct? And, if the latter, why would their action have hampered magics unrelated to Manitous, like Favors and Miracles? - ?

A) I'm not clear on what you're not clear on. The story is the same in Deadlands and in Ghost Dancers... Ah, now that I'm rereading the passage I think you're thinking of, I can sorta-kind see what you're asking. Now I ask you to go back and reread the Deadlands rules, which never says the Old Ones shut down access from the Hunting Grounds -- they just kep the manitous locked up in the Hunting Grounds. As a matter of fact, Raven's big discovery was that the Old Ones had left a portal standing wide open in the Micmac burial ground. Doesn't sound like the Hunting Grounds were sealed off to me. You've discovered the same logical nitpick in both books. I don't have an official answer; maybe all the nature spirits and such (God, for the Blessed) were preoccupied with survival while the manitous were locked in there with them (which IS inferred in Ghost Dancers). Once the nasties were let out, the surviving spirits could return to help the natives. And here I thought I had plugged all the holes... [Paul Beakley, 28/May/1998, DL listserv]

Q) So, I guess it all boils down to this: Did the Old Ones trap the manitous in the Deadlands, or the Hunting Grounds? This is an important distinction, IMHO -- because if the former is true, the Hunting Grounds were affected by Raven's actions just as much as our world.

A) My pseudo-official answer until Shane pimp-slaps me: The Old Ones trapped the manitous in the Hunting Grounds, where they didn't have much power because the Reckoners had no fear on which to feed. The manitous were powerful enough to cause some trouble in the Hunting Grounds, enough so the nature spirits and the manitous remained in a stalemate (and therefore unable to send power to our world). Raven's Last

Sons killed the Old Ones, allowing the Manitous to escape into our world. Loose among mortals, the manitous were then able to generate lots and lots o' fear and give the Reckoners more power, which in turn madethe manitous more powerful both in our world and the Hunting Grounds. Net result? Things got bad in both worlds as a result of Raven's actions. This is inferred in the Tree of Life chapter as well. [Paul Beakley, 28/May/1998, DL listserv]

A) The main book never said they shut down access to the Hunting Grounds--they just "bottled up the manitous" and forced them from doing their jobs. Spellcasters who relied on manitous couldn't call them, and "good" magic-users (the blessed) simply didn't have as much call for magical aid without them around. And maybe "God" or whatever "good" force you want to believe in didn't feel the needed to grant power without supernatural evil around. [Shane Hensley, 29/May/1998, DL listserv]

#### **Background/History: Pinkertons and the Agency**

C) Excerpted from The Tombstone Epitaph, March 3, 1877 The Men (and Women) in Black are a familiar sight to those having brushes with the supernatural throughout the Weird West. Lately the operatives of the Pinkerton Detective Agency, the Union's elite Special Investigations unit, have had a shake-up among their ranks. The whole nation was surprised by the sudden announcement by Union President Ulysses S. Grant in early January that he had declined to renew the Pinkerton Detective Agency's government contract. Citing a fear that the Pinkerton's growing private investigation and security business was sapping resources away from their governmental duties, President Grant simultaneously announced the formation of an internal U.S. government organization to fill the vacuum of the Pinkertons. The Agency, as it has been called in the press, will take over the duties and responsibilities that were formerly under the jurisdiction of the Pinkertons, without the possible division of resources. Presumably, the Union was also looking for more internal control of their Special Investigations branch. A wave of layoffs at the Pinkerton Agency followed the news of their loss of the Union contract. Most of those let go were associated with the Special Investigations unit. Strangely, many of these former Pinkertons have been seen around the headquarters of the Agency, located in the former Smithsonian Institution Building in Washington D.C. Additionally, rumor has it that Allan Pinkerton has been asked to head up the new organization. Puzzled observers aren't quite sure what to make of it all, but the activities of the Men in Black have continued uninterrupted throughout the entire crisis. [Hal Mangold, DL Listserv, 3/2/99]

#### **Background/History: Presidents, Johnson**

Q) 1869: Pres. Ulysses S. Grant is inaugurated. (Real World date) Is this true in the DL timeline, too? Is Johnson impeached? - Steve Wallace

A) Yes, but there's significantly more to it in DL. Andrew Johnson wasn't impeached in 1868 (there being no Reconstruction in DL to provoke it), and in fact was re-elected that year with the aid of some mysterious campaign advisors, Grant as his running mate, and a promised "secret plan" to end The War. Later, Congress and the people's patience wore thin when the "secret plan" was revealed as a sham, and Johnson's administration proved incapable of aiding the victims of the Great Quake. The last straw was the Battle of Washington in 1871, and Congress scapegoated Johnson for it by impeaching him and removing him from office upon their return to the capital. (I hope this helped!) - [Christopher McGlothlin, DL listserv, 3/4/99]

#### **Background/History: Slavery**

Q) One of my posse is a negro from New Orleans. His background is bar tender/ bouncer with high overawe and fightin' skills. he doesn't want to play an escaped slave - so i was wondering under what circumstances he could be a freed ex-slave. could he have worked for his freedom ? served in southern forces (i don't think so but i'd like to get clarification). also - as a freed slave would he have papers to prove himself as such? - Pete Rogers

A) Actually, there was a very high percentage of "free persons of color" (actual

historical term) in New Orleans prior to the Civil War. Because slavery wasn't widely practiced in the city, a lot of folks weren't too hot on getting drawn into the the war at all. And, where it was practiced, it was equal opportunity--at least one way. Free folks of any color were allowed to own slaves (of course, there wasn't much racial diversity in the populace that were selected as slaves!). Around 10,000 Haitian refugees immigrated to the city during the overthrow of French rule in Haiti. Most of these were "free persons of color" who feared how the former slaves would treat them. It's perfectly possible for him to have been born free, worked for his freedom, served in the southern forces. Remember the South freed its slaves around a decade before the DL timeline begins. Given that, it's rather unlikely there are any slave-hunters left--unless you're running a different timeline (which is fine). That doesn't mean there aren't bigots, but the realism in depicting that is a Marshal's choice for his game. [John Goff, DL Listserv, 10/30/98]

### **Background/History: Texas Ranger uniforms**

C) In Law Dogs, Texas Rangers don't wear any type of uniform nor carry badges. I coulda sworn that in one of the other books (main book?) that Texas Rangers were known for their long black dusters and badges. Law Dogs "says" it's the US Marshalls (if memory serves) who dress in such a fashion. All the pictures of Rangers (not the 1/2 Elf ones!) depict them in dusters, as do the miniatures. So I was wondering what was up. - ?

R) I was referring to an "official" uniform, sort of like modern policemen wear. The Rangers have no such uniforms. If they all, quite unofficially, \*choose\* to dress alike (and apparently, they do), that's certainly their right. Personally, I think a black coat in the hot Texas sunshine is just askin' for it, but it sure does look damn cool. :) [Steve Long, DL listserv, 8/24/98]

C) I don't know where they got their information, but from the sources I've read, the Texas Rangers did indeed wear badges. In the Eyewitness: Cowboys book (a children's book with \*great\* photographs on things western), at least three different Texas Ranger badges are depicted from that organization's long history. - ?

R) I believe that some Rangers may have created their own badges, and certainly in the later history of the organization badges were issued. But according to the sources I used when researching LAW DOGS, Rangers as of the time of DEADLANDS did not have any standard issue badge. [Steve Long, DL listserv, 8/25/98]

### **Blessed**

#### **Blessed: Becoming one after character creation, specifically Shintoism**

Q) One of my players wants to pick up some faith for his character (a displaced samurai) and make him into a blessed. He wants follow the tenets of Shintoism and I'm not quite certain of how to handle it. It's not covered in Fire & Brimstone so I realize that I'd have to work something up for him, but I'm not quite sure if I want to handle it like the other religions in F&B or if it should be handled in a more shamanistic fashion a la Ghost Dancers. Has anyone run into this in their own group, and, if so, how did you handle it? - Michael Hjerpe

A) The incidence of Shintoism in the Weird West is pretty darn rare! But handle it like shamanism and you'll be pretty safe. [John Goff, 7/June/1998, DL listserv]

#### **Blessed: Concentration**

(See [Hucksters: Concentration](#))

#### **Blessed: Converting followers**

Q) If John already has something in F&B let me know and I'll say "D'oh!" and go read it. (Ed. Note - referring to rules regarding Revival Meetings) - Jim Heivilin



A) Nope, no "D'oh!" tonight. The rules for gaining a convert from a revival are there, but there's nothing on how many show in the first place. Revivals were big events in most towns--there really was little else to do for entertainment out West besides sin and repent for most folks, anyway. Methodists would turn out for Baptist meetings, and so on--about the only exception was a strong bias against Mormons. [John Goff, DL Listserv, 9/15/98]

### **Blessed: Cults vs "real" religions**

Q) Can a member of the Church of Lost Angels become a blessed? Assuming, of course that he truly has faith and doesn't know the dark secret of his church. I say yes, because being a blessed is more a personal thing than it is an organized religion, but several of my friends disagree. - bryce

A) My personal thought is no. That's mainly because I've always seen a divine source for the blessed's power. Personal faith plays a part, but only a part. The blessed's deity opens a conduit to the Hunting Ground and protects the blessed from any ill-effects. Now, this gets a little fuzzy when you talk about the more esoteric religions that don't have recognized deities, but generally that's how it works. Now, for the obligatory DL mantra: "All that said, it's your game--do what you like." [John Goff, DL listserv, 2/2/99]

Q) So. Since Grimme plays up the fact that he really is holy, and most of his followers believe that, why couldn't someone in his congregation be truly holy? I'm not talking about someone who is actually a "member" of his inner sanctum, of course. - Patrick Phalen

A) Like I said, it's your game, but here's why that argument doesn't work for me. Following that reasoning, a member of an evil cult could be blessed as long as they thought they "were doing the right thing." Which is, in effect, what a member of Grimme's church is. Although it may appear so, Grimme isn't preaching Christianity or another true religion--he's simply spouting whatever rhetoric fits his goals. Grimme's church isn't a religion, it's a cult and a low-level member of a cult (ignorant or not) is still a cultist. [John Goff, DL listserv, 2/2/99]

R) I understand what you are saying, but does the average poor-sod in Grimme's church really understand that he is in a cult? Granted a blessed might be able to figure things out over time, but given the inflated "non-stats" that Grimme has, his sermons should easily overwhelm the blessed's Theology attempts. If the blessed did openly confront Grimme, I'm sure that Grimme would win the persuasion battle... (If not, bye-bye blessed...) Patrick Phalen

A) I think we're straying very close to the 'religion' thread that pops up from time to time, so I'll say my peace and let this one go. If you want to continue the discussion, feel free to shoot me a private email. (All of this is my personal opinion on the matter, BTW.) Ignorance is seldom a reason for religion to turn a blind eye to wrong actions. Christianity, Islam, and Judaism all require adherence to a certain code. Not following that code (even for unenlightened non-believers) is wrong. Even in some of the less-structured Eastern religions committing improper acts or omitting certain necessary ones is a sure-fire way to get kicked back down the karma scale for next time around. [John Goff, DL listserv, 2/2/99] C) Also, I never felt that "belonging" to a church was a pre-requisite to being a blessed. - Patrick Phalen

R) It's not, but belonging to an evil cult 'should' be a reason for not being one. Case in point--they eat human flesh. Whether or not the blessed knows it, cannibalism is bad--and a divine patron is sure to know what's in the stew! Finally, the real sticking point for me is the follower of Grimme doesn't really even have a patron--just a bunch of hogwash Grimme spouts on a weekly basis. The Cliff's Notes version of my post is: if you want to allow it in your game, that's fine; I won't. [John Goff, DL listserv, 2/2/99]

### **Blessed: Gifts**

Q) Hey, John. I was just looking through F&B and a few questions came to mind. First, you state that gifts are always on. What if you're playing a harrowed blessed? Would the

gifts remain on when the manitou is in control? I wouldn't think so, but I couldn't find anything in the book to corroborate that sentiment. - Jay

A) Jay, you're absolutely correct. The bit in the main book and BotD that talks about Harrowed not being able to use miracles and favors when the manitou is in control applies equally to gifts. And interventions, just in case anyone was wondering. [John Goff, DL listserv, 6/17/98]

### **Blessed: Going Bust**

See [Miracles: Going Bust](#)

### **Blessed: How they fit in society**

Q) I'm a bit fuzzy on the status of the Blessed in the DL world. I presume that the ability to invoke miracles is "A Big Deal". Would I be correct, then, in assuming that one wouldn't likely find a Blessed serving as a simple pastor in a small-town church? (Well, for long, anyway.) -danield

A) No, they aren't common at all. Think of blessed as Old Testament biblical heroes along the lines of the judges or prophets (Samson, Elijah, etc.). Moses is another good example. I'm feeling extremely ethnocentric today, so I can't come up with a single non-Christian example (once again, shrew on crack=John's memory). [John Goff, DL listserv, 6/22/98]

Q) Further, how widely accepted are the reality of miracles? - danield

A) The common person readily accepts 'miracles' as expected parts of their religious reality. Most of the blessed's abilities are subtle enough to fit easily into this description. A blessed behaving properly in front of followers of his faith (not his sect!) has nothing to worry about in the way of a lynching. [John Goff, DL listserv, 6/22/98]

Q) And what do the Pinkertons and the Texas Rangers think about the Blessed? The perfect allies? Just another supernatural occurrence to investigate and recruit? - danield

A) They're pretty much hands off with the blessed. They're obviously a force for good--however, the attitudes of the Pinkertons and Rangers make alliances with the morality of blessed tough. First, they believe in hiding, i.e. lying, about the truth of the danger faced. Most blessed see it as 'the face of the enemy'. Second, they are fairly pragmatic in their handling of the supernatural. "Shoot or recruit" pretty much says it all--a devout blessed of most Western beliefs would find several things wrong with that line of thinking. The short of it is, they don't persecute, but they don't usually ally with, the blessed. [John Goff, DL listserv, 6/20/98]

### **Blessed: Hucksters**

Q) Hucksters can be "good" guys right? "Good" guys can have the Faith aptitude without being Blessed, right? So hucksters can have the faith aptitude and use the Protection miracle. Problem is that sinnin' can reduce your faith (or cut off your miracles for a while at least) so does trucking with manitous (demons) as hucksters do constitute a sin? I could argue both ways but I wondered what the list (and any "official" hombraes) reckoned? - John

A) It would all depend on the huckster's justification and explanation, IMO. Followers of the hermetic traditions in Europe believed a man had to have a pure spirit and soul to be able to perform magic. Alchemists also pushed the "divine mysteries of the Lord" aspect of their work. So I could definitely see an argument for it not being a sin in and of itself--especially since the huckster isn't "cutting a deal" with the manitou but actually forcing it to do his bidding. My personal take is that although others in the Weird West may perceive it as "evil" the determining factor is actually what the huckster does with his powers rather than simply exercising them. [John Goff, DL listserv, 4/28/99]

A) Hmm. Good question! I'd have to say a huckster with faith should only use his spells in serious situations. If he used phantom fingers to help him cheat at cards, to play a prank on someone, or some other spurious use, I'd say playing with the manitou was a minor sin. Otherwise, I think the Big Guy would understand. [Shane Hensley, DL listserv, 4/29/99]

#### **Blessed: Limits on the class**

Q) One question for the Faithful. What can I do to help keep him in line without breaking the rules or coming down hard on him? I want him to hang his own self. - Mark Metzner

A) Ask and ye shall receive. Check out page 101 and 102 of Fire & Brimstone. Even if he makes the sinnin' roll, he's still going to lose access to all his miracles for a while--anywhere from an hour to a week, depending on the severity of his transgression. If he still continues to abuse it, it's obvious he's unrepentant and scoffing at his own religion's tenets. Now, if I was in a really nasty mood, I'd consider that blasphemous--and that's a mortal sin in nearly every one of the faiths. Of course, I'd warn him ahead of time. [John Goff, DL listserv, 6/30/98]

#### **Blessed: Mixing Religions**

(Originally started out about mixing arcane backgrounds in general, but since the answer only refers to two religious ABs, the question is being placed here - editor)

C) Taoists can apparently be either Shamans or Blessed according to Fire and Brimstone, so why not a Taoist Blessed Shaman? For that matter, the Ghost Dance has Christian overtones as well. Also, I can't help but remember a comment I read about Haiti: 60% Catholic, 40% Protestant, 100% Voudouna. Since the voodoo religion is a syncretic one to begin with, a Blessed Voudouna doesn't seem out of the realm of possibility. - ?

R) My opinion is in all of those cases, the character is facing a problem by combining two faiths (or at least two very different aspects of one faith). One is predominant and the other isn't going to work as a "also-ran" religion. In many cases, even acknowledging another religion is likely to violate the basic precepts of the first. For the closely related belief systems, remember, they're still very different in the fine points of theology. Why can't you be a practicing Catholic/Baptist? Both believe the same general theology, right? Get down to the brass tacks of what the Catholic faith believes and what Baptists believe, however, and it becomes obvious that by assuming one of those titles, you obviate any chance of the other. Combining the beliefs (when possible) doesn't give you two religions, it gives you a single amalgamated one. As to Voodoo and Taoism, they either fall under the example above or, in most cases, differ extraordinarily. Voodoo (as a religion, which is what DL Voodooists practice) merely assimilated aspects of Catholicism to prevent dominate religions from persecuting it as "witchcraft." A non-believer might try to work Voodoo, but without faith, he's a charlatan working through the power of suggestion and a few herbs. Taoist shamans and Taoist blessed represent two different evolutions of the faith. The two aren't really that different (the pantheon still incorporates much of the folk magic side), but they represent two different approaches to the same religion, like the Catholic/Baptist example above. I could see a Taoist shaman alchemist. Early folk Taoism focused heavily on alchemy and finding the secret to immortality. Of course, I'd limit such a character to only alchemy until the player could firmly justify any other form of mad science. That's just my opinion. [John Goff, DL listserv, 6/24/99]

#### **Blessed: Sins**

Q) Adultery is a Mortal Sin for Christians (among others). IIRC, Adultery means one of the participants is married to someone else (and there is another word for extramarital sex). Does this mean that sexual relations outside marriage is OK for Christian Blessed (and Jewish, and Muslim, and Major for Buddhist) if neither participant is married to anyone? I ask as sexual relations at all is a minor Sin for Taoists. Does this mean even in marriage? - Baron Samedi

A) Bear in mind, the Sinnen' table doesn't list every possible transgression for a follower of a given religion. There are plenty of sins left off--there just isn't room to address each religion thoroughly in the book. I'd say fornication is at least a major sin to each of Christianity, Judaism, and Islam. Buddhist strictures aren't as severe on that, but Minor might be in line. Yes, relations (even in marriage) of any sort are Verboten for Taoist blessed. However, it's only a Minor, so they can probably get away with it every now and then. ;-) Taoist folk religion is an odd amalgam of philosophical teachings interpreted into a system of folk magic and then into a pantheology. Many of their precepts aren't "sins" as Western beliefs see them, but transgressions against them have the same practical effect. [John Goff, DL listserv, 2/21/99]

Q) What qualifies as "self defence" tho for Abominations? One could easily say them looking at you funny is threatening. how strict with this do you recommend I be? also, I assume Buddhists cannot even kill Abominations, correct? last, do Undead count as another person? does killing them again count as Killing at all? Are Undead another person? - Baron Samedi

A) Nope, abominations and undead are not part of the natural world. They're free game to anyone. [John Goff, DL listserv, 2/21/99]

Q) I am assuming "vanity of any sort" means that a Taoist-martial Artist (Blessed or not) really, really does not need to be taking flaws like Big Britches or My Kung Fu is Superior. Am I right in assuming both of these flaws represent "vanity of any sort?" - Baron Samedi

A) Yes, they do. However, if the player thinks they're in line for his character that's fine. In fact, non-blessed Taoists are free to take the Hindrances with no ill-effect, just like Christian gunslinger can take Bloodlust. [John Goff, DL listserv, 2/21/99]

### **Blessed: Taoism**

Q) You brought up the whole Taoist thing (ed note - from another religious debate on the listserv) which I think is kind of a fish out of water in the Blessed category. Personally, I explained it to my players as such: the Taoist has Faith in the Tao, which is his \*perception\* of the energy known otherwise as the hunting grounds. His Faith gives him direct access to the hunting grounds (unlike other religions whose patrons "tap them into" that power). I don't know how accurate that is, but it works for me. I would \*REALLY\* like to know John Goff's position on this - TrooperTK

A) Well, it's a problem, I'll definitely grant that. The original precepts of Tao were purely philosophical in nature, however, as time progressed more and more folklore was mixed with purist teachings. Eventually, an entire pantheon arose in one section of the Taoist belief. I made the decision to allow philosophical Taoism to have access to Blessed miracles pretty much because it seemed inelegant to say "folklore Tao" can have miracles, but not the purists. Buddhism was a little easier for a number of reasons. That said, personally, I prefer to stick with "deity" religions; for the blessed miracles to work as explained in the game, a powerful supernatural being is pretty much a requirement. However, it's your game, yadda yadda yadda, ad infinitum, e pluribus unum, dei o, d-dei o, daylight come and I want to go home... [John Goff, DL listserv, 2/12/99]

### **Character Creation**

#### **Character Creation: Archetypes, Bandito and Desperado (Law Dogs)**

Q) And, finally, Fannin'. I don't mind the new rules, but if it's no longer an aptitude, why do the Bandito and Desperado Archetypes have it? As a quick-fix I suggest changin' the Fannin' aptitude to Gunplay for the both of 'em. In the future, I would suggest that more than the average scrutiny should go into going over the Archetypes when proofreading, since this has been an ongoing problem with previous books. If the trend is to use these Archetypes for Convention games, then maybe extra care should be taken to make sure

they follow all the rules. - DarrinBrig

A) Doh! See, the problem is, I worked on all the rule changes. Steve wrote up the historical stuff and the characters, so giving them fanning made sense until I (Shane) went and changed all the rules. Then I cleverly forgot to make sure his characters didn't use it. Entirely my bad. Look at it this way. If you're not going to use the new fannin' rules, you've got the old skill for the NPCs as well. If you are, then just ignore it. [Shane Hensley, DL listserv, 7/13/98]

#### **Character Creation: Archetypes, Ghost Dancer (Ghost Dancers)**

C) Also add the Ghost Dancer's template should have Faith 1. [Paul Beakley, 28/Apr/98, DL listserv]

#### **Character Creation: Archetypes, Harrowed Head Hunter (Book of the Dead)**

Q) The Harrowed Head Hunter archetype has 13 levels of harrowed powers, and 4 levels of COUP powers! How on earth did this archetype start out with all these powers, since as far as I can tell whoever put this archetype together wasn't even trying to follow the character creation rules. Did someone change the rules on how expensive harrowed powers were while the book was being written? And how do you start the game with Coup powers? - DarinBrig

A) The Head Hunter is very messed up. Remember this was our first book written out-of-house, and Lester just wasn't as familiar with the game at that time as he could have been. Of course the real fault lies with us, the editors, for not looking over the archetypes more closely. [Shane Hensley, DL listserv, 6/25/98]

#### **Character Creation: Archetype, Harrowed Muckraker**

Q) The undead muckraker has the hindrance, unnatural feature. Where are the rules for this hindrance? - ?

A) It's one of those undead Hindrances we cut and then forgot to edit off the archetype (this book is plagued by those mistakes unfortunately (hey, we were young (er))). Just treat it as ugly as sin, though with obvious supernatural overtones (not appreciated by most anyone). [Shane Hensley, DL listserv, 2/12/99]

#### **Character Creation: Archetype, Secret Service Agent (Law Dogs)**

See: [Rulebooks: Law Dogs Secret Service Archetype](#)

#### **Character Creation: Archetypes, Warrior (Ghost Dancers)**

Q) Crawl in through "Ghost Dancers" with a microscope again, and found this reference: on page 47, the Warrior Archetype under Favors, it says "The falcon's talon" Okay, so there's no "Falcon's Talon" in the Warrior Favors. I assume we're witnessing the evolution of a document here. But what Favor *should* be there?

A) Owl's Horned Fury probably (or whatever the Owl damage-enhancer favor is called; still don't have a book I can flip through). Sorry. [Paul Beakley, 22/Apr/98, DL listserv]

#### **Character Creation: Blessed, additional miracles**

Q) In Fire & Brimstone it says a Blessed can earn new miracles by meditating for a few hours and spending 5 bounty and making a faith roll. Can this be done at character creation? In other words, is there some way to start a character with more than 5 miracles (excluding Protection)? Spending 5 points at character creation seems overpriced, so how about 3 or something? Is there any way to do it? (This is a John Goff question, I guess). - IronPen

A) The method listed in F&B is for blessed gaining points through experience after creation. So no, a starting character normally couldn't buy extra miracles in this fashion. However, there's a case for a VOTWW to purchase extra miracles in this fashion, but that's up to the Marshal. [John Goff, DL Listserv, 9/2/98]

### **Character Creation, Blessed, Cheap Cost of (Fire and Brimstone)**

C) Blessed are cheap to make. It costs 4 to 8 creation points (Arcane BG plus Faith 1-4). Now compare this to a Huckster who has to buy all his hexes and spend a good 10 points or more to get a good variety and a good chance to successfully cast something, or Shamans who have to spend points on a Guardian Spirit (well, they don't have to, but they should) and then buy a whole bunch of rituals (another 10 points or so). - DarrinBrig

R) A blessed with 1 Faith (cost 4 points) has Protection plus 1 other gift or miracle at level 1, and while increasing the faith does doubly benefit the blessed, shamans also improve along somewhat the same lines. Hucksters can purchase a new hex for a single point--making them far more versatile. Shamans don't improve as quickly, however, they don't usually suffer as stringent ethical codes either (at least from a gaming standpoint). [John Goff, 20/May/1998, DL listserv]

C) The point I'm getting at is that most Blessed characters have a lot of points left over to spend on shootin' and fightin' skills. - DarrinBrig

R) True--but as I've pointed out (and has been beaten to death throughout multiple threads lately) the blessed is very restricted on how he can use those fightin' and shootin' skills. [John Goff, 20/May/1998, DL listserv]

### **Character Creation: Chi**

Q) In the MA pamphlet it states that buying or increasing your chi power costs double the level you're going to, and you have to buy each level individually. My question is, does this apply to character creation? IE would it cost 30 points to start a new character with chi: 5? - Dr. Nukem

A) Nope, during character creation you just pay twice the level. So a ch'i: 5 would cost 10. [Zeke Sparkes, Direct email, 2/23/99]

A) That doubled cost applies to powers, not the actual ch'i Aptitude. [Hal Mangold, Direct email, 2/25/99]

### **Character Creation: Double Jokers**

Q) were making up a character... Draws a black joker for one of the traits. Go to draw the suit for coordination: Draw a red joker. What happens? - ?

A) Draw again, muchacho. Or just give the poor guy a "4." (Or a 5 if you're feeling real generous--that's probably what I'd do--but I'd give him another strange background). [Shane Hensley, Archives, DL listserv]

### **Character Creation: Indians without Arcane Background using favors.**

Q) Does anyone know the correct rules for Indian characters (non-shaman) and whether they can use favors and rituals, I know that Paul Beakly is on this list so could I also have an official answer. It states clearly on page 49 of GD that an Indian that is not a Shaman can only have a maximum of 1 point in the Guardian Spirit edge. This allows the character to access the first special ability of that particular Spirit but does it also allow the character to use favors, since appeasement points can be stored in the guardian spirit and generated again with the free Spirit Song ritual ? It then says on page 56 that a character must have at least 1 level of faith to learn favors with a minimum appeasement point cost of 1. So does this mean that an Indian character who is not a Shaman and has

a 1 point Guardian Spirit can only use favors if they also have at least 1 point in Faith as well ? Confused ? I certainly am, but I feel the book is muddled on this point as the Ghost Dancer archetype on page 44 has no Arcane Background: Shaman edge, no levels in faith, yet has loads of rituals and favors ?!?!]

R) Hm. The Ghost Dancer template is supposed to have Faith 1; probably my oversight, sorry. His 3 favors (2 for his highest ritual (pledge) + 1 for the 1 point guardian spirit) are all minimum 1 appeasement favors, so this fixes everything else. Simple solution. You have to have 1 Faith, and be an Indian (by birth or having gone native), to get favors w/o being a shaman. [Paul Beakley, 25/Apr/98, DL listserv]

### **Character Creation: Martial Arts Powers**

Q) When a Martial Artist is buying his Chi powers as a part of character generation, does he have to pay double the cost of the power level like the book says the cost is, or is it just point-for-point like it is with hexes, miracles, and whatnot? Also, the points come from aptitude points and notEdge points, correct? [ed. note - There is no difference between attribute points and edge points, it's all one big pool, See Veteran of the Weird West] - ?

A) As written, you pay the double cost even during character creation. You are allowed to take up to 10 extra points in martial arts hindrances, though. These points can ONLY be used for buying MA powers. [Hal Mangold, DL listserv, 8/01/99]

### **Character Creation: Mysterious Pasts, Knacks**

C) Knacks (39): As we mentioned in the Weird West Player's Guide, Knacks are now a mysterious past. If you have players who bought knacks as Edges, leave 'em alone. You can institute the change on any new characters brought into your game if you want. We also gave knacks Legend Chip abilities. [Shane Hensley, DL listserv, 5/28/99]

### **Character Creation: Points**

Q) If you create a Blessed character with level 5 Faith, and design him so that you have 6 Aptitude Points left over when you're done, can you immediately use those 6 points to raise the Faith level to 6? Before you even play with the character? Or is that cheating? - John

A) That's cheatin', varmint. Those initial character points aren't "Bounty Points." [Shane Hensley, DL listserv, 3/4/99]

### **Character Creation: Shootin': Automatics skill**

(See [Skills: Shootin' Automatics](#))

### **Character Creation: Secret Service Agents (Law Dogs)**

Q) The Secret Service agents must follow six "general orders". Are these general orders in the book somewhere? I can't find 'em, but I haven't had time to go through the whole book. - DarrinBrig

A) They're listed, in highly abbreviated form, right there on page 14 in the same paragraph which mentions them -- being on call 24 hours a day, keeping accurate accounts, etc. I would have liked to reprint them verbatim, but (a) it would have taken up more than a page (probably at least 2 pages), and (b) they weren't really all that interesting in a gaming sense. [Steve Long, DL listserv, 7/11/98]

### **Combat**

#### **Combat: Armor, layered**

Q) Example: I have a PC with an Armored Vest (AV 2), under which he is wearing a boiled leather shirt (AV -2). Basically, can this be done and how does it work? I'm thinking: Armored vest reduces the damage by 2 die types, then the damage that gets through is reduced by 2 points (for the leather shirt). Thanks for the input. - Prince Nightchilde

R) Sounds good to me! [Shane Hensley, DL listserv, 9/9/98]

### **Combat: Buffaloing**

Q) It says that a gun makes d4 damage and a rifle makes d6 damage + strength of course, but how many d4 in damage??? - ?

A) It's like a normal club or similar HTH weapon -- it's your STR plus the 1d4 or 1d6, as appropriate. [Steve Long, DL listserv, 10/20/98]

### **Combat: Called Shots**

Q) When using the called shot rules, what modifiers count for aiming at Noggin and Gizzards to get extra damage? I ask because on the table of modifiers, there is a head and eye entry with two separate modifiers. - mc

A) The penalty to hit the head (-6) gives you the 2 bonus damage dice for noggins. We don't actually have a called shot to the "gizzards," as that's not a specific location. Use the modifier to the heart (-8) when going for those. I realize that makes it slightly easier to get the head hit (-6) for more damage than the gizzards hit, but that's really just how it works. It's hard to figure out where the heart is and hit that general area in a firefight, but the head is bigger and very obvious. The tradeoff (at least sometimes) is that all the gizzards locations are covered by armor (especially in the upcoming Hell on Earth). Finally, modifiers for the "eyes" and so forth are really listed to help figure out special shots to truly unique monsters. Even if a character "hits" to the eyes, he still has to roll damage. If the damage doesn't kill the foe, then obviously it didn't actually penetrate the eye (or the foe would be dead). A hit just means the character put the shot on target as well as he could. It might have bounced off bone, a helmet, or otherwise depending on how you interpret the damage. Hope that helps. [Shane Hensley, DL listserv, 7/28/98]

Q) When a player attempts a disarming shot, is the gun penalty (the penalty for the gun you're removing) on top of, or in place of, the -6 penalty for the called shot to the hand. - Smiling Bandit

A) It's in place of the hand modifier. You're not shooting the hand, after all just somethin' which happens to be held in it. :) [Steve Long, HoE listserv, 1/4/99]

### **Combat: Chip system (Law Dogs, Tales o' Terror, Hell on Earth)**

Q) You wrote: The new shortcut involves using chips to keep track of mook injuries on a stack per mook basis (each mook gets a stack of damage chips going up to six or seven wounds (don't have the book in front of me) where each color chip is a level. White = one, red = two, blue = three, etc). The old shortcut was a "hits" system. Each humanoid mook had 30 hits you'd keep track of by using the totals rolled on the dice by the posse member doing the damaging. I'm not sure the new way is easier, but I'd be interested in hearing what everyone else thinks. - ?

A) It's absolutely easier. You don't have to keep track of ANYTHING. You just toss a chip down next to the mook's figure. - [Shane Hensley, HoE listserv, 8/21/98]

C) Well, remember that the book still includes quick hits for the majority of encounters, the other system is for massive combat. (always a plus) - ?

R) No, hits are gone entirely. This system is for anytime you don't want to keep track of a villain's wound locations (which should be about 95% of the time.)- [Shane Hensley,



HoE listserv, 8/21/98]

### **Combat: Dodging**

Q) When you make a dodge check that becomes the new TN for the shooter. Is that the BASE TN (i.e., still add range modifiers, etc.) or is that the new TN (period)? - Patrick Phalen

A) That's the entire TN (period). Unless it's lower than the original TN. You always get the best of the two. [Shane Hensley, 1/June/1998, DL listserv]

### **Combat: Fanning**

C) The 'shootin' from the hip' penalty is discussed in the third paragraph of the second column on the same page: "Single-action revolvers, rifles, and other weapons with a speed of 2 can fire faster (making the speed 1) by sacrificing a little aim. This is called 'shooting from the hip' and subtracts -2 from the firer's attack roll." - ?

C) Actually, the penalty for fanning \*is\* the "shootin' from the hip" modifier. Fanning has a base TN of 7. I just checked the rules and it certainly isn't clear that that's the case. Sorry guys, my bad. It's probably one of those things I wrote, someone else edited, etc. [Rules Clarification, Shane Hensley, Archives, DL listserv]

### **Combat: Lack of realism criticisms, rebuttal**

C) Okay, a personal note. A few of you have said that some elements of DL combat are not realistic. I disagree entirely. You can, of course, just say I'm defending our game and stop reading now. I understand and hold nothing against you. However, most of you know me and know that I wouldn't say anything I didn't believe. And when we have screwed up, we've admitted it and fixed it. Okay, so the three things I hear about are A) Quickness; B) Range, and C) Damage.

A) Quickness: Read classic accounts of shootouts. Some guys fired off several rounds a second, other fired one or two round the entire fight (which is almost always over in less than 30 seconds --about 6 rounds). Sound familiar? Sounds exactly like our system to me. (And remember we're talking about an actual shootout here, not a "battle" that might last for an hour or more while people hide, advance, flank, etc.) If you don't like our system for getting this result, that's your prerogative, of course, and I can perfectly understand it. And if your fast gunslinger gets 4 cards but they're all deuces, then use one to dodge, put another up your sleeve so you go \*first\* next round, and use the other two to take out your opponents. B) Range. I'm a good shot. I'm not a "gun nut," but I was an Expert Marksman in the Army and got a Gold Shooter's badge (perfect scores on the pistol, rifle, and heavy machine gun) training with Germans. When my friends and I go shooting (I own a .45 and a .22 rifle), I win our unofficial contests more than half the time. I tell you this so you all know my "qualifications." I usually missed 1 out of 5 of the 300 meter targets in the army. Let's just say that's 325 yards. That has a TN of  $5+16=21$ . I aim for 3 actions (there's no other stress factors and I know what's going on, and I'm in a prepared firing position, so let's say I get all 5 actions in a round), that gives me +6, for a final TN of 15. That's not so hard to roll. A perfect number might be 13 or 14, but then you have to divide your range increments by 23 or so, and that's too damn hard to do when you're running a game. (And if you really want to get technical, say the targets give me up to a +5 or so because A) I'm not in combat (no one's shooting at me); B) I know where the targets will be; and C) the M-16 has great sights.) 'nuff said on that. C) Damage: I stand by our damage 100%. Read accounts of the period, today, or at any point in the history of firearms. One guy takes 22 hits and lives (Bill Doolin), another takes a single hit and dies. It all depends on where he gets hit, and that's what the damage dice simulate. Hardly anyone in the Old West died from a single shot to the chest. Some took 3-4 slugs from large caliber weapons and kept on fighting, and lived a perfectly normal life afterward. We "stack" the odds so that a hit to a vital area (the gizzards or head) does more damage, but a decent chest shot and a good damage roll mean the same thing--something important got hit. Okay, so do I have any complaints? Yes. As a Marshal, I sometimes get tired of rolling so many dice (it NEVER bothers me as a player--in fact, the more the better). We decided to make it most fun for the players,

and it's not that big a problem as the Marshal, so it doesn't really bother us. [Shane Hensley, DL listserv, 12/7/98]

### **Combat: Length of rounds**

C) Hi folks. I got a confession to make. There's a bug that's evidently been present in the DL rulebook since the 1st edition and yours truly didn't notice until Fire and Brimstone. On page 83 it says rounds are 5 seconds long. On page 84 it says actions are 5 seconds long. Which is correct? Rounds are 5 seconds long. That's why actions are so brief (one shot from a gun of any sort is very fast). Tests of wills and talking in general shouldn't really fit into an action, but we fudge to allow it or there would have to be some lame rule about how many words you can speak per action. DON'T do this! Just accept it and move on. Okay. The big problem lies in spells and miracles. Many of these have a duration of 1 minute. Correctly, this should be 12 combat rounds. If you were playing at 1 action = 5 seconds, how many actions would there be in a minute? One for every action played? One for every action segment whether anyone played a card or not? Obviously, very confusing. What I'm most surprised about is that no one \*ever\* mentioned this before. There's been plenty of discussion on things like "luck o' the Irish" and "two-fisted," both of which I think are very clear in the rules, but not one blessed has ever said, "Gee, I cast \*smite\* and it's gone before I get to use it." Weird. Anyway, we're fixing up a lot of little kinks in the combat system in "Law Dogs." This is one of them. I'm truly sorry such an obvious error exists, and it's completely my fault. It's one of those things where you play every week and you \*know\* how it works so you never look it up. [Correcting a just seen typo, Shane Hensley, 23/Mar/1998, DL listserv]

### **Combat: Location, someone with a missing limb**

Q) Anyway, how does this affect hit locations? Normally when we're hit in the arm, the Marshal rolls a 50=50 chance of either left arm or right arm. Since this guy's left arm is gone from the shoulder down, do ALL arm wounds hit the right arm, or do I have a 50-50 chance of a wound turning into a miss? - ?

R) Hmm.... I wouldn't call it a miss, as the hit roll indicated that you were hit somewhere. - Darius

A) Actually, I would call it a miss. I'd treat it as though the character simply had 100% cover on that hit location (See Chapter 5--around page 98, I think). [John Goff, HoE listserv, 1/31/99]

Q) How DOES One Armed Bandit affect the hit location results? We have been randomizing arm hits between right and left arms, but what do you do when the left arm is shown as a hit, but the left arm is already GONE? - bluewizard

A) No problem. Randomize as usual. If the "missing" limb is hit, count it as a miss (it's just like using cover). If you want to get picky, you might figure out how much of the arm is missing. Say a fellow just lost his hand. Maybe the shot only misses on a 1 in 6. If he lost his whole arm, you're back to a total miss. \*Sometimes,\* however, you may want to reroll a different wound area. I'd do that for massive damage. Say a person falls from a great height. Not having an arm won't help him a bit, so I'd reroll the location. The same goes for fire, explosives, or other damage that pretty much has to effect something. In general though, use the cover rules as a guideline. [Shane Hensley, DL listserv, 2/1/99]

### **Combat: Martial Arts**

(See [Martial Arts: Attacks](#))

### **Combat: Passive defense**

Q) It makes perfect sense to me that a man with a drawn sabre (and some education on which end is the dangerous one) would get a "passive defense" when the thing is drawn and ready. But would he still get this defensive skill when he's, say, using a rifle? - Tom Huntington A) Against melee attacks, yes. [Shane Hensley, 3/Mar/1998, DL listserv]

Q) Okay, if he DOES get this bonus when he's shooting, does ducking and weaving interfere with reloading/ aiming/ readying a 2 action weapon/ whatever? - Tom Huntington

A) Yes. You can't do any of those things when in melee. [Shane Hensley, 3/Mar/1998, DL listserv]

Q) Ready to push the envelope? Let's say the guy has his pistol in one hand, and a drawn sword in the other. For laughs, let's say he's not two-fisted. Does he get the sabre defense? If so, does he suffer a -4 because it's his off hand? And another -2 because he's carrying two weapons? And how do you apply this -6 to the opponent who's actually rolling the die to hit him? He's now (wait for it) +6 to punch him BECAUSE he drew the sword? - Tom Huntington

A) He does get the bonus. Ignore the off-hand penalty unless he actually makes a skill roll with it (an active defense.) [Shane Hensley, 3/Mar/1998, DL listserv]

S) Take the example of the Texas Ranger archetype. He has Fightin': Knife, but not Fightin': Brawlin'. Now, if he's a trained knife fighter, he knows how to dodge out of the way of incoming HTH attacks -- he doesn't parry with the knife. So, I'm suggesting that he should still be able to use his full Fightin': Knife skill for HTH defense, whether or not he has a knife in his hand.- Dan Davenport

R) Then play that way. No skin off my nose, and I half-agree with you anyway. The only problem is you don't want someone who's an expert fencer defending just as well bare-handed, right? So don't worry about it. Go with whatever your gut says and the way you envision combat. [Shane Hensley, 26/May/1998, DL listserv]

#### **Combat: Size**

C) So, basically, the smallest target possible, say, a bee, is size 1 and is only -2 to be hit rather than a full-sized person. Which isn't particularly congruent with the called-shot modifiers. - Tom Huntington

A) Um, no. Because it says in the book to keep reducing the modifier every time you reduce the size. A bee would be about -20 or so. And truthfully, I wouldn't even work a single bee this way. I'd figure out a swarm rule, say bullets and the like do no good, and talk about how you have to use flamethrowers or the like. [Shane Hensley, DL listserv, 8/20/98]

#### **Combat: Targeting**

Q) What would be the penalty for shootin' the hemp necktie some fool got hisself in? - ?

A) I would venture to say -8, just like a whip (LAW DOGS, p. 57). [Steve Long, DL listserv, 7/12/98]

Q) Why is it easier to shoot a rifle or shotgun out of a person's hands than a pistol? I suggest a +2 bonus on the character's Strength roll if they're holding the weapon in two hands. It's easier to hit a rifle, but there's an advantage to holding a weapon with two hands. - ?

A) It's easier to \*hit\* the rifle, but the chances to knock it out of the hands is the same. I sort of left it that way because the Lone Ranger never seemed to have any extra trouble with rifles. :) If you want to give a bonus when the gun's being held in two hands, that certainly seems reasonable to me. [Steve Long, DL listserv, 7/30/98]

#### **Combat: Vamoosin'**

C) Your vamoose value only lasts for the card on which you dodge. For example, a

dodge that you made on a Jack will no longer be effective on a Ten. [Clarification, John Goff, 28/Jan/1998, DL listserv]

C) If you're facing a missile attack, you use dodge, and if you're avoiding a HTH attack, you use the appropriate fightin' for the weapon you're using. Of course, if you're not using a weapon, you'll use one of the unarmed fightin' concentrations. Now, you compare your Aptitude roll with the opponent's modified TN. You do not include modifiers for range, movement, etc. into your active defense Aptitude total, although they do count against the original TN. Whichever is higher is what your opponent must roll against. That means if your opponent has a lot of negative modifiers to his roll from range, etc., it's not too likely your dodge roll will be higher. [Clarification, John Goff, 31/Jan/1998, DL listserv]

Q) How about it Shane? What's the deal with modifiers and Vamoosin'? - B.D. "intrigued" Flory

A) The base "to hit" roll is 5, plus or minus any modifiers. When you dodge, treat the new dodge as the base "to hit" roll, then add or subtract any modifiers as usual. That got it? [Shane Hensley, DL listserv, 7/14/99]

Q) So B.D is aiming (TN5) for Greg's head (-6) so he needs an 11. Let's say he rolls a 13. Greg's dodge number would be 7? - ?

A) It would still be 13. Had Greg rolled HIGHER than a 13 on his Dodge check, then THAT would have been the new target number for B.D. Greg wouldn't end up being easier to hit by dodging (unless he went bust, of course.) [Hal Mangold, DL listserv, 7/14/99]

Q) I think you misunderstand, Hal (or I mistype). Here's the question. I roll a 13 to hit, while aiming at the head. After modification for a called head shot, my roll is a 7. Does Greg need to roll a 13 to dodge (the original, unmodified to hit roll), or a 7 to dodge (the final, modified for the called shot, total). - ?

A) Ahh, you are correct, I did misunderstand. If your final total for your shootin' check was 7, then Greg would need to roll an 8 or more on his dodge to keep from eating lead. - [Hal Mangold, DL listserv, 7/15/99]

### **Combat: Weapon Speed, Changes in Revised Edition**

C) Weapon Speed (118): The biggest change to combat is that we got rid of weapon speeds. We originally did this so that there was a difference between single- and double-action pistols. It's a very slight difference in the real world, and hard to model in a game. We started with the most realistic but it made single-actions, rifles, and shotguns slow and a pain to remember the "shootin' from the hip" modifier. So we ditched all that and did this instead: double-actions get to fire twice each action while single-actions fire once (but can fan). Rifles and shotguns can fire once per action. [Shane Hensley, DL listserv, 5/28/99]

### **Damage**

#### **Damage: Aces**

C) Actually, my understanding of Deadlands damage is that aces get rerolled as well. - Tom Huntington

R) Absolutely correct. [Reply to a comment, Shane Hensley, 9/Mar/1998, DL listserv]

#### **Damage: Axes, stone vs steel (Ghost Dancers)**

Q) And why is a stone tomahawk more damaging than a steel one? - ?

A) Right. Steel heads actually didn't keep an edge very long, and the Indian tribes of the time didn't know much about metalworking or keeping edges on blades. Check out a stone-headed axe against a steel-headed axe side-by-side in a museum sometime; imagine getting pulped by a 20# stone at the end of a plunger handle, if you will. Metal axes were popular historically because they were pretty and easy to replace, not because they were particularly useful. There should probably be a bonus for thrown steel axes (or a penalty for thrown stone axes). [Paul Beakley, 02/May/98, DL listserv]

#### **Damage: Brawling and gizzards/head shots.**

Q) Unarmed combat attacks only casue damage equal to a Strength roll. What happens if you hit someone in the gizzards or the noggings? You normally get +1 or +2 dice damage. In the case of brawlin', do you get extra dice for the Strength roll, or are the bonus dice added to the result? For a martial artist (damage of d6+strength), there is no problem. Hits to the gizzards cause 2d6+Str and hits to the noggins cause 3d6+Str. Correct me if I'm wrong. - Urban Blom

A) If you're doing brawling damage, you don't get extra damage for the head or gizzard. [Shane Hensley, 9/June/98, DL listserv]

#### **Damage: Buck and Ball**

Q) What does buck and ball ammo do in damage? - ?

A) The amount listed under the gun chart for weapons which use it, e.g. the US Models 1822 and 1842. It's 4d8+4d6 in both cases; having B&B ammo doesn't alter that any. - [Steve Long, DL listserv, 11/Aug/98]

C) Actually, it should be 4d8+4d6 damage *\*only\** with a buck & ball round. If you use a standard .69 caliber musket ball, it's just 4d8 (Though I'd make it at least 5d8. It IS a .69 round after all, but that's just my CS\$0.02.). I'd also give a +2 to hit with a buck & ball round, as per the new shotgun rules in *\*Tales o' Terror:1877\**. [Christopher McGlothlin, DL listserv, 12/Aug/98]

#### **Damage: Explosion**

Q) In the basic book on p104 it talks about wounds from things like explosions and falling. Calculating the dice to roll and how to figure wounds based on size is pretty straightforward. My confusion is how do you tell how many wounds to inflict? For example, if my cowpoke is caught in an explosion and suffers 24 points of damage, he's looking at 4 wounds - yes? But is that one critical (4), or two heavy (2 ea.), or a serious and a light, . . . etc. - ?

A) Roll on the Hit Location table 4 times. If all 4 wounds went to the guts, for example, the poor cowpoke would have a serious wound to the guts. [Shane Hensley, Archives, DL listserv]

#### **Damage: Hexes**

See: [Hexes: Damage from](#)

#### **Damage: Location**

Q) If someone is hit in the upper guts, lower guts or gizzards, is that all considered the "Guts" location? - ?

A) All three Guts locations are the same area. They're divided to help figure out cover. [Shane Hensley, Archives, DL listserv]

#### **Damage: Maimed and beyond maimed**

Q) Do the wound levels continue after maimed or is maimed as good as it gets? For example, if I did 48 points of damage to a size 6 target, does it take 8 wounds or is five the most I can do? - Patrick Phalen

A) It takes 8 wounds--for purposes of damage prevention, chips, etc. But after damage is applied, regardless of the number, it can only be Maimed. [John Goff, 18/May/1998, DL listserv] (ed. note - this answer was backed up by Shane a day later, but I didn't save the response)

### **Damage: Recovery Checks**

Q) I think you can make a recovery check on each of your action cards after that, but the various errata's make it hard to tell. - ceesrw

A) That is correct, and I'm NOT on crack today. The monkey's off my back, friends (big grin). [Shane Hensley, DL listserv, 2/4/99]

### **Damage: Strength and Fate Chips**

(See [Fate Chips: Traits, Strength](#))

### **Damage: Wind**

Q) a) The character takes 1d6 wind three times (which means that wind is additive, like weapons damage) OR b) The character takes 3d6 wind once (which means that only the high die matters) I've been playing it as <A>, but I'd like other opinions/rulings. - Russel Mirrabelli

A) Option A is indeed correct, and you do reroll Aces! [Shane Hensley, 08/Apr/1998, DL listserv]

### **Dice**

#### **Dice: 1die in skill vs. 4d in attribute**

Q) Say a player has Survival: Desert at a level of 1 but his default dice if he didn't have the skill at all was a 4d10 with the result being halved like usual. Can a player decide not to roll his skill of 1d10 and opt to instead roll the default? The player thought he had a better chance of getting a better result by halving and didn't want to roll only 1 die. - ?

A) That's a toughie. Due to rerolls, he's right at the extreme end. Generally, when a character has 1 point of skill and 4 points of coordination, he is better off with the default roll. So yes, I'd let him. Tell him it's the one bug in the system Shane never could work out and let him do whatever's best for his character. In other words, help the guy out, blame me, and get on with dehydrating the poor sod. [Shane Hensley, Archives, DL listserv]

C) (changes to the way default skill rolls are handled in Revised edition) Default Skill Rolls (26): Along with the change to Trait checks, we made default rolls different so that players aren't looking at their 1d12 search and wondering why they wouldn't want to always roll their 4d12 Deftness instead, even with the old "unskilled" penalty of -8. Changing the way unskilled rolls works to a single die with a -4 penalty also changes the mindset of those who think it's better to be unskilled at something and suffer the modifier than to get less dice. (Statistically, it's true in some cases and not in others.) [Shane Hensley, DL listserv, 5/28/99]

#### **Dice: Damage above d20**

Q) whoops, my bad there, let's try this again...does the damage go d10 to d20, from a d10 to d12 to d12+, or from a d10 to a d12 to a d20??? - ?

A) the damage steps work thusly: d10, to d12, to d12+2, to d12+4, to d12+6, etc...ad infinitum. [Hal Mangold, DL listserv, 11/01/98]

C) D'oh! Brand manager mixing up Trait and Damage dice! :) The proper progression should be d10, d12, d20, d20+2, d20+4. Sorry about that. Too much coffe. [Hal Mangold, immediately correcting himself, , DL listserv, 11/01/98]

#### **Dice: Open ended (Black Lightnin' example) (Hucksters and Hexes)**

Q) My huckster recently learned the hex Black Lightnin', and although I haven't used it yet I was wondering something. Regardless of the level of the hex, or what hand was drawn to cast it, when you are rolling to see how much of an electrical charge is stored, can you re-roll aces? My marshal and I decided that there was nothing stating that you couldn't, not to mention the fact that for the most part the game is an open ended system anyway. - Matthew J. Brown

A) It's open-ended. And you're both correct in the guess that unless a roll says it's not open-ended, it is. Now that I've said that, someone will point out one that doesn't fit. [John Goff, DL listserv, 7/26/98]

#### **Dice: Quickness/Initiative rolls**

C) Now that you mention it, I do remember seeing the "every success and raise" line in the rules there. We have been treating initiative like every other roll....take the single highest die only. Are you really supposed to use ALL successes and raises here? - ?

R) You're doing it right. Every success and raise STILL only uses one die (the highest). Initiative IS treated like every other die roll. [Shane Hensley, Archives, DL listserv]

Q) I'm pretty sure I understand this, but wanted to make sure. In combat, I get 1 card as long as I don't go bust, 1 card for rolling a 5, and 1 card for each raise, right? Example: if I roll an 11, I would get 3 cards (automatic, success, > raise) - - Patrick Phalen

A) Yep. [John Goff, 27/May/1998, DL listserv]

#### **Dice: Traits above d12**

OQ Question: The "Body Tweak" (or whatever, I don't have the book) increases your physical die by one value depending on your hand right? So a d4 strength could become d8 etc.. etc... But what happens if it goes above d12? Does it go to d20? After that? - Old question from ?

A Add +2 for each step above d12. For example, d12 goes to d12+2, then d12+4, then d12+6. After that, the next step is d20, I believe... and then from there you go d20+2, and so on. - Darrinbrig

C Actually, Shane and I had a talk about this a while ago. Keep with the d12+x progression, i.e. d12+8, d12+10, etc. Changing to d20 after d12+6 actually drops the average roll. [Correction, John Goff, 23/Apr/1998, DL listserv]

#### **Dice: Traits, Changes in Revised Edition**

C) Trait Checks (36): Coordinations have always bugged us, so we got rid of them. Sort of. They're now called "Trait Levels," which in itself isn't a big change, but it changes the mindset of those who are frustrated that their Trait is often better than their skill, particularly when making the old-style default rolls (see the change to those below). We also draw attention from the controlling Trait by having you list your character's Aptitudes with the die type. It's subtle, but it makes the game much easier for new players to learn. [Shane Hensley, DL listserv, 5/28/99]

**Edges****Edges: Critters**

(See [Monsters: Edges](#))

**Edges: Converted**

(See [Indians: Loyalty](#))

**Edges: Crossdraw**

(See [Rulebooks: Law Dogs, Edges](#))

**Edges: Dinero vs. Belongings**

Q) First, why is it that people who are described as being rich have belongin's rather than Dinero? (This is mostly because of John Behan) - ?

A) Wealth doesn't always consist of cash money, and so I felt Belongin's rather than Dinero was a good way to simulate someone who has a lot of illiquid assets. Sort of personal preference, I suppose. Feel free to change it if you think Dinero works better. [Steve Long, DL listserv, 8/1/98]

**Edges: Gift o' Gab, Changes in Revised Edition**

C) Gift o' Gab (62): Characters now get to pick up languages as if they had a skill of 1 after a few minutes of conversation. This cleared up some ambiguities on the old system. [Shane Hensley, DL listserv, 5/28/99]

**Edges: Guardian Spirit**

(See [Guardian Spirits](#))

**Edges: Luck of the Irish**

Q) When it says you can re-roll any 1s by spending a red or blue fate chip, does that include instances in which the character goes bust? - ?

A) You can't use Luck o' the Irish on a busted roll because you can't spend chips on a busted roll. Luck o' the Irish actually says you can re-roll any 1s you get \*from\* spending red or blue fate chips. Check page 56 and it should be clear as rain. [Shane Hensley, archives, DL listserv]

**Edges: Luck o the Irish, Changes in Revised Edition**

C) Luck o' the Irish (63): This Edge now give the character an extra Fate Chip per session. Much simpler. [Shane Hensley, DL listserv, 5/28/99]

**Edges: Knacks, Changes in Revised Edition**

C) Knacks (Quick & the Dead): These are no longer Edges. Your character can get them only by gaining a mysterious past (drawing a Joker during character creation). [Shane Hensley, DL listserv, 5/28/99]

**Edges: Old Hand**



Q) The Old Hand advantage allows a Huckster to draw one card at a time and stop as soon as they've got the hand they want - damn useful for avoiding backlash. Let's assume, however, that they draw a Black Joker with their second card. Can they immediately stop drawing so that if they get the Hex affects self or wrong target result it will cause no problems?? - pandion

A) Yes, they can--but that won't totally save the huckster from getting stung. All the "hex affects huckster/friend" effects specify the hex will have at least the minimum success. Stopping when he hits the black joker will possibly reduce the effect, but something will still happen. And, since only two effects send the hex into an unwanted target, while ten others have a fair chance the hex will still succeed in spite of backlash, it might be a good idea to go ahead and risk. Unless you're really unlucky -- or your Marshal is sadistic... [John Goff, DL listserv, 2/7/99]

### **Edges: Thick Skinned and Harrowed**

(See [Harrowed: Thick Skinned Edge](#))

### **Edges: Tribal freebies (Ghost Dancers)**

Q) Do the tribal edges and hindrances count towards your maximum? I'm assuming that they don't, but I would like to be sure. - Darius

A) They don't. [Paul Beakley, 14/Apr/98, DL listserv]

### **Edges: Two Fisted**

C) Well... Two-fisted means if you want to draw or fire both guns on the same card, there'd be a -2 penalty. I'm thinking that this would negate that penalty, but I'm not reading it real close. VCVet I'm not too sure that this is right--I think that this two-fisted thread ended weeks ago w/Shane saying that there isn't a penalty to the second weapon hand w/Two-fisted. Jay Kyle

R) Not quite. There's a -2 penalty for firing the second weapon. "Two fisted" just means you can ignore the additional -4 offhand penalty. [Reply to a comment, Shane Hensley, 23/Mar/1998, DL listserv]

### **Edges: Veteran of the Weird West**

Q) Does VotWW let you go past this 10 point limit (on hinderences)? DarrinBrig.

A) No, though you can always take additional Hindrances "for free." [Shane Hensley, 09/Mar/1998, DL listserv]

Q) Does VotWW let you buy Edges WITHOUT buying Hindrances? DarrinBrig.

A) Sure.[Shane Hensley, 09/Mar/1998, DL listserv]

C) Okay, I have no idea what I said months ago, but that doesn't really sound like what I'd say, since this is how we play: B) We don't care how many points worth of Edges you buy with your points. It's one big pool to us. You wanna take 30 points of Edges, feel free. It's all balanced out, you skillless wonder. [Shane Hensley, 23/June/1998, comment to a lost email, DL listserv]

Q) Shane, it'd sure be nice to get an official clairification on VotWW. Are the points 'character points', or Bounty Points? - mcgirt

A) They're plain old character points. I guess I don't really understand this whole conversation. When we play, the folks who take VotWW inevitably get screwed. And if they don't, so what? Any character can die. If you think characters ought to start with a

few more points, leave the Edge alone and let players take the risk if they want. If you think it makes characters too powerful (I don't), then don't use it. [Shane Hensley, DL listserv, 8/03/98]

### **Edges: Veteran of the Weird West, Forsaken result**

Q) Here's a question fer ya... Does the VOTWW pull Forsaken apply to Chi powers? - Mike

A) Yes, it does. [Hal Mangold, DL listserv, 11/01/98]

Q) Forsaken (from the VotWW table) says that beneficial miracles and favors don't work, but hexes do. But what about beneficial voodoo spells, like Conjure Doctor? They're kinda a mix of miracle and hex..... - ?

A) If you are Forsaken, you are FORSAKEN. Voodoo won't work either. [Hal Mangold, DL Listserv, 4/2799]

### **Edges: Veteran of the Weird West and Harrowed**

See: [Harrowed: Veteran of the Weird West](#)

### **Experience**

#### **Experience: Traits**

Q) To raise a trait it cost 3 times the next dice type in bounty points, so how much would it cost to go from a D12 to a D12+2? My assumption is that it would be 6 points (3 times the (+2)) as the base dice type does not change, and the +2 is only added to the final roll and not to each dice as you only take the highest. Is this correct? - ?

A) Actually, you can't raise a Trait above a d12. The "plusses" are only reserved for "supernatural" enhancements. Your players can always raise their Coordination, however. [Shane Hensley, Archives, DL listserv]

#### **Experience: Concentrations (Tales O' Terror)**

Q) What happens after you "buy up" a concentration? Are they considered linked from that point on? If you later take your shootin': pistol to 8, can you spend another 3 Bounty to raise your shootin': shotgun to 8? - ?

A) You don't need to. All concentrations for that Trait use the new level. [Shane Hensley, DL listserv, 8/21/98]

#### **Experience: Coordination (Tales O' Terror)**

Q) What about Coordinations of Traits? Do they cost double after 5, as well? Won't this make people far more likely to save up and raise die types, since they'll get a lot more benefit for the amount spent? - ?

A) I didn't say they cost more, so don't read more into it than there is. [Shane Hensley, DL listserv, 8/21/98]

### **Fate Chips**

#### **Fate Chips: Awarding**

Q) Do I as the marshal take chips out of the Pot? to give these awards as play happens?

If the above is yes, won't the odds go up quickly that the three chips draw at start next time will be blue since most role-play chips will probably be white? ( This would be especially true with a large posse of say 5-7 players) I don't necessarily think this is a bad thing I just want to make sure I understand it because it also raises the chances that the bad guys get blue & red chips. - ?

A) This is correct. Award chips from the Fate Pot. [Shane Hensley, Archives, DL listserv]

C) (Changes in Revised Edition) Fate Chips (24-25): We made sure you knew Fate Chips for solving the adventure are rewarded during the adventure, not at the end of each session. [Shane Hensley, DL listserv, 5/28/99]

### **Fate Chips: Bounty**

Q) Earlier someone posted a question about chips as bounty. Basically I was wondering if the chip awards are given to all the players, or select players who accomplish the tasks. I ask this because if I adopt this method and the awards are handed out selectively for goal accomplishment I fear the players may get competitive. Now, as I understood it from before, bounty points were totaled and divided up by the posse. Maybe I was wrong though. Just curious, thanks. Chris Aniballi

A) It depends. Chips are awarded to everyone who takes part in that particular incident. If 2 guys find a clue, give them both a chip. If the whole posse defeats a bad guy, they all get the listed chip. [Shane Hensley, DL listserv, 8/20/98]

### **Fate Chips: Fear level bonus, Changes in Revised Edition**

C) Fear Effects (19): We've made the bad guys a little more powerful and greatly reduced the job of the Marshal in tracking fear effects. From now on, the Marshal simply draws chips at the beginning of each fight in areas of high fear (Fear Levels 4-6). 1 Chip at Fear Level 4, 2 at 5, and 3 at 6. [Shane Hensley, DL listserv, 5/28/99]

### **Fate Chips: Legend**

Q) I have always thought that since Legend Chips were a reward for a special one-time accomplishment that they should be used and discarded from the fate pot. My Marshall does this. I do this when I Marshall. And some others I know do this as well. Heck we have a hard time earning Legend Chips. Sometimes we end up earning "Black" chips instead. :)

A) No, Legend Chips aren't supposed to be removed from the pot. I'll forward this on to Matt Tice however so he can make sure the article cleans up is mistake (ed. note: the Black Chip article was a web submission and not "official") At any rate, if you have more than 5 Legend Chips in the pot, I'd suggest removing them once used. I'll think about making a more official ruling later on. [Shane Hensley, 28/Mar/1998, DL listserv]

Q) (After a story of a player trying to save another player during a heroic fight. ed note.) (Good story too. ed. comment) Is the Legend Chip limited by the 2 for 1 rule if you want to assist a posse member in trouble? The way we saw it was that the Posse have earned this chip and, therefore, it should be used by any member of the posse if a posse member has pulled it for use. IS this fair, or is the official ruling that you must have two Legend Chips to save your friends bacon? - Fort51

A) Yeah, I'd definitely give it to him. Give the poor schmuck a break. (And it sounds like a really cool use of the Diablos! My Stetson is off to you, Marshal!) [Shane Hensley, 3/June/1998, DL listserv]

C) (Changes in Revised Edition) Legend chips can be used to reroll anything, including table results like backlash. They're also discarded once used! Use 'em wisely! We also made it clear that the Marshal isn't supposed to use Legend Chips (put 'em back and

draw another).[Shane Hensley, DL listserv, 5/28/99]

### **Fate Chips: Red**

Q) Anyone else giving/getting fate chips for when Red chips are used to negate wounds?- Darius

A) Always; Even if they trade them in for bounty points, I take a draw. [John Goff, 19/Feb/98, DL listserv]

Q) The new clarification on Red fate chips - (aka - the Marshal only draws when the reds are spent on skill rolls), are those also in play for DL? - darius

A) \*We\* consider both changes official, (ed note: See Grit: New Cap) but it's YOUR game. Use them as you wish--especially the Grit business. I wouldn't change Grit if it's not a problem in your game. If it is, cap it at 10, or 5 if no one's gotten that high yet. [Shane Hensley, HoE listserv, 9/23/98]

### **Fate Chips: Traits, Strength and damage**

(original messages lost in the shuffle)

C) What can I say? I was wrong. Twice. See, what I said yesterday \*should\* be right in my opinion. What I wrote in the Quick and the Dead is wrong (and it's possible it was "edited" by someone else and added because they thought that's how it should work). Here's why I think the change should be made. Fate chips represent the extra effort a hero can put into his actions. He can't redirect a bullet or make it hit any harder (so you can't spend chips on that kind of damage). He \*could\*, however, put extra effort into how hard he hits, chops, or maims someone. So I'm going to make it official. Strength is a Trait, Fate Chips can be used on a Trait check, so Fate chips can be used on the Strength part of a damage roll. Of course, you'll have to decide if you want to make this change. It \*might\* make characters who specialize in hand-to-hand a bit powerful. That's your call (and please don't engage me in a long discussion on it! I'm way behind my deadline on super-secret-Shane-project #113). [Shane Hensley, DL listserv, 2/2/99]

C) (Changes in Revised Edition) Fate Chips (145): Chips can be spent on the Strength portion of hand-to-hand damage rolls. [Shane Hensley, DL listserv, 5/28/99]

### **Fate Chips: White**

Q) A player rolled an ace on a trait test (Shootin') I think, and rolled again. Unfortunately his roll wasn't good enough and so he used a White fate chip, but he wanted to roll just the last dice again keeping the ace result. So the question here really is do you have to start the roll from the beginning when using a white fate chip, or do you just re-roll the last dice thrown keeping any previous aces? I didn't find it terribly clear in the rules, but I made him start from the beginning ignoring all previous dice.

A) I wondered when this one would come up. It isn't terribly clear--my fault and I apologize. The correct answer, however, is that a white chip is used to re-roll the skill check. He couldn't use it on the second or later die rolls following an Ace. He'd have to start from scratch. A red or blue chip, however, could add to his Ace. [Shane Hensley, Archives, DL listserv]

### **Fate Chips: Using a higher chip for a lower effect.**

(Ed note - see [Ghost Dancers: Rulebook, errata for a precedent](#))

### **Favors**

**Favors: Appeasement point costs**

Q) Some favors have fixed costs, and some have open-ended costs that allow you to spend more APs than the minimum required. Wilderness Walk, for example, has a cost of 2 APs. What happens if you want to spend more? Are the extra APs generated from, say, a REALLY good Maim roll just wasted? For example... for every 2 APs spent after the first two, the shaman can add another +2 to his sneak rolls. Or could you give the favor to more people, say, 1 person for every 2 APs spent? Example... the shaman Smoke Eagle is leading a war party, and wants to give everyone Wilderness Walk. He's got a Bear Guardian Spirit, and gets 2 APs via the Pledge ritual, which are doubled to 4. Could he give two people Wilderness Walk, or are those 2 extra APs wasted? - ?RLB

A) If the favor isn't open ended, then the appeasement goes away. I recommend you perform the ritual to put the points into your guardian spirit, and from there spend exactly what you need for the non-open-ended favors. A little math trick hidden inside the guardian spirit rules. [Paul Beakley, 23/Apr/98, DL listserv]

Q) There are other favors with fixed costs, like Luck for example. Lets say a shaman generates 8 APs for a Luck favor, which costs 4. Can he spend the other 4 APs for another Spirit roll, or maybe to get a bonus on his first spirit roll? Maybe for every AP spent after the minimum, +1 to the spirit roll? - RLB

A) See above. Each specific instance of appeasement point creation via a ritual must be spent on a specific favor, unless you're paying for it through your guardian spirit. [Paul Beakley, 23/Apr/98, DL listserv]

Q) When using a special Guardian Spirit gift that is associated with your Guardian Spirit is its effective appeasement point level equal to double the Guardian Spirits level?

A) Right. It's just a math game to figure how strong the freebie is. You're not actually requesting the favor; the spirit itself is creating the effect. [Paul Beakley, 02/May/98, DL listserv]

Q) If I have an indian with an associated medicine way, all appeasement spent towards favors of that way are doubled. -?

A) Yup. [Paul Beakley, 22/May/1998, DL listserv]

Q) If I have a blessed item with an associated medicine way, all appeasement spent towards favors of that way are doubled, unless I already had association, in which case they are tripled. - ?

A) Yup. [Paul Beakley, 22/May/1998, DL listserv]

Q) If I have a blessed item with an associated favor, each time I ask for that favor, I get one appeasement toward it for free. If I have a single-association, then I get the one appeasement free and the total appeasement garnered is doubled. If I have a double-association, it is tripled. Is this all correct? - ?

A) Yup. [Paul Beakley, 22/May/1998, DL listserv]

Q) And the doubling and tripling counts for \_all\_ appeasement towards those medicine ways including permanent appeasement from blessed items and stored appeasement from guardian spirits? - ?

A) Give the man a cigar. [Paul Beakley, 22/May/1998, DL listserv]

**Favors: Buying without guardian spirits**

Q) If you've got a guardian spirit than you've got a favored medicine way. It's one

"point" (and I use that term loosely) to select a favor from the favored way, and two to select from any unfavored ways. What if you don't have guardian spirit? Are all favors two "points" or one?

A) Mmm...off the top of my head, I'd say that if you don't have a guardian spirit, each favor is two "points" of picks, since none of your medicine ways are favored. This means you'd have to have at least two points in a ritual to have one favor. [Paul Beakley, DL listserv, 8/25/98]

### **Favors: Destroy Spirit**

Q) Last question about favors has to do with Destroy Spirit. Can you use this on a human? It says you can use this favor in the real world or the HG. Humans have spirits... can these be destroyed? Sounds like it'd kill someone instantly to me... thats a little powerful. It says it works on Manitous, too... but doesn't say what category they fall into. If you use this favor on a Harrowed to destroy the manitou, does this kill the manitou AND the person its inhabiting? Can it be used on a shaman on a visionquest to kill him? - RLB

A) In order:

- 1) Yes, if you can catch the spirit world spirit outside the Unified spirit.
- 2) Yes versus the spirit world spirit but not the Unified spirit. It kills them but there's the question of the spirit contest first.
- 3) Manitous vary in size from lesser to normal to greater (see Tree of Life; in Harrowed terms, legion = lesser, greater = greater, everything in between is normal)
- 4) The manitou is the animating force (the harrowed's already dead); without it, I'd say the Harrowed falls over like a sack of leaves.
- 5) It can be used on a questing shaman BUT only if you can find that shaman via spirit guide AND that shaman is in the Hunting Grounds at that particular moment AND you beat 'em in a spirit contest. [Paul Beakley, 23/Apr/98, DL listserv]

### **Favors: Difference between Spirit Guide and Ask the Spirit**

Q) When travelling in the Hunting Grounds and if no one in the dream posse has Spirit Guide, how would you handle it if someone had Ask the Spirits instead? At first glance, I thought there wouldn't be much difference but I suppose that with Ask the Spirits, there would be less of a chance of the Shaman understanding the answer. - ?

A) Okay, now that I have a copy of Ghost Dancers firmly in hand I can try answering more questions. (Ed. note - all of Paul's answers before this came from his manuscript. This is the first answer he gave using the finished product) Ask the Spirits and Spirit Guide are two fundamentally different favors. In short: Ask the Spirits is for data gathering. Since you're just sort of putting a question out into the heavens, there's no telling if the spirit is qualified to answer or not ... or if the shaman is qualified to understand the answer (hence the Spirit (9) roll required to make it work). Spirit Guide is for moving around in the Hunting Grounds. Useful places to go in the Hunting Grounds includes other peoples' dreams, open portals, and lairs of known, named spirits (ancestors, most likely). Once you find a named spirit you can either be nice about asking them questions or use the Ask the Spirits favor as a more formal (and enforceable by the rules) request. [Paul Beakley, 28/Apr/98, DL listserv]

### **Favors: Horned Owl's Fury**

Q) Can you use this favor on metal weapons like guns/bullets? - ?

A) At the -4 ritual penalty if you're a follower of the Old Ways, otherwise sure. I didn't intend to separate melee weapons from firearms. [Paul Beakley, 28/Apr/98, DL listserv]

### **Favors: Illusion**

Q) Can someone be hurt (temporarily/psychologically or permanently) by the Illusion favor? - ?

A) Nope. [Paul Beakley, DL listserv, 8/24/98]

#### **Favors: New ones**

Q) Is there a quick and easy way for shamans to get favors like this, Paul? Maybe we could use the same system... TN of 7 for favors in your favored medicine way, TN of 9 or 11 if otherwise. - ?

A) GD, p. 65; chart at the top left corner of p. 66. Or you can seek out an elder shaman who can teach you. I'd rather not have favors simply jump into one's brain by wishing it so. [Paul Beakley, 17/May/98, DL listserv]

#### **Favors: Portal (Ghost Dancers)**

Q) Even if you pay the maximum it will only show up near a monument or village. This portal only lasts an hour unless you are willing to spend yet more appeasement. Of what earthly/unearthly use is a portal that only lasts 1 hour and that may not even show up anywhere on the same continent as the Shaman? - LuckyACat

A) Because getting caught inside the Hunting Grounds with no way out would suck. It's an escape hatch, not a teleportation "spell". Normally you open the portal INTO the Hunting Grounds, do your business, and get the Hell out the same way you came in. [Paul Beakley, 09/Apr/98, DL listserv]

Q) Further on it is stated that shamans may travel between portals in the Happy Hunting Ground so obviously they must be able to use them to get there in the first place but if it is going to cost 40 points to have the portal show up anywhere near where you are, why even give the other random location costs? - LuckyACat

A) Because existing portals are super-secret and protected by their "owning" tribes. If you simply have no idea where the portals are -- and you often won't -- then you go with the randomly-placed escape hatch. [Paul Beakley, 09/Apr/98, DL listserv]

Q) Also why is it that expensive? - LuckyACat

A) Ripping open the space-time continuum ain't like dusting crops, boy. [Paul Beakley, 09/Apr/98, DL listserv]

Q) With this kind of a price about the only way you could keep it open for more than an hour would be by committing suicide through dismemberment while dancing, singing, and smoking tobacco after you have drugged yourself on jimson weed and peyote. - LuckyACat

A) No, the only way you'll get to this value is by gathering together your whole tribe to perform a group ritual and/or ceremony, or if you're in the hunting grounds your spirit warriors had better know what they're doing. All night event, not to be whipped out on the fly. I want to emphasize this up-front: native Americans are intensely communal. This leads to some radically different role-playing situations than your typical "band of lone wolf assassins" style of gaming group. The reason prices on some things are so high is because the shaman MUST go to her tribe and ask for assistance, especially in matters so serious as walking into heaven (!). [Paul Beakley, 09/Apr/98, DL listserv]

Q) Yes but the whole point of my question is not why one would want to keep it open once the portal is open. My question is why must one pay 40 appeasement in order to open a portal somewhere near enough to you that you could walk into the Sacred Hunting Grounds in the first place. - LuckyACat

A) Okay, this could have probably been worded a little clearer on my part. Those super-high "targeting" costs (double, triple, quadruple for greater accuracy) are for opening FROM the Hunting Grounds into our world. The unmodified costs (5/10/20) are for opening a vortex FROM our world into the Hunting Grounds. It's assumed the vortex opens, um, nearby. Within arm's reach of the shaman, say. [Paul Beakley, 09/Apr/98, DL listserv]

#### **Favors: Spirit Song**

C) What I meant to say was Spirit Song is the only ritual that says it can be used to fill the GS. - ?

R) Actually, spirit song is the only ritual that says it can ONLY be used to fill the GS. The GS never specifies where its appeasement points come from. Probably a too-subtle distinction. My rule: whatever is not prohibited is allowed. [Paul Beakley, 23/Apr/98, DL listserv]

C) This isn't covered in GD, all it talks about is filling up the Guardian Spirit with Spirit Song.

R) The first paragraph under the sub-header "How Guardian Spirits Work" states: A guardian spirit is bought as an Edge for 1 to 5 points. For each point in the guardian spirit edge, you may store one Appeasement point for later use. As the shaman spends these points, he must replace them through rituals later on. You can combine the guardian spirit's points with additional points earned with rituals. In either case, the shaman always has to ask for the favor first and provide the points second. [Paul Beakley, 23/Apr/98, DL listserv]  
(ed note - See also [Rituals, Filling the Guardian Spirit](#))

#### **Favors: Spirit Weapon**

Q) Spirit Weapon says it can be used on metal weapons like guns, but doesn't say anything about ammo. Lets say I've got a shaman who wants to take down some Harrowed cowpoke, goes up to his gunslinger friend and casts Spirit Weapon on the gunslinger's peacemaker. Ok, great, if the gunslinger smacks the harrowed around with the gun, he'll do fine, but did the shaman get the bullets along with the gun? How many bullets could the shaman cover with one use of this favor? Same thing with bow and arrows... how many arrows? - RLB

A) The bullets in the gun when you request the favor. Range is still touch. You can probably hold 6-8 bullets in your hand if that's all you want to bring along, or if a second shaman is coming along to carry ammo. Arrows...a fistful? 10? How many can you "touch" when you ask for the favor? [Paul Beakley, DL listserv, 4/23/98]

Q) From the description it sounds as if a shaman could use it in the Normal World to make his own weapons capable of harming "things" immune to normal weapons. However the duration in the Normal World is given as concentration. This makes it kinda hard to use those weapons.....only simple actions are possible. - ?

A) Hm. The intention was for the shaman to do it to his own weapon, but to take up a "concentration" slot (so to speak) so he couldn't do more favors. [Paul Beakley, DL listserv, 1/26/99]

Q) Is the duration correct ? If "Yes" then the only use would be for the shaman to use this favor on somebody elses weapon and then just sit there concentrating ???!!! If "No" what is a good duration ? Duration of scene ? 1 minute (12 rounds) per mulitiple of nessessary appeasement (1/3) ? - ?

A) Do it like I suggest -- concentration but you can still attack. [Paul Beakley, DL listserv, 1/26/99]



**Favors: working with guns and rifles**

Q) Favors next. Which favors can be used with guns and rifles? For example, Guiding Wind says it can only be used on natural weapons. What about Horned Owl's Fury? Can my Comanche shaman use this favor on his peacemaker? How about Spirit Warrior... won't work for shootin': pistol, but how about fightin': sabre or fightin': chainsaw? - ?  
RLB

A) All favors suffer the Old Ways penalties when used with manmade stuff (unless there's that ruling in play I wasn't aware of re. ignoring the Old Ways to avoid the penalties). To be safe, I'd say if a favor explicitly states it can only be used with natural weapons, then that's the way to go. This'd require a more complicated ruling from PEG otherwise. [Paul Beakley, 23/Apr/98, DL listserv]

**Games within the game****Games within the game: Skullchucker**

Q) When a chucker throws a skull, does he pick a target square? What rule should be used for scatter? What about moving and throwing? - Patrick

A) Pick a person or a target square. Either way it's the same TN. Use d12, d6 for scatter and count that many squares. [Shane Hensley, DL listserv, 12/3/98]

Q) What are the catching rules? (I'm guessing nimbleness )Modifiers? - Patrick

A) Hell of a question. Make it a Fair Deftness roll. Maybe a Hard to snag a skull accidentally chucked to an adjacent square, and an opposed roll to intercept a skull that passes through your square. [Shane Hensley, DL listserv, 12/3/98]

Q) Can the catcher use a sleeve card to move if the chucker misses his spot? - Patrick

A) Um, sure. [Shane Hensley, DL listserv, 12/3/98]

Q) Is picking up a skull an action? - Patrick

A) Nah. Simple task. [Shane Hensley, DL listserv, 12/3/98]

Q) Set up. What does "Within reach of their home" mean? - Pphalen

A) In an adjacent square. [Shane Hensley, DL listserv, 12/4/98]

Q) The game "resets" whenever someone scores or a minute elapses. Should that be 12 game turns? - Pphalen

A) Ayup. [Shane Hensley, DL listserv, 12/4/98]

Q) What about rules for skullcrakers batting" the skulls? - Pphalen

A) Hmm. Good one. Are you actually playing? Sure sounds like it. I'd go with a Hard roll to keep from scattering. Distance is more random. Something like STR die type +1d6, or something like that? [Shane Hensley, DL listserv, 12/4/98]

**Geography****Geography: Bear Butte (Ghost dancers)**

Q) it says something about Earth medicine favors getting double APs. If the shaman is

already favored with Earth medicine, then he gets quadruple APs... shouldn't this be triple APs, like the rules for having a Coyote Headress and a Coyote Guardian spirit? - ?  
RLB

A\_ Right. Double then triple. I don't remember, but I think I said no to quadrupling.  
[Paul Beakley, 23/Apr/98, DL listserv]

### **Geography: Coyote Confederation**

Q) In both the Deadlands and Q&D book it states the Coyote Confederation is in eastern Oklahoma but that doesn't work with some of the geographical areas it covers. The Black Mesa area of Oklahoma is in the Panhandle and Adobe Walls is in the south central part of the Texas panhandle. I was trying to get a clarification

A) Adobe Walls and the Black Mesa (site of the first Deadlands campaign, btw) aren't actually within the Coyote Confederation. But that doesn't mean the Comanches don't go there. The area defined on the map in Q&D is correct. [Shane Hensley, Archives, DL listserv]

### **Geography: Devil's Tramping Grounds, Chatham Co., NC.**

(See [Rulebooks: Back East, The South, Devil and his Tramping Grounds](#))

### **Geography: Largest City in the West**

Q) I've got a question relating to a little something I've got in mind for a Deadlands scenario: What would be the largest, most cosmopolitan city in the Weird West? My guess is Kansas City, but I'm not sure. I figure Salt Lake City is bigger, but very insular. Any ideas? - Afterburner

A) That's probably right. Even though the hostile borders exist between North and South, KC is kind of a neutral trader's city. St. Louis is on the decline with the loss of the river\_and\_land trade (notice no Rail Baron line passes through it). SLC is certainly larger, but I agree the xenophobic nature of it limits it. New Orleans is both larger and more diverse, but it's arguable whether it's a "western" city or not. [John Goff, DL listserv, 7/12/98]

### **Ghost Rock**

#### **Ghost Rock: Properties**

Q) How long DOES ghost rock burn? Can you throw water or baking soda on it to put it out? Can you smother it? - Someone who's name is lost in the antiquities of time.....

A) As promised, here is the answer to your ghost rock question. Remember however that this is a supernaturally powered fuel, so there could be exceptions on occasion if the big guys (read: the Reckoners) cared to change things a bit. A typical one pound hunk of unprocessed ghost rock burns for about a week with a slow, steady flame hot enough to cook over. The processed cores used by many mad science gizmos have been drilled and shaped to increase the exposed surface area, these burn hotter and faster. A lighted core (not being used in a device) burns for about three days. The fireboxes of most gizmos which use ghost rock cores are drafted so that a steady flow of air continually moves over the burning fuel. This greatly increases the speed at which it burns and normally reaches temperatures great enough to melt normal iron and steel (that's why ghost rock boilers are made from ghost steel). Ghost rock can only be extinguished by completely cutting off its air supply. Using water for this can be dangerous because at the temperatures found in most ghost rock fireboxes, the water can flash boil and cause a steam explosion. Most ghost rock boilers have an emergency sand canister on them. Yanking an emergency cord opens the canister and floods the firebox with sand. [Shane Hensley, 10/Apr/1998, DL listserv]

## Grit

### Grit: 10 point free death limit. (Ghost Dancers)

Q) And it mentions under the Ghost Dance that a person who gains 10 grit, either in adventuring or as points from a Ghost Dance, gets a get out of death free card. Does the points from other grit adds (Jimson weed, etc) also count for this 10 point level? Does the grit get "reset" to zero, or is this a one time ever freebie, no matter how much more grit a character can get?

A) Good questions; wish I had included some answers. The other grit adds DO count, and my intention was that the get-out-of-death-free card was a one-shot for every 10 Grit earned (e.g. you don't lose your old Grit, but you don't get to create the effect until you've earned 10 MORE). [Paul Beakley, 14/Apr/98, DL listserv]

C) Remember, after you have earned 10 grit points (colored or not) you come back from the dead - but not as Harrowed. - ?

R) And only if you can get a tribe to perform the Ghost Dance for the fallen hero. Not everyone qualifies. [Paul Beakley, 20/Apr/98, DL listserv]

### Grit: Changes in Revised Edition

C) Grit (22): We got rid of the whole concept of "fearmongers." Too many folks just couldn't decide who or what a fearmonger was. From now on, award Grit when your posse defeats a major evil it's your call if the end of any adventure is worthy. Also, a character's maximum Grit is 5, and it can now be lost by going bust on a guts check made against a TN of 9 or higher. [Shane Hensley, DL listserv, 5/28/99]

### Grit: New cap

Q) Is the new cap on Grit (limit 5) retroactive for the Deadlands books as well? - Darius

A) \*We\* consider both changes official, (ed note: See Fate Chips: Red) but it's YOUR game. Use them as you wish--especially the Grit business. I wouldn't change Grit if it's not a problem in your game. If it is, cap it at 10, or 5 if no one's gotten that high yet. [Shane Hensley, HoE listserv, 9/23/98]

Q) It is in HoE. When asked, Shane said that this should apply to Deadlands as well. It seems like the initial intent was to try to keep the rules as cohesive as possible between the two, although there seem to be quite a few exceptions. I don't if Grit should be an exception or not... Pphalen

A) Yep. Grit should be limited to 5, but that causes a problem I didn't think about until after HOE came out. The problem occurs with something neat that might happen in H&H (page 108). What I would suggest is simply changing the reference in H&H to read "Aces don't bother with heroes with less than 5 Grit." [Shane Hensley, DL listserv, 1/13/99]

### Grit: Overawe

Q) Do you get your Grit bonus when resisting an overawe attempt? - Darius

A) Nope. Grit only works for Guts. [Shane Hensley, DL listserv, 2/1/99]

R) Guts is used to resist overawe, isn't it? And if you've lived after facing a hangin' judge, a gunslinger might not scare you as likely... would he? - RachSummr

R) Damnation! Two wrong answers on the same day. Let's call yesterday "Shane was

on-crack day." Now let's fix it. Grit and Overawe Yes, Grit should be applied to ANY use of the guts skill, including overawe checks. A fellow who's fought a Hangin' Judge is going to have a bit of an edge the next time he gets in a staredown with some other hombre. [Shane Hensley, DL listserv, 2/2/99]

## **Guardian Spirits**

### **Guardian Spirits: Appeasement points towards Favors**

See [Favors: Appeasement Points](#)

### **Guardian Spirits: Creating new ones**

Q) Could you direct me to a good source to help me make up stats for some critters as Guardian Spirits (or else just give me some clues yourself)? I'm looking to add Cougars, Salamanders, Otters, and maybe even Squirrels to the list. - ?

A) Hm. Make some up. Be inventive. Post to the list. Let me sleep. [Paul Beakley too early in the morning,, DL listserv, 8/26/98]

Q) (I would imagine that Salamanders would be Ghost since they are described as evil spirits in another PEG book and I would imagine that Cougars would be War, but I'd like to hear your thoughts). - ?

A) I think those are good. Otter is mentioned in Great Maze; might be blessing way. [Paul Beakley <yawn!>, DL listserv, 8/26/98]

### **Guardian Spirits: Losing one**

C) What happens when a character breaks enough guardian spirit oaths to be reduced to a 0 in the guardian spirit edge? It happened to one of my players, and I ruled that all medicine ways now count as unfavored, he completely loses the edge, and any advantage associated with it, and he can never regain a guardian spirit (the same one or another). After all, the guardian tells all its friends... - bflory

C) I'm not Paul...but here is my take on the situation.... I would judge that a major quest for the Spirits would bring him back into favor. Then he would have to quest for each guardian spirit point he had lost. - ?

R) Sounds great to me! - [Paul Beakley, DL listserv, 9/17/98]

### **Guardian Spirits: Owl**

Q) That is definitely frightening. [Owl's ability to stop anyone from spending fate chips to reduce damage- ed. note] One thing I was wondering about is if your shaman activates this power, is he excluded from this, or is he prevented from spending chips as well? - ?

A) Yup. Everybody, everywhere. Not to be done lightly, but the Owl \*is\* the portent of death after all. An owl leading a bunch of wolves into war would probably be mighty epic. Bring along a bear or some other healer and you've got yourself one hell of a war party, if war is what you want. [Paul Beakley, 03/May/98, DL listserv]

### **Guardian Spirits: Raising**

(ed. Note - part of the thread was lost, but it was discussing the relative puniness of the Legend Chip Guardian Spirit powers)

C) Now I gotcha. The way I read it, there isn't much point in a shaman raising his Guardian Spirit this way (for those GSs that have "On a successful Hard (9) Spirit roll,

increase the Guardian Spirit Edge by +1." However, a non-shaman can't have a GS Edge greater than 1. For a brave, this would be the \*only\* way to increase the Edge.

R) That's a good call! I hadn't thought about that interpretation of the errata but that's cool. [Paul Beakley, DL listserv, 6/11/98]

C) Secondly (and I'll admit to only having approved this one, not sat in on the detailed editing), it's not really clear if you can actually raise your Guardian Spirit with regular Bounty Points. Let's see what Paul has to say. . .

R) Mm. The Guardians Spirit is an "edge," and is listed in the "edge" section, although it has a section of its own later. I'd say they're like knacks, which are listed as cost 1-5 edges but have their own section later. Could you raise a knack with bounty points? On the other hand, the QatD rules on pp11-12 do not specifically refer to improving edges. All they actually address is buying NEW EDGES. I could also argue that you can never, ever "improve" an edge ... at least not without introducing some new rules. QatD only allows you to improve traits & coordination's, gain NEW aptitudes, buy off old hindrances, receive NEW hindrances, and gain NEW edges. So, no improving guardian spirits, knacks, tough as nails, sand, etc. My favorite patch (can't remember who suggested it; me being lame again) is to charge 3x the edge's cost in bounty points, like you're raising a die type. A rank 3 guardian spirit would cost you 12 bounty over 4 weeks to get it. Then to go from 4 to 5 would cost 15 MORE bounty over 5 MORE weeks to get it. I'd say the same of all the other variable-cost edges as well. [Paul Beakley, DL listserv, 6/11/98]

## **Harrowed**

### **Harrowed: Concentration**

(See [Hucksters: Concentration](#))

### **Harrowed: Ghost power**

Q) I have a quick question about the Harrowed ability of Ghost; Can a Ghosted Harrowed be affected by Huckster abilities, like Soul Blast? - Matt

A) After reading both Ghost and Soul Blast, I'd say Soul Blast definitely affects them. Ghost says its user can "ignore physical attacks. "Soul Blast is purely spiritual power, and not a physical attack. Other hexes, favors, spells, powers, etc. that are not physical in nature would probably affect the Ghosted Harrowed as well. Black Lightnin' or similar hexes that are primarily physical in nature would still fail however. [John Goff, DL listserv, 5/11/1998]

Q) Our resident harrowed (in the game, honest!) would like to know what happens to a bullet that is fired while a harrowed that is current using the harrowed power Ghost. Does it stay in some spiritual form and can only harm spiritual things? Will it affect corporeal things? Will it pop out of spiritual mode and hit normally? Or what :] Thanks for the help and advice in advance. - wolfgray

A) The bullet acts just like the ghost, it's intangible and won't harm anyone. What happens to it eventually? I'd say it just fades away. [Shane Hensley, DL listserv, 10/4/1998]

Q) Suppose two Harrowed characters using Ghost meet and get into a fight. Can they effect each other, since they are both using Ghost? - Nightchilde

A) Nope. They'd both be intangible. [Shane Hensley, DL listserv, 10/12/1998]

Q) Do I have to use an action card, or is it done instantly? Should my 5th card be spent on deactivating GHOST, or is ghost deactivated instantly and my 5th card can be you used for my firing the weapon? - Stone73

A) Good question Greg, and you're going to like the answer. You do not have to spend an action to drop out of Ghost. Now keep in mind that you will not be a Ghost for the rest of the turn and it will take you another two actions and the full cost in Wind to activate Ghost again, but you could drop it and use your last action to fire with no problems. [Zeke Sparkes, Direct email, 2/23/99]

#### **Harrowed: Guts checks:**

Q) "Do Harrowed have to make Guts Checks?" - sjohnson

A) Guts checks are relative. I think it says that somewhere but I can't for the life of me remember where. A new Harrowed should definitely be making Guts checks against other Harrowed the first few times he runs across them. After that, probably not. A standard posse should also make Guts checks the first time they see mutilated corpses, but after a while, they'll get over it. As the Marshal, you need to figure out just how "scary" or "disturbing" things are to your posse. As a rule, though, once they've seen something more than a couple of times you should at least reduce the Guts TN, and in the case of non-threatening gore, maybe eliminate the check altogether. [Shane Hensley, 29/Jan/1998, DL listserv]

#### **Harrowed: Hellfire Power (Book of the Dead)**

Q) The Harrowed power of Hellfire level three, in my printing of the Book o' the Dead, says that the Harrowed subtracts 34 wound levels from any flames affecting him. I'm going to assume since level 2 is 2 wounds and level 4 is four wounds this should be 3 wounds. :) - nghtchld

A) Whoops! Of course it's 3 wounds. [Shane Hensley, DL listserv, 8/20/98]

#### **Harrowed: Purchasing powers:**

Q) "In Book o' the Dead, on page 11, the section on choosing powers states that a Harrowed gets 10 points to buy powers, at a cost of 2 pts per Power Level." - abyssinian

A) It means you can buy at least 5 points worth of powers for free. Now obviously, at 2 points per level, that's not real well thought out by us, but still not a problem. You just have to buy 4 or 6 points worth of powers. Now, if you buy over 5, you must take at least 5 points worth of Hindrances or Harrowed Hindrances. If you're a veteran of the Weird West, you can take an additional 5 points worth of powers. Say you take 10 points worth as a veteran--you don't have to compensate with any Hindrances because you didn't use 5 of your points. Try this. Change the last paragraph to read like this: "Now the bad news. You must take at least 5 points worth of new standard or Harrowed Hindrances." [Shane Hensley, 31/Jan/1998, DL listserv]

Q) How do characters increase their existing powers? Does the "spend 10 bounty points" rule from the main rulebook still work? If not, then how many bounty points does it cost to increase a power or gain a new one? - DarrinBrig

A) It costs double the new power level to raise a power, 10 points to start a new one. (DL, p. 166) [Shane Hensley, DL listserv, 6/25/98]

#### **Harrowed: Thick Skinned Edge**

Q) Got a question for ya... if a Harrowed character takes the Thick-skinned Edge, or if a character with Thick-skinned becomes harrowed, does that mean they can ignore THREE levels of wound penalties? - DarrinBrig

I) I'd say no. If you read the explanation for the Harrowed's ability for ignoring wounds, it says they really don't feel pain as a living being does. The penalties they receive are from actual impairment of action due to the damage to their body--not the pain. So "Thick-skinned" is pretty much a moot point for a Harrowed. [Interpretation, John Goff,

20/Feb/1998, DL listserv]

.9A) Thick-skinned would make you impervious to pain if you were also Harrowed. That doesn't mean you won't feel it, you're just tough enough to handle it. [Question almost answered, Shane Hensley, 23/Feb/1998, DL listserv]

R) Harrowed don't really suffer wound penalties for pain. The real reason they receive wound penalties is to represent the impairment caused by actual physical damage to their bodies (Book o' the Dead, pg. 19). [Reply to a comment, John Goff, 23/Feb/1998, DL listserv]

Q) I'm still waiting for an official answer on the whole Harrowed/Thick-Skinned thing. You said giving a Harrowed this edge would make them immune to pain. However, BotD says Harrowed pretty much don't feel pain anyway, or if they do, its more of a buzzing in their ears than anything else. Does a Harrowed with Thick Skin get to ignore 3 levels of wounds? And on a related note, what happens when you've got a Harrowed with Thin Skin? Do they only ignore 1 wound level? - DarrinBrig

A) Yes and yes.[Shane Hensley, 3/Mar/1998, via email]

### **Harrowed: Veteran of the Weird West edge**

C) Okay, I have no idea what I said months ago, but that doesn't really sound like what I'd say, since this is how we play.

A) The Harrowed business is correct, though the bit about VotWW should have come last to be more clear. Basically, a Harrowed gets 10 points worth of powers and must take 5 points worth of Harrowed hindrances. If your hero is a VotWW, he gets another 5 points worth of Harrowed powers absolutely free. [Shane Hensley, 23/June/1998, comment to a long lost email, DL listserv]

Q) Harrowed characters start with 10 points to spend on harrowed powers. If they take VotWW, then they get another 5 points, for a total of fifteen. Is this a typo or something, because harrowed powers cost double these points... level 1 power is 2 points, level 2 power is 4, etc. Why does VotWW give you an odd-number of points? There's nothing to can do with that 1 point that is left over. - DarrinBrig

A) Yup. It's a goof. [Shane Hensley, DL listserv, 6/25/98]

### **Harrowed: Visibility**

Q) "Is it easy to spot a Harrowed? I mean, could you spot one from 20 yards? If one was wanted, could you tell from his Wanted poster what he was?" - Asmodean

A) Absolutely not. There are some that are that visible (check out Book o' the Dead), but they get hunted down by Pinkertons, Rangers, or frightened mobs pretty quick. [Shane Hensley, 29/Jan/1998, DL listserv]

### **Harrowed: Voice of the Damned**

Q) Can someone with level 5 in Voice of the Damned clean out the fate pot by taking a chip every time he "breaks" somebody? Actually, I think this little "draw a chip" loophole needs to be fixed somewhere... anyone seen what an "Overawe Monster" can do to the average NPC, like shopkeepers and such? - DarrinBrig

A) Sure he could, just like someone with a high overawe, ridicule, or bluff could do the same. It's up to the Marshal to curb a player who's just abusing the rules. Of course we share some responsibility and need to make the rules as munchkin-proof as possible (though sometimes it's fun to be a munchkin), but truthfully, it is an rpg, not a minis game, and some players simply need to play a little more maturely. - [Shane Hensley,

DL listserv, 6/25/98]

### **Harrowed: Wind**

C) The way I read it is, they ignore wind due to damage, but other than that they use wind as normal. Then again, I could be way off. Since a Harrowed character ignores wind damage, does picking up the pace cause them any problems?? (IE most normal characters would eventually get winded...) - dr\_nukem

R) This is correct. A Harrowed can pick up the pace every action and forget about the Wind. Just remember that doing so takes an action, so he won't be doing anything else while he's running.

### **Harrowed: Wound Penalties**

Q) My Harrowed Gunslinger can ignore the modifiers for the first two levels of wounds in a location (so Pestilence informs me), but does this mean that the whole table shifts up like this :

Wounds	Living	Harrowed
1	-1	0
2	-2	0
3	-3	-1
4	-4	-2
5	-5	-3

A) This is correct. [Shane Hensley, Archives, DL listserv]

### **Healing**

Q) I've got a rules clarification on supernatural healing. I read that if you try to heal someone and fail it's permanent. Does that mean, as in not even natural healing help, or as in no more magic will affect it? Thanks - Templar Shannow

A) Nope. What we've said is that if you try to cure a disease or a "maimed" wound and failed, it's permanent. Natural healing can still work, but magic won't. An example. Your hero's leg is crushed, my Templar fails his lay on hands roll. The leg is gone. Your hero will heal the "wound," but he won't grow a new healthy leg. Had my Templar succeeded, your leg would heal back to its normal state. [Shane Hensley, HoE listserv, 3/12/98]

### **Hexes**

#### **Hexes: Ace (Hucksters and Hexes)**

Q) Could the Huckster make more than one Ace containing the same spell? - Tom Hungington

A) Interesting question. After reading it again myself, it's not as clear as it could be, but the answer is no, he can't. [John Goff, 02/Apr/1998, DL listserv]

#### **Hexes: Bash**

Q) For the Bash hex, what type of damage is necessary to destroy a pistol or rifle? - Patrick Phalen

A) Dang it! Nobody was supposed to ask that one! Well, I'd say give the both pistols and



rifles Armor Level 2 and a Durability of 2. Bash does full damage against Durability, just like artillery rounds. [John Goff, 29/May/1998, DL listserv]

#### **Hexes: Black Lightning, example in book (Hucksters and Hexes)**

Q) Ok Here's my question. Should it have been 3d10 and 9d10 left? Or did I just read it wrong? - Scott Bonney

A) Doh! You read it right--it should be 3d10 with 9d10 left over. [John Goff, 02/Apr/1998, DL listserv]

Q) Are the charge dice open ended? - Patrick Phalen

A) Yes, the charge dice are open ended - [John Goff, 29/May/1998, DL listserv]

#### **Hexes: Black Lightning, open ended dice (Hucksters and Hexes)**

See [Dice: Open ended](#)

#### **Hexes: Blast Furnace**

Q) I just had a nasty thought. One of my posse members is a Metal Mage with the Blast Furnace hex. Now if memory serves (as I lent the booklet to him to study) BF heats up metal to damaging levels. I can't remember if you have to touch it or not... but I'm assuming no. - Jay Rutley

A) That would limit its usefulness, now wouldn't it? ;-) It has a range of 10 yds/hex level [John Goff, DL listserv, 4/15/99]

Q) So, could you say shoot off a few rounds into a bad ass of some kind and then cast Blast Furnace on the lead in their body? Or would you have to see the wound? - Jay Rutley

A) I'd say you have to actually see the bullet itself (the real target of the hex). Simply seeing the wound wouldn't do it. [John Goff, DL listserv, 4/15/99]

Q) If you have to have line of sight, could you do the same thing to a sword that you leave sticking in a guy? - Jay Rutley

A) You could, but given the time it takes the hex to work (2 actions to cast, and heats one level per round), it's not too likely anyone's going to leave a sword sticking in them for long enough to do any serious harm--other than the obvious harm of leaving a \_sword\_ sticking in you. ;-) [John Goff, DL listserv, 4/15/99]

#### **Hexes: Corporeal Tweak**

Q) Can a Huckster Corporeal tweak himself? - Patrick Phalen

A) The wording is a little vague, but I'd say yes. [John Goff, 19/May/1998, DL listserv]

#### **Hexes: Damage from**

Q) Certain spells/hexes do physical damage (i.e., Soul Blast, Bolts of Doom). Do you roll for the damage location just like a pistol or rifle attack? - Patrick Phalen

A) Yes. [John Goff, 19/May/1998, DL listserv]

Q) If you hit the noggin or guts, do you roll extra damage dice? - Patrick Phalen

A) Yes. [John Goff, 19/May/1998, DL listserv]

Q) What about the damage due to backlash? - Patrick Phalen

A) Usually, backlash hits the guts--no roll needed. There are a couple that tell you to roll a random location. In that case, you do roll extra damage for noggin or gizzards hits. (Nasty, I know.) [John Goff, 19/May/1998, DL listserv]

#### **Hexes: Deadman's Card (See Rulebooks: Law Dogs, Hexslinger Hexes)**

Q) Does the Hexslinger add their STR to the damage of the card as per all other types of thrown weapon, or does the hex only do the card's damage? - ?

A) Strength should be added just like other thrown weapons. [Steve Long, DL listserv, 8/19/98]

#### **Hexes: Diversion**

Q) Can a Huckster cast diversion on himself? - Patrick Phalen

A) No, it's simply a ranged Missed Me!. [John Goff, 29/May/1998, DL listserv]

#### **Hexes: Draw**

C) I thought the crux of your argument was that Draw! was designed for that, and I could go into a lot more detail about how that isn't the case and Draw! is a lousy hex anyway, since the only way to get more actions than you spent casting the hex is to get at least two pair. But I don't think we need to go into that. - DarrinBrig

R) Actually, I think you may misunderstand the intent behind Draw! It's not meant as an Action card generator for the huckster--it's designed to let him exchange his actions to allow someone else to take more. The fact that it gives actions to others is what makes it potent. For example--in some adventures, only a certain object can harm the fearmonger. Draw! lets the huckster exchange his own (potentially useless) Actions with the posse member who can act effectively. And, it since it works at anytime in the round, it allows some versatility in casting--although waiting too long may guarantee failure... [John Goff, DL listserv, 1/20/99]

#### **Hexes: Earshot**

Q) Does a hand better than a pair effect the victim's spirit roll? - Patrick Phalen

A) The description doesn't say or imply it, but if a Marshal wants to raise the TN for the Spirit roll by one level for every hand above the minimum, I don't think it would be unbalancing. [John Goff, 29/May/1998, DL listserv]

#### **Hexes: Five of a kind**

Q) Does the Deadlands system allow someone to have Five of a Kind? Or is it assumed that you can only have hands that could be created if Jokers weren't allowed? Casey McGirt

A) I've of a kind is not a hand type in H&H. The main reason is it's not really a poker hand. It's not possible without the inclusion of wild cards. Also, adding five of a kind means adding an effect to every hex that's already charted--and honestly, how much do most of the hexes that list a royal flush need a higher effect (soul blast's royal flush is 10d20!). Finally, the odds of five of a kind appearing are actually somewhat screwy--there are 13 five of a kind hands (one for each card value), but only 4 possible royal flushes. Now, the fact that a five of a kind \_has\_ to have a wild card skews the percentages there, but it can have the other joker involved in the hand as well. Basically,

what I'm saying is the odds for five of a kind and a royal flush are ridiculously low--and fairly similar. However, if you want to include them into your game, I'd simply treat them as the same effect for a royal flush, but, no, they're not in H&H or the main DL book. I can certainly understand a player drawing five of a kind and feeling cheated--it happened to me! Wild cards do all kinds of screwy things to card probabilities--like making 3 of a kind more likely than 2 pair or a pair to an ace, etc. Damn Manitou's. [John Goff, DL listserv, 8/18/98]

#### **Hexes: Gambler's Luck (Hucksters and Hexes)**

Q) I've got a question about Gambler's Luck, however. Isn't this one subject to a whole lot of abuse? According to the spell description, there is no limit to the number of times or situations in which it may be cast. - James Cook

A) True, however, the huckster has to ante up a white chip to even try to cast the hex. [John Goff, DL listserv, 4/26/98]

Q) Sorry if this question has already been answered. Can you spend a red or a blue chip to activate Gambler's Luck? - Brian

A) Yep, although I don't know how cost effective that would be for the huckster... [John Goff, HoE listserv, 2/1/99]

Q) The thing is, and I am sure this is a misprint but had to check, the range for Gamblers Luck says touch and not self. My Marshall and I have pretty much agreed on that but I just wanted to bring it up to the List for verification. - Richard Mark

A) It's supposed to be self. [John Goff, DL listserv, 4/21/99]

#### **Hexes: Hexslinger Hexes - the unpublished ones**

See Rulebooks: Law Dogs, Hexslinger Hexes

#### **Hexes: Hip Shootin'**

Q) Can a Huckster Hip shoot a Hex (i.e., can he cast a speed 2 hex in one action with a -2 penalty)? - Patrick Phalen

A) Good God No! Even I have my limits! [John Goff, 5/29/98, DL listserv]

#### **Hexes: Kentucky Windage**

Q) How does the Huckster spell Kentucky Windage (KW) interact with Vamoosing? The spell Kentucky Windage removes shooting penalties depending on the hand the huckster drew. Vamoosing allows a varmint to roll his dodge and generate a new TN. For Example, Tom Dodge, huckster extraordinaire, casts KW and gets a hand which allows him to remove -8 in shooting penalties. Tom likes to use a Winchester rifle. So, on his next action he fires the rifle from the hip and aims at a Mooks head, TN 5 +6(for head shot) +2(for hip shot) -8(KW) gives him a TN of 5. He rolls and gets 7. The mook, not crazy about 6d8 in the head, decides to dodge and rolls a 9. Does the huckster hit or miss? If the huckster misses is his KW wasted? - Jack Warecki

A) KW affects only modifiers to the TN, not the TN itself. So it does offset the modifiers for hip shooting, hit location targeting, etc., but has absolutely no effect on the dodge result. While the shot in the example does miss, the hex isn't really wasted since it has a duration--not just a single shot. [John Goff, 9/26/98, DL listserv]

#### **Hexes: Penetratin' Gaze**

Q) Could a Huckster use this spell to cast a soul blast through a building? - Patrick

Phalen

A) Yes, she could. BTW, you know, I intentionally built in several 'combos' into the hexes, but Pat, you've found one all your own--congratulations. [John Goff, 5/29/98, DL listserv]

#### **Hexes: Phantom Fingers (Hucksters and Hexes)**

Q) Can a Huckster use phantom fingers to pluck out someones eyes? Yeah, it came up in a game recently. - Tuff

A) Here's my 2 cents: No. Phantom Fingers allows a huckster "to manipulate objects." An eyeball is a part of a human being (unless something else has already removed it), and thus not really "an object" by itself. Working with this as a guideline, a number of potential problems with the hex are avoided. The eye can only be removed by tearing or breaking its natural connection with the rest of the body, so the hex won't work on it. A screw, on the other hand, isn't attached in the same way--a few twists and it comes free, so the Fingers would allow the huckster to remove it. That's how I've always run the hex, and we've not run into major problems with it. [John Goff, 05/13/98, DL listserv]

Q) Can Phantom Fingers be used to mentally punch somebody?

A) I wouldn't allow it--the darn hex is already just about the most versatile one in the book. Besides there are plenty of ways to use it to hurt someone indirectly. [John Goff, DL listserv, 2/17/99]

#### **Hexes: Puppet (Hucksters and Hexes)**

Q) Does the Puppet Spell have a range? - Patrick Phalen

A) That's pretty much up to the Marshal. Each black magic spell should have it's own trappings and effects. I'd say it depends on how the spell's trappings are described--if it's an evil eye, maybe 5 yards/level, but a potion would work on any fool unlucky enough to drink it. [John Goff, 5/19/98, DL listserv]

#### **Hexes: Raising**

Q) What does a huckster have to do to go from level 2 to level 3 in a hex? - Thor Jarle Toemmeraas

A) Pay 3 bounty points just like for a regular Aptitude. That's it. [John Goff, DL listserv, 8/9/98]

Q) One of my players recently ask me if the rule for expert aptitudes also applied to hexes. That is do hexes above level 5 cost double or not. Thanks in advance. - Horace Black

A) Yes, it would. Good question though! [Shane Hensley, DL listserv, 2/12/99]

#### **Hexes: Raising the Pot**

Q) Can you use this hex on ANY roll, as in, just after you've cast a hex to get more cards? - DarrinBrig

A) Most, but not all. Yes you can use it after you've cast a hex to get more cards as long as you can Vamoose (i.e. have a card remaining). [John Goff, DL listserv, 1/19/99]

Q) Example: Butterfingers Babbott casts Bodyguard and rolls a seven, enough to draw five cards. Can he immediately spend a vamoose card and cast Raising the Pot on his

Bodyguard roll, and draw extra cards if he gets any raises?- DarrinBrig

A) Yes. [John Goff, DL listserv, 1/19/99]

Q) If he successfully casts Raising the Pot and he still had an action left, could he then cast Raising the Pot on his first Raising the Pot?- DarrinBrig

A) Again, yes, but it probably wouldn't be too productive.[John Goff, DL listserv, 1/19/99]

Q) Some other questions... can Raising the Pot be used on the Quickness roll at the beginning of the round, providing the huckster has a sleeve card to act with?- DarrinBrig

A) No, because while it is a Trait roll, the Quickness roll in that instance occurs outside the actual turn framework. It's a "meta" roll if you like. Besides, that's what Draw! is for. :-)[John Goff, DL listserv, 1/19/99]

Q) What about a strength roll in HtH, would another "raise" count as 5 more damage?- DarrinBrig

A) Hmm. Makes sense to me. Pretty good idea, actually... [John Goff, DL listserv, 1/19/99]

Q) Can a Huckster/Mad Scientist (one character w/ both backgrounds) use RtP on a Scientific Theory/Tinkerin' Roll? i.e. is RtP limited to combat? - RachlSumnr

A) The first example is correct. RtP isn't limited to combat. [John Goff, DL listserv, 1/20/99]

Q) Can you cast RtP on the same action more than once (and gain a bunch of raises, and hope you don't go bust after the 10th raise or so) - RachlSumnr

A) No--it can only be done once per roll. It applies to a roll "just made" which means any subsequent rolls would apply to the most recent roll, i.e. a previous RtP. [John Goff, DL listserv, 1/20/99]

Q) Wow, that was a weird split... I was convinced using RtP on a Quickness roll was perfectly legal, and using it on a strength roll wouldn't work since it's a damage roll. - DarrinBrig

A) In reviewing the Strength roll case, I can see argument against it in light of the other restrictions placed on that Trait roll when used for damage (no fate chips, for example). After a good night's sleep, I'd agree that the Strength roll is inappropriate for RtP. However, I stick by my guns on the Quickness roll. [John Goff, DL listserv, 1/20/99]  
[Ed note - Shane's final ruling was that fate chips could be used on Str. damage. See Fate Chips: Traits, Strength]

C) From what I can tell, an initiative roll is the ONLY roll that RtP won't work on. Could I persuade you to change your mind on this one? - DarrinBrig

R) Well, monetary compensation is a good start...;-) But, seriously, no. The Quickness roll falls outside the actual round. That roll is more of a game mechanic than an actual "Action" on the part of the character. Besides, since the round hasn't begun yet, there really is no opportunity to Vamoose! -- allowing action cards to be spent during the Quickness roll itself opens up timing issues along the MtG lines (shudder). However, to quote Shane's mantra, "It's your game, though, so if you want to do that, go for it!" [John Goff, DL listserv, 1/20/99]

C) It seems to me the only reason you say it can't work on a quickness roll is because "that's what Draw! is for", but actually Draw! isn't for the quickness roll at all. -

DarrinBrig

R) No, it's not, but it has the same effect. And, it takes 2 actions. This is for game balance purposes, BTW. Occasionally, I do think of those things. ;-) [John Goff, DL listserv, 1/20/99]

C) If you take a look at Draw!'s speed, its speed 2. Even if you wanted to use Draw! at the beginning of the round, you'd have to wait until your second action came around to even think about using it. Draw! is for use in the middle of the round, and has nothing to do with Quickness rolls. - DarrinBrig

R) Actually, Draw! is used the round before the Quickness roll is made. And, as I said, while it doesn't modify the roll itself, the bonus cards are the same end result. [John Goff, DL listserv, 1/20/99]

C) I see no reason why we have to make a special case for RtP if it works for everything else. - DarrinBrig

R) Well, I admit my take on the Strength roll question was probably off base. However, the single most important reason for RtP not affecting the Quickness roll is game balance. [John Goff, DL listserv, 1/20/99]

C) You couldn't use RtP on your damage roll for your peacemaker, right? We already have corporal tweak for raising strength rolls. - DarrinBrig

R) The difference with the peacemaker damage roll is the Strength roll \_is\_ a Trait roll. However, Shane's made clear fate chips can't be spent on the Strength roll for damage, so I agree RtP isn't really appropriate in that circumstance either. To sum up, RtP can't be used on either roll. Wasn't that a nice compromise? ;-) [John Goff, DL listserv, 1/20/99]

### **Hexes: Shadow Man**

(See also Hexes: Shadow Walk)

### **Hexes: Shadow Walk**

Q) Can a Huckster cast Shadow walk on someone else? - Patrick Phalen

A) That's a definite no. I don't have the rulebook at hand, but H&H says the range is "Self". [John Goff, 19/May/1998, DL listserv]

Q) Shadow man surrounds the huckster in a pocket of shadows. How complete is this? Would the huckster be able to use the pocket as an entrance for the Shadow Walk hex? Is this possible? If it is, what would you say would be the hand needed for shadow man so that the huckster could use shadow walk? - Jeames.

A) You know, I absolutely love clever little bits of rules lawyering--no offense, I dead serious--and this is certainly among the cleverest I've seen. Right up there with "Penetratin' Gaze/Soul Blast". Anyway, I'd say the huckster had to have at least a little bit of shadow to work with, and maybe represent that with a Fair (5) sneak roll. As long as he made the TN, I'd let it go. [John Goff, DL listserv, 9/9/98]

### **Hexes: Soul Blast (Hucksters and Hexes)**

(See also Harrowed: Ghost power)

Q) When working out the damage caused by a Soul Blast, would the targets Armor be taken into account ? - Ian Redfearn

A) Last I saw of Hucksters & Hexes, armor did affect a soul blast. That may have changed over time, but I'd really be surprised. Think of it as a magical bullet--it can be dodged, reduced by armor, affected by the hex Missed Me!, etc. [John Goff, 21/Feb/98, DL listserv]

Q) Several people have advanced the notion that Soul Blast is basically just a 'magic airgun' that conjures a solid bullet. If this were true, how can Soul Blast do damage to non-material critters? Seems to me that if Soul Blast is solid enough to be affected by armor, then it could not be used to cause damage to non-corporeal critters. That would greatly reduce it's usefulness. - James Cook

I) I'm not sure, but I think the logic here might be a little spurious. For that argument to hold, if the hex isn't affected by armor, it shouldn't affect a corporeal creature. It conjures a solid bullet--but solid magic. That's why a hit location is rolled. All factors that influence targeting a gunshot affect the casting of the hex (movement, size, called shot, etc.), save range. The corporeality or non-corporeality of the hex's effect has no bearing on it's being able to harm immaterial creatures. That's a function of both the magic of the hex and the ability of the creature--and there are some creatures, corporeal and non-corporeal that are immune to the hex. It's magic, that explains everything. <g> [Interpretation, John Goff, 21/Feb/98, DL listserv]

Q) I was reading through the list of collected answers when I realized the answers given below, for Soul Blast, seem to contradict each other. (See the above comments, and Hexes: Penetrating Gaze , ed. note)

A) They do contradict each other, because when I'd answered the 1st question, my write up of Soul Blast had armor effect it. However, after I submitted H&H the decision was made to allow Soul Blast to ignore armor. Therefore, use the second (most recent) answer. [John Goff, DL listserv, 8/03/98]

Q) Ok, H&H says soul blast ignores armor, but does it ignore magic armor?? For instance, there is a black magic spell that gives you armor depending upon your level in the spell (can't think of it off hand but I know it's in Q&TD somewhere near the back). Does Soul Blast ignore this type of armor as well?? - ?

A) Yes. Unless specifically stated otherwise, the Soul Blast ignores ALL Armor. [Hal Mangold, DL listserv, 10/20/98]

Q) Also, can you "aim" with soul blast? What we did was add the "aim" to the die roll for the "to hit" TN but did not include it in the TN for the poker hand. Yes I know that you are only supposed to roll once for "to hit" and poker hand TN. That's what we did, but we added the "aim" to the "to hit" total. - ?

A) Yes, you can aim a Soul Blast. Look at the example in H&H for an illustration of how this works. [Hal Mangold, DL listserv, 10/20/98]

Q) Ex: aim for 3 actions (+6), rolls a 15 for soul blast, actual roll to hit is 21 and huckster draws 8 cards... Also, could soul blast go through another living creature prior to hitting the intended target, or would it hit the other living creature? A) No. It would hit the other living creature first. [Hal Mangold, DL listserv, 10/20/98]

C) I think the original question was a bit unclear. It seems that the way the word 'aim' was defined in the question was the same as 'draw a bead' rather than a called shot. - ?

R) Well, the way we visualize it around the office, drawing a bead wouldn't quite work. Casting a Soul Blast isn't exactly the same as firing a gun, even though some of the effects are the same. [Hal Mangold, DL listserv, 10/21/98]

Q) Would soul blast affect a skeleton?? Does soul blast only affect creatures with a soul?? What physical marks, if any, are left after being hit with a soul blast (i.e. bullets leave holes, clubs leave bruises, etc...)? - ?

A) If the skeleton was an independent abomination (like a Walkin' Dead), then yes. If the Skeleton was animated and controlled by someone else (i.e., like with some form of telekinesis), then no. Soul Blasts leave holes like bullets. [Hal Mangold, DL listserv, 10/20/98]

#### **Hexes: Touch of Death**

Q) Okay, me and my huckster player have been arguing about this for about a week. Maybe the question has already been answered, but I'm new. Can he Touch O Death something other than a person (living)? If so, can he do it to an abomination, if it has a heart? I was under the impression that he could only do it to a person. - CD

A) Whoops--I should have been more clear on this. Touch of Death doesn't work on abominations. It will work on any normal creature that has a heart, though. [John Goff, DL listserv, 5/21/99]

#### **Hexes: Tricks**

Q) The wording on casting tricks is a little confusing. Should it read "draw one card for each success and raise?" - Patrick Phalen

A) Yes. I think PEG was/is trying a different way to say "each success and raise" because it was confusing to many. Anytime you see "each success" and you think it means "each success and raise", it probably does. [John Goff, 29/May/1998, DL listserv]

Q) Each trick costs 2 wind, right? - Patrick Phalen

A) Only if the huckster looses the trick. If it's successful, it doesn't cost any Wind. [John Goff, 29/May/1998, DL listserv]

Q) Hexslinging can be easily spotted if people know what to look out for. What about tricks? Are there any visible signs of the casting (other than the effect)? - Matt Sullivan

A) Use the description for hexes, except only a single card appears in the huckster's hand. Still something to hide, but much easier. Give the the hex slinger a +2 or even greater bonus to his sleight of hand roll to hide it. [John Goff, DL listserv, 6/11/98]

#### **Hexes: Tricks, Divinin' Rod**

Q) Under the "Divinin Rod" trick it mentions \*Dowse\* which is what? - Patrick Phalen

A) The name was changed from "Dowse" to "Divinin' Rod"--I'm not sure if I did it or my editor did, so I'll blame the editor. <g> Anyway, they're one and the same, so take your pick! [John Goff, 29/May/1998, DL listserv]

#### **Hexes: Tricks, Reload (Hucksters and Hexes)**

Q) Ok, the reload trick in H&H says that you get three bullets in your revolver. Darrin wants to know if you would get both shot gun shells in a shot gun since the wording implies that if you tried this on a Gatling Gun you would only get three shots in it. He also wants to know how it would work with cap and ball weapons and one shot rifles. NylaMelchr

A) Read it like it says "Up to 3 cartridges," so it would completely reload a double barrel shotgun or single shot rifle. However, since it takes an action to do cast the trick it's probably better to load the rifle by hand--it's a sure thing that way. Now cap and ball is a different story. The trick only transfers cartridges, so it wouldn't work on cap and ball as written. However, if a Marshal is feeling generous, he's perfectly welcome to change that and either allow the trick to speed the reloading process up to 1 round per cylinder or even let it be fully effective on cap and ball. My only advice is be consistent--if it works in a campaign once like that, it should always work like that in the campaign. [John



Goff, 22/Mar/1998, DL listserv]

### **Hexes: Tricks, botched roll (Hucksters and Hexes)**

Q) Okay, I'll make it brief: Does a Huckster suffer backlash if they Botch their role for a Trick? - Phillip Tivis

A) Treat it as a no Red Card result. [John Goff, 22/Mar/1998, DL listserv]

### **Hexes: Vittles (Hucksters and Hexes)**

Q) Shouldn't that be phrased something like "Vittles can only delay the onset of starvation. Once starvation has occurred, or when starvation would have occurred without the Vittles, everyone eating Vittles needs to make a vigor check to see if starvation sets in. The number of days between further vigor checks is determined by the level the huckster has in this hex." I don't have the book in front of me, so I don't know if that's what it already says and I just read it wrong. Darius

A) Actually, it says, "The meals, while filling, don't completely offset the effects of malnourishment. If a person consumes the created meals for a number of days equal to the huckster's skill level in Vittles without additional nourishment, he begins to suffer the effects of starvation. At that time, he loses 1 Wind each day, which can only be recovered by three meals of real food." What that means is if a character eats only the pasty Vittles for a length of time equal to the huckster's level in the hex, he'll start suffering from malnutrition. Not quite full blown starvation, but enough to kill him if he doesn't find real food eventually. Now, eating 3 real meals (not dirt or grass) 'resets' the Vittles clock. [John Goff, 17/Mar/1998, DL listserv]

### **Hindrances**

#### **Hindrances: Bad Eyes**

Q) Is having one eye the same as having the Bad Eyes hindrance? I assume the lack of depth perception would more than justify the -2 penalty. I don't think this has been clarified anywhere yet. - DarrinBrig

A) Sure. [Shane Hensley, DL listserv, 10/5/1998]

Q) Also, the description of Bad Eyes says the hindrance is only 2 points if the character wears spectacles. However, there is absolutely no benefit for wearing spectacles... is the penalty different? I mean, why bother wearing spectacles at all if the penalty is identical to not wearing them? It would make more sense to say something like wearing spectacles decreases the penalty to -1, or increases the range out to 30 or 40 yards instead of 20. - DarrinBrig

A) Spectacles negate the penalty. It's still a Hindrance because your character might occasionally lose them. [Shane Hensley, DL listserv, 10/5/1998]

#### **Hindrances: Focus (Law Dogs)**

Q) Say I play a Hexslinger that takes the Focus(3) Hinderance. How specific does the Focus have to be. Can it be "a rifle" or does it have to be "any Sharps .59 rifle" or more specific than that and be "the Sharps .59 rifle that I have been sleeping with since I was in diapers"? - ?

A) My interpretation of the text in H&H has always been that it can be either - some hucksters/Hexslingers will define a relatively "generic" focus ("any Colt Peacemaker"), whereas some, such as Arturo Rackham in LAW DOGS (pp. 92-93 for you Marshals only) specify a particular weapon (in his case, a specially- made Colt Peacemaker). Now, it could certainly be argued that someone like Rackham should get a slightly

greater point bonus, since he is more Hindered than someone who can use any particular gun, but I'd just chalk it up to individual character differences and leave it be. In most cases as a Marshal I'd probably prefer to see Foci be specific, rather than general, but I don't object to general ones on principle. [Steve Long, DL listserv, 8/17/98]

Q) Say I play a Hexslinger that takes the Focus(3) Hinderance. How specific does the Focus have to be. Can it be "a rifle" or does it have to be "any Sharps .59 rifle" or more specific than that and be "the Sharps .59 rifle that I have been sleeping with since I was in diapers"? - Don Schniepp

A) The final answer--it must be a specific object, a group or type won't do. [John Goff, DL listserv, 8/18/98]

Q) Fair enough then. What would happen if I lost my Focus in a game of cards? How hard would it be to get a new one? - Don Schniepp

A) No, but I'd make the character practice with the new one for at least a week for each point in the Hindrance before it would work. And only if the focus was truly "lost" and replaced with a similar one--not "Wow, having a wagon for a focus really sucks! I'm getting a new one." type of decisions. For those, I'd say the character has to buy of the Hindrance in the usual fashion. [John Goff, DL listserv, 8/19/98]

Q) And am I ok in saying that the Focus is there simply as a self-confidence booster. If my favorite scattergun is the Focus, is it ok for it to simply be slung over my back so that I can feel its weight or do I need to be holding it/seeing it/wishing upon it sort of thing? - Don Schniepp

A) Seeing or touching is enough. You have to be able to sense its presence to "focus" on it. Hanging on the back is kind of walking the line of "focusing" on it, but if the Marshal's okay with it, that's fine. [John Goff, DL listserv, 8/19/98]

### **Hindrances: Night Terrors, Changes in Revised Edition**

C) Night Terrors (56): Everyone hated the way this Hindrance worked, and it was a pain in the saddlesore to keep up with. The new night terrors works like this. Make a Spirit roll at the beginning of each session or lose your lowest chip. If you do lose a chip, however, your character experiences a prescient dream as before. [Shane Hensley, DL listserv, 5/28/99]

### **Hindrances: Oath (Ghost Dancers)**

Q) I'd really like to know what the heck Oath (Ghost Dance Movement) -3 and Oath to medicine society -3 mean!

A) Oaths are oaths just like in the basic book. The Ghost Dance is detailed in the book, and medicine societies are mentioned, at least in passing. No big secrets, no hidden power-ups involved. It's just an OATH. The details of the oath are left as an exercise for the reader. Three points suggests it's a big deal but not life-encompassing, like a five-pointer would be. Different oaths for different groups. Have fun. Get crazy. [Paul Beakley, 22/Apr/98, DL listserv]

C) From a GM's point of view, I have nothing to tell my players about these oaths if they decide to use one of these archetypes. I was hoping to avoid the "make something up" routine in favor of the more detailed oath outlined for the Cult of the Raven.

R) Hm. Call it an obligation then. That isn't a hedge (Jay!) because an oath to a warrior/medicine society really CAN be anything, just like general, non-Indian oaths. [Paul Beakley, 22/Apr/98, DL listserv]

S) Ok, I assume the Ghost Dancer Oath is really more of a 3-point Obligation to spread word of the movement to all tribes, speak in moonbeam-language, and be generally

obtuse for no reason. What I'd really like is some idea of what penalties are incurred for not following these oaths. I guess for the Ghost Dancers, it'd be penalties on reactions with other Indians who'd think the Ghost Dancer is some crackpot instead of devout believer. - Suggestion by ?

R) Same as not fulfilling obligations and oaths in the basic Deadlands rules. I like your take on fake Ghost Dancers. Not every construct of the setting has a mechanical counterpart. Them's the breaks. [Paul Beakley, 22/Apr/98, DL listserv]

#### **Hindrances: Oath, Bears (Ghost Dancers)**

Q) Okay, so Paul you said that Bears Oath is even meant to be followed vs bad guys. So, if a group of banditos made a surprise attack on the bear shaman or his allies, he would defend himself, then heal the bandits? Or if a known enemy (slaughtered the shaman's mentor) was being attacked by said bandits he would help the enemy fend off the bandits!? I really hope the answer isn't yes! - ?

A) My intent was that the answer would be "yes" in all cases; life is more valuable than anything else. In your example of vengeance against the enemy who slaughters the mentor, there are other ways to bring the murderer to justice than causing another death. The bear oath in particular is one of my favorites because almost every RPG out there promotes sociopathy and mass murder either explicitly (through reward of XPs) or implicitly (bad or inexperienced GMs whose sense of heroism has never evolved past gang warfare). [Paul Beakley, 04/May/98, DL listserv]

#### **Hindrances: Old Ways Oath (Ghost Dancers)**

(See Indians: Loyalty)

Q) Ok, first thing on the list is the Old Ways Oath, which says if someone is NOT following this oath, then they don't get any bonuses or penalties. This means a Comanche shaman carrying around a Peacemaker does NOT get -4 to his ritual rolls if he's not following the Old Ways, right? I just want to make sure that the -4 penalty for carrying metal weapons doesn't apply, because this would contradict what PEG told me via e-mail a while back. - RLB?

C) I thought this had been clarified. It makes sense from a point/balance perspective that you would pay X points for an ongoing penalty. Hopefully the sociopolitical benefits of belonging to an Old Ways tribe are attractive enough, otherwise the world will suddenly be full of not-old-ways tribes. [Reclarification, Paul Beakley, 23/Apr/98, DL listserv]

Q) Under the Old Ways oath Non-Shaman Favors, the rules should be explicit that non-shamans who don't follow the Old Ways no longer get a -4 penalty when performing rituals for carrying a gun. The -4 penalty now \*ONLY\* applies to shamans who take this oath. At least, that is my understanding of how the rules are written. - ?

A) Yeah, I just read that for the first time myself. This version works well from a cost/benefit/penalty balance POV. The last paragraph of that hindrance actually reads, "Only characters who have taken this oath receive these bonuses and penalties. Indians who do not follow the Old Ways are not affected." I think a more important clarification is that Indians whose tribes follow the Old Ways don't get 3 points, but Indians whose tribes do NOT follow the Old Ways can choose to follow the Old Ways and get 3 points. [Paul Beakley, 28/Apr/98, DL listserv]

Q) How do members of the Old Ways movement, the Ghost Dance movement, etc. look at the damage to the land caused by mining, the rail roads, massive ranches, boom towns, etc... - ?

A) The damage done to the earth by white men is the singular cause of these movements, so I'd say they feel pretty passionate about it. Old Ways movement is the militant arm while the Ghost Dance is the spiritual arm, perhaps. Not always. [Paul Beakley, DL listserv, 9/15/98]

Q) I know there is a spiritual side and that all of this is said to conflict with the ability to commune with the spirits. But I wonder is it enough of a character hook for someone in these societies to step outside of the religious side of the situation and look at it from a stewardship perspective? Will their spirit guide still stick with them or will the vanity of the spirits cause them to turn away because the person is "doing the right thing, but for the wrong reasons."

A) The rules don't take that into account OTHER THAN the oaths attached to the various guardian spirits. There aren't any "kill whitey" oaths. There's also the penalty associated with breaking the Old Ways oath once you've taken it (see Ghost Dancers). Rules aside, I'd encourage any Chief/Marshal out there who wanted to threaten an Indian character with restricted or reduced powers if they didn't "live right." [Paul Beakley, DL listserv, 9/15/98]

### **Hindrances: One Armed Bandit**

(see Combat: Location, someone with a missing limb)

### **Hucksters**

### **Hexslingers: Casting Hexes**

Q) What is the difference between the way a Hexslinger casts his hexes and the way a Huckster does? In terms of roleplaying, does the Hexslinger visualise his battle with the manitou as poker, or something completely different? I realise the game mechanic is the same, but the lack of the Gamblin' bonus, the description of Hexslingers as having their guns "crackling with electricity" (the Graves story from ToT:1877) as opposed to constantly playing with cards, plus the lack of the sleight of hand aptitude for the Hexslinger archetype tells me that the visual effect is quite different - does this carry over to the actual casting of the hex? Not an incredibly clear question, but please, do your best =P (also contains one of the longer sentences I've ever written in an email...<shrug>) - ?

A) I think it mainly depends on how you want to visualize your character. I don't think they necessarily have to do the whole "cards appear in hand bit" as long as there's \*something\* odd about what they do (e.g., the aforementioned guns with little arcs of mystical lightning surrounding them). Personally I have a hard time with the "cards in hand" bit when the Hexslinger's hands are already "filled," as they say.... :) [Steve Long, DL listserv, 9/12/98]

Q) Do cards appear in a person's hand when they use a hexslinger hex? - Smilingbandit

A) They can if you want, but don't have to; generally a hexslinger's hands are already filled -- with guns. In my games, typically the hexslinger's effect manifests as ghostly energies arcing around the guns or some such. [Steve Long, HoE listserv, 1/4/99]

Q) Near as I can tell, Hexslingers work just like Huxsters, only they use a bit more specialized collection of hexes. Fair enough. When huxsters cast hexes, magical cards appear in one hand. So how do hexsters who use two guns cast hexes? Can they only use hexes if using one gun? - Draxus

A) Someone maintains a DL FAQ, right? If so, for the love of heaven, please put this in there. This question has been asked far too often; we might as well standardize the answer. My response, for what it's worth: no, cards don't have to appear in the hexslinger's hand. You can use some corresponding, and more appropriate effect; for me, for example, typically their guns crackle with strange eldritch energies which are visible even in daylight. OTOH, if you want the cards to appear that can happen, too, but it doesn't limit them to using just one gun; simply have the cards show up in one hand and fall to the ground as they draw or fire. Based on a whopping 20-second conversation with Hal Mangold at Origins, I think (without putting words in his mouth, since he can certainly chime in on this if he likes) that he favors the second approach. Personally, I find the first much more picturesque and flavorful -- but that's the great

thing 'bout gaming, you can do it in whatever way you like! [Steve Long, DL listserv, 7/24/99]

### Hexslingers: Learning Hexes

Q) I have a player that is running a Hexslinger and OOC (out-of-character) he has told me that he wants his character to learn some spells out of Hucksters and Hexes. What is, or is there a game mechanic for this? It is easy to roleplay out, but I want to know if there is a mechanic for it? - ?

A) I don't have any specific mechanic in mind. I'd just make 'em work hard at it (at least at first), since the methods of training tend to differ and the Hexslinger who wants to explore the "other side of the street" is going to have to find his way over there (i.e., learn how to read hexes out of Hoyle's). Some hexes, such as Missed Me!, Phantom Fingers, or Kentucky Windage, might not be subject to this since they fall within the Hexslinger's "metier," so to speak. [Steve Long, DL listserv, 9/14/98]

### Hucksters: +2 for Gambling skill bonus. (Hucksters and Hexes)

(This is the summary post of a long discussion between Jay E. Treat and John Goff - ed. note)

>> Like I said in the book, the +2 represents the almost supernatural calm hucksters develop as a result the mental game they envision with a manitou. After playing with a demon incarnate, how nervous is someone likely to be over mere money? A gambling huckster does have a slight edge over a non-huckster--they just don't have as many "tells" (subconscious giveaways like a tick, tuneless humming, etc.) as someone who doesn't bet his life on his mental edge and will. Hence a +2 bonus. <<

> Well, I already made my argument against this so we'll not drag it out any more. We agree to disagree. <

>> In game terms, a +2 bonus equates to a single TN increase--Fair vs Onerous, Onerous vs Hard, etc. In an extended game of poker rules, the +2 gives them a small advantage. In an opposed test of skill, at best it will give them a marginal success instead of a marginal loss. What the contest really comes down to is who has the highest die type and number the majority of the time. Occasionally, the bonus will enable him to win, but not on a spectacular level--but if he's got 2 or 3 levels in gambling, and a mid to low level die type, he'd better not be counting on it to pay the bills in a rich game! <<

> I disagree totally on this point, John. Look at it this way. I've got an aptitude with 4d6. Now, if I wanted to raise it to 4d8, it would cost me 24 bounty. <

R) A better application would be to compare it to the Stare Edge--a whopping 1 point Edge, that aids a single Aptitude. Comparing die types isn't really valid because a whole can of statistical worms comes crawling out of the cabinet. Now, from a game balance standpoint, the Stare is more powerful because it can not only affect roleplay situations, but also combat situations. Now, a gamblin' bonus, while it may precipitate a combat situation in some cases, does not help when the lead (or even fists) start flying. As to my "concession", I was agreeing that, if all other things were equal, a huckster would be a better gambler than a 'norm'. Which, I suppose means that a huckster with the same natural ability (die type) and skil (Aptitude level) as the "best gambler in the West", would be, by virtue of his huckster bonus of +2, actually better than the best. Now, if the huckster has spent the bounty points to develop his skill and ability to this point, in addition to being a supernatural gambler, I don't see that as a game-breaking balance point. And, like I said, if that bonus is causing that much grief in your game, ignore it. I won't promise not to send the Goff Police out to hunt you down and expunge your heretical game playing--but since it's recently come to my attention that some Marshals are going a little easy on the Night Train combats, you're probably safe for a couple of months or so. <g> [John Goff, 3/June/1998, DL listserv]

Q) Ummm... the +2 that a huckster gets to their gambling skill... is that a +2 modifier to

gambling rolls or a free two levels in the skill? We're playing it as +2 to the die-roll, but wanted to make sure. - Rich Lewis

A) You're right--it's +2 to the gamblin' Aptitude die rolls. [John Goff, DL listserv, 7/12/98]

### **Hucksters: Blessed**

See: Blessed: Hucksters

### **Hucksters: Casting Hexes and visibility**

Q) Okay, so unless you correct me then I am going to assume it also means that the Huckster still has to \*look\* at the cards as well. - Bobby Farris

A) That's right. [John Goff, DL listserv, 7/3/98]

Q) So...my question is my player wants his Huckster to cast a hex when he is in a brawl with someone...what kinda minuses would he get...would he get some minuses? - Bobby Farris

A) Not really, he only has to get a glimpse--say just enough to recognize the hand value. Experimenting with something along these lines, we found even a hog-tied huckster can see the cards in his hands with a little effort. Now you don't want to know \_how\_ we figured that out, but let's just say we take playtesting a little seriously... [John "Rope Burn" Goff, DL listserv, 7/3/98]

Q) Hey, John, this might be in the book, but I don't quite remember. When a Huckster casts a hex and cards appear in his hands and he looks at the cards and casts the hex, what happens to the cards? Do they disappear? Or are they permanent? And did they really come out of thin air or maybe they were transported from the deck the huckster carries? - Jay

A) They disappear as soon as he looks at them. That's why a successful sleight of hand will pull it off unnoticed. [John Goff, DL listserv, 7/25/98]

### **Hucksters: Changes in Revised Edition**

C) Hexes (154): Hucksters have gotten a rock from the start. Not only did they have to buy each hex as its own skill, they then had to make a skill roll, draw cards, and risk getting their heads blown off by manitous as well. They still have to do the card business, but red Jokers are always good, and all their hexes now use a single skill hexslingin'. That means they can get better at their craft and have better chances to pull off their spells. [Shane Hensley, DL listserv, 5/28/99]

### **Hucksters: Concentration**

Q) If a hex, miracle, black magic spell, or whatever says concentration, what else, if anything, can a character or NPC do?? What defines concentration?? What about the 1 wind/round thing??

A) Concentration means that the user of the power may only do simple actions like moving or talking while maintaining the power. Breaking the user's concentration ends the power. [Hal Mangold, DL listserv, 10/20/98]

Q) This is actually timely, because I have been having troubles determining "default" Hex duration. Certain hexes (i.e. Corporeal Tweak/Twist) are ineffective if they are cast concurrently on the same target. Can the huckster "drop" his spell whenever he wishes, or should it last a certain amount of time irregardless :) of what the Huckster does? Ex: Joe the Huckster has an 8 and a 7 as his action cards. Can he tweak himself on the 8 and

then on the 7 drop his tweak and re-cast it? - Pat Phalen

A) Well, for an official answer, I'd direct this to Hal, but if you're looking for my opinion and how we play it, here it is: A huckster or any other arcane type can "drop" a concentration hex, miracle, spell, etc. on any of his actions. It doesn't actually take an action to do so, but unless something happens to cause him to "drop" it involuntarily, he can't do so until his next action. The same applies to those magics that require an active expenditure on the arcane type's behalf, i.e. 1 Wind/round, etc. An arcane type can't willingly "drop" a hex, miracle, spell, etc. that has a defined or finite duration, i.e. 1 round / hex level, 6 rounds, etc. [John Goff, DL Listserv, 10/20/98]

#### **Hucksters: Other methods of "casting"**

C) Actually, I guess that you could use the standard poker mechanics to resolve the situation, and just roleplay it as though it were a different card game... - ?

R) Exactly. That's our official word around here. You can give it other flavors if you want, but the truth is, (in our world, at least), Hoyle described his spells through Poker. [Shane Hensley, Archives, DL listserv]

#### **Hucksters: Tempests:**

(See HoE Sykers: Greenies)

Q) Tempest: I read through it a couple times, but it doesn't say what the speed is or how many actions it takes to activate a Tempest power. Is the speed the same as the selected hex, or are all tempest powers speed 1? - DarrinBrig

A) The speed is the same as the selected hex. [John Goff, DL listserv, 1/19/99]

#### **Hucksters: Test of Wills**

Q) In a Test of Wills between two Hucksters, it looks like the results are the same whether a Huckster becomes Unnerved or Broken. I figure I am just missing something because I think there should be a nice sized difference between the two levels. I assume that the other Huckster that did the breaking would get a white chip as well as per normal Test of Wills results.- Don

A) That portion is pretty much the same as the shootout rules for Tests of Will in The Quick & the Dead. It's stated a little more clearly there. Basically, the loser has to act on the card the Test of Wills occurred on instead of waiting until his next Action. [John Goff, DL listserv, 6/18/98]

#### **Indians**

##### **Indians: East Coast Tribes**

Q) I was wondering if there were any plans afoot to detail some of the eastern tribes? I saw someone's web page which gave some brief info on all of the tribes (I think it was one of the English contingent on this list but cannot recall....) but was curious if there was any specific tribal information scheduled for release. - ?

A) I think eastern Indian tribes might be covered if/when the East Coast gets its own book. However, by the 1870s there were very, very few Indians left in the East, as they had been pushed West by expansion. The Cherokee, for example, started semi-coastal and ended up in Indian Country (eg Oklahoma) because of white expansion. Given the constant semi-cold war between the North and South, I'd expect to see even fewer, at least on their own lands. Most would probably be integrated into Union or Confederate militaries, and the families would simply be lower-class (probably) citizens of the respective states. The East Coast tribes would lack the solidarity required to maintain

their cultural identity. If you want to do some online research, try this link page as a jumping-off place: <http://www.powerplace.com/atpost/nativeam.html> [Paul Beakley, DL listserv, 7/31/98]

### **Indians: Faith**

Q) My question is this: are Indians required to have Faith to purchase favors? All Indians, or just non-shamans? - ?

A) Just non-shamans, as I recall, but you have to be an "Indian" (either by calling yourself that, or by taking the "gone native" edge). If you're a shaman you'll probably have a faith rating anyway, but there's no rules requirement for it. A small, but exploitable, loophole if you really REALLY want to save points. [Paul Beakley, DL listserv, 1/20/98]

### **Indians: Indian Country book, availability (Ghost Dancers)**

Q) The Book also says that Indian Country can be found if looked for, but how hard do you think it is to find? - ?

A) Mmm...Probably findable in any big city's bookstore, especially if it's kind of close to Indian territory. Dodge City, for example. I'm sure it's widely available in Deadwood. [Paul Beakley, 07/May/98, DL listserv]

### **Indians: Indian Country book, character knowledge (Ghost Dancers)**

Q) The reason we ask is that if an Indian knows all of the stuff in Indian Country than it would seem he knows that Raven released the reckoners. Is this right? - ?

A) Yes, but not by the name "Reckoner." Raven's battle in the Hunting Grounds is known among Indians as "The Reckoning," and with it came the release of spirits and such; "Reckoner" as a proper noun doesn't appear in Indian Country. Whites can also "know" all this if they're willing to take everything in Indian Country at face value. Most shouldn't, at least in my game. [Paul Beakley, 07/May/98, DL listserv]

### **Indians: Loyalty**

Q) According to GD, all Loyal members of tribes that follow the Old Ways have the Old Ways Vow edge. I assume that this also means any member of one of these tribes who does not take the Old Ways Edge is considered Disloyal? - James Cook

A) Mmmm...okay. I had a bit of fuzzier logic in mind to represent a continuum of relationships with one's tribe and its beliefs, but it doesn't come through well in the rules -- ex. loyal and OW follower, loyal and not OW follower, disloyal and OW follower, disloyal and not OW follower. My bad. Yours is a simpler interpretation. You might bounce this back to the list as well for discussion. [Paul Beakley, Email, 1/25/99]

Q) What about the reverse situation? If a member of a tribe that does not follow the Old Ways decides to take the Old Ways vow, is he considered Disloyal? Or are the non-Old Ways tribes a bit more laid back about it? - James Cook

A) I think the non-Old Ways tribes are a bit more laid back. However, in RPing terms your Old Ways warrior might not get the choice raiding assignments because he won't carry a fire stick. - [Paul Beakley, Email, 1/25/99]

Q) GD says that Indians with the Converted edge may not learn favors or have a Guardian Spirit. Are they also considered Disloyal to their tribe? - James Cook

A) Mmm...no. Again with that continuum thing I mentioned above. I think you could be converted and still be loyal to your tribe -- for example, Wallace Black Elk was a



Catholic minister late in life but was still considered a Lakota holy man by his tribe. This is probably more applicable in the real world, as the tribes scrambled to survive in a white man's world, than it would be in Deadlands. However, I'd build in a switch that doesn't allow you to take the Old Ways oath if you're Converted. [Paul Beakley, Email, 1/25/99]

### **Indians: Medicine Societies (Ghost Dancers)**

Q) As for the medicine societies, I suppose I'll have to dig into your bibliography and figure it out for myself, because I have absolutely no idea what this group would do, or what sort of penalties would be incurred for breaking the oath. Is this some sort of ancient antecedent of a group of stoners who just get baked together a lot? - ?RLB

A) Okay, I had to look back through my draft to see if I had actually deleted EVERYTHING on medicine/warrior societies or simply glossed over them. In \*my\* copy of the draft (no, still no copies of the book), there is a brief section on societies in Indian Country, which appears right after the section on tribal law. In short (a summary of a summary?), medicine and warrior societies exist for mutual education and support. They don't have AGENDAS -- that'd make them conspiracies -- but are more like Mummies or Elks or Rotarians. See? My sincerest apologies for not getting deeper into medicine and warrior societies, but they'd fill a whole chapter by themselves and every tribe would have their own societies. No tidy, rulesy wrapup could do them justice. [Paul Beakley, 22/Apr/98, DL listserv]

### **Indians: Non-Shamans that have rituals**

See also Shamans: Faith and miracles

Q) How about Indians who aren't shamans but have rituals (ala the coyote brave in the Rule Book) (ed. note - he is asking if they get the Protection miracle)? - ?

A) They don't get any miracles either, but they DO get favors as normal as long as the favors have a minimum Appeasement cost of 1. [Paul Beakley, DL listserv, 9/15/98]

Q) What about favors that have variable costs? For example, Spirit Weapon is 1 or 3, depending on if the weapon is made out of natural materials or forged metals. Do non-shamans only get to use it on natural weapons, or can they use it on a Peacemaker if they get enough Appeasement points? - ?

A) The "minimum 1 Appeasement" requirement does not limit the amount of Appeasement you can dump into a favor. - ? If you're wondering why some GD favors seem to arbitrarily have minimum 2 Appeasement, that's why -- to keep them out of the hands of common braves. I can see why including the word "minimum" in the description can be syntactically confusing, tho. [Paul Beakley, DL listserv, /15/98]

C) Indians don't get the protection miracle unless they are converted (like the Yaqui). However, I don't really understand this either. -?

R) This is supposed to represent the role Faith has on western religious systems. It's a reflection of the genre Deadlands is modeling: Priests wear white collars, injuns wear headdresses, cowboys carry six-shooters. In this model, high white guy faith means faith in God (and the Protection miracle that accompanies that faith); high Indian faith means faith in the hidden workings of the spirit world (which conveys no game value unto itself except for a few specific rituals). [Paul Beakley, DL listserv, 9/15/98]

C) That's not exactly what I'm concerned about... mostly I'm concerned about favors that have different effects at higher appeasement costs. For example, from what you've said here, it sounds like non-shamans can take the Bless Item favor, since it has a minimum cost of 1 AP, but they can also use the other effects of the favor that cost more APs, like imbuing a favor or permanent appeasement point. Is that correct?

A) That is correct. The Bless Item favor is sorta-kind of a special case; the various sub-effects started as separate favors in an early draft of the rules, but that sucked so I loaded them all into one meta-favor. The non-weasely answer: Play the rules as written. This is probably the official PEG position. The weasely answer: Treat Bless Item as a special case, and the various sub-effects within Bless Item as separate favors for the purpose of determining what you can and cannot do. So you COULD build some limited blessed items with a non-shaman. [Paul Beakley, DL listserv, 9/15/98]

### Indians: Social status and Shamans

(Ed. note - there was some minor bits from previous email lost - the meat of the discussion is reproduced below)

Q) Actually, there is no provision for that at all as once you pay for the "Arcane Background: Shaman" you are all set to go ahead with getting rituals and favors. Your social status isn't a factor here, and it is implied that you have paid for the social status of "Shaman", IMHO. In the end, your belief re-enforces what I was saying as you seem to think that a certain social status (rank) must be had by a shaman. Am I missing something? - ?

R) My take on Indian society is that medicine men and warriors follow parallel but usually separate paths. In many tribes there are in fact two chiefs: a war chief (top dawg warrior) and a peace chief (top dawg medicine man aka shaman). The rules play out more or less the way I wanted them to. The various combinations are: Arcane background: Shaman. 3 points. You gain full access to all rituals, favors, and guardian spirits. Also a de facto social status resulting from your position as "shaman." However, your status won't go much higher unless you introduce a warrior component to your character (eg brave/leader/chief). There is no equivalent on the brave/leader/chief table. Remember, parallel but separate. Think of a shaman without rank as a cabinet member, of sorts -- unelected, no official authority, but still highly regarded. Brave: 1 point. Baseline buy-in to get access to rituals, favors (not exceeding a min. appeasement 1) and guardian spirits (not exceeding rank 1). Otherwise does not differentiate you from other braves. Braves who don't spend the 1 point explicitly do NOT gain access to rituals, favors, etc. Shaman + Brave. 4 points. Gain nothing in pure game terms but it puts you on the path of becoming one bad War Leader (GD p. 36) sometime down the line. In this case, the "brave" portion is strictly social, as the spiritual access is granted via the shaman edge. I'd go with whomever suggested this might be a "named brave" versus some adolescent nobody still learning how to not fall off the horse. Shaman + War Party Leader. 5 points. Just like above, but you also get access to whole bands of braves at your beck and call. Not stated explicitly in the rules but plenty of strong inferences. Shaman + Chief. 6 points. These are the most powerful chiefs, at the top of their game spiritually and politically. You can either call him a shaman with chief-level rank (eg a peace chief), or a chief with shamanic powers (eg a war chief). [Paul Beakley, DL listserv, 10/15/98]

Q) Ahh, but what is the actual status within the tribe and should there be a separate cost added? - ?

A) Not at all, for the reasons mentioned above. [Paul Beakley, DL listserv, 10/15/98]

Q) While I am asking, what is the general status transfer between tribes? If one is a Chief, how do allied, enemy, and neutral tribes treat them? - ?

A) That's up to the individual Marshal/Chief to decide. Historically, chiefs regarded one another with great respect (even the chiefs of enemy tribes). War leaders knew one another mostly by reputation. Braves were too busy learning their peoples' ways, mostly, to know or care much about braves from other tribes. I recommend digging through some of the books in my bibliography for more information. [Paul Beakley, DL listserv, 10/15/98]

Q) I know that we are talking in a general sense and that there will always be exceptions. Will the answer change according to reputation, and what would the base be (no reputation as many starting PC's will have)? - ?

A) This isn't the kind of question I can answer for you in this forum. Differs per Marshal/Chief. [Paul Beakley, DL listserv, 10/15/98]

## Languages

Languages: Athabaskan (Ghost Dancers)

Q) Was looking through "Ghost Dancers", and wondered if the Tlingit tribe speaks Athabaskan as a language family. They're a Northwestern tribe, and all the other Northwesterners speak it like natives (snark). But somehow Tlingit didn't show up on the list of who speaks what ... - Tom Hunginton

A) Yes they do. Sorry for the oversight. [Paul Beakley, 10/Apr/98, DL listserv]

C) I seem to recall a question earlier asking if all the Northwestern Tribes spoke Athabaskan. Shane said this was true. I did some research; the Tlingit were a member of the Na-Dene language group; the Tsimshian were a member of the Penutian, along with the Chinook language, which was the dominant trade language in the area (Chinook, that is.) Athapaskan would only have been spoken on the Columbia Plateau, even then the language wasn't native to the area but rather imported from tribes living further North in Canada.

R) Tracking Indian language families is very, very tricky. There are several schools of thought on the subject, ranging from one theory of a single Ur-language shared by all native groups, all the way up into the sixteen \*distinct\* (that is, unrelated) groups. Wow. The six I included in Ghost Dancers are a) convenient in game terms (eg you don't have to spend a fortune in bounty points to learn a little in each) and b) a fairly accepted theoretical breakdown. That said, it's nigh impossible to get two linguists to agree on which tribes are really speaking in which groups. Note the Athabaskan group is a northwestern language family, but it shows up among the Apaches and Navajos in Arizona! My book on Indian language groups indicates Na-Dene is another name for Athabaskan (or Great Athabaskan). This is a language \*group,\* not a language in itself. Penutian is a regional subset of Na-Dene/Athabaskan, spoken primarily by the Haida. Finally, Chinook is a subset of Penutian (as are Coos-Takelman, Klamath-Sahaptin, and Tsimshian, all of which are found in northern California and parts north)! So, at the top of the language tree, again you get . . . Athabaskan. I recommend you go with whatever answer you enjoy the most and is the simplest to work with. You'll probably even find a linguist who agrees with you! [Paul Beakley, 11/Apr/98, DL listserv]

## Mad Scientists

### Mad Scientists: Changes in Revised Edition

C) Mad Scientists (165): Red Jokers are always good and no longer cause madness. - [Shane Hensley, DL listserv, 5/28/99]

## Magic Items

### Magic Items: Blessing new ones (Ghost Dancers)

Q) When blessing an item with multiple blessings, many blessings require a spirit roll with a TN. If you have multiple blessings with several different spirit rolls, does the shaman have to make ALL these rolls, or just one roll with the highest TN? If he has to make multiple rolls, what happens if he fails one but makes the others? Is the whole bless item ruined, or just the blessings that failed?

A) Whole bless item is ruined. You have to make all the rolls. [Paul Beakley, 23/Apr/98, DL listserv]

Q) When the bless item fails, and you've got to double the cost of the next blessing, does that mean you double the next Bless Item period, or the next \*type\* of Bless Item... for

example, my shaman screws the pooch on putting a permanent appeasement point in an object. So he picks up a rock and spends 2 APs on it to Align with Owner, then goes back to working on the first object with no further penalties. - ?RLB

A) Hm. The simple answer is "the next one," but you bring in an interesting loophole. I'd say, if this is getting abused in your game, shift it to "the next one on an item you're going to actually use." [Paul Beakley, 23/Apr/98, DL listserv]

Q) many blessings require the shaman to know a particular favor. What if the shaman doesn't know it, but has a medicine object with the favor imbued? For example, my shaman has a turtle stone with the luck favor imbued but doesn't actually know the luck favor... as long as he's got the stone, does he "know" this favor for the purpose of associating/imbuing it into other objects?- RLB

A) Shaman himself has to know the favor. [Paul Beakley, 23/Apr/98, DL listserv]

Q) Paul, on page 81 of Ghost Dancers (second paragraph of Creating Medicine Objects) it says, "Most blessings also require a Spirit roll. If the shaman goes \_bust\_ on this roll, the next blessing asked by the shaman costs double." But in the last paragraph of Costs and Risks (same page) it says that the next blessing asked costs double if you \_miss\_ the roll. Which is it? - ?

R) Both. Or maybe the whole object goes inert on a bust. Whichever you like better. [Paul Beakley, DL listserv, 8/26/98]

#### **Magic Items: Buffalo Mask (Ghost Dancers)**

Q) I assume the bless favor means the luck favor? - ?RLB

1/2A) I think so. [Paul Beakley, 23/Apr/98, DL listserv]

#### **Magic Items: Ghost Weapons (Ghost Dancers)**

Q) These are imbued with the Spirit Weapon favor, which means any shaman carrying them can call on this favor as if he knew it. Does this favor have to be used on the weapon the favor is imbued in, or can the shaman use this favor on other weapons? - ?

A) My intent was that it was used only on itself. I can see the semantics Spirit Weapon is a touch-range favor, and the object is doing the casting, so you could kinda-sorta touch another weapon with it, but that wasn't what I intended (eg the range should really be "self"). [Paul Beakley, 23/Apr/98, DL listserv]

#### **Magic Items: Hoyles**

Q) Now in the manual I could not determine what happens if you do NOT make this roll. (Academia: Cult) I know if you do not make the initial roll based on the books malfunction that you can not learn that Hex from that particular book. Can Anyone Help out a Huckster - Rusty Morton

A) If you fail the academia: occult roll, you spend the listed time and get nothing out of it. You don't spend the bounty points either, though. Your character is free to try to learn the hex again--if you fail the malfunction roll, the hex just isn't in your character's copy of Hoyle's and he can't learn it until he gets a copy that does have it. [John Goff, DL listserv, 8/03/98]

#### **Magic Items: Scope (Smith and Robards, Law Dogs)**

Q) What does a scope (from Smith & Robards) add to the Quickdraw modifier and the concealment value of a gun? - Gunsmith

A) I'd decrease the QD by 1-2 and the Concealment by 1-2, depending upon the size and "clunkiness" of the scope. [Steve Long, DL listserv, 8/12/98]

### **Magic Items: War Club (Ghost Dancers)**

Q) This club is associated with the war medicine way, associated with Strength of Bear, and imbued with Strength of Bear. That means APs would be doubled, not tripled. The only way APs would be tripled is if the owner had a guardian spirit that favored the War medicine way, correct? -?RLB

A) Righto. [Paul Beakley, 23/Apr/98, DL listserv]

### **Martial Arts**

#### **Martial Arts: Attacks**

Q) The flying kick attack says that a martial artist can jump through the air and attack an opponent. Now it states "leaping a distance equal to her total movement toward the target this round." My question is if a PC has a pace of 10, could he/she do a flying kick attack on an enemy 10 yards away on one action? If so, could he/she then attack another target 10 yards away on his/her next action? Or should it be "leaping a distance equal to her total movement this ACTION" ?? - Dr. Nukem

A) Basically you can only make that leaping kick one time, it be as far away as your pace but if you have anything left over you can't move it. So if you have a pace of 10 and the target is 5 yards away and you do a flying kick on the first action you move the 5 yards and then even though it is only half your maximum distance you cannot move any further. You can of course stand in the spot you landed and continue to beat the hell out of anything that happens to be there, but you can't move any more until the next round. [Zeke Sparkes, Direct email, 2/23/99]

A) The golden rule of movement still applies. You can't exceed your total movement, and in fact must use all of it for a flying kick. (Even if the distance to your target is shorter than your total). [Hal Mangold, Direct email, 2/25/99]

#### **Martial Arts: Blood of Gold**

Q) Do you add your level of BoG to your vigor roll when attempting to heal a wound with this Chi power? - Dr. Nukem

A) Nope, it just makes you heal faster not better so you just make a normal vigor roll. [Zeke Sparkes, Direct email, 2/23/99]

A) No. [Hal Mangold, Direct email, 2/25/99]

#### **Martial Arts: Chi**

(See Character Creation: Chi)

Q) Do Chi powers hurt abominations that can't be hurt with normal weapons? IE just like hexes? - Dr. Nukem

A) Yes. [Hal Mangold, Direct email, 2/25/99]

#### **Martial Arts: Combining**

Q) Can these powers be combined? For example, could I use Ten Foot Punch and Venom Punch together on a target 10 yards away? If I could, could I then also use Wind Blows Over The Earth to throw my target? - DarrinBrig

A) Not officially. You can use them in sequence, but you can't combine them to be used at the same time. - [Hal Mangold, Email, 11/10/98]

### **Martial Arts: Devastating Ape Strike**

Q) Ok, the martial artist takes Wind equal to the number of dice added to the damage roll... I assume this is 1 wind per die then? Add 2 damage dice = 2 wind, right? When I initially read this power, I thought it was the amount of damage is equal to the wind, but if its just 1 1 per die, then this doesn't seem desperate at all, not nearly as much wind loss as failing a Monkey Goes To Mountain roll. Also, is this extra damage considered supernatural/spiritual for the purposes of harrowed/abominations? - DarrinBrig

A) Well, the desperation comes from the amount of Chi you spend. The Wind is just a secondary bite in the butt. If you want to make it REALLY Desperate Ape Strike, up the Wind loss to 2 or 3 per die. I'd say the damage is supernatural, yes. [Hal Mangold, Email, 11/10/98]

### **Martial Arts: Fangs of the Serpent**

Q) This power seems utterly useless. 1d4 chi lost per success? Why would anyone use Fangs of the Serpent when they can use Crumbling Dam, which does 1d6 chi lost per success? Not only that, but Crumbling Dam is cheaper (3 chi instead of 5). To break even with Fangs and get the initial activation cost back, you need to beat your roll by at least two or three raises on average! These two powers should either be combined, or Fangs should be made much more effective or cheaper to use.- DarrinBrig

A) Your correct about this one. Fangs should probably cost 2 or 3 Chi instead of 5. [Hal Mangold, Email, 11/10/98]

### **Martial Arts: Flying Claw**

Q) When you yank on the chain after a successful hit, is your opponent automatically brought to you or is there a test of wills? - Dr. Nukem

A) You have to make a foolproof (3) strength check to pull them to you, and if the target is bigger than size 6, there is an additional +2 to the target number for each point of size above 6, and you can't pull anything over size 12. So for a size 7 you would need a 5, size 8 would require a 7 and so on. [Zeke Sparkes, Direct email, 2/23/99]

A) I'd say that if your opponent is size 6 or smaller, yes. 7-12 I would make it an opposed Strength check. 13+ I'd say you just couldn't pull back like that. (No flying Clawing a Majave rattler! :) ) [Hal Mangold, Direct email, 2/25/99]

### **Martial Arts: Gimmick Weapon**

Q) Is this Gimmick weapon chosen when the power is bought, and does it only apply to that single weapon... or can it apply to anything the hero picks up that isn't normally considered a weapon? For example, if I decide that I want my umbrella to be my gimmick weapon, could I pick up a broom/ladder/etc. later and get the same damage bonus?- DarrinBrig

A) No, the power applies to one particular item type. I think we considered a power called Weapon of Opportunity, but had to cut it for space. - [Hal Mangold, Email, 11/10/98]

### **Martial Arts: Initial Cost**

(See Character Creation: Martial Arts Powers)

### **Martial Arts: Leopard And Her Cubs**

Q) Can the hero use this power on himself if he doesn't have any companions? +2 size would be pretty cool! Or does he need to harmonize with at least 1 person?- DarrinBrig

A) He need to harmonize with at least one other person. - [Hal Mangold, Email, 11/10/98]

### **Martial Arts: Many Arms Of The Spider**

Q) You activate this power when you make a normal martial arts attack, right? Or do you have to spend an action to activate it, THEN attack? I guess my biggest problem with this power is that it doesn't give you any extra attacks. If you have three action cards, and you use this power, you spend 8 chi and can make three attacks. If you DON'T use this power... you can make three attacks and keep your chi.- DarrinBrig

A) Yes, this power is activated along with a normal attack. The advantage of it is a. you get to use all your attacks before your opponet gets to do anything and b. you can attack multiple people on the same action. - [Hal Mangold, Email, 11/10/98]

### **Martial Arts: Monkey Goes to Mountain**

Q) Is there a limit to the total distance you can attempt to jump? - Dr. Nukem

A) Not at all. If you can make the TN you can do it. [Zeke Sparkes, Direct email, 2/23/99]

A) Only as high as you can roll :) [Hal Mangold, Direct email, 2/25/99]

### **Martial Arts: River Flows Uphill**

Q) How does this work when the attacker gets enough raises to move around the hit location? Let's say the attacker fires a bullet at the martial

artist, and gets two raises. The martial artist activates River Flows Uphill (level 4 lets say) before the location is rolled, then the attacker rolls

an 18. The attacker wants to use his two raises to move the hit location to 20. The martial artist naturally wants to avoid a head wound, but

does he move it down before or after the attacker has modified the hit location?- DarrinBrig

A) He moves it down afer the attacker has modified it. - [Hal Mangold, Email, 11/10/98]

### **Martial Arts: Seize the Pearl of Death**

Q) If an attempt is successful but the MA does nothing, is the bullet simply caught similiar to catching a baseball? - Dr. Nukem

A) Yup, if you don't throw it you just have a useless lump of lead in your hand. [Zeke Sparkes, Direct email, 2/23/99]

A) Yes. [Hal Mangold, Direct email, 2/25/99]

### **Martial Arts: Slithering Eel**

Q) It states that you can wrap rope around your opponent, could you use the chain from your flying claw, crescent, or guillotine? - Dr. Nukem

A) Nope, it has to be a rope (chain doesn't hold the same way) and it also has to be around 20' (which the flying claw and crescent aren't). [Zeke Sparkes, Direct email, 2/23/99]

A) Sure. [Hal Mangold, Direct email, 2/25/99]

### **Martial Arts: Tiger Shakes His Mane**

Q) Does this work the same as Thick-Skinned? For example, let's say a martial artist has this power active at level 2. He takes a serious wound (3 wound levels). Is his wound penalty -1 or -3? If its the first case, then the martial artist can subtract his level of Tiger Shakes His Mane from his total wound penalties. In the second case, then he can only ignore wound penalties from light or heavy wounds, but not serious or larger wounds. - DarrinBrig

A) The martial artist gets to subtract his TSIM level from his wound penalties, straight up. - [Hal Mangold, Email, 11/10/98]

### **Martial Arts: Venom Punch**

Q) Is this extra damage considered "supernatural" or spiritual damage for the purposes of harrowed/abominations?- DarrinBrig

A) Yes. - [Hal Mangold, Email, 11/10/98]

### **Martial Arts: Veteran of the Weird West, Forsaken**

See: Edges: Veteran of the Weird West, Forsaken

## **Miracles**

### **Miracles: Babble On**

Q) The miracle "Babble On". When they talk about it's range, is that from the blessed's body, or is it like an area-effect spell that can be projected to a point and then expands out in a circular area from there? - Ryan Wilson

A) Babble On affects an area 5 yards across/faith level with the center point of the area positioned up to 10 yards/faith level away from the blessed. I hope that's a little clearer. [John Goff, 5/21/98, DL listserv]

See also Miracles: Babble On, the full story...

### **Miracles: Benediction**

Q) Benediction miracle: What is meant by same religion? (i.e., all Christians, or Would A Southern Methodist be unaffected by a Southern Reformed Methodist's Benediction?) - Patrick Phalen

A) See page 11 and 12 in F&B. For purposes of the blessed in DL, religions are the large belief systems (Christianity, Islam, Buddhism, etc). Divisions within them are referred to as movements and sometimes sects. So, a Catholic Benediction would benefit a Baptist. [John Goff, DL Listserv, 9/15/98]

### **Miracles: Chastise**



Q) I am unclear on a pretty minor point from F&B. (John Goff?) "Chastise" says you can substitute your Faith roll for Overawe. Does this include the Spirit dice? That is, would a Blessed w/ 5d12 Faith and 2d6 Overawe roll 5d12 or 5d6 using Chastise? - IronPen

A) The Blessed would roll 5d12. [John Goff, DL Listserv, 9/14/98]

### **Miracles: Comparison to Favors**

Q) For game balance's sake, either getting new miracles for the Blessed ought to be harder or getting new favors for shamans should be a lot easier. Right now the Blessed are extremely extremely powerful, they don't suffer any backlash and don't have to worry about being short on appeasement points. - Darrin

A) But, because of religious restrictions, they're also a lot more limited in how they can apply their miracles. Miracles also tend to be weaker than favors--compare Lay on Hands to the shaman equivalent. A failure on the Lay on Hands means the blessed gets the wounds, a failure on the shaman's part simply means he doesn't have enough appeasement points. Or, compare Invisibility to Cloak. Or Hinder to Confusion. Shamanic favors are generally more powerful and versatile than blessed miracles. [John Goff, 17/May/1998, DL listserv]

C) Right now, my character (Laughs at Ravens) really needs the Spirit Weapon favor, and I'm not real hot on the idea of spending 13 bounty points over two sessions to bring his Pledge ritual up to level 7 just for one single favor, while the Blessed can go pray for a day, spend 5 points and get a new miracle. I don't like to go above 6 points in anything without a good reason, but if thats the easiest way to get my character what he needs, I'll do it. How long can he keep that up, though? Can I keep boosting Pledge up to 13, 15, 17d10? That seems a little obscene to me, I don't like to give a character anything higher than 5 or 6 unless I've got a good reason. - Darrin

R) The five point bounty cost is based on exactly what you've just pointed out. Either the blessed keeps raising the faith aptitude to get a new miracle (to levels unheard of by even saints!) or spends 5 bounty points and a day in prayer. If 5 points sounds cheap, consider it this way--it's also the mid-point between hucksters (1 point) and Harrowed powers (10 points). Hucksters have backlash to contend with but more powerful effects, Harrowed effects generally start out weak, but quickly become ungodly. Game balance wise, the miracle falls about midway between the two. Also, mythologically speaking, blessed \_don't\_ seek out others to gain new miracles--they're divinely inspired, whereas it is appropriate for shaman to seek out a teacher. [John Goff, 17/May/1998, DL listserv]

C) Anyway, I admire your determination to stamp out munchkinism and protect game balance, Paul. Looks like Mr. Goff has a little different playing style, which ain't anything bad. This just means I've got to work a little harder to keep up with the preachers. - Darrin

R) My advice would be to not worry about keeping up with the preachers--played correctly they shouldn't be worried about keeping up with other characters, but rather setting a good example and saving the lost. [John Goff, 17/May/1998, DL listserv]

### **Miracles: Going Bust**

Q) When a Blessed character goes Bust on a miracle roll? Found a description for Huxsters and Shamans, but nothing for Blessed. (and my Marshal looked cause I rolled 5 1s on 5 dice) Since there didn't seem to be an official type thing.... (I am not sure if he searched Fire and Brimstone, but I supposed) - williamjdavis

A) Nothing. One of the advantages of havin' the Lord on your side. (He does lose his action, of course.) [Shane Hensley, DL listserv, 7/10/99]

### **Miracles: Lay on Hands**

Q) I think both of you could answer this. The description of Lay on Hands says that the wound modifiers are applied to the Blessed because he can feel the victim's pain. Therefore, I was wondering what effect would things that cancel wound modifiers have.  
- David Pearson

A) The blessed only suffers the wound modifiers the victim feels. So, if he's treating a thick-skinned gunslinger with only a light wound, he suffers no modifiers. As to a blessed's own wound modifier reductions, that's a little tougher. I should have addressed this one in F&B, but overlooked it--sorry. I'd say he suffers whatever modifier the victim suffers and these aren't reduced his own Edges, gifts, miracle effects, etc. The reason is twofold--one theme and one game. Thematically, the blessed is empathizing with the wounded so his physical resistance doesn't come into play (a good analogy is Spock and the Horta, for the rabid Trek fans). Game wise, if the blessed's resistances work, as well as the victim's, there's a too much potential for avoiding the miracle's main drawback. If I've contradicted this reasoning in an earlier post, I would just like to say, I've decided to waffle. - [John Goff, DL listserv, 7/26/98]

### **Miracles: New ones**

Q) A friend of mine plays a blessed who is, shall we say, new to being a man of the cloth. He wants to know how to acquire more miracles. Can anyone help? - Brian Eastman

A) Raise the highest of his Faith or Professional: Theology Aptitudes or spend a day in prayer, make an Onerous (7) Faith roll and pay 5 Bounty Points. [John Goff, 17/May/1998, DL listserv]

### **Miracles: Offensive nature of several of them**

<< They've got a total of 3 truly offensive miracles: Consecrate Weapon (requires Fate Chip), Wrath (requires Fate Chip), and Spiritual Backhand (only does Wind--and not to abominations, etc). >> [I think that this was originally a John comment, ed. note]

R) You're forgetting Smite, Dervish, and Retribution. That and some players can be EXTREMELY clever about using miracles in ways you'd never imagine. - DarrinBrig

RR) True, however, the argument is truly--or strictly--offensive. Retribution requires the blessed to take the damage for it to work--and it's pretty hard to pull off even then with the mods. Technically, Dervish, Smite, and even Consecrate Weapon and Wrath require a true attack to make the miracle effective. [Reply to a reply, John Goff, 6/9/98, DL listserv]

### **Miracles: Panacea**

See HoE Hindrances: Ailin'

### **Miracles: Pious (gift) (Fire and Brimstone)**

Q) In the text for the gift Pious, you state that it reduces the fear level by 2, that you cannot reduce a fear level below 0, and that if the fear level is already 1 (or 0) that Pious has no effect. Does that mean that I can reduce Fear 4 to 2, 3 to 1, 2 to 0, and 1 to 1? I would assume that's not what you meant, but that's what's in the book. - Jay

A) Your assumption is correct. I think the wording got crossed on how to avoid negative fear levels. If it's a 1, lower it to 0. [John Goff, DL listserv, 6/17/98]

Q) What happens if you have two blessed with pious in the posse?, is it cumulative? what about three?, can they make a deadland back into a nice happy meadow with fluffy bunnies just by walking through it? - Vagabond

A) Good question, but nope, it's not cumulative. Only one lowering of the fear level occurs--the blessed have to determine who actual causes by mud wrestling, best two falls of three. (Actually, I'd say it was lowered by the blessed with the highest faith.) Anyway, the actual area lowered is fairly small in size, with a radius of only 1 yard per faith level. If the blessed's areas weren't overlapping, than both would have effect, but where they do overlap, there's no bonus. [John Goff, DL listserv, 6/18/98]

Q) That would be kind of interesting, though. On a related item, what is the effect with people of varying faiths? I.E., > a pious rabbi, a pious priest, and a pious Muslim? - Andrew

A) The same, they don't cancel, but they don't add. It's more the reassuring effect of the strength of the blessed's faith actually becoming tangible than a religion specific bonus. [John Goff, DL listserv, 6/18/98]

### **Miracles: Retribution**

Q) Is there a TN for retribution? Is it modified for wound level? - Patrick Phalen

A) It's supposed to mirror the lay on hands TNs--I think that's in the errata on the web page, (ed. note: see Rulebooks: Fire and Brimstone) but I'm not sure. And yes, it is modified for the wound level. [John Goff, DL Listserv, 9/15/98]

Q) If my Blessed is wounded, and I do a Vamoose! to cast retribution, and subsequently fail my skill check, can I then spend chips to negate my wounds? - Patrick "Monkey Hand in the Foyer" Phalen

A) While I am forced to recognize your level of cheesiness with some respect, the answer is no. The miracle can't be cast until the wounds are inflicted -- and hence (in a WOTC-like timing chain) the opportunity for \_preventing\_ the wounds has already passed. You could always spend all those fate chips to make the roll in the first place. Of course what kind of Marshal lets his players have fate chips in the first place. I arbitrarily damage my players immediately after awarding chips just to keep them on their toes... - [John "Ebola Monkey Hand" Goff, DL listserv, 7/09/99]

### **Miracles: Sanctify**

Q) One of my posse (A Preacher) is currently under attack from a couple of undead abominations. He wants to know if he can use sanctify on the bullets and then use them. In F&B (and I admit I have on glanced through it as my wife says I cannot officially read it until my Birthday on Tuesday!!), it reckons it takes a week to sanctify land. Could it be used on something like a bullet and would it take considerably less time ? - Ian Redfearn

A) Nope--what he's looking for is Consecrate Armament if he wants to have his bullets affect the abomination. Sanctify only cleanse and blesses an edifice or plot of land--but it does so permanently. However, it sounds like he's thinking on his feet, which should be rewarded--but how you want to do that is up to you. [John Goff, 17/May/1998, DL listserv]

### **Miracles: Succor**

Q) What, EXACTLY, does the miracle "Succour" do ? The description in the rule book says it's a quick & dirty version of Laying On Hands but doesn't elaborate. - Jonathan Padgett A) It restores 1d6 Wind for every success and raise on the invocation roll. [John Goff, 17/May/1998, DL listserv]

### **Miracles: Test of Faith**

C) (previous argument lost - ed note) I suppose I was leaving out Test of Faith because I thought it was a silly miracle... from a combat perspective I thought wasting an action to

get another one at a really high level was a bad policy. I guess it is a pretty good miracle for non-combat type things tho... like, say, medecine? Lockpicking? Academia? Persuasion? Gambling... wait a minute, here... - ?

R) It lasts for a round, but only for one Trait or Aptitude check during that period. [John Goff, DL listserv, 2/23/99]

## Monsters

### Monsters: Automatons

C) And here are the "official" stats on automatons thus far. This is taken from a convention adventure we ran, so excuse the strange way the info is presented.

#### Automatons

If they are destroyed, dynamite planted around the braincase destroys their necromantic secret. Since the party likely doesn't know what they've stumbled across, you might want to have pieces of the exploding braincase shower around them. Perhaps a piece of black quartz lodges sizzling in one of the character's flesh-a painful but valuable clue.

Corporeal: D:2d6, N:2d4, Q:1d8, S:3d12, V:2d8 Shooting: automatics 2d6, fightin': brawlin' 4d4

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

Size: 9

Armor: 4

Equipment: Gatling gun in left arm (4d8), sword in right arm (STR+3d8)

C) Actually, these are the stats that I extrapolated when I wrote "Hot Night in the City Of Gloom" for PEG's GC tourney last year. The "real" stats are much kinder and gentler:

Corporeal: D:2d6, N:2d4, S:2d10, Q:2d6, V:2d12 Fightin':brawlin' 3d4, shootin':autos 3d6

Mental: C:2d6, K:1d4, M:2d6, Sm:2d4, Sp:1d4 Overawe 4d6, search 4d6

Size 7

Terror 7

Armor 2

Unaffected by wind and physical stress, as well as emotional stress. Claw for one hand, Gatling w/60rds of ammo in the other Self-destructif destroyed or knocked down and can't get up(force of a single stick of dynamite) [Jay Kyle, DL listserv, 9/2/98]

### Monsters: Black Magic, concentration

(See Hucksters: Concentration)

### Monsters: The Devil

(See Rulebooks: Back East, The South, Devil and his Tramping Grounds)

### Monsters: Edges

Q) In Critters, varmint & rascals, in the rules for making animal sidekicks, in the edges, there is a 2 point edge named (wolf dog, or something like that). This edge gives to your dog +1 to is size and his teeth now do str+1d6 damage. Before the edge, the teeth were doing str+2d4. My question is, if a wolf is better than a dog why his teeth are less powerful? After all 2d4 are better than only 1 d6.(better minimum, better maximum) - Francois Lafond

A) That was my fault. I wrote the animal sidekick rules and a typo of mine got through. That should read Str+2d6. [Lee Garvin, 11/May/1998, DL listserv]

### **Monsters: Harrowed**

C) Put this one in the Accumulated Rules , Allan--after you read the Animal Sidekicks section in Rascals, Varmits and Critters. YES, animals can be Harrowed, but they are VERY rare. [Graveyard Greg, DL Listserv, 4/2/99]

### **Monsters: Los Diablos**

Q) So my question... Does it say somewhere to not include his Grit bonus to the guys check for Los Diablos, and I just missed it? As it is now, I have not decided whether to simply bring them on anyway even though he has not failed, or to string along the posse suffering under its fear until at some future point he finally fails his check? How did you other Marshals handle it. and Hal am I doing this right? - ?

A) Well, if he has the Brave edge and 5 Grit, he should be at a +7 to his roll, yes. The Los Diablos just hang around until that character DOES fail his roll. Then they move in for the kill. [Hal Mangold, DL listserv, 11/01/98]

C) (Changes in Revised Edition) Los Diablos (71): The devil bulls come calling sometime after they've reached 5 Grit. Treat it more as a minimum than an alarm bell. When the hero becomes a real thorn in the Reckoner's side, they come calling. [Shane Hensley, DL listserv, 5/28/99]

### **Monsters: Nosferatu**

Q) I had an NPC ("Shotgun" Chambers, the Texas Ranger) who "became" a Nosferatu, and now I want to use him again, not only have I mislaid the character sheet in a recent move, but I've leant my copy of the Night Train out to friend on the other side of the country. I can replicate the stats (Bumped up archetype that he was) but I can't remember EXACTLY what his condition gives him. - Jonathan Padgett

A) Well, usually, they become feral monsters identical to the noseferatu stats. If you want to personalize him, raise any corporeal stat to the level of the noseferrets (or bump it a little if it's already that high) and drop his mental Traits to the lowest coordination for the die type. He's not likely to use any shootin' irons either. Don't forget, he's got to feed regularly and stay out of the sun--two tough requirements in the sparsely populated West. [John Goff, DL listserv, 6/17/98]

Q) May I just inquire as to why Nosferatu are often referred to as Noseferrets? I know it's supposed to be a pronunciation thing, but I'll be damned if I could figure out how to mispronounce it that way. :- ) - Sean Michael Whipkey

A) It's how Hank Ketchum mispronounced (most likely intensionally) it after having the creature explained to him by a tinhorn in Night Train. [John Goff, DL listserv, 3/2/99]

### **Monsters: Powers**

C) (Changes in Revised Edition) Monster Powers (61): We made a set of standard monster powers as we did in Deadlands: Hell on Earth. Special powers that don't fit into these standard subsets will still be listed on each individual creature profile. [Shane Hensley, DL listserv, 5/28/99]

### **Monsters: Spirits**

Q) Can all spirits be summoned to the real world? What happens to them when they die? I guess they just get sent back home. Since you can summon a specific spirit, can you summon one that 'belongs' to another? If so, can you free a spirit in this way? Do any of

the spirits gain immunity to normal weapons when in the real world? - ?

A) In order: Yes; they return to the hunting grounds; yes (I assume you're referring to a guardian spirit); I don't think so (if you're referring to a gs, it wouldn't want to be freed); yes (kachinas, until they possess somebody). [Paul Beakley, 19/May/1998, DL listserv]

Q) And another thing was that I was surprised so few spirits granted coup. Why is that? - ?

A) Because they're not evil, and because I was lazy/exhausted. [Paul Beakley, 19/May/1998, DL listserv]

## **Movement**

### **Movement: Changes in Revised Edition**

C) Movement (116): In earlier editions, movement was broken up over your actions. That was mainly done to figure out when a character was running or not. It was clunky and made for some strange situations (characters with more actions moved in small increments while slower characters raced around the battle area). We changed it so that your hero can still move up to twice his Pace in a round, but you can break it up however you want. Move over his Pace in a single action and he gets the running penalty. [Shane Hensley, DL listserv, 5/28/99]

### **Movement: Combat penalties, walking**

Q) In one action, playing one of your fateful cards, can a player both walk and shoot? Seems he can with no bad modifiers. - ?

A) Correct. [Shane Hensley, Archives, DL listserv]

### **Movement: Combat penalties, pace 20+**

C) Also struck me as odd that the -4 modifier for your target moving only applies if he can carry a running pace of 20 or more. It's a strange, abrupt cut-off point. A man with Nimbleness of d8 cannot run fast enough to be hard to hit (unless he Gitalong's [Git's Along?]), but a man with a Nimbleness of d10 gets this whopping -4. - ?

R) Correct. The TN already figures the target is moving around trying not to be hit. A really fast target, however, is another matter and nets the -4 penalty. [Shane Hensley, Archives, DL listserv]

### **Movement: Picking up the pace**

Q) It takes an action to pick up the pace? IE, If my next action card is 3s and I pick up the pace I don't get to do anything but run. - Jayson

A) HOE, p. 84. "The cost is an Action Card and a little fatigue. This should be added to the Deadlands expanded rules on the web site as well (truthfully, I didn't think anyone \*ever\* used this rule. . .grin). [Shane Hensley, DL listserv, 8/26/98]

Q) How many times can you pick up the pace? If the above is true, I would guess once per action spent doing so. I used to think it was as many times as you wanted to spend the wind. Some people think it's once per round.- Jayson

A) Once per action. [Shane Hensley, DL listserv, 8/26/98]

Q) When picking up the pace, can this truly be done once an action (providing nothing else is done)? If so, it seems to grant a great movement bonus to someone with a lot of

action cards. If I ran with a Nimbleness of 12, and 3 action cards, my pace would be 8 per action. Assuming I rolled maximum "Gitalong" on each action, I would be traveling 12 per action, for a total run for the round of 36. Now, my friend with Nimbleness 10 comes along. Under normal circumstances, I would outpace him by 4 each round in a foot race. But my friend has 5 action cards to my 3 for this particular round. He too is fortunate enough to roll maximum for picking up the pace, and therefore also moves 8 each action, for a grand total of 40. It seems to me that if I'm faster than someone over the course of a round, I should remain so, regardless of his two extra seconds. I can begrudgingly justify this as a result of him being a little quicker this round, but something about it just seems wrong. - Squibby6008

A) Yup. And if you look at it, a character who maxes out on picking up the Pace 5 times in a single round is still just a little above an Olympic sprinter. But he's also Winding himself like mad. The other guy, who just runs, is probably zigging back and forth, darting from cover to cover, and so on. It's really in how you describe it. [Shane Hensley, DL listserv, 9/22/98]

#### **Movement: Running, declaring.**

Q) Does running have to be determined at the start of the round, or on an action by action basis? The former seems more logical to me, as it allows all movement to be broken evenly between the actions. I just can't see how someone can "run" for just one second. But by the text, it seems that I can choose whether or not to run on each action. - Squibby608

A) That's exactly why we broke up as we did. The original way we designed, everybody decides at the beginning of the round, means your character couldn't run on later actions if he didn't say so at the beginning. That's pretty goofy when the situation changes so much in one round. So we did it this way. You can decide if your character will run on \*any\* given action as it occurs. You're not trapped into something you said several seconds ago when the situation was totally different. Yes, it makes things a little more complicated, but it's a \*real\* nightmare if you do it any other way. [Shane Hensley, DL listserv, 9/22/98]

#### **Movement: Running, penalties**

Q) How are the running penalties applied? The running section states that all other actions incur the -4 penalty; however, in the "Firer is Moving" section of the combat modifiers section (DL, p. 90), it states that the penalty is only incurred on the action the character actually runs in. I suppose this isn't a problem if one assumes the "all other actions" refers only to activities performed during the action one also ran (like firing a gun on the run). It would seem more logical to me to apply the running penalty over the entire round (assuming, of course, that running must be declared ahead of time in order to determine pace for the round). - Squibby608

A) The penalty only applies that action. You should really think of each action as your "turn." [Shane Hensley, DL listserv, 9/22/98]

#### **Quests**

##### **Quests: Granting them (Fire and Brimstone)**

Q) It says a player can find out what his Quest is by asking a mentor or someone of religious rank 5 or higher. Problem is, almost all the religious figureheads are previously described as having religious rank 4 or lower. If an Archbishop of the Catholic church is religious rank 4, who you gotta ask? - Tom Huntington

A) Misprint. Go with 3 or higher. [John Goff, 06/May/1998, DL listserv]

R) Stupid typing. Should be 4 or higher. [Self corrected, John Goff, 06/May/1998, DL listserv]

C) Then again, after almost 4 hours of deliberating over this, it may not have been a typo--we had several discussions over this very thing. The final decision may have been to be 5 or higher (cardinals, etc.) to take the granting of quests out of PC hands. I'll shut up now and let Da Big Man answer this. [John "Buttering up his crow in preparation for a fine dinner" Goff, 10/May/1998, DL listserv]

A) Actually, the real answer is: none of the above. I think it was supposed to be 4 or higher, but what we really think is that the granter of the quest needs to not necessarily have rank, but be \*special.\* What the \*\*\*\* does that mean? It means you shouldn't just walk in off the street and say "Padre, I need a quest." This is one of those role-playing situations where someone very special to the character (or at least known) says something like, "God will forgive you, son. But sometimes you have to prove you're sorry. Maybe if you found the church bell those bandits took last month, the Good Lord's smile on you again." [Shane Hensley, 10/May/1998, DL listserv]

## Rituals

### Rituals: Dance

Q) Dance - Like I said above... (ed. note - see Rituals: Music) you've got to be joking if I'm going to dance my shaman around for 4 hours for one lousy AP. Dance should be AT LEAST 2 AP, or 1 AP per dancer, or double APs for Earth medicine. The description says "few things attract the attention of the spirits like the energy of a rousing dance", but out of all the rituals, Dance is one of the longest and with only 1 AP to show for it, one of the most worthless. I'll take Pledge, Scar, or Smoke first, thankyouverymuch.- RLB?

A) As I've said before, RPing an Indian as presented in Ghost Dancers does not lend itself to the traditional band-of-lone-wolf-mercenary model. If you want a lone wolf mercenary, then yes you're better off with Pledge, Scar and Smoke (and War Cry and the other instant/very fast rituals). However, if you have access to a willing, participating tribe, you can use rituals like Dance to generate, uh, buttloads of appeasement and create true miracles. Don't forget the appeasement you earn from rituals is open-ended: 1 per success AND raise. It's in the book. Dance, frex, has a very low target number IIRC. [Paul Beakley, 23/Apr/98, DL listserv]

### Rituals: Fasting

Q) Fasting - Ok, I've been puzzling over this one for awhile. Let's say my shaman has been fasting for 4 days, makes his vigor rolls, and so on. Ok, so he makes the spirit roll and gets 3 APs or whatever... can my shaman keep fasting? That is, the next day, he's been fasting for five days... makes his vigor roll... can he roll again with a TN of 8 (13 minus 5)? Or, at the end of the fasting, does the Shaman then have to eat something, and hence start over? - ?RLB

A) Have to start over. [Paul Beakley, 23/Apr/98, DL listserv]

### Rituals: Filling the Guardian Spirit with appeasement points

Q) Ok, next question... filling up Guardian Spirits with APs. Is Spirit Song the ONLY ritual you can use to fill up your Guardian Spirit, or can you use Pledge to generate appeasement points and then put them in your Guardian Spirit? Can you use an ordeal that includes your Spirit Song to fill up your Guardian Spirit and put all these points in your Guardian Spirit? Example: Laughs at Ravens uses the Pledge, Scar, and Spirit Song rituals in an ordeal to fill up his GS. - ?RLB

A) You can use any ritual to put APs into your guardian spirit. Spirit Song, a free ritual, can ONLY be used to put appeasement into the guardian spirit. If spirit song is part of an ordeal or ceremony that is putting points into your guardian spirit, fire away. [Paul Beakley, 23/Apr/98, DL listserv]

C) Ok, so the way I understand this now is, my shaman decides to ask Coyote to fill up



the Guardian Spirit thing. Now he performs his rituals, be it spirit song, Pledge, Scar, whatever... and all those APs are then granted to the Guardian Spirit edge, extras being wasted. -

R) Correct. [Paul Beakley, 23/Apr/98, DL listserv]  
(ed note - see also Favors: Spirit Song, and Rituals: Pledge)

### **Rituals: Music**

Q) Music... whathefu? This ritual is a little confusing. Does this always have to be used in conjunction with the Dance ritual? If so, then whats this stuff about Chanting? How about instead of adding dice to the dance ritual, adding APs to it instead. 1 AP for a four hour dance? Are you kidding? - RLB?

A) At a TN 5, where you get 1 point for every success and raise? You bet. It's the cheapest ritual in the book I think. Music is not a ritual but an enhancement of the dance ritual. Chanting is one kind of music. The dice bonuses are "freebies" to make the dance slightly more effective. Long, huge dances can generate HUNDREDS (do the math) of Appeasement. This is the core of major events like the Sun Dance. [Paul Beakley, 23/Apr/98, DL listserv]

### **Rituals: Pledge**

C) Pledge incurs a +1 to the TN if you're asking for the same favor on the same day, but filling up the Guardian Spirit isn't a favor, or at least it isn't called one.

A) No shit? The way I wrote it was: Each time he repeats the same pledge for a ritual, raise the TN by 1. Is it actually different in GD? I figured, between having to come up with new pledges and arbitrary Marshal-imposed penalties for breaking pledges (unless that line was also edited), the Pledge hole was plugged. [Paul Beakley, 23/Apr/98, DL listserv] (ed note: see also Rituals: Filling up Guardian Spirits)

### **Rituals: Skulls**

Q) what rituals are Animal/Human skulls used in? These objects aren't mentioned in any ritual description... are these for rituals that didn't make it into the book? - ?RLB

A) In Objects Sacred and Profane (my draft), it specifies that animal skulls are used for rituals intended for visionseeking way or blessing way favors, and human skulls are for rituals intended for ghost medicine way favors. This brings up a possible complication I hadn't thought of: rituals for your Guardian Spirit that you "intend" to use for said favors -- do you get the benefits of consecrated items? I'd say no, just so you don't have to track colors of points inside the guardian spirit. In this case, you have to perform a ritual to earn the points for the favor, without the intervening guardian spirit step. [Paul Beakley, 23/Apr/98, DL listserv]

### **Rituals: Spirit Song**

Q) Can Spirit Song be used for favors like any other ritual, or are the three uses listed the ONLY three ways to use it? Can I use Spirit Song in an ordeal for, say... the Healing favor? - RLB?

A) Spirit Song's points can ONLY be used the three ways listed. Well...there's 3 and a half, actually. You use your spirit song skill, but not the ritual itself, for the chant bonus (see music). [Paul Beakley, 23/Apr/98, DL listserv]

### **Rulebooks: General**

[This is the section on direct rulebook updates - while most of this file can be considered "errata", this is where misc. stuff about the rulebooks (bibliographies, new stuff, etc.) is

stuffed. I've also copied the errata off of the Pinnacle Web site]

### **Rulebooks: General, Which one to buy next.**

Q) Are there any other rulebooks that I should get after the main one?

A) All of them - Shane's probable answer.

A) Quick and the Dead - general consensus on the listserv.

### **Rulebooks: Back East, The South**

#### **Rulebooks: Back East, The South, Bibliography**

C) I hope this finds you all well, and in good spirits. Please let me say (however belatedly) that it was a great pleasure to meet many of you in person at Origins, and I pray I'll meet a good many more at GenCon as well. I pray you're all enjoying *\*Back East: The South\** (or if not now, soon), and candidly I find myself rather anxious to know what you all thought of it. Until then, I thought I'd chime in with the bibliography I compiled in the course of researching my portion of the book. For brevity's sake, I've omitted all titles previously mentioned in the *\*Tales o' Terror: 1877\** bibliography (which is still available on-line in the Accumulated Rulings [Rulebooks: Tales of Terror, bibliography - ed. note] for all those who're interested). Anyway, here goes....

\*) *\*Ashes of Glory: Richmond at War\** by Ernest B. Furgurson. The nicest surprise I received during my research was this tome and its magnificent narrative style. Furgurson relates the saga of the Confederate capital just as it happened, as seen through the eyes of a rotating cast of city residents: aristocrats, yeomen, and slaves; both famous and infamous. Throughout the book, we know no more or less than the historical personages portrayed within, and the author never fails to make them seem alive and real, even across the decades. Few books I have ever read made me feel more like I was there, and I highly recommend this one to anyone with an interest in the period, particularly the "home front."

\*) *\*The Cause Lost: Myths and Realities of the Confederacy\** by William C. Davis. This is a collection of short essays on a variety of topics (the Jefferson Davis piece was particularly illuminating and useful-- Bill Clinton's legal team surely studied the defense Davis used to save himself from expulsion from West Point:)) by one of the better-known WBTS writers. The myth-shattering Davis engages in within this volume is recommended tonic for die-hard Rebs and Yanks alike.

\*) *\*The Confederate Republic: A Revolution Against Politics\** by George C. Rable. An in-depth study of Confederate politics from secession to surrender, this is an unparalleled study of how the Confederate aristocracy sought to "perfect the American experiment" through secession. As you might expect, it's a tale full of lofty aspirations, supreme arrogance and ultimately, profound tragedy. The heroes are few, the scoundrels are legion (It *\*is\** a book about politicians, after all:)), but in the end, it's a well-researched and informative work.

\*) *\*Rebel Raider: The Life of John Hunt Morgan\** by James A. Ramage. A fairly good biography of my ancestors' commanding officer which does not shy away from any of the controversy surrounding its subject's life and career. I came away persuaded that Morgan was deserving of his pending court-martial and that his death was nothing short of an atrocity, but as in all things WBTS-related, I urge everyone to do your own reading and decide for yourselves.

\*) *\*The Story the Soldiers Wouldn't Tell: Sex in the Civil War\** by Thomas P. Lowry, M.D. No, I didn't make this one up!:) In a scholarly fashion, it covers prostitution, sex scandals, swear words, bawdy songs and poems, "ailments of Venus" and even the pornography of the 1860's. Plus, it has a city by city guide to red-light districts found during The War without which the Nashville section of *\*BE:TS\** could not have been written. It's alternately amusing and disgusting, but never flinches from the truth, and is

therefore invaluable to those who want to appreciate fully the all-too-human side of our forbearers.

\*) \*Units of the Confederate States Army\* by Joseph H. Crute, Jr. A complete list of every single regiment, battalion, and battery in Confederate service, which I read cover to cover. Dear Lord, I have to get a life.....)

\*) \*Unexplained!\* by Jerome Clark. The pick of the litter for DEADLANDS fans, this is a treasure trove of international weird happenings from the Middle Ages to the present day. I was able to get the fullest possible data regarding the Botetourt Gassers and the Unidentified Airship sightings of the late 19th Century, to name but two, thanks to this book. Highly recommended to all Marshals!

\*) \*The Bermuda Triangle Mystery Solved\* by Lawrence David Kusche. A book that truly lives up to its title, and a must-read for everyone swept up in the 90's paranormalist boom. The \*Mary Celeste\* chapter was invaluable to me, even though I somewhat ironically rewrote it into something phantasmagoric. [Christopher McGlothlin, DL listserv, 7/13/99]

C) Since PEG cut my bibliography from BE:TS, I thought I'd post it here for those of you who want to delve further into Carolinas lore and history (not many of you, I imagine, but what the heck). Books marked with an asterisk are ones I particularly recommend.

Barrett, John. The Civil War In North Carolina  
 Carden, Gary and Nina Anderson. Belled Buzzards, Hucksters, And Grieving Specters  
 Chase, Richard. Grandfather Tales  
 The Jack Tales\*  
 Davis, Donald. Jack Always Seeks His Fortune  
 Edmunds, Mary L. R. Recollections Of Greensboro  
 Frasier, Walter. Charleston! Charleston!: The History Of A Southern City  
 Guest, William. South Carolina: Annals Of Pride And Protest  
 Harden, John. The Devil's Tramping Ground\*  
 Lee, Lawrence. New Hanover County: A Brief History  
 Lefler, Hugh and Albert Newsome. North Carolina: The History Of A Southern State\*  
 Morgan, Fred. Haunted Uwharries\*  
 Perkins, David, ed. Raleigh: A Living History Of North Carolina's Capital  
 Powell, William S. North Carolina Through Four Centuries  
 Roberts, Nancy. Civil War Ghosts And Legends  
 Ghosts Of The Carolinas\*  
 Ghosts Of The Southern Mountains And Appalachia  
 North Carolina Ghosts And Legends  
 South Carolina Ghosts  
 Roberts, Nancy and Bruce Roberts. This Haunted Land\*  
 Russell, Randy and Janet Barnett. Mountain Ghost Stories And Curious Tales Of Western North Carolina  
 Sprunt, James. Chronicles Of The Cape Fear River  
 Stoesen, Alexander. Guilford County: A Brief History  
 Wellman, Manly Wade. Who Fears The Devil?\*
 Whedbee, Charles. The Flaming Ship Of Ocracoke And Other Tales Of The Outer Banks  
 Outer Banks Mysteries And Seaside Stories  
 Legends Of The Outer Banks And Tarheel Tidewater  
 Woodward, Grace. The Cherokees [Steve Long, DL listserv, 7/30/99]

#### **Rulebooks: Back East, The South, Devil and his Tramping Grounds**

C) Those of you who've read BE:TS may have noticed a reference in the Carolinas section to the "Devil's Tramping Ground" in Chatham Co., NC. However, there's no Marshal's badge attached to that section. SOMEone ::coughcough Hal Mangold coughcough:: \*cut the Devil\* from Marshal Law. That's right, folks -- he whacked Ol' Scratch right out of there. I've no doubt that someday he'll be forced to answer for this most grievous offense. Since I don't want to be tarred with the same brush, I figured I'd

post the writeup for the Devil himself right here! Enjoy:

\*) The Devil's Tramping Ground <2>

Once again, friends, local lore beats out science and rationality by a country mile. The Devil's Tramping Ground is just what its name says it is: a place where the Devil paces around while he thinks. Of course, the Devil, in this case, is just an exceptionally powerful manitou allowed a certain amount of free rein on Earth by the Reckoners. He's a common figure in Carolinas folklore, but he's not the all-powerful icon of evil depicted in the Bible. He's wicked and cruel, all right, but he can be tricked, beaten in contests, and gotten the better of by clever people. For example, Kill Devil Hills on the Outer Banks is a place where a clever hermit tricked the Devil into getting down in a sand pit and then collapsed the pit on him.

\*) THE DEVIL (a.k.a. Old Nick, Uncle Nick, Old Scratch, His Infernal Majesty)

Corporeal: D:6d12, N:6d12, S:5d12, Q:5d12, V:6d12

Mental: C:4d8, K:6d12, M:6d12, Sm:4d10, Sp:10d12

The Devil has all Aptitudes at level 4, or higher, as the Marshal requires.

Pace: 15 Size: 7 Wind: N/A

Terror: 0-20 he can adjust it depending upon need and desire. Usually he's content to leave it at 0-2 so that he can interact with normal folks without too much trouble. How else can he talk to them and tempt them?

Special Abilities: He's the Devil. He can do pretty much anything the Marshal needs him to do create relics or other items to tempt people, appear and disappear at will in a puff of brimstone, and even grant wishes. He's also immune to Wind and physical stress.

Description: A red-skinned man with tiny horns, a wicked-looking Van Dyke beard, and a tail, typically wearing overalls. His Infernal Majesty doesn't take kindly to folks messing with his Tramping Ground. He clears away the sticks and trash each night, but if he finds anyone there watching him, he'll grab them quick and cart them off to Hell before you can say Jack Robinson. Only if the hapless victim can tempt or trick him into a contest, and then defeat him, can this unpleasant fate be avoided. Now, of course, Hal cut my Devil writeup for a very simple reason: like Raven or Rev. Grimme, he's not the sort of creature your posse should be able to kill. But, as depicted often in NC folklore, ordinary folks \*can\* trick, outfox, or beat the Devil in various contests of wit or brawn - so you may, at some point, find yourself wantin' a writeup. If so, enjoy. :) [Steve "Devils' Advocate" Long, DL listserv, 7/30/99]

### Rulebooks: Back East, The South, Marksman

C) Marksman Associated Trait: Cognition Cowpokes are accustomed to shooting it out close-up even when carrying long arms, and consequently are rarely capable of exploiting the full potential of such weapons. A soldier, by contrast, is trained to put lead into the enemy, accurately and consistently, at much longer ranges. Therefore, a soldier who succeeds at a Fair (5) roll with their marksman Aptitude halves the modifier normally added to their base TN for range, but if they Go Bust, the range modifier doubles instead. Resolving a marksman roll is a Simple Task (Speed 1), but a character cannot attempt a roll if they're also Shooting from the Hip. A character may Draw a Bead as normal on subsequent actions, provided their aim is not disturbed (by failing a Stun Check, for example) before they fire, which results in all benefits of the marksman Aptitude roll and/or Drawing a Bead being lost. Marksman only works with Rifles and Carbines; no other type of weapon derives any benefit whatsoever from this Aptitude. Similarly, marksman cannot be used to halve the range modifiers of smoothbore Rifles (the US Model 1822 and 1842 Rifles from Law Dogs, page 67). [Christopher McGlothlin, DL listserv, 7/22/99]

### Rulebooks: City of Lost Angels

### Rulebooks: City of Lost Angels, Anahuaks

Q) Just a quick one - should Patron Saints work like Guardian Spirits, ie cost 1-5 with

fate chip abilities available at 1, 3 and 5 points? Lost angels gives the Patron Saint Edge as a variable cost Edge from 1-3, but the Anahuac Shaman has Patron Saint at 4... Steve Wallace

A) Yup - 1 to 5. [Matt Forbeck, Direct Email to Steve, 5/24/99]

### **Rulebooks: City of Lost Angels, Stigmata**

Q) speaking of Arcane Backgrounds, am I to assume a Voodooist in the city has no stigmata...no mention of it, and Mr. Goff even helped write the book. - Baron Samedi

A) My contribution to the book was almost entirely the adventure. I had nothing to do with the stigmata portion. My thought is perhaps Voodoo just got overlooked. RoB was in that "gray area" of final production at the time CoLA was being written and it may have fallen through the cracks. IMO Voodooists would definitely have some form of stigmata. Perhaps something along the lines of their loa. [John Goff, DL listserv, 4/15/99]

A) The bulk of the conceptual stuff is me (I think...yet again, I'm the last one to get the final thing). I'm guessing because everything that's being talked about -- Anahuac, Patchwork Science, stigmata, the various edges sounds like the stuff I wrote. Yeah, voodoo slipped through the cracks when I was working out the stigmata rules. I had the rules, I'm just stoopid. Sorry. It shouldn't be hard to make up. An interesting stigmata: Spots of blood that appear all over the body, maybe eventually sprouting long pins... [Paul Beakley, DL listserv, 4/15/99]

### **Rulebooks: City of Gloom**

Thanks everyone for the constructive criticism. I mean that genuinely. I think most of your comments on CoG were intended to help shape better products in the future, and I am listening. So let me share my comments with you.

C) Maps: The map of Salt Lake City was reproduced from a real map of SLC at the time. Our map guy added Junkyard, and while he usually does an incredible job, I don't feel he quite captured the essence of Junkyard and the Steel Sky. At the point we got the map, however, it was too late to do much about it. Also, no one here \*hated\* it, we just weren't as excited about as we would like to have been.

C) Maps: As for a street map of Junkyard, that's my fault. I honestly never considered it. Seems silly with hindsight, but I guess I thought the big map would cover it, then I forgot about it when the real map came in and I was already working on another project. It might have been a real challenge anyway with the Steel Sky. Hmm. Tough one. But I do understand and agree with your complaint.

C) Cardstock: This is a technical and boring answer, but the truth. Our old boxes (CoG and the Maze) are cut from one large sheet. The box alone does not take up all of the sheet, so we find something to do with the extra space. In the Maze, we threw in the Maze-runner and sub. In CoG, we had no idea what to do with it. Some of the guys were in love with the idea of the landship and rattlers, so we decided to throw those in. From our point of view, they're "free" to you. We pay for the art (fairly expensive but manageable), but the printing is free. To you, of course, it isn't seen that way. You see it as part of the set you just plunked down \$30 for. Understood. The new boxes (either Fortress o' Fear or possibly another) do not have "dead space" so the components won't be thrown in as "freebies," so you don't have to worry about it.

C) We've cut down our boxed sets in the future. Only major campaign settings will now appear in boxes. Everything else will be a book. If we need a poster-map, we'll bind it in.

C) The Writing: Glad you enjoyed this part. This was a tough one for me. How do you portray the rich and engrossing history of the Mormons without offending anyone? I hope I did so. I tried my best to be fair, had several Mormon friends read the manuscript as I worked on it, and in the end, relied on the fact that a non-Mormon narrator was

relating the tale. I hope I succeeded.

C) As for Hellstromme and Junkyard, I love \*industrial\* wastelands (check out my "Crosshairs" supplement for West End's Shatterzone if you want a real industrial Hell.) Lots of fun. - [Shane Hensley, DL listserv, 8/25/98]

### **Rulebooks: Deadlands**

### **Rulebooks: Deadlands, Revised Edition**

C) We are once again sold out of our main rulebook and Q&D. We also now have a new interior layout (much prettier) which you'll see premiere in Doomtown or Bust. We want the original rules to look as good as our current supplements, so we're putting the manuscript in this new format, and making one significant change and one very minor one (both of these will go on the website for free as well). The significant change is very simple, yet VERY difficult to explain to those who already know how things work. But I'll try. The non-interested should definitely skip this one, and I don't want a ton of email asking me to explain it better right now. Deal? The Change: Instead of having all those confusing Traits, Aptitudes, and Coordinations, we're simply going to let you list \*all\* of your "traits," including Strength, Shooting, and so on. But instead of listing "Deftness," and then all the different Aptitudes beneath it, you'll simply have Deftness as just another trait. Of course what we now call Traits will still be generated the same way (with cards), as will Aptitudes, and you'll still derive die types from your "primary traits" (or something like that). But once you create your character, you don't have to look at Shootin' 3, then find the die type d12, and then say "I got 3d12." You'll simply look at Shootin' and it'll say 3d12. In the end, we're just shuffling the names around. Making heroes works just the same. In effect, the system does \*NOT\* change in the least--only the way we present it to eliminate confusion and make the game a little more elegant. It also means the previous sourcebooks don't have to change one iota. The statistics for the bad guys are already written in this format.

Second Change: This is very minor, but we hate the way movement works right now. The faster characters wind up moving slower "per segment." So we're simply going to say you have your Nimbleness in yards, and you can use it however you want during your actions. How we figure in the running modifier yet I'm not quite sure. Again, please let us finish and don't punish me for letting you guys in early by bombarding me with a thousand ideas. SO: the layout, the aptitude "presentation," the movement rules, and some new art are the only things that will change in the new Deadlands. Hal can fill you in on some organizational changes as well. [Shane Hensley, DL listserv, 3/4/99]

C) Okay, the big news I have is that the Revised Edition got broken up into two books: The Weird West Player's Guide and the Marshal's Handbook. Both books are 208 pages, with color, and \$25. (Pretty good, I think!) We took out all the spoilers from the player's guide so you Marshals can keep your players in the dark a little better. We also made a number of rule changes, which we'll post on the web site, AND, I'll post right here, right now. You HOE players can use or ignore these changes as you see fit. We'll likely include them as optional changes in the "Waste Warriors" book coming out later this year. From the Player's Guide:

\*) Trait Checks (36): Coordinations have always bugged us, so we got rid of them. Sort of. They're now called "Trait Levels," which in itself isn't a big change, but it changes the mindset of those who are frustrated that their Trait is often better than their skill, particularly when making the old-style default rolls (see the change to those below). We also draw attention from the controlling Trait by having you list your character's Aptitudes with the die type. It's subtle, but it makes the game much easier for new players to learn.

\*) Default Skill Rolls (26): Along with the change to Trait checks, we made default rolls different so that players aren't looking at their 1d12 search and wondering why they wouldn't want to always roll their 4d12 Deftness instead, even with the old "unskilled" penalty of -8. Changing the way unskilled rolls works to a single die with a -4 penalty also changes the mindset of those who think it's better to be unskilled at something and suffer the modifier than to get less dice. (Statistically, it's true in some cases and not in

others.) \*) Skill Lists (38-48): These are now alphabetized instead of listed with individual Traits.

\*) Throwin' (46): Who wants a concentration for all the different things you can throw? Like with Hell on Earth, we divided the concentrations up into balanced and unbalanced.

\*) Night Terrors (56): Everyone hated the way this Hindrance worked, and it was a pain in the saddlesore to keep up with. The new night terrors works like this. Make a Spirit roll at the beginning of each session or lose your lowest chip. If you do lose a chip, however, your character experiences a prescient dream as before.

\*) Gift o' Gab (62): Characters now get to pick up languages as if they had a skill of 1 after a few minutes of conversation. This cleared up some ambiguities on the old system.

\*) Luck o' the Irish (63): This Edge now give the character an extra Fate Chip per session. Much simpler.

\*) Knacks (Quick & the Dead): These are no longer Edges. Your character can get them only by gaining a mysterious past (drawing a Joker during character creation).

\*) Movement (116): In earlier editions, movement was broken up over your actions. That was mainly done to figure out when a character was running or not. It was clunky and made for some strange situations (characters with more actions moved in small increments while slower characters raced around the battle area). We changed it so that your hero can still move up to twice his Pace in a round, but you can break it up however you want. Move over his Pace in a single action and he gets the running penalty.

\*) Weapon Speed (118): The biggest change to combat is that we got rid of weapon speeds. We originally did this so that there was a difference between single- and double-action pistols. It's a very slight difference in the real world, and hard to model in a game. We started with the most realistic but it made single-actions, rifles, and shotguns slow and a pain to remember the "shootin' from the hip" modifier. So we ditched all that and did this instead: double-actions get to fire twice each action while single-actions fire once (but can fan). Rifles and shotguns can fire once per action.

\*) Fate Chips (145): Chips can be spent on the Strength portion of hand-to-hand damage rolls. Legend chips can be used to reroll anything, including table results like backlash. They're also discarded once used! Use 'em wisely!

\*) Hexes (154): Hucksters have gotten a rock from the start. Not only did they have to buy each hex as its own skill, they then had to make a skill roll, draw cards, and risk getting their heads blown off by manitous as well. They still have to do the card business, but red Jokers are always good, and all their hexes now use a single skill hexslingin'. That means they can get better at their craft and have better chances to pull off their spells.

\*) Mad Scientists (165): Red Jokers are always good and no longer cause madness.

\*) Rituals (182): Shamans got the same makeover that hucksters did. Their various rituals are now one skill with several concentrations.

#### **From the Marshal's Book:**

C) Howdy, Marshal! If you've been with us for a while, we'd like to point out the most significant changes we've made in this books. Changes to skill and combat mechanics, as well as those for some of the character types with arcane backgrounds, can be found in the Weird West

**Player's Guide. New Marshals can ignore this page and it won't be here in future printings.**

\*) Fear Effects (19): We've made the bad guys a little more powerful and greatly reduced the job of the Marshal in tracking fear effects. From now on, the Marshal simply draws chips at the beginning of each fight in areas of high fear (Fear Levels 4-6). 1 Chip at Fear Level 4, 2 at 5, and 3 at 6.

\*) Grit (22): We got rid of the whole concept of "fearmongers." Too many folks just couldn't decide who or what a fearmonger was. From now on, award Grit when your posse defeats a major evil it's your call if the end of any adventure is worthy. Also, a character's maximum Grit is 5, and it can now be lost by going bust on a guts check made against a TN of 9 or higher.

\*) Fate Chips (24-25): We made sure you knew Fate Chips for solving the adventure are rewarded during the adventure, not at the end of each session. We also made it clear that the Marshal isn't supposed to use Legend Chips (put 'em back and draw another).

\*) Knacks (39): As we mentioned in the Weird West Player's Guide, Knacks are now a mysterious past. If you have players who bought knacks as Edges, leave 'em alone. You can institute the change on any new characters brought into your game if you want. We also gave knacks Legend Chip abilities.

\*) Monster Powers (61): We made a set of standard monster powers as we did in Deadlands: Hell on Earth. Special powers that don't fit into these standard subsets will still be listed on each individual creature profile.

\*) Size Table (61): The long-awaited Size Table helps you figure out how big your own varmints are. (Will post on web-site next week).

\*) Los Diablos (71): The devil bulls come calling sometime after they've reached 5 Grit. Treat it more as a minimum than an alarm bell. When the hero becomes a real thorn in the Reckoner's side, they come calling. [Shane Hensley, DL listserv, 5/28/99]

### **Rulebooks: Deadlands, errata**

Howdy Folks! It seems the same gremlins that sometimes sneak into mad scientists' most amazing contraptions slipped into the Deadlands rulebook as well. You never can seem to get rid of them all, but we think we've caught most of the ornery varmints. In the meantime, this should fix up the damage they did while they were mucking around.

P. 31: This one's my mistake, folks. When you draw a Joker, immediately draw another card to determine your Trait's Coordination.

P. 48: The costs for a Hankerin' are 1 or 3, depending on how bad it just happens to be. The table's correct, even if the header isn't.

P. 54: The second part of "Big Ears" should read: "A character with the big ears Edge adds +2 to any Cognition rolls in which hearing comes into play."

P. 65: The Range Increment for the pistols should be 10 (as it is in the Combat Chapter and "The Whole Enchilada" example. Derringers and thrown knives have a range increment of 5. The Rate of Fire for double-barrel shotguns and scatterguns is 2. Thrown knives do STR+1d6 damage.

P. 67: A regular holster costs \$3, and a quick draw holster runs \$11.

P. 73: The Mad Scientist's Science: Engineering score is 3 and Mechanically Inclined costs 1. The good professor's picture accidentally got placed overtop the numbers.

P. 85: Contrary to what the Action Complexity Table says, making a stun check does require an action.

P. 100: This wasn't an error, but we want to be clear. The damage for a hand-to-hand attack is a regular Strength roll added to the damage dice of the weapon. For instance, your character with 3d10 Strength stabs some ornery critter with a Bowie knife (Strength+2d6 damage). Roll her Strength (say you get 3, 5, and 9) and then roll 2d6 (say your total is 8). The total damage is 17.

P. 113: The areas listed in black are states. The areas listed in red italics are territories.

P. 132: A line got cut out of the soul blast hex. The huckster's "to hit" score is the total he rolls to cast the hex. For instance, if you roll an 11 on your soul blast, your "to hit" score is 11, and you get 2 extra cards for your effect. Called shot and other "to hit" modifiers are subtracted from the huckster's total for purposes to hit, but not for



determining the number of cards drawn. Also, the minimum hand is a pair, and a flush causes 7d10 damage.

P. 138: A mind control device is listed twice on the Gizmo Construction Table. Leave it in the straight flush category, and strike it from the royal flush category.

P. 141: When a flamethrower explodes, it's not really as deadly as we made it out to be. The person wearing the device still takes 1d10 damage for each shot still in the tank. The number of dice is halved for victims within 10 yards, halved again for people within 20 yards, and so on. A flamethrower with 20 shots still in it explodes. The wearer takes 20d10 damage. A cowpoke 15 yards away takes 5d10.

P. 152: Just to clarify, appeasement points can't be stored up. Once you perform a ritual, you have to ask for a favor right away.

P.156: The table for the scar ritual should read:

Scar	Size	Speed	TN	Damage
Small Scar	(1-3")	1	7	1d6 Wind
Large Scar	(4" +)	2	5	2d6 Wind

P. 159: The table for Vision Quest should read: Appeasement Information Requested 2 a minor matter such as the success or failure of a crop, marriage, birth, etc. 5 a matter of some import, such as a clue to the identity of a murderer, or a clue as to the weakness of an abomination 10 a major matter such as the outcome of a proposed raid or whether someone might speak the truth at an important negotiation.

P. 168: Soul Eater: The last paragraph should read: "The amount of Wind the power steals is determined by the level of the power the Harrowed is using." By the way, it costs the Harrowed nothing to actually use the power. Chapter Fifteen: Just to make things absolutely, no-possible-means-of-confusion clear: A critter's or abomination's Nimbleness is equal to its Pace unless its got a different Pace listed in its description.

P. 221: The Backlash Table refers to page XXX. In this case, XXX is a secret code for the number 219.

The Character Sheet: If you'll notice, there's a small difference between the character sheet in the back and the one pages 59-60. Unfortunately, the one on pages 59-60 is the one that was supposed to be linked into the book. The only real difference, fortunately, is the color codes for the different wound levels. If you use the colored vinyl paper clips to keep track of wounds, make sure you use this chart. By the way, we're going to put a correct and lightened version in "Marshal Law." [Pinnacle Website, <http://www.peginc.com/Deadland/errata.html>, 8/31/98]

### Rulebooks: Deadlands, More Gremlins!?!

The first printing of Deadlands sold out faster than even we had hoped. As mentioned in the back of Marshal Law, gremlins mucked with the text in the rulebook quite a bit. While we were scouring over the book and getting it ready for the second printing, we found a few more areas where those rascally varmints tried to ruin our day damn their scaly, green hides. We repaired everything in the second printing (we hope), but we also wanted to make clear all the fixes to those of you who put down your hard-earned cash for the first go around. So here you go: The Logo: Our wonderful logo was created by none other than Ron Spencer, the man who created all the color pictures in the book's interior.

Page 22: Add to the lexicon: "Successes: Sometimes we say this to mean a success and any raises."

Page 33: Add a bow skill. Firing an arrow's a lot different than blasting away with a pistol. If you're a brave into the Old Ways, you need this skill.

Page 34: A character can attempt a failed lockpick roll multiple times, but each try after the first incurs a cumulative -2 penalty, up to -8. After that, she's stumped until she earns another lockpicking level.

Page 34: We removed the shootin': carbine concentration. Since a carbine's just a short rifle, you use the shootin': rifle skill to fire a carbine.

Page 34: You can use the sleight of hand skill to quick draw a small weapon, but it's treated like a related skill, so you take -2 to your roll.

Page 40: Add photographer to the professional skill's concentrations.

Page 50: If you're a miser, you can only own "el cheapo" gear (described on page 63).

Page 54: A "capable and loyal dog" is no longer a 1-point belonging. Look for this kind of Edge in The Quick and the Dead.

Page 54: Friends in high places can go all the way up to 5 points.

Page 55: A law man that's a Marshal operates in a town. A Sheriff oversees a county, and a US Marshal is responsible for an entire country.

Page 57: There is no room on the back of the character sheet for background. Use a separate sheet for this.

Page 58: This is one place where the gremlins went wild. Ronan's cards are all messed up. He's got an Eight of Diamonds instead of an Eight of Hearts, a Six of Diamonds instead of a Six of Hearts, and a Five of Hearts instead of a Five of Diamonds. Also, the Three of Clubs gives 1d6, not 1d4.

Page 59: Ronan's got 1 in leadership and 2 in climbin'.

Page 65: Add these:

	Weapons	Shots	Speed	ROF	Damage	Range Inc.	Price
Single-Action Pistols	.45 Peacemaker	6	2	1	3d6	10	\$15
Other Weapons	Thrown spear	1	1	1	STR+2d6	5	\$3
	Thrown tomahawk	1	1	1	STR+2d6	5	\$3
Rifles	44-40 Winchester '73	15	2	1	4d8	20	\$25

Also, note that the damage listed is for 8 oz. of nitroglycerin.

Page 66: A speed-load cylinder costs \$3. Also, add:

Weapon	Defensive Bonus	Speed	Damage	Price
Spear	+3	1	STR+2d6	\$3

Page 67: Gun Accessories

Gun belt \$2  
 Holster \$3  
 Quick-draw holster \$11  
 Rifle scabbard \$3  
 Shotgun thong 25

Page 69-80: Almost every archetype's Wind was missing. We added these in to the new printing, even though sharp cowpokes like you should be able to figure them out for yourselves.

Page 70: The brave's got language: Indian sign 2. His trackin' and fightin': tomahawk skills are now 3 each.

Page 73: The mad scientist has arcane background: mad scientist.

Page 77: The saloon gal's voice is soothin'.

Page 78: The shaman has language: Indian sign 2. His search skill and fast ritual are now 1 each.

Page 79: The soldier's shootin' and speed-load skills are now for rifles instead of carbines.

Page 87: In the running example, Ronan can move 6, 5, and 5 yards.

Page 89: Flamethrowers and other gizmos that you shoot each have their own skill concentration. They don't fall under the regular concentrations.

Page 91: The thing Ronan's shooting at pops up at just under 20 yards away.

Page 95: If you try to make two attacks at once, you take -2 to both actions, plus -4 (for a total of -6) to the off-hand attack.

Page 97: Gizzards are considered part of the guts area when assigning wounds.

Page 99: Here's a new Damage Steps Table:

Die Weapon Types  
 d4 Light clubs, small knives  
 d6 Arrows, heavy clubs, pistols, large knives  
 d8 Rifles, sabers  
 d10 Buffalo rifles, flamethrowers  
 d12 Small artillery  
 d20 Dynamite, cannon balls

Page 99: When figuring how a weaponless attack gets through armor, you round down to the nearest damage step.

Page 100: Under "Size Matters," ignore that "round-up" bit. Remember, you always round down.

Page 101: Wounds taken to the gizzards, upper guts, and lower guts are applied to the guts area.

Page 103: Wind rolls are open ended too.

Page 109: You can't spend chips to reroll dice after you go bust.

Page 111: In the example, Michelle actually has two Kings. She plays both to use her lariat (which requires two actions to use).

Page 128-133: "Concentration (1)" means "Concentration or 1 Wind/round." Also, replace all those double-sided arrow symbols with the word "per."

Page 129: A huckster can't heal his own wounds with helpin' hand.

Page 131: The minimum hand for shadow walk is Jacks.

Page 133: The minimum hand for trinkets is an Ace.

Page 135: Hellstromme's first name is Darius. (Ed. Note - No relation.)

Page 139: No device can ever have a Reliability of more than 19. A Reliability roll of 20 always fails.

Page 142: The example should deal with Professor Spencer, not Fogg.

Page 148: Lay on hands cannot be used to heal the blessed asking for the miracle.

Page 152: To clarify, you actually ask for the favor before performing the ritual.

Page 154: The Appeasement for fast varies.

Page 156: A shaman knows one favor for every level in his highest ritual Aptitude, just like it says on page 151.

Page 158: The Appeasement cost of soar with eagles is 2/4.

Page 159: The strength of the bear favor adds one step to your Strength die type, not your Coordination.

Page 163: When you halve a Harrowed's Traits, you halve both the die type and the Coordination. So 3d10 would become 1d4 (rounding down in both cases).

Page 168: Wind stolen by means of the soul eater power fades away if not used immediately. The duration of this power is special.

Page 174: The Quick and the Dead was originally planned as a boxed set, but it's now a deluxe hardcover book instead. This meant, though, that we couldn't easily include a sticker sheet for your poker chips. We're looking into making our own Deadlands poker chips and Fate Pots, though. Stay tuned for more on this.

Page 181: Again, The Quick and the Dead is no longer a boxed set. The screen is already available with Marshal Law instead. This also includes a 40-page booklet with two full-length adventures.

Page 184: The California maze dragon's Terror is 11.

Page 193: The dust devil's Terror is 7.

Page 195: Hangin' judges have a Terror of 11. Their guns vanish in the hands of living folks.

Page 196: Jackalopes have a Terror of 5.

Page 197: Los diablos have a Terror of 9.

Page 198: Mojave rattlers have a Terror of 11. They have an underground Pace 18, which cannot be doubled by running.

Page 198: Night haunts have a Terror of 9.

Page 199: Prairie ticks have a Terror of 7. It's rumored that their nests are controlled by giant queen ticks.

Page 200: Walkin' dead have a Terror of 9.

Page 200: Wall crawlers have a Terror of 7.

Page 201: Wendigos have a weakness to hot tallow. If you can somehow persuade one to sit still long enough for you to pour some of this gunk down his throat, it kills him

instantly by melting his icy heart. They also have a Terror of 11.

Page 202: A bear has a Terror of 7 when angry. The mountain lion has a claw and a bite attack, and each does STR+1d4. Rattlers don't have a sneak skill, but they have an overawe of 2d8.

Page 208: The Fate Deck mentioned on the Fear Effects Table is actually the Marshal's Action Deck.

Page 217: Under "Queen," replace the lone wranglin' skill with teamster.

[Pinnacle Website, <http://www.peginc.com/Deadland/moregrem.html>, 8/31/98]

### **Rulebooks: Great Maze**

### **Rulebooks: Great Maze, Cover art**

Q) Red Trim =>Artillery? Thanks! How 'bout tellin' me now what the rank of the man in the sash might be, or anything else you can glean from it with your greater knowledge of such things? - Ross Coburn

A) The gentleman on the left has his pants leg tucked into his sock, which would indicate he's an infantryman whose unit is either bivouacked in the field or on the march (Foot soldiers did this to keep insects from crawling up their trousers). The artillery officer in the middle is a Lt. Colonel (two stars on the collar). The gentleman on the right is a First Sergeant (5-point-star over three chevrons), and the black color of his rank insignia is non-standard, indicating he's most likely an infantryman. [Christopher McGlothlin, DL listserv, 3/10/99]

### **Rulebooks: Fire and Brimstone**

### **Rulebooks: Fire and Brimstone, errata**

LORD!!! Free us, your humblest servants, from this scourge which plagues our every step. Help us to send those little green bastards back to whatever pit of Hell spawned them.

Pg. 54: The Miracle Retribution says the TN is "Special", the TN is supposed to mirror the standard healing TNs.

Pg. 103: For the granting of quests, under Regaining Lost Grace it says that someone special (or someone with a Religious Rank 5 or higher), can grant quests. That means the character shouldn't just walk up to any preacher on the street and say, "Padre, I need a quest." This is one of those roleplaying situations where someone very special to the character (or at least known) says something like, "God will forgive you, son. But sometimes you have to prove that you're sorry. Maybe if you found those church bells that the bandits took last month, the Good Lord will smile on you again." Leonidas Polk is listed as a Methodist, he is actually an Episcopalian. Amen. [Pinnacle Website, <http://http://www.peginc.com/Deadland/fboops.html>, 8/31/98]

### **Rulebooks: Doomtowntown or Bust**

### **Rulebooks: Doomtowntown or Bust, Size**

C) The price did go up to \$25.00 for this book, but unless they're printing on fatter paper, I think this one feels bigger for some reason. But for all the book has crammed in it, I think it's worth every peso. Not a bit of wasted space in this book. - ?

A) Just for the record, the book IS bigger, at 144 pages. And let me tell you, it was sheer frickin' heck trying to fit Rob Vaux's excellent work in THAT few pages.... :) - [Hal Mangold, DL listserv, 7/10/99]

### **Rulebooks: Doomtowntown or Bust, Omitted Characters**

(Kindly sent over from the Doomtowntown listserv by Xotzil)

C) There haven't been any suggestions for a bit, so I thought I'd post the first batch of characters who didn't quite make the DOB! editorial knife. More will be on the way soon. In addition, I should have another story out sometime next week - with luck. Meantime, enjoy! Rob Vaux, Story Czar \*New Doomtowntown or Bust! Personalities\*

\*) Cort Williams

Cort was working the Fellheimer's Folly case when the Ghost pulled him for duties in Gomorra. He's an experienced gunfighter with an odd tendency for tidiness that makes him a perfect Agency man. He never likes to see a mess go uncleaned for long, and Gomorra's about the biggest he's ever seen. Before entering a Pinkerton operation, he always puts on a pair of black leather gloves, to keep himself sanitary. He has developed a friendly rivalry with Nelson Roberts, and the two are constantly comparing their exploits to each other.

Corporeal: D: 3d8 N: 2d10 Q: 4d6 S: 1d10 V: 2d6 Lockpickin' 2, Shootin': pistol 4, Climbin' 1, Fightin': brawl 2, Sneak 3

Mental: C: 2d12 K: 2d8 M: 3d10 Sm: 3d8 Sp: 2d6 Scrutinize 3, Search 5, Academia: occult 3, Professional: law 2, Overawe 3, Persuasion 2, Bluff 2, Streetwise 3, Guts 2

Grit: 1 Edges: Brave Hindrances: Habit (neatness), Loyalty, Tinhorn Gear: gatling pistol, 50 shells, long duster,

\*) Lawrence Goodman

Lawrence is a disgruntled employee of the 1st Bank, distrustful of his employers for cozying up to Sweetrock and desperate to think of some way to make them pay. When Black Jack made him an offer, he jumped at the chance, and made sure the outlaws had a clear entrance and exit when they came calling. Now, with the bank robbery behind him, he hopes to be of further use to the gang by filtering information and serving as their eyes and ears in Gomorra. Besides sticking it to Sweetrock, Black Jack pays a lot better, too.

Corporeal: D: 2d8 N: 3d8 Q: 3d6 S: 2d6 V: 2d6 Filchin' 2, Lockpickin' 2, Shootin': pistols 2, Climbin' 1 Horse Ridin' 2, Sneak

Mental: C: 3d8 K: 3d6 M: 2d6 Sm: 2d6 Sp: 3d6 Scrutinize 3, Trade: banking 3, Persuasion 2

Grit: 0 Gear: bank keys, .38 pistol, 20 shells

\*) Randolph "Rails" Richardson

Rails is a messenger who has worked the canyons of the Great Maze for as long as the Confederates have been here. He's been assigned to the Rangers as a scout and long-term transportation chief, and has helped them counter Gus Gallagher's access into trouble spots in the Maze. His modified steam sled, the Texas Tornado, has given the Rangers a means of confronting abominations hiding in the Maze.

Corporeal: D: 2d8 N: 2d12 Q: 3d10 S: 3d6 V: 2d8 Shootin': carbine 3, shotgun 2, Climbin' 2, Dodge 4, Drivin': steam sled 5, Fightin': sword 3, Sneak 2, Swimmin' 4

Mental: C: 2d10 K: 1d6 M: 3d8 Sm: 2d6 Sp: 2d6 Search 2, Area Knowledge: The Great Maze 4, Bluff 1, Ridicule 2, Guts 4

Grit: 0 Edges: Brave, Mechanically Inclined, Nerves o' Steel, Rank (1) Hindrances: Big Mouth, Heroic

Gear: steam sled, shotgun, 50 shells, cavalry saber

\*) Elizabeth King is typical of the coach drivers found in the stage office. Her profile can be substituted for another driver if need be.

Profile: Elizabeth King

Corporeal: D: 2d8 N: 3d10 Q: 2d8 S: 2d6 V: 3d6 Shootin': shotgun 2, Speed load 2, Climbin' 1, Dodge 3, Drivin': coach 4, steam wagon 4, Horse Ridin' 3, Teamster 4

Mental: C: 2d10 K: 3d8 M: 3d8 Sm: 2d6 Sp: 4d8 Search 2, Area Knowledge: central California 4, Animal Wranglin' 4, Guts 3

Grit: 0 Edges: Eagle Eyes

Gear: shotgun, box of shells, Armor-plated steam wagon (see Smith and Robards for more details) [Rob Vaux, Doomtowntown listserv, 6/18/99]

### **Rulebooks: Ghost Dancers**

### **Rulebooks: Ghost Dancers, errata**

Seems like a coyote spirit must have got his hands on the Guardian Spirits chapter in Ghost Dancers. On page 49 the Special Abilities paragraph should read: "Guardian spirits can also impart special abilities with the expenditure of a Fate Chip, as if they were a special kind of knack. These abilities are revealed as more points are put into the Edge: a 1-point guardian spirit only imparts the first ability listed, a 3-point guardian spirit imparts the first two, and a 5-point guardian spirit grants access to the first three abilities. The Legend Chip ability of the guardian spirit can be used at any level, but the Edge may never be increased above level 5." You can always use a higher chip for a lower ability." 5 points is the maximum for Guardian Spirits.

Pg. 84: Under the War Club entry, appeasement spent on Strength of Bear should be doubled, not tripled. If the owner has a Guardian Spirit, or is on Sacred Ground that favors the War medicine way, then appeasement points are tripled.

Pg. 97: Under Sacred Grounds, appeasement points can not be quadrupled.

[Pinnacle Website, <http://www.peginc.com/Deadland/gdooops.html>, 8/31/98]

### **Rulebooks: Ghost Dancers, section divisions**

Q) In the Ghost Dancers book it says that all players know the information in the War Party section. Does this mean their characters know this as well, or is it out of character information only? - ?

A) Any player's character can know the information in War Party. Any player of an Indian character can, with the permission of the Chief, read Sacred Grounds. Only the Chief can read the Chief's Words. [Paul Beakley, 5/07/98, DL listserv]

### **Rulebooks: Lawdogs**

### **Rulebooks: Lawdogs, Bibliography**

C) I mentioned the LD bibliography in response to some recent discussions. Unfortunately, it had to be cut for space reasons. Here it is for those who are interested:

- \*Bakeless, John. Spies For The Confederacy
- \*Blacker, Irwin, ed. The Old West In Fact
- \*Coolidge, Dane. Fighting Men Of The West
- \*Cusic, Don. Cowboys And The Wild West
- \*Diagram Group, The. Weapons
- \*Dorman, Michael. The Secret Service Story
- \*Ezell, Edward. Handguns Of The World
- \*Gunther, Gerald. Constitutional Law, 11th Edition
- \*Hogg, Ian. The Encyclopedia Of Weaponry

\*Horan, James. The Great American West  
 \*Josephson, Michael. Essential Principles Of Criminal Law  
 \*Kane, Harnett. Spies For The Blue And Grey  
 \*Lavender, David. The American Heritage History Of The Great West  
 \*Markle, Donald. Spies And Spymasters Of The Civil War  
 \*McKennon, C.H. Iron Men  
 \*Metz, Leon. The Shooters  
 \*Morgan, Ted. A Shovelful Of Stars  
 \*Morn, Frank. The Eye That Never Sleeps: A History Of The Pinkerton National Detective Agency  
 \*Newton, Michael. Armed And Dangerous  
 \*Preece, Harold. Lone Star Man  
 \*Rees, Clair. The Beginner's Guide To Guns And Shooting  
 \*Rosa, Joseph. Age Of The Gunfighter  
 \*Sabbag, Robert. To Tough To Die: Down And Dangerous With The U.S. Marshals  
 \*Samora, Julian, et al. Gunpowder Justice  
 \*Savage, William Jr., ed. Cowboy Life: Reconstructing An American Myth  
 \*Venner, Dominique. Frontier Pistols And Revolvers  
 [Steve Long, DL listserv, 7/6/98]

#### **Rulebooks: Law Dogs, Billy the Kid**

C) I \*did\* write him up for LAW DOGS, but those rascallions cut him from the manuscript. I can only assume they have some other plans for him. - [Steve Long, DL listserv, 5/19/99]

Q) wellllll, if there aren't big plans for everyones baby faced killer any chance of seeing his stats posted on the list or even the PEG site ? - Pete Rogers

A) Yup. We cut him because he hasn't "happened" yet. [Shane Hensley, DL listserv, 5/20/99]

#### **Rulebooks: Lawdogs, Dave Rudabaugh**

C) Jay Treat kindly pointed out to me that the writeup of Dave Rudabaugh on page 101 of LAW DOGS accidentally has his Deftness and Nimbleness switched. My bad. :( Feel free to switch 'em back, or just change the appropriate Aptitudes if you prefer. [Steve Long, DL listserv, 7/15/98]

#### **Rulebooks: Law Dogs, Double action penalties**

Q) On Page 62, under "Set Trigger" the book says that a set trigger will negate the "-1 penalty for double action revolvers" if the Marshal is using that rule. The thing is, I've been though and through the book and can't find the rule it's referring to! Is the -1 for DA revolvers in another book, or did it get cut from LD, or is it in LD and I'm just | blind? -Doc

Q) Also, the description of the Set Trigger mentions a -1 to shootin' rolls for DA pistols. I assume this was another rule that hit the recycle bin, since I didn't see any reference to it anywhere else. Too bad, it sounded like a good rule to explain the popularity of SA over DA. - ? (about two weeks later - got the same answer though, ed. note)

A) As near as I can tell, the -1 for DA revolvers optional rule was cut in editing. In my manuscript it appeared right before "Hidin' Guns" (p. 58). The cut text read: <<Marshals who want to encourage characters to use the more common single-action revolvers, or who are seeking greater "realism," can impose a -1 penalty to all shots made with double-action revolvers. This simulates the fact that it is harder to pull the trigger on a double- action revolver, which makes it more difficult to keep the gun properly aimed.>> [Steve Long, DL listserv, 7/10/98]

C) Just one thing I'd like to point out, if you use this rule, you'd probably want to ignore it if the DA revolver is being hipshot or fanned, since it's not being "aimed" and the pull

of the trigger won't matter much. - ?

R) That's certainly a worthwhile observation. The same could perhaps be said for any "wild" shot that doesn't involve at least some minimal attempt at aiming (it is assume that the "typical" shot does involve an attempt to aim; a "wild" shot would be one that's already penalized in some fashion to represent its inherent inaccuracy compared to the typical shot). [Steve Long, DL listserv, 7/30/98]

#### **Rulebooks: Law Dogs, Edges**

C) You may notice in some of the character descriptions (such as Hardin's) the mention of a new Edge, \*cross draw.\* The Edge itself was, however, cut. For those who are interested in using it, it costs 1 point; its purpose is to counteract the standard -1 quick draw penalty (LD, p. 59). [Steve Long, DL listserv, 7/6/98]

#### **Rulebooks: Law Dogs, Graves and Brimstone**

Q) In the Marshal's section, it says to ask Graves what the story is - but the story itself isn't mentioned. What's the story? How did one of the first hexslingers in the West wind up riding Satan's horse? And what special powers does Brimstone have (apart from eating up 4 points worth of the Belongings Edge)? - ceesrw

A) I had hoped to get to that particular story in some future product, and I may yet, but in the interim I'll give you this greatly abbreviated version. Graves worked as a cowboy for a time. One night, out by himself in the badlands as he rode from one job to another, he heard a herd of cattle approaching his campsite in a narrow valley. As they came thundering into the valley, he saw that they weren't ordinary cattle -- they were odd, demonic even. And the herd was so big there was no way to get out of their path. Thinking quickly, he shot the lead steer in the head right before it got to him, dropping it dead in its tracks. The herd parted around its body, saving him. Then the fella owning the demonic herd -- Old Scratch himself! -- came riding up behind the cattle, demanding to know who shot his best bull. Graves owned up to the deed, but angrily accused the Devil of trying to kill him. Furious at this mortal impudence, the Devil got off his horse and said he'd teach Graves to respect his betters. A fistfight ensued, which Graves won. As he had the Devil pinned in the New Mexico dirt, Old Nick asked what he'd take to let him up. Graves asked for the Devil's horse, and got it. I haven't plotted out all of Brimstone's powers yet, though; that you will have to wait for until I have the time. ;) I do know he's fast, immune to fire damage, has a wicked temper and a nasty sense of humor, and can bite something fierce. Note that the above story is colored by the way the Devil is depicted in American folklore, including the folktales of my native North Carolina. For more information, including stats for the Devil himself (unless that veritable printer's devil, Hal Mangold, cuts 'em), check out my part of the forthcoming BACK EAST: THE SOUTH. ;) [Steve Long, DL listserv, 3/2/99]

#### **Rulebooks: Law Dogs, Hexslinger Hexes**

Cool Breeze

Trait: Spirit

Hand: Ace

Speed: 2

Duration: 1 minute/hex level

Range: 1 yard/hex level

A cool breeze is just the thing to refresh a character who's on his last legs. It brings a character's Wind back quicker than normal and the better the hand, the quicker it comes back:

Hand	Wind Regained
Ace	1 Wind per 45 seconds
Pair	1 Wind per 30 seconds
Jacks	1 Wind per 20 seconds



Two pairs	1 Wind per 15 seconds
Three of a kind	1 Wind per 10 seconds
Straight	1 Wind per 5 seconds
Flush or better	Character recovers all lost Wind immediately

This hex can be used to return someone to consciousness who's been incapacitated by Wind loss. However, at the end of the hex, he is still disabled unless some other method is used to heal him.

#### Cut And Run

Trait: Spirit

Hand: Ace

Speed: 2

Duration: 1 minute/hex level

Range: Self

Sometimes it's better to look mean than be mean. Using this hex, a Hexslinger makes himself look so intimidating that an opponent is likely to slink off with his tail between his legs rather than clear leather with him he'd rather cut and run than stay and fight. Cut and run adds +2 to any Aptitude that the Hexslinger chooses to use in a Test of Wills (bluff, overawe, or ridicule), but it only adds to one, and the Hexslinger must choose which one while he casts the hex. Every hand above the minimum hand adds another +1 to the Aptitude.

#### Deadman's Card

Trait: Knowledge

Hand: Ace

Speed: 1

Duration: Instant

Range: Self

This hex gives new meaning to the term "card sharp." It turns an ordinary playing card into a razor-sharp weapon which the Hexslinger can throw at any opponent. The Hexslinger uses his throwin': knife Aptitude (or Deftness, if he doesn't know that skill) to determine whether he hits his target. The damage done depends on the hand: Hand Damage Ace 1d4 Pair, Jacks 1d6 Two pairs 1d8 Three of a kind 1d10 Straight 1d12 Flush or better 1d20

#### Double Trouble

Trait: Cognition

Hand: Pair

Speed: 1

Duration: 1 minute/hex level

Range: Touch

Why wait to shoot? This hex converts any single-action pistol into a double-action pistol for a time. This has two uses. First, it makes the pistol faster to use; this is why Hexslingers often use it on their own guns. Second, it prevents the gun from being fanned; this is why Hexslingers sometimes use it on an opponent's gun, since stopping the other guy from filling the air with lead is usually a good idea.

#### Fannin' The Flames

Trait: Smarts

Hand: Pair

Speed: 1

Duration: 1 round/hex level

Range: 1 yard/hex level

This hex goes the old gunfighter's trick of fannin' a pistol one better. It has two effects. First, if the subject doesn't have the fannin' Aptitude, he gains it at level 1 for the hex's duration. Second, if the subject already knows fannin', the spell eliminates the standard -2 penalty when using it. When this application of the hex is used, every two hands above the minimum hand also give the subject +1 level of fannin'. Fannin' the flames cannot be cast on a character twice to both give him the Aptitude and then eliminate the penalties for it.

**Iron Shirt**

Trait: Cognition

Hand: Pair

Speed: 2

Duration: 1 wind/round

Range: Touch

A little protection goes a long way. This hex offers the Hexslinger some by turning his ordinary clothes into armor. The minimum hand provides 1 point of Armor; every hand above the minimum adds +1 point of armor.

**Two Fer Th' Price Of One**

Trait: Smarts

Hand: Two Pair

Speed: 2

Duration: 1 Wind/round

Range: Self

This extremely difficult and dangerous hex doubles the Hexslinger's chances of fun on a Saturday night by doubling the number of guns he can easily use. If successful, it grants the Hexslinger the equivalent of the two-fisted and two-gun kid (5) Edges. Stand back and let 'er rip!

**You're Out!**

Trait: Spirit

Hand: Ace

Speed: 1

Duration: Instant

Range: 5 yards/hex level

This is one of the most feared hexes in the Hexslinger's arsenal, because it steals the other fellow's bullets! Doesn't matter what size they are, they vanish from the other guy's gun and appear in the Hexslinger's hand. Kinda ruins your day if you're in a gunfight, eh? The minimum hand for this hex will swipe three bullets away from the target; every hand above that takes another three bullets. Bullets are first taken from any gun(s) the target has pointed at the Hexslinger (and they come from the chambers under or nearest the hammer, requiring the target to take a Simple Action to rotate the cylinder into firing position). If all the bullets in those guns are taken, bullets next come from other loaded guns the target is carrying, then from speedloading cylinders, then from storage belts and pockets and such. [Steve Long, DL listserv, 8/18/98]

**Rulebooks: Law Dogs, Metallic Cartridge conversion**

See also Weapons: Cap and Ball

Q) What would be the cost of converting a cap & ball pistol to a cartridge pistol in terms of money, TN, and time? - Gunsmith

A) The following was cut from the manuscript by PEG: Metallic Cartridge Conversion: A cap-and-ball pistol can be converted to use metallic cartridges. This costs \$5 and requires an Onerous (7) trade: gunsmithin' or tinkerin' roll and a day's time. Converting a rifle is usually pointless it costs 100% of the gun's price, so you might as well just buy another rifle if you can. [Steve Long, DL listserv, 8/12/98]

**Rulebooks: Law Dogs, Mounties**

C) I stated earlier that the Mounties would be covered. Alas, space required that they be cut. However, Shane has told me that they will be appearing in A Future Book. :) [Steve Long, DL listserv, 7/6/98]

**Rulebooks: Law Dogs, Rank Edge**

Q) Also, in your description of the 1 point version of the Rank edge, you call it 'free'. What does that mean? PCs only have to pay points for rank if they get it above 1? Or was that a typo-oriented error? - jayson

A) There's an editing, not typographical, error there. If you check the paragraph under "1" on the Rank Table on p. 42 of LD, you'll note that the paragraph references "Rank 0." In my manuscript, there was a "Rank 0" for ordinary officers, then one point got you "Low-Ranking Officer." Rank 0 would have been free. [Steve Long, DL listserv, 6/28/99]

### **Rulebooks: Law Dogs, Secret Service archetype**

Q) Why no write ups on Secret Service people like say James West of Wild Wild West, but under another name. - ?

A) Here's the archetype, which was cut, and which should answer #2. As for #4, there weren't any famous Secret Service men that I came across, and I already had plenty of others to fill up the book. Hey, that's why they call it the \*Secret\* Service.

-----  
Secret Service Agent Personality: What's that, sir? Yes, I'm a Secret Service man, see the badge? Sure, I'll take a look at it for you. Come over here where the light's better. Let's see. Paper doesn't feel right. Engraving's a little spotty in places. Color's not quite what it should be. Yup, I'd say this one's counterfeit, though I'd need to take it back to the office and put it under the lamp to be sure. I'll have to keep this evidence, you understand. o you remember who gave you this, sir? I need to write down the description and pass it around the office. If it's who I think it is, we'll probably have him in custody soon. I'll need you to come to court and testify. Quote: "No one can slip a fake by us."

Deftness 2d10 Cognition 2d10 Shootin': pistol 2 Arts: Engravin' 1 Nimbleness 2d8 Scrutinize 3 Climbin' 1 Search 2 Dodge 2 Knowledge 2d12 Drivin' 1 Academia: Forgers & Counterfeiters 1 Horse-ridin' 2 Academia: Technology 2 Sneak 1 Professional: law 2 Quickness 4d6 Forgin' 3 Strength 3d6 Trade: Printing 1 Vigor 3d6 Mien 2d8 Leadership 2 Persuasion 2 Smarts 2d10 Bluff 2 Streetwise 2 Spirit 3d6 Guts 2

Wind: 12

Edges: Hindrances:

Law Man 3 Enemy -2 (forgers and counterfeiters)

Rank 1 Obligation -3 (protect United States currency and the President; investigate technology)

Gear: Browning Semi-Auto Pistol, 40 rounds of ammo, magnifying glass, small toolkit, badge, \$80 in Union greenbacks

[Steve Long, DL listserv, 8/11/98]

### **Rulebooks: Law Dogs, Shadowin'**

See also Skills: Shadowin'

Q) Shadowin' is listed as a Pinkerton skill in Law Dogs. I was wondering where this skill is found. - ?

A) It was in the manuscript, but apparently was cut for space. Had it been left in, it would be on pages 44-45. Here's the text from the manuscript: Shadowin': This new Aptitude, based on Cognition, is a favorite with detectives and spies. It allows the character to follow and observe someone without being seen not very polite, really, but sometimes the Weird West requires a little rudeness. Typically, shadowin' someone requires a Fair (5) roll for every block or so that they walk in a city or town, or every mile or so they ride or walk in the wilderness. The roll is reduced to Foolproof (3) if there are plenty of crowds or other obstacles to cover the character's actions, and increased to Onerous (7) or even Hard (9) if there's nowhere to hide, the subject being followed knows the character on sight, or there are other difficulties (it's mighty hard to shadow someone across the desert when he can see for miles in every direction, after all). Characters being shadowed can make a shadowin' or search roll to figure out that they've picked up a tail; the Target Number for this roll is based on the circumstances, as

described above the more cover the shadower has, the harder he is to spot. [Steve Long, DL listserv, 7/25/98]

### Rulebooks: Law Dogs, Weapons

Q) Maybe it's a 2am hallucination, but I've coulda sworn that Steve posted the stats to the SS's Browning earlier this month - but I just went over the full listserv archives with a comb and couldn't find them. Anyone happen to have 'em? - Darius

A) Yeah, I might happen to have 'em lying around somewhere. :)

Maxim Semiautomatic Rifle .44 16 2 2 20 4d8 +0 5 1876 \$80

Browning Semi-Auto Pistol .45 7+1 1 2 10 3d6 -1 2 1876 \$100

Maxim Semiautomatic Rifle: This odd rifle, an adaptation of the Winchester "Yellow Boy," uses a unique semiautomatic mechanism which allows for rapid firing. A magazine of 16 rounds is contained in the butt, along with a special lever that uses the force of the gun's recoil against the shooter's shoulder to chamber another round. If the gun is used to hipshoot (see Deadlands, page 93), this mechanism will not work and the gun thereafter has a ROF of 1 until the character uses a single action and makes a Fair (5) trade: gunsmithin' or shootin'/Knowledge roll to get it working again. The Maxim has a Reliability of 19. Browning Semi-Auto Pistol: Invented by famed scientist/tinkerer/gunsmith John Browning, this is the first truly semi-automatic pistol. It has a "clip" or magazine of 7 shots in the grip (and can carry an additional round in the chamber), and the recoil of each shot chambers the next round, thus allowing for a rapid rate of fire. However, these newfangled weapons are rare and expensive, and the special ammo for them (which is equally hard to come by) costs double what ordinary ammunition costs. The Browning has a Reliability of 18; a malfunction usually indicates a jam, which requires 3 rounds to clear before the gun can be used again. - [Steve Long, DL listserv, 8/2/98]

### Rulebooks: Marshall Law

#### Rulebooks: Marshall Law screen

(The fate chip wind recovery listed on the Marshall Law screen is different from previously published materials, ed. note)

Q) On the latest Edition of Marshal Law

Chip	Wounds	Wind
White	Up to 1	5
Blue	Up to 2	10
Red	Up to 3	15

Which is different than the books. Is this correct? - Anderson

A) Doh! I'll have someone's head for that. . . This is the first time we've noticed/heard about it, and yes, it's a major mistake. Our bad. The old version is correct (white, red, blue). [Shane Hensley, DL listserv, 7/29/98]

### Rulebooks: River of Blood

Q) One thing - Levi Ross' Drivin':Steamboat skill isn't given. It's listed, but no level is given. Should we assume 5? - Steve Wallace

A) Yes, and Trade: River Pilot is also a 5. [John Goff, DL listserv, 2/16/99]

### Rulebooks: RVC (Rascals, Varmints and Critters)

**Rulebooks: Rascals, Varmint, and Critters, errata**

Our humblest apologies to the talented writers who we miscredited for their contributions. As stated in the book, if we made a mistake with your entry, please let us know and we'll be sure that the mistake is corrected with the next printing of the book.

Pg. 53: Francis Hamer is the creator of the dreaded River Leviathan.

Pg. 72: Christopher W. Dolunt, it was revealed, is the devious mind behind not only the Poison Woman and the Will o' the Wisp, but the Humbug and the Stone Man.

Pg. 50: Chris Nelson AND Mischa Krilov are the creators of the Pit Wasps. The wee beasties are at it again...

[Pinnacle Website, <http://www.peginc.com/Deadland/rvcoops.html>, 8/31/98]

**Rulebooks: Rascals, Varmints, and Critters, Vampires**

Q) Umm... if there aren't any vampires in the book, why does the writeup on the web page promise stats for Dracula? Is there anything else that was supposed to be in there that isn't that I should know about? - Dan Davenport

A) Because sometimes we're morons. - Sheep-faced Shane [Bluntly answered by Shane Hensley, 20/Apr/1998, DL listserv]

**Rulebooks: Smith and Robards****Rulebooks: Smith and Robards errata**

Q) Torpedoes: The damage for torpedoes is not listed anywhere. What is it?

A) 5d20

Q) 2. Vapor Cannons: A. The text on p. 94 says that the shots column lists the number of shots per ghost rock core, however, the chart on p. 95 lists the shots for the cannons as "BL". B. The ROF for both the 12 pounder and 10 pounder is listed as 3. C. The game effects aren't given for the deluxe recoil system.

A) BL stands for Breechloader, the vapor cannon holds one shot just like all the other cannons.

Q) Steam Gatling: The Reliability and Hand needed aren't listed for the steam gatling.

A) The Reliability is 18, the Hand is 3 of a Kind

Q) Velocipede: The fuel rating for the velocipede is listed as 150, as if it was a piece of equipment rather than a vehicle.

A) the fuel rating should be «.

Q) Alchemy: Some things I'm not clear on. First, what is the maximum hand limit for a starting character's formulae? Is there anything to stop them from taking five Royal Flush formulae? Second, it isn't clear in the book about how distinct alchemy is from mad science. Can a character practice both? If he had high skills in both Alchemy and Science:Engineering, would he start the game with both a gizmo and formulae?

A) The hand limit is determined the same as it is for mad scientists starting gizmos, start at the lowest hand and count up a number of ranks equal to the scientist's Alchemy level. A character with a 5 Alchemy could have 5 Flush formulae. Mad scientists can practice both engineering and alchemy. However, starting characters begin with either a gizmo or a set of formulae. This is determined by which of their two Aptitudes is higher, engineering or alchemy. If the two Aptitudes are the same level, the player may choose which to start with. A scientist who begins play with a gizmo does not get the free 1d20

ounces of philosopher's stone alchemists start with. [Pinnacle Website, <http://www.peginc.com/Deadland/s%26roops.html>, 8/31/98]

### **Rulebooks: Tales o' Terror 1877**

### **Rulebooks: Tales of Terror, errata**

Good people of the listserver: Attention all Tombstone \*Epitaph\* Readers! Apparently, both the Pinkerton Detective Agency and the Confederate Secret Service got hold of our 1877 Update, and made some, to put it mildly, unauthorized changes. Here's the uncensored portions of the text for your perusal:

Page 23: The last line in the first paragraph under "Here Lie The Fallen" should read "Union ranks", not Confederate. The sentence should then make sense in context.

Page 24: The picture is mis-captioned. The burning city depicted is Louisville, Kentucky, not Savannah, Georgia. [Sherman did not burn down Savannah in either DEADLANDS history or ours.]

Page 29-30: The person who counted the troops in Kansas must have been seeing double (or triple, or...) from swallowing too much home-brewed popskull. Sheridan only detached about 3,000 Union troopers from the Army of the Potomac for duty in Kansas. Confederate General Gano has only about 1,200 men in his brigade [5,000 would give him a whole \*corps\*!] General Watie has about 800 men in his command.

Pages 29, 30, 37 & 96: The Cherokee Mounted Rifles were Watie's original command, and were of regimental strength. It was expanded to brigade strength in 1864 with the addition of units raised from the other Civilized Tribes, and the name was then changed to the Indian Cavalry Brigade. The references on these pages do not reflect these changes, but should. Page 31: The sentence in the the fourth paragraph under "Ulysses S. Grant" should read "Rumors of widespread graft and cronyism have plagued his administration from the outset," not "graft and nepotism."

Page 32 & 92: John Sedgwick's name is misspelled "Sedgewick" in every occurrence.

Page 87: The Fear Level in Vicksbug should be 5, not 3. Page 98: Forrest's Sword should note that it allows the bearer to use the \*eulogy\* power with the \*overawe\* Aptitude instead of \*tale-tellin\*.

- I hope this helps you all, and please feel free to post any questions you might have. Until then, take care and best regards. [Christopher McGlothlin, DL listserv, 8/31/98]

### **Rulebooks: Tales of Terror, General Scott**

Q) I'm working on the index for "Tales O' Terror: 1877" and I got disturbed when I read the briefest of comments. pg. 32, we read: "A sizable gap had been torn in the Confederate line, and General Winfield Scott's II Corps moved to exploit it." - Tom Huntington

A) You weren't the only one disturbed by the comment! In my original manuscript, that line made proper reference to General Winfield Scott \*Hancock\*, but I guess my editor (s) made an honest mistake and changed it. [Christopher McGlothlin, DL listserv, 2/6/99]

### **Rulebooks: Tales of Terror, bibliography**

As you may already know, the War-related material was distilled from a much more expansive timeline of the entire War to date, but I'm restricting this list to just the titles that helped me put together what you saw (will see) in \*ToT77\*. A bit of editorial comment accompanies each book. I hope this helps you all in your continued exploration of the Weird West!

--\*The Civil War\* by Shelby Foote. The best book written about the War, ever: End of story. If you read one book about the War in your entire life, make it this one.

--\*How Few Remain\* by Harry Turtledove. The author's best book to date is an alternate history of the Second American Civil War, twenty years after the Confederacy is victorious in the First. It's a must-read for anyone who enjoys alternate history. A

sequel is forthcoming.

--\*Eye-Deep in Hell: Trench Warfare in World War I\* by John Ellis. Despite the fact it's obviously not a Civil War book, this was my blueprint for the northern Virginia campaign. It's one of those books that makes you marvel at the inhumanity of war and the resiliency of the human spirit. Parts of this book will shock all but hardened students of military history.

--\*Between Two Fires: American Indians in the Civil War\* by Laurence Hauptman. A well-written if unfocused anthology of various Indian experiences in the War. Contains an excellent, short biography of Confederate General Stand Watie, Principal Chief of the Cherokee.

--\*The Civil War Day-by-Day: An Almanac\* by E.B. Long. A classic work, and still an invaluable resource after several decades in print. It's similar in form to the daily list of historical events Steve Long (Hmmm, any relation?:)) has so graciously posted here all summer. Find out where Grant and Lee were on your birthday or anniversary!:) )

--\*Encyclopedia of the Confederacy\*, Edited by Richard Current. Perhaps the best-ever reference book on any Civil War topic. You probably won't do as I did and plunk down \$335 for the unabridged version (Wimps!:)), but a one-volume abridged version, suitable for use by everyone but obsessive types like me, has just been released.

--\*The Historical Times Illustrated Encyclopedia of the Civil War\*, Edited by Patricia Faust. Page for page, the handiest reference book anyone could own concerning the War.

--\*Stonewall of the West: Patrick Cleburne & The Civil War\* by Craig Symonds. The absolutely fascinating story of the greatest general you've never heard of. See herein why I am convinced he's the one man who could have won the War for the South in our history. I dedicate this to the guy who asked how I made up a character like Cleburne!:) )

--\*The Civil War: Strange & Fascinating Facts\* by Burke Davis. A book I recommend even to those who don't care a bit about the War, it's such a good read. Should be re-released as the BIG BOOK OF CIVIL WAR WEIRD, IMHO, as it's so full of potential DEADLANDS story ideas.

--\*The Atlas of the Civil War\*, Compiled by James McPherson. A reluctant recommendation on my part. A mix of McPherson's usual biased-as-to-be-laughable prose with unexpectedly shoddy research. When it's right, it's invaluable, but when it's not, it's criminal. This book was the punchline to many jokes in several leading Civil War publications after its release. DO NOT rely on this tome without cross-checking its facts elsewhere. Lastly, I need to say a special thanks to Steve Long, without whose advice and encouragement I'd still be sitting around thinking, "Wouldn't it be cool to write for DEADLANDS?". Thank you very much, my friend Thanks also to God and my wife, without whom nothing is possible or worthwhile. [Christopher McGlothlin, DL listserv, 8/27/98]

## Scart

### Scart: Guts checks

Q) When rolling for a failed Guts check on the Scart Table are the dice rolled added together, a la Combat Damage, or do you only take the highest roll, a la an attribute check ?? - edwards

A) They are added together. [Shane Hensley, 17/May/1998, DL listserv]

Q) Aces are re-rolled ? - edwards

A) Yup. [Shane Hensley, 17/May/1998, DL listserv]

Q) Hmm. I checked the rules and it doesn't say "add" anywhere. It says something about "like skill or damage rolls, reroll any aces" but it doesn't actually say anything about adding the d6's together. We may need to ask PEG for a clarification. Let's see if anyone will bite. - ?

A) Guts checks are done like any other Aptitude roll. You take the highest result. When rolling on the Scart table, however, you DO add the dice together. [Hal Mangold, DL listserv, 10/7/98]

### Scart: Table results.

Q) Are the effects of the Scart table cumulative ? For example, if you roll 19 and get a Minor Phobia, do you also get effects of Dead Faint, Weak in the Knees, The Heebie-Jeebies, The Willies, Queasy and Uneasy ? - edwards

A) No. Minor Phobia points you only to Weak in the Knees, which doesn't point you to any other table entry. [Shane Hensley, 17/May/1998, DL listserv]

## **Shamans**

### **Shamans: Changes in Revised Edition**

C) Rituals (182): Shamans got the same makeover that hucksters did. Their various rituals are now one skill with several concentrations. [Shane Hensley, DL listserv, 5/28/99]

### **Shamans: Concentration**

(See Hucksters: Concentration)

### **Shamans: Faith and miracles**

See Also Indians: Non-Shamans that have rituals

Q) I don't have the ghost dancers rule book yet, so I don't know if my questions are answered therin, but do shamans with Faith get the protections miracle? - ?

A) Nope. [Paul Beakley, DL listserv, 9/15/98]

Q) How about it Paul? Does the faith stat play a part in shamanistic game mechanics? - ?

R) Only for a few specific rituals. I've offered my interpretation of the difference between Spirit and faith before, but here it is again:  
 Spirit = Character's connectedness with the world  
 Faith = Character's belief in a formalized belief structure  
 Theology = Character's knowledge of a formalized belief structure  
 They're all mutually independent. [Paul Beakley, DL listserv, 9/15/98]

## **Skills**

### **Skills: Above the initial limit of 5**

Q) Shane, what is the official word on skills above 5? Is it: not at all / only under special circumstances / maybe a few points above 5 / open slather - Vagabond

A) Well, I'm not Shane, but I can tell you the official word is players are free to take those skills as high as they want. Level 5 is only a starting limitation. That way posse members can be very good, but not quite legendary in their skills (unless they drop a lot of points into Reknown). Many Marshals choose to keep the limit at 5, and they've stated some very good reasons for doing so. What it all comes down to (and I know you asked not to hear this...)but it is first and foremost your game. If you don't think it's a good idea, don't do it. Just adjust the interventions to work for level 5. [John Goff, DL listserv, 6/14/98]

A) Sorry, we've published lots of stats with skill levels of 7,8, and so on. Maybe you're thinking of beginning skills. We don't want players starting with more than 5 to start, but after that, it's their choice. That said, one of the new rules we're posting and printing is that skill levels over 5 are "expert skills" and cost double the usual cost to raise.

(This rule hasn't made an appearance as of 8/2/98 - ed. note)



Jesus with a 7 faith? Try a 20 or so. Stone's shootin'? Probaly like a 10 or more, but then he's been around a long, long, time. . . (referring to something that was snipped out of the original post, I reckon - ed. note) [Shane Hensley, DL listserv, 6/13/98]

### **Skills: Chi**

(See Character Creation: Chi)

### **Skills: Faith**

Q) The 'faith' aptitude is mentioned in the rules on rituals and some of the archetypes have it. Why is this? I thought Indians just used Rituals and Favors. Faith was for blessed. Could a Marshal substitute Spirit rolls for faith rolls in those sections that mention it? Was this a mistake on PEG's art?

A) Not a mistake. My take on Spirit and faith: Spirit is the character's "spirituality" (how he thinks of himself in the world at large), while faith is formalized and specific belief that certain things work in certain ways. The blessed, thus, use faith as their belief that their theology and God works in certain ways; shamans would use faith the same way. [Paul Beakley, DL listserv, 8/20/98]

Q) What would cause a Native American or Voodooist to have to make faith rolls or lose faith? anything other then a failed Guts check with a bad result? I am aware breaking an oath requires a Faith roll, but that is to avoid losing a GS level.

A) Pretty much only a failed Guts check. I'm not the Indian expert, but as far as Voodooists go, their faith is much more cause and effect than Christianity. Do the right thing (i.e., make the right offerings, etc.) your mojo works; don't do it, it doesn't. In their case, works usually mean as much as faith. [John Goff, DL listserv, 2/21/99]

### **Skills: Fannin', now that it's gone.**

Q) Now that Fannin' is not a skill, should I let player who took it in thier original Character Creation change it to Gunplay, or re-allot the points to any other skills of choice? I'm leaning more towards the former...but I wanted yer opinions on this one... - ?

A) I'd probably let them reallot but \*encourage\* them to take Gunplay. Some may want to, for example, boost their Shootin' instead. [Steve Long, DL listserv, 9/15/98]

### **Skills: Gunplay, Border Shift (Law Dogs)**

Q) Border Shift - I have no idea what this looks like, based on the description. Um...ok, so you switch guns really quick. Doesn't sound quite so impressive as the Road Agent Spin. - ?

A) I described it as best I could given my sources, which lacked illustrations. I have since found an illo, on p. 423 of TRIGGERNOMETRY by Eugene Cunningham, a book I wish I'd had back in January when I was writing LD. It depicts the border shift as being a literal "toss" of the gun from one hand to the other, sort of like the way a juggler would toss a ball. It doesn't soudn quite as impressive as the Road Agent's Spin because it isn't. :) But it is useful in some situations. [Steve Long, DL listserv, 7/19/98]

### **Skills: Hexes, raising**

See: Hexes: Raising

### **Skills: Quickdraw and holsters**

Q) Quick Drawing & Holsters - Only a couple things here... can you wax a quickdraw holster for a +3 QD bonus? - ?

A) I would tend to say no, since the QD holster is already optimized for quick drawing. But certainly reasonable minds may differ. :) [Steve Long, DL listserv, 7/18/98]

Q) Also, I assume using the pivoting holster forces the firer to shoot from the hip, although the description doesn't talk about any shootin' penalties for this peculiar rig. - ?

A) Yes, that's correct; I could have sworn that I wrote that, but I must have accidentally deleted it or something (it wasn't lost in editing; I can't find it in my original mss.). Mea culpa. [Steve Long, DL listserv, 7/18/98]

Q) The Quick Draw modifiers for drawing a Rifle or Shotgun are about the same as the ones for Pistols. Is there anywhere in the rules that specifies that it's harder to Quick-Draw a Rifle or Shotgun. Or can we have people taking rifles to those high-noon gunfights? :) - ?

A) You can if you want to look odd -- or, perhaps more to the point, if you'd prefer to play John Wayne's character in THE MAN WHO SHOT LIBERTY VALANCE than Jimmy Stewart's. :) My unvoiced assumption (and perhaps it should have been voiced) was that Quick-Draw is most often used in gunfights and other situations where characters have their guns reasonably to hand -- in the case of a rifle, carried in-hand or slung over a shoulder, perhaps. Therefore I don't see sufficient differences in speed to give a penalty to QD for such weapons. However, if stored for traveling, as in the scabbard that hangs from a saddle, I'd disallow QD for rifles or penalize it. [Steve Long, DL listserv, 7/30/98]

#### **Skills: Quickdraw and Rifles**

Q) I loved Law Dogs for so many reasons, so don't get me wrong Steve, but How can you give a penalty to shootin' for using a double-action pistol because of the pull and not give a penalty for quick-drawing a rifle. I mean, if there are all these little edges shootists can use to make them just that much quicker (like filing down sights, greasin' holsters, and shortening barrels), why in the Heck isn't there \_any\_ penalty for quick-drawing a rifle. I mean, even pistols that get the ole barrel-lengthening treatment are slower than full-fledged rifles. - ?

A) Well, I don't think the one necessarily has anything to do with the other. The difficulty with DA pistols is remarked upon in a number of sources, and thus is worth noting. Whether there should be a QD penalty for rifles is another matter altogether. I simply don't think it's necessary based on the way rifles are typically carried and used. Sure, if you want to carry one around in a side holster like a pistol, there should be a penalty -- but I think if you're doing that, you've got a whole lot of other problems and will likely be dead too soon to have to worry about any of 'em. :) One of the coolest things about gaming is that it's a hobby which can be tailored to individual preferences and desires. I don't think a penalty such as you describe is really necessary (though I might impose it on a case-by- base basis, according to circumstances, and probably should have noted something of the sort in LD). If you think there should, routinely, be such a penalty, I definitely think you should use one in your games -- it is, after all, \*your\* game. :) [Steve Long, DL listserv, 7/30/98]

C) Granted, it hurts the flavor of the game if you bring a rifle to a quick-draw duel, but it seems like there should still be a rule in their just to make sure the munchkins don't go around duelin' with a Sharps Big 50.- ?

R) One of my general guidelines when writing game books is this: Don't scrap a perfectly good rule just because some bad players ("munchkins" or whatever you wish to call 'em) might abuse it (the good players shouldn't be deprived of a good rule because there are some jerks out there), and don't impose rules on good players just to keep "munchkins" in line (IOW, don't write for the lowest common denominator). I don't necessarily think that the QD penalty we're discussing falls into that category -- this seems more to me like an interesting discussion of an issue on which we differ -- but I definitely don't want to start writing game books with an eye primarily towards reining in "munchkins." That I prefer to leave to the Marshal. :) [Steve Long, DL listserv, 7/30/98]

C) And I can't remember which John Wayne movie it was (El Dorado?), but a guy named Mississippi carried a scattergun in a hip holster. What kind of quickdraw penalties would a guy like that be looking at? - ?

R) Per LAW DOGS, normally a scattergun has a +1 QD modifier. However, carrying it in a holster would probably change that, since even a cut-down shotgun is difficult to carry in a side holster. In that case I'd at least eliminate the bonus, and perhaps even change it to -1 or more. It would depend in part on the gun, the holster, etc. [Steve Long, DL listserv, 7/30/98]

#### **Skills: Search vs. Cognition**

Q) I've been having a hard time recently trying to figure out when it is appropriate to use Cognition or Search. To me, cognition is the characters general awareness of his surroundings and search is when the character is actively looking for something. However, when you try to sneak up on someone, you check it against their search, not their cognition. For some reason, this doesn't seem right to me, especially during combat. Ex: Malachi Lee, the Bounty Hunter spots a rifleman on the rooftop drawing a bead on Frito (yes \*sigh\* he's a Mexican bandit), so he spends an action drawing a bead on the gunmen. On the next action another mook pokes his head out a window and aims at Malachi. At this point, to date, I have been allowing Malachi a cognition check to see if he spots him out of the corner of his eye (as a simple action). Is this correct, or does he have to perform an "active" search (i.e., a complex action)? - Patrick Phalen

A) I agree with you, Pat. It's a very subjective thing. That's probably why we've never nailed it down as hard as we should. Here's the way we try to do it. Cog is passive, Search is active. Sometimes the lines are blurred, but that's the nature of an rpg--any type of situation is possible. [Shane Hensley, DL listserv, 9/17/98]

#### **Skills: Shadowin'**

See Rulebooks: Law Dogs, Shadowin'

Q) I can't say that I've read Law Dogs, but that skill sounds like a Sneak roll, or a sneak roll based on a different trait. Why did they go and create a whole new aptitude for the same thing? - ?

A) They didn't -- I did. As the original post observed, that Aptitude was referred to in LAW DOGS, but the actual description of the Aptitude itself was cut, so I posted the full description to clear up any mystery. Sneak and shadowin' are two completely different skills, though. Someone who knows how to be sneaky doesn't necessarily know how to follow people without being seen. In some cases the two skills overlap extremely, but in many others they don't -- so I whipped up a new Aptitude for Pinkertons and other detective types. :) [Steve Long, DL listserv, 7/25/98]

#### **Skills: Shootin' Automatics**

Q) At least I am pretty sure the S&R courier has two gatling pistols and Shootin': automatics, NOT pistol.

A) This is correct. you need to use the shhotin': automatics Aptitude to shoot a Gatling pistol. You could shoot it with your shootin': pistol Aptitude, but you'd have to take the -4 Related Aptitude penalty. [Hal Mangold, DL listserv, 10/13/98]

#### **Skills: Shootin', gun mechanisms (Law Dogs)**

Q) Hair Trigger vs. Set Trigger - Why even BOTHER with a hair trigger if the set trigger does the same thing for a measly \$5 more, and no chance of misfires? - DarrinBrig

A) I think you're thinking from the perspective of building a PC. PCs, understandably,

always want the Best Stuff (TM :) ) and can usually afford to pay for it. But to many in the Wild West, \$5 was eating money for a long time. Not everyone could afford to blow \$5 on something extra. And, despite the similarities in the gunsmithin' rolls, not every gunsmith may know how to install a set trigger. But by and large, you're right, I don't expect too many PCs to have hair triggers. [Steve Long, DL listserv, 7/18/98]

Q) And finally, who in their right mind would purchase a Hair Trigger if a Set Trigger was available? The guy who doesn't have the extra five bucks? You'd think the other fellas in his posse would spring for it just to not have the possibility of one of those going off... - Gunsmith

A) Maybe they would; that's up to them. :) Maybe the parts for a set trigger aren't available, or maybe the local gunsmith doesn't know how to make one, etc. In an ideal world, sure, no one would ever take one -- but the Weird West ain't usually all that ideal. :) [Steve Long, DL listserv, 8/12/98]

### **Skills: Throwin', Changes in Revised Edition**

C) Throwin' (46): Who wants a concentration for all the different things you can throw? Like with Hell on Earth, we divided the concentrations up into balanced and unbalanced. [Shane Hensley, DL listserv, 5/28/99]

### **Voodoo**

#### **Voodoo: Becoming one after creation**

Q) Suppose someone decides they wanna become a Voodooist. How would you handle that? Obviously, buying Faith: Voodoo, but how would you get the Arcane Background? Similar to other Faith-types? - Nightchilde

A) Becoming a practicing Voodooist is tough in real-life (not that sainthood is a cake-walk). I'd require faith: voodoo 1, the triple bounty point cost for buying an Edge after createion, a minimum 3 months of study with a practicing Voodooist or conjure doctor, and a sizeable outlay of cash. Voodooists (and practitioners of Santeria) are a little more up front about the "worldly" (read: monetary) requirments of their faith. Plain and simple, I wouldn't let a character pick up Voodoo after character creation with anything less than an expenditure of \$1,000--and that's if the teacher likes him! [John Goff, DL listserv, 2/18/99]

#### **Voodoo: Petro Loa**

Q) Are voodooists who worship the petra loa basically using black magic? - Dr. Nukem

A) Pretty much--they're meant to be NPCs. I wouldn't allow players to worship the petro loa. [John Goff, DL listserv, 2/14/99]

Q) Or would they still use the voodoo spells but with an evil twist? - Dr. Nukem

A) Kinda. Since the black magic mechanics are designed rather loosely to allow the Marshal to tailor each spells description (and to some degree, effects), the "evil" voodoo spells can appear similar to the "good" voodoo spells in a number of respects, albeit in some cases more potent. However, by using the black magic rules, the Marshal isn't burdened with the player-oriented mechanics of "good" voodoo. [John Goff, DL listserv, 2/14/99]

#### **Voodoo: Revised edition changes**

Q) given the new Deadlands revised rules...should Voodooists get a "Voodoo" skill? should they use Faith like Blessed? what do you think should be done? - Baron

A) I can't remember if you did or not, so if I contradict myself, I'm not to be held accountable--fair? ;-) Anyway, this is probably more for Hal's eyes than mine, but I'll give you my unofficial take on it. For free even. ;-) I'd give Voodooists a separate "Voodoo" Aptitude, ala Hexslingin', and then base the skill on the appropriate trait indicated by each spell. If you work off straight Faith, you'll get some odd results when the Voodooist's Faith level serves to limit another aspect of the spell, if the Faith level is the actual spell level. Also, Voodooists are kinda/sorta a step in-between Hucksters and Blessed, so I think the Voodoo Aptitude is appropo. [John Goff, DL listserv, 8/12/99]

### **Voodoo: Starting spells**

Q) On p.13 it talks about starting with spells. It says you have to buy them just like hexes, but it doesn't say how many spells you can start with. Are the voodoo spells limited like hexes or miracles? Meaning you can only have as many spells as you have Faith: Voodoo?? - Dr. Nukem

A) Nope--proceed just as if the voodooist were a huckster; i.e., buy each spell as if it were a separate Aptitude. The only limit to the number you can buy is the amount of points you want to spend (and the number of spells available). And remember, no Aptitude can be higher than 5 during character creation, nor may the voodooist have a higher spell level than her Faith: Voodoo Aptitude. [John Goff, DL listserv, 2/14/99]

Q) Can any voodooist with any Loa us any of the voodoo spells? -Dr. Nukem

A) Yes. [John Goff, DL listserv, 2/14/99]

Q) Are the voodoo spells limited like hexes or miracles? Meaning you can only have as many spells as you have Faith: Voodoo?? - Dr. Nukem

A) That's correct--you can buy as many as you want. However, no voodoo spell can be learned at a higher level than the character's Faith: Voodoo level. Also, no character can begin with a higher Aptitude level than 5. Other than those two restrictions, there is no limit to the number of spells a player can learn. [John Goff, DL listserv, 2/14/99]

### **Voodoo: Veteran of the Weird West, Forsaken**

See: Edges: Veteran of the Weird West, Forsaken

### **Voodoo: Zombie**

Q) i was wondering how is a voodoo zombie created ? i just can't seem to find this in river o' blood, though i didn't read the whole book. the paragraph about this creature states that it is created by a bokkor and totally under his control, but gives no more details. it's not in the black magic section that closes the book either. - Bertrand

A) Use the regular old Zombie black magic spell from The Quick & the Dead. Just incorporate whatever ritual, special effects, etc. you think is cool/frightening into the spell's trappings. Sorry I wasn't any clearer about that. [John Goff, DL listserv, 6/29/99]

### **Voodoo: Revised edition changes**

Q) given the new Deadlands revised rules...should Voodooists get a "Voodoo" skill? should they use Faith like Blessed? what do you think should be done? - Baron

A) I can't remember if you did or not, so if I contradict myself, I'm not to be held accountable--fair? ;-) Anyway, this is probably more for Hal's eyes than mine, but I'll give you my unofficial take on it. For free even. ;-) I'd give Voodooists a separate "Voodoo" Aptitude, ala Hexslingin', and then base the skill on the appropriate trait indicated by each spell. If you work off straight Faith, you'll get some odd results when the Voodooist's Faith level serves to limit another aspect of the spell, if the Faith level is

the actual spell level. Also, Voodooists are kinda/sorta a step in-between Hucksters and Blessed, so I think the Voodoo Aptitude is appropo. [John Goff, DL listserv, 8/12/99]

## **Weapons**

### **Weapons: Adams Revolver**

Q) If S&W Russian ammo does (at the Marshall's option) an extra point of damage because of the larger calibre, WHY in God's name doesn't an Adams Revolver (a .50 cal weapon) do any extra damage? I mean, it can only carry 5 rounds instead of six, and the thing has .50 cal rounds! 4d6 seems reasonable to me, otherwise, who would ever buy one when you're getting screwed in the ammo department? - Gunsmith

A) I'd have to troll back through pages and pages of notes to find out my exact reason for setting the damage on the Adams revolver; I probably read something somewhere which criticized the Adams in some way that made me assign that particular damage code, but I can't tell you what it was off the top of my head. On a strict caliber basis 4d6 would be fine; feel free to change it if you like. As for who'd buy one, remember -- sometimes characters don't have a choice. Maybe it's the only type of gun available, or maybe an Adams is found somewhere when the posse really, really needs a pistol. [Steve Long, DL listserv, 8/12/98]

### **Weapons: Axes, stone vs steel (Ghost Dancers)**

See: Damage: Axes, stone vs steel

### **Weapons: Double Action penalty (Law Dogs)**

See: Rulebook: Law Dogs, Double Action penalty

### **Weapons: Cap and Ball**

Q) Is it possible to alter a pistol to use buck & ball ammo? Just a vicious thought - Gunsmith

A) Yes, mighty vicious. }:) But no, I don't believe that's possible. [Steve Long, DL listserv, 8/12/98]

C) Such a pistol would have to be (at least) a .69 caliber smoothbore before it even could fit a b&b round, something that would give the most macho action hero pause before firing it. So I can only re-emphasize Steve's original, heartfelt, "No." [Christopher McGlothlin, DL listserv, 8/12/98]

See also : Rulebooks: Law Dogs, Metallic Cartridge conversion

### **Weapons: Colt Peacemaker Sheriff**

Q) A Colt Peacemaker with a 2 and a half inch barrel, a +1 to Quickdraw, and a 1 Concealment. This is possibly the best sneak gun ever. However, does it have a range of 5? Has the barrel been cut down to juuuuuust the point that it still has a 10 range increment? If so, would adding a Lengthened Barrel bring it up to a 15 range increment? How long IS a Lengthened barrel? - Gunsmith

A) I hadn't considered it, but it would probably be reasonable to decrease the Sheriff model's Range Increment to 5 based on barrel length. I think I answered the "how long is a lengthened barrel" question in my response to Jyster yesterday -- I don't really have any hard and fast rules or data; it probably varies from gun to gun. [Steve Long, DL listserv, 8/12/98]

### **Weapons: Gatling Pistols, reliability (Law Dogs)**

Q) Would someone like to clarify just what, exactly, is the reliability for a Gatling Pistol? In the main rulebook it's an 18, in S&R it's 19, and in Law Dogs it's back to 18 again. Are the S&R Gatling Pistols just of finer quality and sturdier construction than "generic" models? - DarrinBrig

A) I carried over the Reliability from the main rulebook, having not checked S&R to see if it differed. Your explanation of the difference is certainly fine with me. :) [Steve Long, DL listserv, 7/11/98]

#### **Weapons: Modifying, misc**

Q) What would be the cost and TN and time required to change a gun from a single action to a double action? It HAS to be possible, especially for a gunsmith... - Gunsmith

A) I could have sworn I had this in the manuscript, but I can't even find it there, much less the book. I'd say it costs about, oh \$10-20 and would take at least a day's time, perhaps longer. [Steve Long, DL listserv, 8/12/98]

Q) What would the cost be for a gunsmith to alter guns (shortening barrels, adding set triggers, etc.), since he's not paying for having the work done? Would it be a percentage taken off since he's doing the labor himself? - Gunsmith

A) Just to keep it simple I'd charge 50% of the listed cost. [Steve Long, DL listserv, 8/12/98]

Q) What would adding a shotgun choke do to a scattergun? Would it change the range increment from a 5 to a 10? This seems sensible (and pretty cool for a guy who carries a LeMat, (like Dawes does) since the pistol and the scattergun would now have the same range increment...), but it doesn't say. - Gunsmith

A) It doesn't say because, frankly, I'd never considered it. The general purpose of a scattergun, as its name indicates, is to get that "scatter" effect. If you wanted a choke on a scattergun, I'd subtract one die every 10 feet instead of every 5. [Steve Long, DL listserv, 8/12/98]

Q) What length of time is required for a gunsmith to create a "Quality Gun" from scratch? - Gunsmith

A) From scratch? Hmmm, I don't have any hard data. I'd say a week, off the top of my head. [Steve Long, DL listserv, 8/12/98]

Q) Would it be possible to take the quick eject mechanism out of a S&W Schofield and put it into another S&W pistol? The higher calibre S&W Russian, perhaps? - Gunsmith

A) No; the mechanism in question is specific to the Schofield, as I understand it. Perhaps with a really good gunsmithin' roll (11 or better) something of the sort could be built for another pistol. [Steve Long, DL listserv, 8/12/98]

#### **Weapons: Semiautomatics**

See Rulebooks: Law Dogs, Weapons

#### **Weapons: Sharps rifle, 1859 (Law Dogs)**

Q) Is the information in Law Dogs correct for the 1859 Sharps Rifle or is there a typo on the table? - ?

A) It's correct. [Steve Long, DL listserv, 8/20/98]

A) There's a typo in my copy, as apparently the text has shifted left a column, causing a blank under "ROF". (BTW, Anyone else have this problem in their copy?) The Sharps 1859 Rifle should have a "Shots" of 1, a "Speed" of 2, and a "ROF" of 1. [Christopher McGlothlin, DL listserv, 8/20/98]

Q) Assuming it's correct, does the Speed-Load roll act the same as it normally would for a pistol? - ?

A) My understanding is yes (note #21 discusses reloading the weapon) but perhaps Christopher McGlothlin, who I believe has actually had his hands on or used such a weapon, can offer more information. [Steve Long, DL listserv, 8/20/98]

A) Well, given that the 1859 Sharps only holds a single round, speed-loading it is a moot point. While we're on the topic of the Sharps 1859, I did in fact (briefly) encounter one at the 135th Anniversary Gettysburg re-enactment, and discovered that the 1859 Sharps uses a unique priming system. Inside the rifle is a rotating disk with percussion caps on it, which turns to a fresh cap when the lever to open the breech is worked. This is why the rifle reloads like a metallic cartridge weapon (i.e., it reloads according to the standard rules in DEADLANDS, as opposed to the rules for black powder or cap & ball weapons). That's what Steve (and me, by extension) was getting at in the aforementioned note #21. In game terms, I'd treat the priming disk system like the Maynard Cap Ribbon (pg. 70 in LAW DOGS), but with a Reliability of 19. Hope all this helps! [Christopher McGlothlin, DL listserv, 8/20/98]

#### **Weapons: Shotguns - non standard ammo (dimes, etc)**

(ed note - original thread lost, but was in reference to using makeshift ammo in a shotgun)

C) Shotgun Ammunition - Sometimes standard shot isn't available, so a shooter has to make due by filling his shells with dimes, small stones, and the like. This works like normal shotgun ammo, but the bonus dice rolled are halved. Certainly, other minds may have different opinions about how this trick works; I forget my exact source (if any) for this rule. [Steve Long, DL listserv, 11/17/99]

#### **Weapons: Speed, Changes in Revised Edition**

(See Combat: Weapon Speed, Changes in Revised Edition)

#### **Weapons: Whitworth Rifles**

C) A skilled marksman with a properly scoped Whitworth could consistently hit targets 800 yards away with its unique hexagonal bullets. [Christopher McGlothlin, DL listserv, 3/8/99]

R) Actually, it would be more proper to speak of a Whitworth artilleryman. Whitworth 'rifles' are cannon, the smallest with a bore around 3", the largest with a bore around 18".  
- Andrew Greene

R) In fact, it's proper to say BOTH. The Whitworth Rifle Company of Manchester, England made both .45 Rifled Muskets (to which I was referring) and 6- and 12-pound rifled cannons (to which you refer). All three weapons were used by the Confederacy, so the confusion is understandable. Hope this clears things up a bit! [Christopher McGlothlin, DL listserv, 3/17/99]