



A cut above the rest.

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Hucksters challenge Manitous to a game of wills in order to get the evil spirits to power their hexes. However, not all Manitous are the same. The following is a selection of one of a kind Manitous that can give a little extra boost to a hex, but at a cost. These Manitous usually only come when specifically called, Hucksters usually learn of them by word of mouth.

It is also possible for the Huckster to come across the proper name while doing research on occult matters. If the Huckster has access to an adequate library or resource he could then make an Academia: Occult roll to discover the necessary information. If he is specifically looking for the specific name of a Manitou in order to call one up, the TN is Hard (9). If the Huckster is just looking random information or just browsing, the TN goes up to an Incredible (11). If the Huckster then gets two raises on his roll, he also learns what the cost is. If the Huckster learns about a specific Manitou from someone else, it's up the revealing source whether or not the Huckster learns about the cost and risks involved.

Before a Huckster can deal with one of these Manitou he has to get it's attention. Once she learns it's name, then she has make an Academia: Occult roll against the TN below. Most Manitou will have a TN of 5, but a very few Manitou will have higher rolls to get their attention. (Hey, most of these guys WANT to be found). If the Huckster goes bust on the occult roll he gets the attention of a Suicide King.

THE BURNED MAN

Tn: 7, N/A for a Harrowed Huckster

Appearance: Burned Man appears as a human with all of his skin burned to a crisp and his eyes baked to charcoal.

Motivation: The Burned Man wants to walk the earth as a Harrowed, and he would prefer to do so with the powers of a Huckster. The Burned man will not come to the call of a Harrowed Huckster.

Boost: Hucksters calling on the Burned Man get an additional 5 cards, no more and certainly no less.

Cost: Nothing, it's a free ride gambling man.

Backlash: If the Huckster is caught in a Backlash from the Burned Man, the Huckster is possessed by him. While the Burned Man is possessing the Huckster, he will do his best to find a source of flame and burn away part of the Hucksters skin, preferably the face. (Welcome to the Ugly as Sin hindrance). The player now has one extra point of grit only for determining if the Huckster comes back as a Harrowed dude after death. If the Huckster does become Harrowed, the Burned Man is the Manitou powering the Huckster. If the Burned Man manages to mark the Huckster, the Burned Man will begin to show up when the Huckster tries to cast a Hex without

being called upon, in an effort to place another burn on the Huckster. The Burned man will even chase away other Manitous in the area so that the Huckster has no choice but to either use the Burned Man or cast no Hex. If the Burned Man manages to get the Huckster's whole body burned (9 times) he will begin to actively try to get the Huckster killed so that the Burned Man can move in.

FLAYED DOG

Tn: 5

Appearance: Dog appears as a large dog with all of its skin peeled off, standing on its hind legs, and having bloody hollow sockets instead of eyes.

Motivation: Flayed Dog likes to encourage Hucksters to be a cowardly lot.

Boost: Hucksters dealing with Flayed Dog may draw up to an additional 3 cards when casting a Hex, but only if the Hex is meant to allow the Huckster to escape or avoid combat.

Cost: The Huckster must spend all of his remaining actions fleeing the sight of the combat as if he had failed a terror check.

Backlash: If a Huckster takes Backlash from Flayed dog, roll 4d6 on the scare chart and apply the result to the Huckster, there is no Guts check to avoid this.

HUNGRY JIM

Tn: 5

Appearance: Jim looks like a short balding card dealer, suffering the effects of advance starvation and vitamin deficiency.

Motivation: Jim is a hungry little bugger and just wants a little substance from the Huckster

Boost: Any Hex powered by Jim works at one level higher than the Huckster's hand, or at the minimal level of the Hex if the Huckster fails.

Cost: The Huckster's Vigor is lowered by one die type, this also lowers the Huckster's wind by a like amount. The Huckster may gain his vigor back as if he was healing from a level one wound if he has access to plenty of food. Vigor may not be gained back by any Arcane means.

Backlash: If a Huckster backlashes while calling on Hungry Jim, the Huckster will lose one die type of vigor permanently.

THE QUEEN OF SPADES

Tn: 13

Appearance: The Queen appears as the playing card The Queen of Spades. Her upright face is covered by a smiling black mask, her downside face by a frowning black mask.

Boost: The Huckster may draw one card at a time as many as he wants until he is happy with his hand, or until he draws the queen of spades or backlashes. If the player draws the queen of spades, he is dead. . . dead . . . dead.

Cost: It's a free ride baby.

Motivation: The Queen just likes making more Suicide Kings. (See below)

Backlash: Dead. . . Dead . . . Dead.

SUICIDE KINGS

Tn: N/A

Appearance: Kings show up looking like whichever Manitou the huckster was originally trying to get.

Boost: None. The Huckster gets only the cards he would normally have gotten from his hexslinging roll.

Motivation: The Kings are the ghosts of Hucksters who have died from the result of a backlash from their own Hexes. The Kings are trapped in a tortured existence halfway between life and death. The only way for the Suicide King to pass on is to possess a Huckster and kill the Huckster, sending both of them onto their final rewards.

Cost: None

Backlash: The Suicide King attempts to possess the Huckster. The King has a Spirit equal to the best of three card draws. The die type is also the number of rounds that the King has in order to take possession of the Huckster. For example, a card draw of 7 of clubs, 3 of diamonds, and Ace of hearts gives the Suicide King a spirit of 3d12 and 12 rounds of trying to take control of the Huckster. The Huckster must roll and beat the King each round or the King will gain possession for the round and will do it's best to kill the Huckster using any weapons or situation available.

Listserv Contributions:

(Note, a lot of these guys have costs so bad that no sane Huckster or hero would ever call upon them. It's up to you as the Marshal to figure out if you want to shaft the poor guy by slipping one of these on him by surprise. Just a note of caution, Marshals. A lot of players don't like having their characters personalities arbitrarily modified.)

THE BETRAYER

TN: 5

Appearance: The Betrayer appears as a man with two faces one on each side of his head. One face is extremely beautiful and the other hideously ugly. His body is thin but looks to be in good shape. When the Betrayer speaks, both faces talk at the same time.

Motivations: He seeks the betrayal of mankind, against each other, and their sacred beliefs.

Boost: +3 cards to any hex or gizmo that causes an illusion (whether it's mental, physical or spiritual).

Cost: Next time the Huckster is given the opportunity to betray someone or something he holds dear, he automatically does.

Backlash: For the next month the character gains an aura of deceit and during that time no one in their right mind will trust him. Even if the hero is being completely honest, it all seems like lies.

Horace Black <horaceblack@yahoo.com>

THE COLLECTOR

TN: 5

Appearance: An incredibly well attired and groomed man, he is always dressed in black and exudes an aura of friendship and calm. The Collector always has the finest accessories such as a gold topped cane, expensive pocket watch. etc.

Motivation: The Collector thrives on material greed and the misery it causes. He covets anything of interest, expense and particularly desires Magical relics.

Boost: + 2 Cards to any Hex cast with the aim of acquiring something from somebody else, i.e., the Collector would aid you if you were casting a Hex when conducting a train robbery but not when getting granny Miggins money back off a robber (Unless you were planning to keep the money). +3 Cards if the object is a Relic.

Cost: The huckster gains the Greedy and Miser hindrances for 1D6 hours.

Backlash: The huckster gains a fixation on an object of value that he has recently seen (Normally a friends possession), for 1D6 hours he will try to do whatever is necessary to obtain that item. (Short of killing a friend).

Max Trebilcock <max.trebilcock@virgin.net>

THE COMEBACK KID

TN: 5

Appearance: Imagine Billy the Kid with a pair of Gatling Guns, and you'll have a pretty good idea of my vision of this Manitou.

Motivation: He likes to prove that he can do anything, no matter how bad the odds are against him.

Boost: +2 cards, +4 if the posse is outnumbered

Cost: The Huckster must make a Onerous (7) Spirit roll to resist a challenge for the next 12 hours.

Backlash: The TN above is raised to Hard (9) and now lasts for 24 hours. If the Huckster goes bust on such a roll he charges into the fray without regard for himself or his companions.

"Charles W.Reece" <kidwhateley@usa.net>

DESERT FLOWER

TN: 7, N/A for female Hucksters.

Appearance: A beautiful woman of dreamlike face and proportions. Desert Flower generally looks Spanish in descent, but can appear however she pleases. If she is not apparent visually, the huckster may only smell the faint perfume of lavender and vanilla. She often wears an exotic looking purple flower in her hair, which upon closer examination is trash or something equally worthless but bruise-purple.

Motivation: Desert Flower is a betrayer and deceiver of the worst kind. She desires men; men's bodies, men's souls, men's . . . well, she wants men to worship her lustily, and only so that she can crush them at her whim.

Boost: As long as the Huckster is being deceptive, and the huckster is male, he gets a two card boost. If the hex itself is deceiving, 3 cards.

Cost: The huckster is ridden by excessive randiness that is more difficult than normal to get rid of. Penalties for resisting seduction are doubled, and if dancing girls are available, they are going to be busy. But preferable to loose women are Spanish or Mexican ones. Rejection is going to seem like playing hard to get . . . etc. This lasts until the following dawn.

Backlash: If the huckster gets backlash while using this Manitou, Desert Flower has gotten a foothold in his heart. He suffers from unnatural randiness, and each session, until the huckster relieves himself on a purty Mexican gal, he suffers +2 TNs on every roll due to distraction. After each, ahem, session the Huckster makes a Spirit roll against a TN of 11. Once the huckster makes three rolls in a row, he has managed to slip Desert Flower's leash and doesn't suffer from this . . . unless he calls upon her again.

Max Lietzen <mlietzen@hotmail.com>

DEUCE

TN: 7

Appearance: Deuce appears as a cute toddler, with a noticeable difference, when he smiles his mouth is full of long black and pointy teeth.

Motivation: He likes to change things, but often not for the better.

Boost: When asking for Deuces help a Huckster can discard up to 5 cards in his poker hand and then redraw those cards. This can only be done once per hex.

Cost: If a deuce is drawn while calling upon Deuces help, the hex has the opposite effect.

Backlash: Roll on the backlash table 1 time for each card discarded during the gizmo design or hex casting.

Horace Black <horaceblack@yahoo.com>

ENIGMA

TN: 9

Appearance: Enigma appears as a large floating bloody orb covered with eyes and mouths.

Motivation: It has an unsatiable appetite for knowledge, especially dark knowledge.

Boost: +2 cards to divination type hexes and +4 cards if the knowledge is evil.

Cost: The next time the Huckster comes upon a riddle or mysterious situation, he will go to any and all extremes to figure the riddle or situation out. During this time he can think of nothing else and will not eat or sleep until the mystery is solved.

Backlash: When a backlash occurs Enigma reveals dark and forbidden knowledge to the Huckster causing him to go insane. The Huckster gains an insanity.

Horace Black <horaceblack@yahoo.com>

FENRIR

TN: 9, or 5 if the Huckster is of German or Scandinavian blood. N/A for one handed Hucksters.

Appearance: A monstrously large wolf who stands man-high at the shoulder, Fenrir has unkept midnight black fur. His glowing red eyes peer at the Huckster with malice and fiery cunning. Fenrir's jaws constantly drool and his fetid breath frosts the air in front of him. Fenrir approaches the huckster with a strangely hobbled gait.

Motivation: To cause the death of anyone (or anything) that is or has been a duly authorized upholder of the law, be it lawman, judge, lawyer, bailiff or even the tax collector. But Huckster's missing their right hand may not call upon Fenrir.

Boost: Fenrir provides a +5 to the result of the Hexslinging roll for any hex used to kill (or attempt to kill) any law-defender. This applies to even nonviolent hexes being used creatively (i.e., Hard Water used to hold a deputy under the waves). Those suffering from lycanthropy may treat the huckster with a bit more friendliness, probably by eating the huckster last out of the posse. If Fenrir is called upon during an eclipse, he provides the +5 bonus to all of the huckster's hexes while the eclipse is going on, as long as the first hex cast is harming a law-defender.

Cost: Until the beginning of the next new moon the huckster's pace is reduced by 2. If cast during the new moon, the huckster instead gains the animal handling penalties of a Harrowed and may show some of the classic signs of lycanthropy during the new moon phase.

Backlash: The huckster's right hand suffers from 4d6 damage <Chomp>. This damage can only be reduced with legend chips. The hex succeeds as normal. If the lucky Huckster manages to call upon Fenrir during an eclipse, he has to make a Hard (9) spirit roll to keep from turning into a werewolf during the next full moon and has to make an Incredible (11) vigor roll to keep being a lycanthrope permanently.

Allan Seyberth <darius@darious.com>

THE GOLDEN CALF

TN: 5

Appearance: The Golden Calf appears as a golden Minotaur with flaming eyes.

Motivation: The Golden Calf seeks to have people turn to evil cults and worship their dark gods.

Boost: +4 cards when a hex is cast against a Blessed or any member of a clergy.

Cost: The character gains the Intolerance: Religious Folk Hindrance.

Backlash: When a huckster gets a backlash while using the services of this Manitou, he must roll on the Black Magic Misfire table on page 83 of the Marshal's Handbook. This table is used instead of the normal backlash table.

Horace Black <horaceblack@yahoo.com>

GRIZZ

Appearance: Grizz looks like a 7 foot tall grizzly bear shorn of it's skin. His muscles and intestines are covered in a viscous mucous that drip constantly.

Motivation: Grizz hates anyone and any thing that follows the natural path. This includes anyone that calls upon nature spirits, or follows the "old ways". He wants them dead and their belief system crushed. He comes to any Huckster that faces such an opponent.

Boost: Using Grizz allows the Huckster to add +1 to his hexslinging skill. In other words a huckster with a hexslinging of 5, and Soul Blast, can then cast it as if he had Soul Blast 6, but only so long as it is to hurt nature or those that worship nature.

Cost: No cost, Grizz does it just for the hate of it.

Backlash: Well, aint nothin' completely free. Getting caught in a Grizz inspired backlash permanently lowers the hexslinging skill by one.

"Rayman" <norse@clover.net>

GUN SMOKE

TN: 5

Appearance: A black clad Gunfighter, with an obvious chip on his shoulder.

Motivation: To kill, preferably with firearms.

Boost: Gunsmoke exists to kill through firepower, therefore he often favors Hexslingers. He grants +3 Cards to any hex aiding a firearm for the purpose of killing an opponent. Should the Huckster change his mind and decide to only wound his opponent Gunsmoke attempts to abort the Hex. (Opposed Spirit vs. Spirit Test).

Cost: For the next hour the Hexslinger has an almost irresistible urge to fire off his firearms, in the air will do, in a person is even better. The only problem is that this urge tends to occur even when the Hexslinger is attempting to be polite or quiet. (Spirit test vs. a Fair (5) TN to stop the effect).

Backlash: For the next hour the Hexslinger will not take a wounding shot. He will always shoot to kill at any opportunity. Should no opportunity present itself, the Hexslinger will challenge the toughest individual or creature that he encounters. (Even if that person is one of his Posse).

Max Trebilcock <max.trebilcock@virgin.net>

Idle Hands

TN: 5, 9 for Mad Scientists

Appearance: A pair of disembodied hands

Motivation: Idle Hands lives to create cursed magical objects. Mostly he helps hucksters, but on occasion will assist a MS in building a device.

Boost: Hucksters draw 4 extra cards in any hex used to create magic items or enchant normal items. Mad Scientists draw 2 extra cards when designing new inventions.

Cost: All items that Idle Hands helps influence gain a permanent minor taint, even if the item is only temporarily enchanted.

Backlash: The item in question is designed or enchanted but the Huckster or MS have no clue as to what the enchantment is. Give the item a power of your choice, plus several major taints.

Munch Wolf <munchwolf@yahoo.com>

JINX

TN: 5

Appearance: An enormous Gremlin from the Marshal's Handbook.

Motivation: To destroy all beneficial technology.

Boost: Jinx has a real chip on his shoulder about the way that Mad Scientists are attempting to help humanity with their inventions. He therefore grants a +5 cards to any Hex that targets such a Gadget or a Mad Scientist.

Cost: The Huckster gains an aura of unreliability for Gadgets for 1D6 hours. Any Gadget within his Hexslinging aptitude radius in feet suffers a -2 to Reliability, unless they are weapons. (In which case they gain a +2 to reliability).

Backlash: The effects of any Mad Gadget, whether beneficial or malign, target the Huckster for the next hours after the backlash is caused, even if they are not aimed at the Huckster.

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LYNCH

TN: 7

Appearance: Lynch appears as a short fat man of middle age and he always wears a clean white suit. His features (hair, teeth, etc.) are perfect in appearance.

Motivation: Lynch's goal is to cause a mob mentality with the end result of violence.

Boost: +2 cards when trying to use a hex to influence a crowd, +4 cards if inciting a crowd to violence.

Cost: The people will have a sense of being used after the effect of the Hex has worn off, and if they behaved poorly they will blame the Huckster and be out for blood.

Backlash: The Huckster will have wished he had kept his pie hole shut, the crowd turns ugly and tries to give the Huckster a necktie party (that's hanging for you greenhorns).

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MARBH

TN: 9

Appearance: Marbh appears as a helpless little girl. Slightly beaten and looking for company. But the more Marbh is used the more her features start to change, twisting more and more into her true state. Which is this figure of great proportion clouded in a swirl of vapour, which if examined looks like souls flying around her. Her blond pigtails change to ratty dreadlocks covered in grime. Her blue helpless eyes turn to pits of burning fear rolling around in cradles of blood. Her

torn clothes become long flowing rags of midnight, and her shining teeth twist and contort to crooked razor-sharp blades.

Motivation : Her motivation is death. Nothing more nothing less

Boost: +1 to 5 cards

Cost: For every extra card used, 1 year is taken off of the life of the person nearest to the Huckster.

E.g., if the average lifespan for a person in your game is 40 and the huckster uses 2 extra cards then the nearest person to the huckster will die 2 years earlier at 38.

Backlash: The hex goes off but the closest person to the huckster dies, this can only be prevented by burning a legend chip, and the fear rating of the area is raised by one. If the area has no fear rating then it goes to two.

"Scrag" <SCRAG@marbh.freemove.co.uk>

MORNING STAR

TN: 9

Appearance: An archetypal Demon, flame red skin, bats wings, horns upon his forehead, leering fang filled mouth and forked tail.

Motivation: To sow the seeds of cruelty and Evil (More so than the average Manitou).

Boost: +3 Cards to any Hex that is cast in the perpetration of an evil act (The murder of innocents, desecration of a Holy place, ruining someone's life), +5 if the hex or the Huckster's actions will raise the fear level. The Huckster does not have to be knowledgeable of the outcome of his actions, in fact Morning Star will do his best to manipulate a situation so that the huckster is unknowing of the consequences until it is too late. (i.e., They're not innocent, in fact they have been harboring known spies for years and killing Reb Soldiers passing through might be whispered to the extremely patriotic Confederate Huckster).

Cost: You now have the personal attention of a demon from Hell. Enjoy.

Backlash: Morning Star's aim is to increase the Fear level in an area for its master, failing that the corruption of the good will do. Once it has got a huckster to perpetrate an act of questionable morals it will continually return to that Huckster and attempt to gain a similar result, eventually the Huckster will succumb and become a pawn of the Reckoners.

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MORTIS

TN: 5

Appearance: A tall slender gentleman with a pale face and long (waist length) thin unkept hair. He has piercing dark brown almost black eyes and walks with a walking cane, with a silver skull for the pommel. When he appears he always wears a tatty well-weathered duster riddled with bullet holes. Worn in a holster at his belt is a single ghost steel peacemaker heavily engraved with scenes of destruction and death.

Motivation: Mortis is an evil person craving the souls of the dead and will reward any huckster that's helps him in his quest.

Boost: As long as the Huckster kills at least 3 people per month they get a 2 card boost. If the hex itself is used to kill someone then 3 cards.

Cost: The huckster becomes obsessed with death and the undead, seeking to find all information he can find about it.

Backlash: If the huckster gets backlash while using this Manitou, Mortis has gotten a healthy hold on

their soul, automatically ageing the caster by 1d4 years The roll is not open ended.

Bigfoot <Bigfoot@webfx.in2home.co.uk>

PENNYBAKER

TN: 9, or TN: 7 if the Huckster is Greedy, or TN: 5 if the Huckster has Dinero.

Appearance: Pennybaker appears as a wealthy Eastern businessman. He wears the latest fashions from Paris and is laden with gold jewelry. He wears a bowler and a monocle, and has a handlebar mustache. He is always counting a huge roll of cash, or flipping a silver dollar.

Motivation: Pennybaker has a penchant for making killing people with greed. He makes people worship the almighty dollar and then lets their greed kill them.

Boost: So long as a Huckster is using his hex to gain wealth, be it by theft or deception, Pennybaker lets them draw 3 additional cards.

Cost: If a huckster goes bust on an attempt he gains the hindrance Greedy. If he has this already, then he gets Miser, which is Greedy +. Miser means that the huckster will not spend a penny if it will save his life. They will wear worn out clothes, use dilapidated weapons, and ride half dead animals. Given a choice they will eat pig slop if it free rather than spend 2 cents on a cheap meal. They will not part with their money.

Backlash: Getting caught in a backlash from Pennybaker is bad. He places an all consuming hunger for money of all kinds. The Huckster effectively gets "Gold Fever", and will do anything for money. Even in the middle of a battle the Huckster will pause to pick up a penny. If some one displays cash in front of him the Huckster will have to try and take it. Places like gambling halls and banks become living hells for Pennybacker 'lashed hucksters, or morgues.

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PITCH

TN: 3 at night with no moon, 5 at night otherwise, 7 at dusk, and 9 during the day.

Image: A broiling mass of darkness, the Manitou known only as Pitch appears to Hucksters as a living mass of shadow. Light does not escape from him, and it appears oddly bulbous as shapes move across the surface of it's "skin".

Perk: Pitch enjoys the darkness and will aid any Huckster that wishes to create shadow or obscure himself. The huckster can draw an extra 2 cards, and the area of effect of the hex is doubled as well.

Taint: Any shadow or darkness manipulated by Pitch has a chilling feeling as it is fueled by the unnatural powers of the Hunting Grounds as well as the tainted energies of the Manitou itself. Anyone standing withing the area of effect and in shadow will take 1 wind damage/round from the unearthly chill. The cursed shadow also adds to the power of fear, adding 3 to the Terror Difficulty of any creature encountered.

Backlash: A huckster that has lost to Pitch has given him an entry into the real world. From this point on, Pitch may manipulate the Huckster's shadow as if it were its own body. Also, the Manitou may cast any shadow/darkness related hexes through the huckster's shadow. The shadow is considered to have all attributes and skills at 1d8. Any further backlashes add an additional d8. If Pitch is ever able to exert his full strength through the huckster (6d8), he may attempt to take possession of the victim as if he were Harrowed. If the Manitou gains dominion, the character has become a powerful abomination best left to the imaginations of the Marshall.

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(See the end of this article for more on Pitch - seems like one posse let Pitch on through to this side.)

RED WOLF

TN 5, N/A for those who are not pure blood Indian.

Appearance: Red Wolf appears as a young Indian brave that is battle scarred. He wears the skin of a red wolf as a head dress, and his hands are covered with black blood that constantly drips. His eyes are like black holes with small red dots in it's center. He also wears a loin cloth, and moccasins. Legend has it that he is the spirit of a Lost Son.

Motivation: Red Wolf wants to spread as much dissension between the whites and Indians. He comes only for Hucksters that are of pure Indian Blood.

Boost: The Huckster gets to draw 10 additional cards.

Cost: Going bust means that the huckster gains an Intolerance 3 for whites.

Backlash: Getting caught in a backlash causes the Huckster to new Hindrance, Murderous Intolerance (3). This means that at the slightest percieved insult, slight, or snub the huckster gets from a white he will fly into a murderous rage and will not be satisfied until the offender is dead.

"Rayman" <norse@clover.net>

RETRIBUTION

TN: 5, or TN 9 for Hucksters that already have the Vengeful Hindrance.

Appearance: Retribution appears as a shadowy gunfighter dressed entirely in black. His face has never been seen and each time it looks like the light will reveal it, its covered in shadow.

Motivation: Retribution seeks to spread vengeance for wrongs or perceived wrongs.

Boost: +3 cards for casting hexes that are used to harm someone whom the Huckster perceives as having wronged him.

Cost: The character gains the Vengeful Hindrance and will always try to resolve his vengeance violently.

Backlash: The hex is successfully cast at its highest hand level, but affects someone the character is friendly with and now that person or persons friends or family now seek vengeance against the hero.

Horace Black <horaceblack@yahoo.com>

THE SANDMAN

TN: 5, N/A for Huckster's with Night Terrors.

Appearance: A tall, thin character, the Sandman always arrives shrouded in a billowing cloak, swirling mists and stinging sand. No two people agree as to what his face looks like.

Motivation: He wants access to the dreams of people, especially hucksters. Hucksters that have Night Terrors cannot call on the Sandman.

Boost: A 3 card bonus to those hexes that deal with sleep or dreams. An automatic raise to the hand level is also generated if the actual Sandman hex is used.

Cost: The next time the huckster falls asleep, he has to make an opposed Spirit roll against the Sandman's Spirit of 3d12. Failure indicates that the huckster now has Night Terrors for two days, and one additional day for each raise that the Sandman may have achieved over the Huckster.

Backlash: If the huckster suffers backlash or goes bust on his opposed spirit roll, the Sandman has plucked the heart out of the huckster's dreamself. All that is left for the gambler are hollow nightmares. The Huckster now has Night Terrors permanently until he can somehow regain his dreaming heart.

Allan Seyberth <darius@darious.com>

Soul Blast

TN: 5 if the Huckster knows Soul Blast, 9 otherwise

Appearance: A glowing playing card

Motivation: Soul Blast is a greed sot who wants to collect as many souls as he can.

Boost: He grants 3 additional cards when casting Soul Blast. Any person killed by such a soul blast draws one less card for the purposes of coming back harrowed.

Cost: The huckster loses 1d6 wind which will not get back for 24 hours. He also loses 1 additional permanent point of wind from Soul Blast claiming a piece of his soul.

Backlash: The Soul Blast affects the huckster as though he were the target. Apply the cost as normal.

Munch Wolf <munchwolf@yahoo.com>

WHISKEY JACK

TN: 5

Appearance: Whiskey Jack looks like an old drunken man wearing a long coat full of drinking flasks.

Any alcohol ever made can be duplicated by Whiskey Jack.

Motivation: His goals are to make people act like drunken fools. If someone gets hurt in the process, so much the better.

Boost: +1 to +5 cards

Cost: Every extra card the Huckster takes represents a drink from Whiskey Jack's little flask. Every drink adds +1 to all the Hucksters target numbers for 1 hour per drink, starting the round after Whiskey Jack's help has been asked for. The effects of drinking from Whiskey Jack's flask are cumulative, at least until the Huckster becomes sober again.

Backlash: A Huckster who gets a backlash under Whiskey Jack's care will seek the nearest source of alcohol available and try to crawl into a bottle at the earliest opportunity. During this time they will drink as much as they can until passing out.

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Inspirations

Munch Wolf <munchwolf@yahoo.com>

Inspirations - Inspirations are device specific manitous (probably the equivalent of tech spirits, but then I've never read HoE). These manitous are drawn to MS and try to influence the particular Mad into creating their specific device. Each Inspiration has their own personal Motivation, Cost, and Backlash, but ideas are listed below. Their boosts tend to be similar to each other though, and are only specific in the type of device they want created. Each Inspiration is identified by a general, specific, and unique field. Example A: Unique field could be flamethrower or ornothopter. Their specific fields would be heavy guns and flying machines respectively. Their general fields would then be weaponry or vehicles.

TN - Since MS's don't realize their devices are aided by manitou intervention they normally won't go looking for an Inspiration. If they did though, it would be a 1 in 5 to find an Inspiration which matches the general field of what they are looking for (specific and unique fields decided by Marshal). For a raise they can instead identify an Inspiration which matches their specific field, and with an additional raise they can find the precise Inspiration they are looking for. Occasionally though an Inspiration will choose a Mad Scientist and be difficult to get rid of.

Appearance - Each Inspiration appears as their unique device, and may choose to show themselves to Mad Scientists during dreams.

Motivation - Mostly they want to have more Mad Scientist gizmos built, but some have allied themselves with Gremlins and want to smash all MS items.

Boost - The most common boost is if a MS designs a device shared in their general field he draws 1 extra card. If he designs a device in a shared specific field he draws 2 extra cards. If he designs the unique device he draws 3 extra cards. Some Inspirations are fickle and only give bonuses for devices in specific and unique fields, and then at only 1 or 2 cards.

Cost - The one common trait shared by these manitous is that a Mad Scientist can only have one Inspiration at a time, and he does not control (short of maybe an exorcism) when that Inspiration leaves him. Besides that they will try to penalize the Mad Scientist if he tries to make a device outside their general category. This penalty could be a loss of a card, a taint built into the device, lower reliability, lower effectiveness, higher hand size required, or complete failure.

Backlash - Most Inspirations stick to regular madness. Some have specific insanities they like to inflict (ex A flamethrower manitou turns scientists into pyromaniacs). Some allow the devices to be made and then possess them. Mostly it depends on the individual's motivation.

How to get rid of an Inspiration - One of the biggest problems of having an Inspiration is they may not agree on what the MS should be making, yet the MS most likely won't know what kind of Inspiration he has. If you're an alchemist and you have an ornothopter Inspiration banging around your noggin, you're not going to get any potions made. Luckily most inspirations will leave on their own. Some will leave when the MS creates their unique device. Others will get fed up and bail the first time a MS backlashes. Again it follows along with their motivation for how long they stay around. No

Inspiration will choose to torment a single MS forever, they want to share their devices throughout the west.

The Light Armored Hat

TN 7 (he's shyer than most Inspirations), on a botch you may find his bullying older brother, The Heavy Armored Hat

General: Clothing

Specific: Armored Clothing

Unique: Light Armored Hat

Appearance: He appears to be a purple velvet derby with a lining of ghost steel around the inside.

Motivation: This manitou prefers the fancier things in life. He normally won't seek out Mad Scientists unless he sees them designing clothing devices which are more aesthetically pleasing than practical. This manitou is also extremely skittish. If the MS backlashes or botches while designing/building devices he will bolt. He will also flee if the MS successfully designs any form of body armor as he fears this may attract a bigger Inspiration.

Boost: A MS building a fashionable clothing device gains 1 extra card draw. A MS building a fashionable clothing device which includes some form of headpiece gains 2 extra card draws. A MS designing a Light Armored Hat (Armor 2, Durability 5/1) gains 3 extra card draws. To make a device appear more 'fashionable' increase its base price by 25% to 50%

Cost: While the LAH Inspiration is around any device the MS tries to make which is ordinary looking suffers a minus one from the card draw. Any device that is ugly or cheap suffers a minus two from the card draw.

Backlash: Normal backlash applies.

Pitch - on Earth

As I mentioned a few weeks ago, my posse have unleashed the greater manitou Pitch into the world. They seem to have taken this quite lightly, so I've decided to hit them with the full force of what having a greater manitou walking the earth really means. I haven't planned out the whole shebang, but this is what I have as the groundworks of Pitch's army. The Darkmen are essentially just harrowed who have come within Pitch's reach and he's shredded the human soul and completely reworked the body. He doesn't have many right now; only four or five.

The Darkmen

Corporeal: D:3d10, N:4d12+4, S:3d12, Q:4d8, V:1d10

Lockpickin' 5d10, shootin': ebon-cane 4d10, sleight o' hand 3d10, throwin': balanced 3d10, climbin' 5d12+4, dodge 4d12+4, fightin': ebon-cane 5d12+4, horse-ridin' 3d12+4, sneak 6d12+4, quick-draw: cane 5d12+4

Mental: C:4d8, K:3d6, M:1d8, Sm:2d8, Sp:2d8

Scrutinize 3d8, trackin' 3d8, ridicule 3d8, guts 5d8, faith 5d8.

Edges: The voice: grating, the stare, brawny.

Hindrances: Cautious.

Pace: 16

Size: 7

Wind: 18

Special Abilities:

Harrowed: Dominion: Manitou 8, Human 0. Powers: Cat eyes 4, ghost 5, soul eater 1, supernatural nimbleness 2.

Gear: An ebon-cane. Three small glass spheres filled with shadowsand.

Description: The Darkmen are almost always identical. They're towering bald black men wearing large, black, fur-lined leather winter-coats and carrying five-foot long ebony canes topped with a leering silver demons' heads. They seldom talk but when they do it's usually to deliver some dry, sarcastic insult.

Shadowsand

Shadowsand is ghost-rock ground up into sand. When imbued with Pitch's dark power, it gains the ability to summon various beasts from the hunting grounds. To activate it someone must simply shatter the sphere upon the ground and then manipulate the dark energy released to summon a being of their choice. This does not require a throwing roll as the sand can move to where it is required. Note that this means that someone who has not been inducted into Pitch's army of darkness cannot use the sand. The person who summoned the being must spend wind per round to maintain the creature, depending on the level of the power. If they choose not to pay or go unconscious, the animal will simply dissipate into a pile of black sand. All creatures summoned are dark and shadowy versions of their true self, with blazing red eyes. Except for the night-haunt, this increases their overawe by two steps and one dice. Aside from this they use the stats for their normal counterparts.

Swarm of Wasps: Four wind per round. The wasps stick together and will attack one size twelve or smaller object of the casters choice as soon as they are summoned. That person is stuck with

them; the only way to get rid of them is to wait until the summoner no longer pays the wind, or to fully immerse yourself in water; the wasps then disintegrate immediately. Moving with wasps clouding your vision is very difficult; the target must make a fair (5) cognition check or they move in a random direction determined by a d12. They are also effectively blind in pitch-black conditions, and suffer all the penalties that that entails. Finally, for every exposed location on the user's body, (most commonly the arms and the head), they suffer 2 wind per round as the wasps sting them.

Night-Haunts: Three wind per round.

Wolves: Two wind per round.

Horses: One wind per round.

Ebon-cane

These rare canes of Pitch's own devising are objects of great power. They are fashioned from ghost-wood, made from sturdy oaks grown in ghost-rock sand, and are then gifted with some of Pitch's own power. They have a small ghost-steel pommel, made to the likeness of a Night-haunt's head.

Shadowfan: Darkmen have been seen to twirl their canes in front of their faces, creating hazy walls of shadows which hide them very effectively. This intrinsic power effectively grants the wielder the ability to cast the black magic power Cloak o' Evil at level four.

Sandstream: The main function of the ebon-canes is to shoot thin streams of black shadowsand. The night-haunt pommel turns to look up and opens it's steel mouth at the wielder's beckon, spitting out a steady stream of sand which burns flesh like acid, leaving dark, shadowy scars.

RoF Damage Range

1 4d8 10

Special: Anyone who takes three wounds or more to any location from a Sandstream is counted as Ugly as Sin whenever the scars are showing.

Dark-infusion: When a Darkman is alone and in need of numbers, it is not uncommon for them to plunge their canes through the chest of a nearby corpse, summoning it back to life. To do this the wielder has only to touch to chest of any corpse nearby, (the corpse has to have a chest!), and push. The pommel will secrete shadowsand to burn through the target's flesh, and the sand then finds a vein and rushes to the heart. The heart is turned into a solid lump of ghost-rock and pumps shadowsand around the body, bringing it back to life. The newly undead creature is entirely under the control of the bearer of the staff, and uses the same stats as Walkin' Dead. Its focus is its heart, however.

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