



Hexarcana



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Hexarcana

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Dedicated to: Shane Hensley, for creating the worlds of *Deadlands* and a dozen other reasons.

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GET YOUR MOJO RISIN'

You've got in your hands the single largest collection of magical options for characters in your *Deadlands* campaign. If you've looked at the back of this work, you probably already had some idea of what you were getting yourself into before you even cracked the spine on this tome. But in case you don't judge a book by its cover, let us assure you everything mentioned back there is in here.

That's right—over 150 spells, hexes, favors, and more all in one place!

We've included the *arcane backgrounds* from our popular boxed sets (*The Great Maze*, *City o' Gloom*, and *River o' Blood*), the martial artist, the metal mage, and the voodooist. All three of those sets are now out of print and we want everyone to have a shot at playing those character types.

Even if you've already got the original versions of those rules, odds are you're going to find a good bit of new stuff on each of them.

We've retooled the *arcane background: enlightened* rules (over-the-top kung fu fighting) to bring it more in line with the revised rulebooks, the *Weird West Player's Guide* and the *Marshal's Handbook*. The voodooist is also somewhat changed from her original incarnation as well.

However, even if these new backgrounds weren't enough, you'll find an additional 80 or so *totally new* powers, spells, and options, as well as a few new *Aptitudes* and other goodies as well.

USING THIS BOOK

Unlike many of our other sourcebooks, *Hexarcana* only has two sections.

Posse Territory by far contains the meat of this book. It's divided into five chapters, each dealing with a separate *arcane background*.

In each of those chapters you'll find new spells or powers associated with the type of magic. You may also run across new *Edges*, *Aptitudes*, or other options as well.

In the chapters devoted to blessed, hucksters, and shamans, we've also included any information you might need to update the appropriate sourcebooks to the newer revised rules. We added in notes correcting any kinks those pesky gremlins might have thrown into the printings as well.

Finally, at the end of this section, we've provided archetypes for the three new character types in this book: the martial artist, metal mage, and voodooist.

The Marshal's Handbook is very short in *Hexarcana*. Since the book is mostly dedicated to player character options, most of what's in this brief section is the details on exactly what happens when good magic goes bad.

We've also updated Marshal-only info from the sourcebooks mentioned above, included any errata that slipped past us in the first printing, and dropped a few notes of explanation for a secret or two the players might not have the full story on.



POSSE TERRITORY



