

# Deadlands 1876

## The Grimoire

### Wilderness Ally

**Power:** Shaman

**Rank:** Veteran

**Power Points:** 1/medicine rock

**Range:** Immediate

**Duration:** Daily

**Trappings:** Medicine rocks

#### Overview

This Power allows the shaman and his followers to blend with the landscape, allowing them to evade detection as they travel the countryside. Forests seem more dense, fallen leaves are tread upon silently, and even shadows seem eager to conceal the traveler.

#### Medicine Rocks

The spell is prepared by crafting special “medicine rocks,” one for each person to be affected. These rocks may be of any type, and must be selected by the Shaman during the night of a New Moon. Once collected, each stone must be successfully concealed in the belongings of a tribe member. If the rock evades detection for one day, it is considered “good medicine,” and may be used for the spell.

#### Casting the Spell

Each morning, the shaman must gather together the medicine rocks and spend one hour blessing them. This blessing requires one Power Point per rock. The ritual begins when the shaman washes the rocks in water, then sets them to dry near a burning “smudge” of herbs—usually a mixture of sage, purple mallow root, and prickly ash. Once the rocks have absorbed the smoke, they are distributed among the shaman’s companions. These travelers may then voyage across the landscape silently and virtually imperceptibly, as if they are making a perpetual Stealth roll.

#### Limitations

Wilderness Ally does not confer invisibility. If the traveler performs an action that would naturally call attention to himself, he forgoes the spell’s protection. Also, if an opponent is actively searching for the carrier of the medicine rock, he may “see through” the spell by making a Notice roll against a Target equal to the traveler’s Spirit die. Finally, the spell relies on the existence of some form of natural landscape, and cannot function when there’s a lack of protective cover, such as walking through a town, sailing on a boat, or striding across an open salt flat.

## Improved Wilderness Ally

**Power:** Shaman

**Rank:** Heroic

**Power Points:** 1/two medicine rocks

**Range:** Immediate

**Duration:** Daily

**Trappings:** Medicine rocks

### Overview

A more powerful version of Wilderness Ally, this spell is prepared and cast in the exact same manner. Improved Wilderness Ally makes the travelers even more difficult to detect, and has the additional advantage of doubling the traveler's normal pace. Hidden shortcuts mysteriously appear through tangled brambles, open meadows are concealed by unexpected fog banks, and unfordable rivers are bridged by fallen trees. The caster may bless twice the number of rocks as the standard spell, so a shaman with 22 Power Points may conceivably prepare up to 44 medicine rocks each morning—providing he is willing to exhaust his powers!

### Limitations

The same limitations apply as the standard spell, but an active searcher must now make a Notice roll against the *shaman's* Spirit die, not the carrier of the medicine rock.