



MAGE HAND
PRESS



WEIRD WEST
UPDATE



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CHAPTER 1: WEIRD WEST

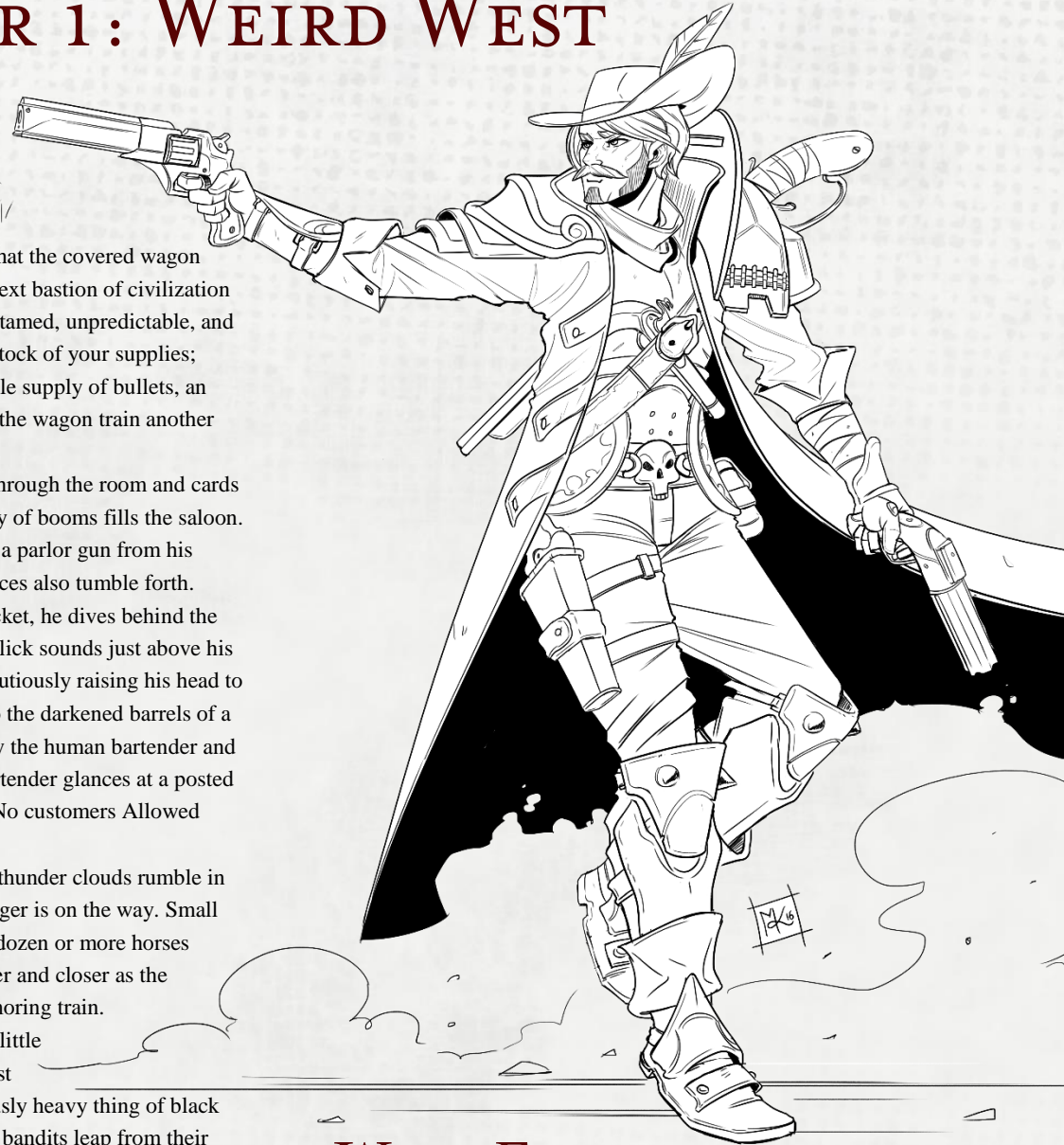
A vast, endless plain stretches out before you.

The road is a pale indent, little more than a game trail, in the tall grasses and rolling hills that the covered wagon trots upon. Standing before the next bastion of civilization is a hundred miles of frontier, untamed, unpredictable, and teeming with natives. You take stock of your supplies; short on rations, but with an ample supply of bullets, an unlucky buffalo might help feed the wagon train another week.

Poker chips fly haphazardly through the room and cards flutter to the floor as a cacophony of booms fills the saloon. In the chaos, a halfling produces a parlor gun from his sleeve, from which a few illicit aces also tumble forth. Stuffing a bag of coins in his pocket, he dives behind the bar under a flurry of gunfire. A click sounds just above his head and his blood runs cold. Cautiously raising his head to look, the halfling's eyes peer into the darkened barrels of a double-barrel shotgun, primed by the human bartender and ready to fire. Unblinking, the bartender glances at a posted sign, then back at the halfling: "No customers Allowed behind the Bar"

The train surges forward and thunder clouds rumble in the distance; a confluence of danger is on the way. Small clouds of dust, the footfalls of a dozen or more horses charging at top speed, grow larger and closer as the bandit gang closes in on the clamoring train. Inside, the marshals gather what little ammunition they have for one last showdown. The safe, a monstrosity of black iron, sits in the front car, and the bandits leap from their horses onto the moving train at the rear; between them stand a few desperate lawmen with a mind for keeping the train moving and protecting whatever unknown treasures held inside.

The Western frontier is a setting of endless adventure, pulp drama, and genuine terror; a fantasy setting for the modern age. Classic stock characters are replaced with others: the gunslinging sheriff replaces the knight errant, for example; but the timeless quests and obstacles remain the same. There is always a town to be saved, a damsel (whether or not she be in distress), an ominous landscape filled with hidden dangers, and a great evil to be slain; the heart of medieval fantasy lives on in the West.



WIDE FRONTIERS

The endless, unforgiving frontier and the bold pioneers who tame it are the soul of the West, but the West is not the only frontier to be won. At its core, a frontier needs only an untamed wilderness with sparse inhabitants and fearsome wildlife or other dangers. Often, a frontier setting champions themes like rugged individualism and the open road. Outer space has long earned the moniker the "Final Frontier", but frontiers can belong in any setting and intermingle with an abundance of themes.

The kingdoms and fiefdoms of medieval fantasy are more like the frontier than they are different. Though a medieval setting is civilized, and a frontier is not, they both

feature walled outposts set against a sprawling and diverse landscape, populated by dangerous monsters and residents. In both settings, it's common practice for individuals always be armed and to travel great distances on horseback. As well, both enjoy a rich tapestry of mythology and wonder which can breathe life into their otherwise oppressive atmosphere.

WEIRD WEST

Where the Old West stories and tropes are grounded in a pop-culture interpretation of the historical American West, the Weird West disposes of those pretensions. If it belongs in an RPG world, it belongs in the Weird West: magic, dwarves, dragons, and orcs can all be found on the frontier alongside newly-emerged firearms and trains. These elements clash in the world, but never invalidate each other, creating a setting where the medieval fantasy of knights and mages can exist with Western cowboys, and the two can even intertwine.

In some cases, the old mainstays of fantasy stories merge seamlessly into the Weird West. Dwarves, which are renowned across fantasy for digging in the earth for valuable minerals, fit comfortably into the mold of the Old West's prospectors, who eke out a living mining for gold around temporary boom towns. Elves and gnomes, the magical folk of any good fantasy setting, might find their home in the Weird West as exotic outsiders to the West, or even as natives who use magic in opposition to new and devastating firearms. Humans can play the role of both settlers and natives, but must be wary of tribes of goblins and kobolds, who make the hills their home. Orcs, bugbears, and hobgoblins amount to ruthless factions of outlaws and renegades, made even more dangerous by a host of firearms at their disposal, looking to win the West for themselves.

Not all campaigns need to follow these tried and tested tropes, but having easy access to such storytelling shorthand can open vistas that allow the GM to tell stories with the players on familiar ground, bringing them into the world quickly and comfortably.

INNOVATIONS

Though magic in all its forms exists in the Weird West, other technologies have begun to gain a foothold. The devastating might of black powder has created a Renaissance of logic and engineering, leading to mechanical innovations both small and large. Player pianos sit in the corner of saloons and immense iron trains blaze across the countryside; the age of technology is begun.



BLACK POWDER AND THE GUN

No one would have suspected that this ebon alchemical dust, known to burn at incredible speed, would revolutionize the world. That is, until the first alchemists developed it into bombs, then directed bombs, then finally cannons. With cannons, formerly impregnable cities, with high walls and towers securing them from without, fell to ruin, and people scrambled for solutions. Over time, guns were made smaller, and walled cities began to fall out of favor.

Firearms quickly evolved from city-busting muzzle-loaded devices into smaller, handheld weapons, capable of rapid fire with little preparation. Modernized ammunition, which encapsulates gunpowder behind a conical bullet, is perhaps most responsible for the deadly, hard-hitting firearms of the Weird West. In spite of all this, firearms are still inelegant, risky weapons, whose malfunctions can easily harm the user.

Magic, like it always does, came up with a solution. New enchantments for great walls means that keeps could withstand cannon blasts, and magic-forged steel was crafted to repel small arms fire. Specially cast spells could even jam firearms or detonate or their ammunition.

So, it was in the Weird West that firearms became a new puzzle piece to war, rather than a complete paradigm shift. A brave knight can stand up to a rifleman, and a gunslinger can lay low archers. A mage, properly equipped, possesses the tools to cripple either. Often, combat becomes a rock-paper-scissors game of sword, spell, and gun.

MYTH OF THE GUN

It would be an understatement to say that the people of the Weird West revere the gun; in fact, their adoration borders on worship. This significance has given rise to a number of minor deities, whose existence is predicated on the Myth of the Gun, a collection of popular conceptions that amount to the following:

ANYONE IN THE WEIRD WEST CAN BE A HERO, provided they have a gun, some ammunition, and a steady hand. A righteous cause helps, too. Swords and spells demand might and intelligence, but by contrast, the gun is an equalizer; it requires only your bravery and a little bit of luck.

GODS OF THE GUN

As long as these beliefs are commonplace, the demigods of the gun hold true, divine power. But among them, none is so powerful as the black mistress, Khaliber, goddess of gunpowder. Hers is an indiscriminate fury, for she is known to be fickle and unpredictable, even with her followers. Clerics which spread her message paint her shrieking visage on their armor in sable streaks of black powder, and swear off conventional weaponry as a type of heresy; a force of antiquity holding their domain back.

Khaliber's influence is wide and her base of power is growing. Clerics of the old gods fear a type of religious war is on the horizon, fueled by the Myth of the Gun and the abandonment of old ideals. Perhaps, a battle for the soul of the Weird West is soon to come, or perhaps such a battle will merely take place in the heavens. Regardless, traveling preachers of many kinds wander the Weird West, marshalling supplicants to their respective sides, awaiting an untold, looming conflict.

RAILROADS

The iron horse, which roams far and wide, has begun to transform the West. Wherever the train tracks lead, modernization is sure to follow. Small towns pop up around the train tracks as they progress; the leading edge of civilization. Year by year, mile by mile, the advance of the tracks steadily pushes back the untamed wilderness, opening the frontier and its resources.

Fantastically wealthy and unbelievably powerful steel barons direct the tracks' advance, competing to unify the frontier in a single, unbroken railway. The further the rail lines stretch, the more access is opened to the frontier's abundant natural resources, which the steel barons can further exploit; a positive feedback loop of resources and power. Each steel baron, commanding arrays of companies and supply lines, constantly seeks to undermine the others to gain control of the rails. Whoever comes out on top of this competition of wealth is bound to be the most powerful individual in the Weird West.

But to most settlers, the barons' invisible war for the rails is inconsequential: the railroads mean the arrival of

stuffy business men, quick travel, and consistent mail.

While not without its downsides, the railroads seem like a force for progress.

The same can't be said for natives of the Weird West. Those tribes that have lived on the frontier for centuries, whose ways of life are ingrained in the health and ecology of the land, regard the railroads as poison, choking the life from the land and spitting black soot into the sky. These iron horses bring invaders to their land, who claim it as their own. More often than not, the conflicts between settlers and natives of the Weird West flares up near the tracks.

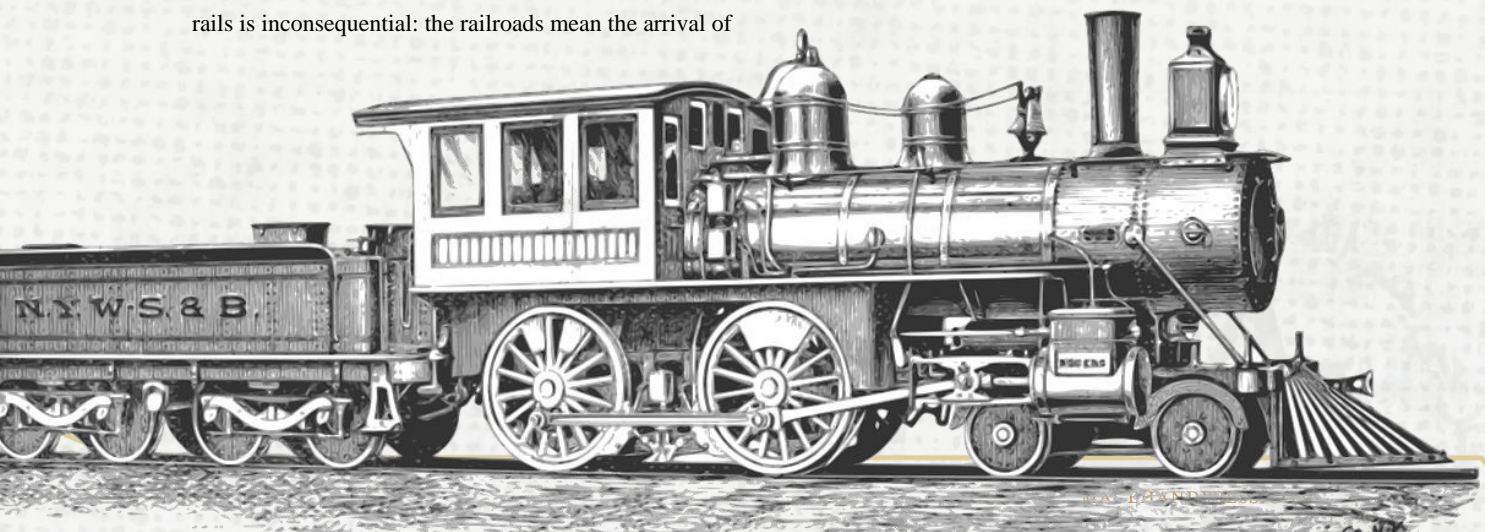
ADVENTURES IN THE WEIRD WEST

A thousand stories live in the Weird West, and a thousand more are yet untold. Rife with adventure, the setting speaks to the endless possibilities of the open road. The following are a few plot hooks (short introductions to the conflict and features of a story) that should whet your storytelling appetite and entice your players into the quest.

NEW SHERIFF IN TOWN

As the characters pass through the small town of Duskwater, one or more of them are immediately appointed sheriff by the townspeople. The town has been routinely set upon by a band of goblinoid bandits, whose leader, Big Duende, has personally shot and killed the previous two sheriffs of Duskwater. Should the party be able to repel the bandits and survive until a suitable replacement arrives, they will be paid suitably for their services.

Soon, the party might notice that something is odd in Duskwater. Bandits ride into town and gunfights commence regularly at high noon, the townsfolk have a persistent habit of repeating certain phrases, and events like the gunfights even feel staged in the party's favor. Certainly, the characters feel like heroes in this place, but a certain eerie aura hangs over it.



SOMETHIN' ABOUT THAT TOWN NEVER SEEMED quite right. See, those people, they needed our help, what wit' the goblin raids ev'ry sundown, but the bastards wen' down without much of a fight ev'ry time.

By the middle o' the second night, we started seein' these figures, showin' up an' vanishin' in a eerie light. I've ne'er seen anyone wear anythin' like that—all shimmin' and silv'r, with a great big visor coverin' its whole face.

We started lookin' for answers. This trapdoor in the middle o' town...

– Buck “The Wall” Diller, Warden, on *Duskwater*

Perhaps the party will find cause to investigate the doors and trapdoors in Duskwater that the residents never seem to notice, or they will catch a glimpse of the strange, visor-wearing spirits that, unnoticed, observe the residents as they sleep. It's even possible they'll notice one of the sophisticated humanoid constructs buried out on the edge of town. Confronting the unusual magic in Duskwater and unraveling its mysteries will force the characters to question reality and come to realizations about the true creators of this town.

ECHOES OF WAR

Because frontier territory is unclaimed, these settings often feature a backdrop of recent war that stings in the public imagination. Such is the case in the Weird West: many old soldiers from the disgraced losing side have become roving gunslingers in the West. Some even maintain their ranks and regiments, in spite of the war being long done.

As the characters crest a hilltop, they can see long lines of men marching in military formation in the dusty basin below. Two lines exchange rifle fire, men fall, both lines break, and the lines retreat in opposite directions to a tune of bugle calls. In a few short minutes, the field is clear again of soldiers, and the party is left to wonder what they just witnessed.

Within five miles, the party can find two military camps (they are arrested by armed men in soldier's uniforms and taken to the general if they come too close.) They learn that these two lost regiments are still fighting the Old War out here in the West, apparently unaware of its bloody conclusion, replacing fallen men with native 'recruits', and raiding the countryside for resources. Now, very few of the original soldiers remain, and the uniforms they wear are beginning to fall to tatters.

Either general will attest that this location has no strategic value to the war effort (and will even concede to

knowing that the war is long-over) but stands firm in their convictions that something can be won. The generals believe that, buried at this site, is a powerful artifact that can change the outcome of the Old War. If they are correct, whether it is an artifact of forbidden chronomancy, advanced magitech from a forgotten civilization, or an echo of a manic Great Old One, any magic item that can change the past is a force to be feared. Is there truly a way to return to the past, or are the generals simply motivated by old grudges?

ZIGGURAT, CITY OF NATIONS

As the party travels the frontier of the Weird West, they might hear whispers of the metropolis, Ziggurat, home to a hundred native nations. Though it is a force to be reckoned with, amazingly, very few settlers know its true location. Those who discover it are swiftly slain and added to the ziggurat, the city's namesake, a burial mound of immense proportions, located at the city's center.

Only a few ghastly tales of Ziggurat reach the ears of settlers. Stories tell of a city built on the dead, a necropolis with native sorcerers capable of raising an army of undead at a moment's notice. Others remark on the diverse cast of races that inhabit the place, a menagerie of elves, humans, goblinoids, dragonborn, and more. Naturally, the settlers dread the idea of a united native army with a horde of undead at their backs, but rarely consider that Ziggurat might be a real place. That disbelief is a true mistake.

As the Great Railroad, a single rail to traverse the entire Weird West, nears completion, a steel baron hires the party to help defend the construction site, especially that of a large bridge. The baron foresees some complications with the local natives, but figures that some mercenaries and a few hundred bullets should be enough to protect his investment. His confidence is bolstered by the arrival of his personal iron golem, which towers over the construction, lifting train cars and steel rails with ease.

But before long, the footfalls of horses and the shambling steps of undead can be heard approaching; Ziggurat has sent an army numbering in the tens of thousands. Worse still, the Drake's Teeth, a notorious band of mercenaries, bearing with Gatling guns, flamethrowers, have been hired by a rival steel baron to stop the project once and for all.

The party is trapped in a three-way battle for control of the West; the railroad not only promises to bring the settlers together, but also to unite the natives. With whom will the party side? Should the party travel to Ziggurat and negotiate peace, or convince the Drake's Teeth to fight alongside them?

CHAPTER 2: GUNSLINGER



| Level | Proficiency Bonus | THE GUNSLINGER Features | Risk Dice |
|-------|-------------------|---------------------------------|-----------|
| 1st | +2 | Fighting Style, Quick Draw | - |
| 2nd | +2 | Critical Shot, Poker Face, Risk | 4d8 |
| 3rd | +2 | Gunslinger's Creed | 4d8 |
| 4th | +2 | Ability Score Improvement | 4d8 |
| 5th | +3 | Extra Attack | 4d8 |
| 6th | +3 | Gut Shot | 5d8 |
| 7th | +3 | Creed Feature, Evasion | 5d8 |
| 8th | +3 | Ability Score Improvement | 5d8 |
| 9th | +4 | Critical Shot improvement | 5d8 |
| 10th | +4 | Creed Feature | 5d10 |
| 11th | +4 | Mankiller | 5d10 |
| 12th | +4 | Ability Score Improvement | 5d10 |
| 13th | +5 | Dire Gambit | 5d10 |
| 14th | +5 | Creed Feature | 6d10 |
| 15th | +5 | Cheat Death | 6d10 |
| 16th | +5 | Ability Score Improvement | 6d10 |
| 17th | +6 | Critical Shot improvement | 6d10 |
| 18th | +6 | Maverick | 6d12 |
| 19th | +6 | Ability Score Improvement | 6d12 |
| 20th | +6 | Head Shot | 6d12 |

A glass falls, clattering to the floor, and the tavern grows silent. A dwarf with a deep scowl, dripping with freshly spilled beer, leers at a drunken nearby orc and fingers for a pair of revolvers at his waist.

High on a hillside, carefully concealed beneath foliage and stones, a rifleman steadies his breathing and adjusts his scope, acquiring his target and patiently awaiting his moment to strike.

Risk is in a gunslinger's blood. They are bold renegades, bucking tradition and forging a new path with dangerous and inelegant firearms. Gunslingers are infamous for surviving by their wits, relying on split-second timing and a considerable amount of luck to survive.

GUTS AND GUNPOWDER

Black powder is not for the faint of heart. Its thunderous applause is volatile and imprecise; a barely-controlled explosion directed at an enemy. Only the truly fearless seek to master it, for one must be mad or have nerves of steel to weather the risk of its use. But those who call themselves gunslingers are fearless combatants, hurling death from their guns in a roaring cacophony. Adapted for shootouts, gunslingers are mobile and daring, knowing that life or death hangs on snap decision making and one's own mettle.

DANGEROUS OUTSIDERS

A gunslinger's explosive lifestyle lends well to wandering and adventuring. Gunslingers will often shoot first and ask questions later, an attitude which earns them few friends and bountiful enemies. In their travels, most gunslingers are secretive and take lengths go unnoticed, lest they be spotted by old foes with scores to settle.

Yet, their skills are not unneeded. Anyone requiring protection or revenge of their own can count on a gunslinger to be in need of an odd job when they roll into town. After all, skill with a gun is always in demand somewhere.

CREATING A GUNSLINGER

When creating your gunslinger, consider where firearms fit in the world and the common perceptions of those who use them. If firearms are the norm, gunslingers might be mercenaries or militiamen. If firearms are rare, your gunslinger might be one of a kind, a trailblazer in new types of warfare.

It's also not unusual for a gunslinger to be haunted by their past. Did some event drive you to the gun and motivate you to travel? Is there a bounty on your head in one or more areas? Do you have any old enemies that seek you for revenge?

QUICK BUILD

To make a gunslinger quickly, follow these suggestions. Make Dexterity and Constitution your highest ability scores. If you plan to choose the Pistolero creed, make Constitution higher, or if you plan to choose the Sharpshooter, make Dexterity higher.

CLASS FEATURES

As a gunslinger, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Gunslinger level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Gunslinger level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, simple firearms, martial firearms

Tools: Gunsmithing kit, one type of gaming set

Saving Throws: Dexterity, Charisma

Skills: Two from: Animal Handling, Athletics, Acrobatics, Insight, Intimidation, Deception, Perception, Persuasion, and Sleight of Hand

EQUIPMENT

You start with the following equipment, in addition to the equipment granted to you by your background:

- Leather armor with a longcoat
- A dagger and (a) a handgun and 20 bullets or (b) a revolver and 10 bullets
- Any two-handed firearm that isn't heavy and 30 bullets or shells
- (a) an explorer's pack or (b) one kit you're proficient with

FIGHTING STYLE

You adopt a particular style of gunfighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Akimbo. When you engage in two-weapon fighting with firearms, you do not take a penalty to the damage of the second attack.

Bullseye. You gain a +2 bonus to attack rolls you make using firearms. The weapon must have the Sighted property or have a normal range of 80 feet or longer to gain this

effect. This effect does not stack with the Archery fighting style.

Duelist. While you are wielding a firearm in one hand and nothing in the other, if you make a weapon attack and exceed the target's AC by 5 or more, you deal an additional die of weapon damage. You can only use this ability once per round.

Shotgunner. When you hit with a firearm that has the Scatter property, you can reroll the lowest damage die, and you must use the new roll, even if the new roll is worse than the original.

QUICK DRAW

Gunslingers have twitch reflexes and can pull a gun in the blink of an eye. You have advantage on initiative rolls. Additionally, you can draw or stow up to two weapons when you roll initiative and whenever you take an action on your turn.

CRITICAL SHOT

At 2nd level, your firearm attacks score a critical hit on a roll of 19 or 20.

Starting at 9th level, your firearm attacks score a critical hit on a roll of 18 to 20, and at 18th your firearm attacks score a critical hit on a roll of 17 to 20.

POKER FACE

Starting at 2nd level, you have advantage on ability checks and saving throws made to prevent others from sensing your motives, perceiving your emotions, or reading your thoughts

RISK

By 2nd level, you can perform incredible feats of daring that are fueled by special dice called risk dice.

Risk Dice. You have four risk dice, which are d8s. You gain additional risk dice, and your risk dice change as you gain levels in this class, as shown in the Risk Dice column of the Gunslinger table. You regain all expended risk dice when you take a long rest.

Using Risk Dice. Once on each of your turns, you can expend a risk die to perform a Deed of your choice. Your deed options are detailed at the end of the class description.

Saving Throws. Some of your deeds require your target to make a saving throw to resist the deed's effects. The saving throw DC is calculated as follows:

$$\text{Deed save DC} = 8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$$



GUNSLINGER'S CREED

By the time gunslingers reach 3rd level, they embrace a way of living, known as their creed, which guides their judgements and their unique brand of gunslinging. Your choice grants you features at 3rd level and again at 7th, 10th, and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

GUT SHOT

Starting at 6th level, whenever you score a critical hit on a Large or smaller creature using a firearm, the target of that attack is incapacitated until the beginning of your next turn. Elementals, oozes, and undead are immune to this effect.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

I HIT THE DIRT HARD, ROLLIN' INTO A CROUCH as I reloaded my revolver, an' scanned the street in front o' me for the bastard. My eyes landed on 'im, steppin' out from an alley. Big guy—half orc, wide-bore shotgun in 'is hands, big ol' broadsword on 'is back, decked out wit' a breastplate he prob'ly stole off a corpse. I said to 'im, "Gronic Half-Tusk, yer comin' wit' me, alive or not." He laughed an' fired wide. I laughed back an' fired true. He hit the ground, smile still on 'is ugly mug.

– *Ellia Vallen, gunslinger, hunting a bounty*

MANKILLER

At 11th level, when you take the Attack action on your turn, you can add your ability score modifier to firearm damage rolls.

DIRE GAMBIT

Starting at 13th level, whenever you score a critical hit, you regain one expended risk die.

CHEAT DEATH

By 15th level, you have a knack for escaping the reaper. When you would be reduced to 0 hit points, you can use your reaction and expend one risk die to avoid being incapacitated and instead be reduced to a number of hit points equal to the number rolled on the die.

Once you use this ability, you must finish a short or long rest before using it again.

MAVERICK

By at 18th level, you are unshakable. You have advantage on Constitution checks and saving throws.

HEAD SHOT

At 20th level, when you score a critical hit against a creature using a firearm, you can choose for this shot to be a head shot. If the creature has less than 100 hit points, it dies. Otherwise, it takes 10d10 additional damage. Elementals, oozes, and creatures which lack nervous systems or vital organs take no additional damage from this ability.

Once you use this ability, you must finish a short or long rest before using it again.



GUNSLINGER'S CREED

Gunslingers have many features in common, but each of them walks their own path and follows their own code. This code, which gunslingers call a creed, embodies their core beliefs and informs their unique combat style.

PISTOLERO

Bullets are power, and you have long believed that more bullets equal more power. Your expertise is in delivering a hail of deadly fire to pulverize your enemies. Not every bullet needs to be accurate to make a difference.

POINT BLANK SHOT

Starting at 3rd level, you don't suffer disadvantage from making a ranged attack with a firearm while you are within 5 feet of a hostile creature.

FAN THE HAMMER

At 3rd level, when you take the Attack action on your turn to attack with a firearm, you can use your bonus action to make two additional firearm attacks with disadvantage. These additional attacks always have disadvantage, regardless of circumstance. This weapon can't have the Automatic or Two-Handed property.

The number of bonus attacks you can make with disadvantage increases as you gain levels in this class. At 10th level, you can make 3 additional attacks and at 14th level you can make 4 additional attacks.

SPEED LOADER

Starting at 7th level, you have mastered the art of quickly reloading your weapon. On your turn, you can reload a single one-handed firearm without using an action or bonus action.

BULLET TIME

At 10th level, when you make a firearm attack with a one-handed firearm on your turn, you can use your bonus action to gain advantage on the attack roll. Once you use this ability, you can't use it again until you finish a short or long rest.

SWIFT VENGEANCE

At 14th level, when you take damage from a creature within 15 feet of you, you can use your reaction to make a firearm attack targeting that creature.

SHARPSHOOTER

A well-placed bullet is more powerful than a sword, arrow, or spell. Indeed, you believe that every violent conflict should sound like a single loud crack followed by a long silence. Such shots need to be delivered perfectly, even at range, for when they are done right, they are as deadly for the target as they are stupendous for the audience.

AIM

Starting at 3rd level, as a bonus action on your turn, you can take the Aim action. When you take this action, your next firearm attack suffers no penalty for long range, and ignores half and three-quarters cover.

EAGLE EYE

At 3rd level, you can see better from far away. You gain proficiency in the Perception skill, if you did not have it already, and you can add twice your proficiency modifier to Wisdom (Perception) checks you make that rely on sight.

CAMOUFLAGE

By 7th level, you've learned to expertly conceal yourself with foliage and leaves. You can spend one minute to prepare camouflage for yourself. Until you move, you have advantage on Dexterity (Stealth) checks you make to hide among vegetation.

UTILITY SHOT

At 10th level, you can quickly and precisely shoot objects. As an action, you can make a firearm attack targeting a Tiny object within the firearm's range which isn't being worn or carried, such as a rope, chain, belt, wooden rod, candle, bottle, or lock. This object is considered to have an AC of 10. On a hit, a nonmagical object is destroyed instantly and a magical object is flung 15 feet away.

FOCUS

Starting at 14th level, whenever you take the Aim action on your turn followed by the Attack action, you can choose to make only one firearm attack. This attack is made with advantage and deals critical damage on a hit.

DEEDS

These deeds are listed in alphabetical order.

BITE THE BULLET

As a bonus action on your turn, you can expend one risk die to gain temporary hit points equal the number rolled on the die + your Constitution modifier.

COVERING FIRE

When you hit a creature with a ranged weapon attack, you can expend one risk die as a bonus action to cow the creature. Roll the risk die and subtract it from the next attack roll the creature makes before the start of your next turn.

DODGE ROLL

You can expend one risk die as a bonus action to move up to 15 feet and reload any firearm you are holding. This movement does not provoke Opportunity Attacks, ignores difficult terrain, and can move you through hostile creature's spaces, as long as you do not end your movement there.

LIMB SHOT

When you hit a creature with a ranged weapon attack, you can expend one risk die as a bonus action and aim for one of its limbs, forcing it to drop one item of your choice that it's holding. The target must make a Constitution saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

SKIN OF YOUR TEETH

When an attacker you can see makes an attack roll against you, you can expend a risk die as a reaction to dodge out of harm's way at the last second. You add the risk die to your AC against this attack, potentially causing it to miss.

STEADY AIM

On your turn, you can use a bonus action and expend one risk die to double the normal and maximum range for the next ranged weapon attack you make.

THE WYVERN HAD US CORNERED, HERDED INTO a crevice like so many sheep. We wus cowerin' there when we 'erd 'im: bellowin' like a monster 'imself, as he charged outta the treeline, shotgun in one hand an' an axe in the other. Taller 'n two o' me. Scary man. Damn flyin' lizard never stood a chance.

– *Jethro, gnome alchemist, meeting a mountain man.*



CHAPTER 3: CHARACTER OPTIONS

ARCHETYPES

PRIMAL PATH

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

PATH OF THE MOUNTAIN MAN

You are a frontiersman, hardened by your choice to live far beyond the outskirts of civilization in the rough wilderness. Though you rarely enjoy human contact, you are a skilled hunter and survivalist, and prefer to work and live alone.

LAY OF THE LAND

When you select this path at 3rd level, you are adept at traversing the hazards of the wilderness. You have advantage on Wisdom (Survival) checks.

LIQUID COURAGE

At 3rd level, as a bonus action while raging, you can take a swig of a potent spirit (most often moonshine) to bolster your courage and toughness. You gain a number of temporary hit points equal to your level which last until you end your rage. You have advantage on saving throws against being frightened while you have these temporary hit points. After using this ability, you can't use it again until after ending your rage.

SOLITARY

The endless months you've spent alone have widened the rift between yourself and others. Starting at 6th level, you have advantage on any check you make to resist being charmed, intimidated, frightened, or persuaded.

WILD ROAR

At 10th level, you sound a blood-curdling roar when you charge into the fray. When you move 10 or more feet in a straight line and then make a reckless attack, the target can't take a reaction until the beginning of its next turn.

GRIZZLY ASPECT

Starting at 14th level, when a creature you can see makes a melee attack against you while you're raging, you can use your reaction to cause that attack to be made with disadvantage.

BARDIC COLLEGE

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

COLLEGE OF QUACKSALVER

Not so much a standard college as a handed-down tradition, snake-oil salesmen (often referred to as Quacks or Charlatans) are a well-known fixture in the Weird West. Though not completely untrustworthy, quacks tend to overstate the value of the tinctures and tonics they peddle and take on the airs of a much smarter and more successful person. Despite their swindling nature, most quacks are still seen as beneficial, if annoying, companions, for their skills lend themselves well to acquiring both influence and funds in far off lands.

BONUS PROFICIENCIES

When you enter this college at 3rd level, you gain proficiency in the Medicine and Deception skills. Additionally, you can add your Charisma modifier instead of your Wisdom modifier when you make a Wisdom (Medicine) check.

SNAKE OIL

Starting at 3rd level, when you would regain your uses of Bardic Inspiration, you can channel your inspiration into a number snake-oil doses, an herbal and aromatic tincture, potion, salve, or other such consumable substance. Each dose of snake-oil requires one use of your Bardic Inspiration and retains its potency for 24 hours. Any creature that consumes a dose of snake-oil while they can either see or hear you either gains a Bardic Inspiration die (if they do not already have one) or regains a number of hit points equal to your Bardic Inspiration die + your Charisma modifier, your choice.

"HURRY, HURRY, HURRY, STEP RIGHT UP TO BE one of the first to get your hands on my one-of-a-kind tonics! Distilled from the best modern science mixed the mysterious wonders of the far east, this tincture is just what you need to cure any ailment or malady, balance the humors, and free you from a lifetime of rheumatism, lumbago, inflammation, and other physical and mental deformities! My elixir is just the thing you clear your mind, balance your body, and fill you full of vim and vigor!"

– *Coddle Houndstooth, Halfling Snake-Oil salesman*

CUNNING ACTION

Starting at 6th level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

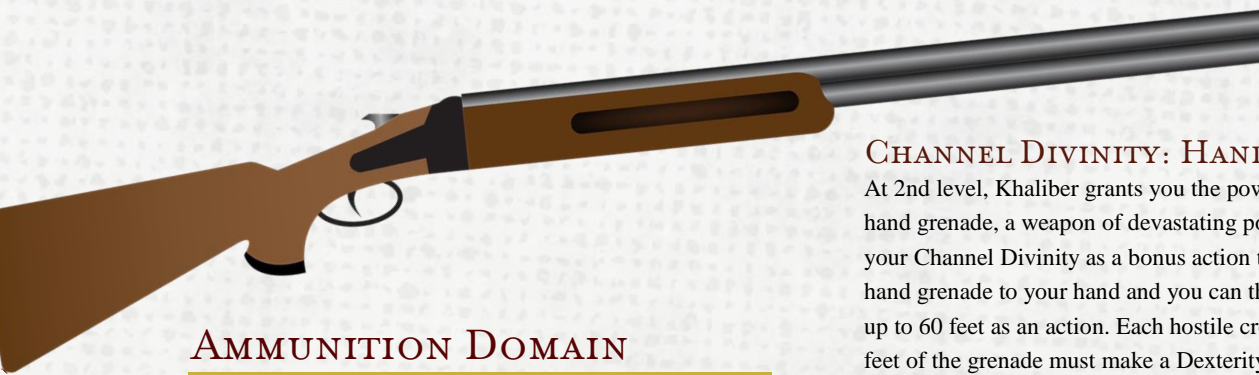
ELIXIR

Starting at 14th level, you've learned to create truly wondrous concoctions, though they only ever seem to perform their miracles around you. You can choose to have any creature who consumes a dose of snake-oil gain the effects of one of the following potions instead of the snake-oil's normal effects: *potion of frost giant strength*, *potion of heroism*, *potion of invulnerability*, *potion of mind reading* or *potion of superior healing*.

Once you use this ability, you can't use it again until you finish a short or long rest.

DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.



AMMUNITION DOMAIN

When black powder was invented, it was nothing more than an alchemical marvel: immensely powerful, but devoid of meaning. Yet, as it became central to people's lives and as the myth of the gun grew, black powder became a fixture of belief; the Ammunition Domain was born from its essence.

A number of minor deities have laid claim to the ammunition domain, but none were so powerful as Khaliber, the black goddess of gunpowder. Clerics in her worship can conjure ammunition from thin air and curve the trajectory of projectiles. They are to spread the myth of guns throughout the world to slowly eliminate the heresy of the sword.

AMMUNITION DOMAIN SPELLS

| Cleric Level | Spells |
|--------------|---|
| 1st | <i>bullet storm, chromatic bullet</i> |
| 3rd | <i>jam weapon, protection from ballistics</i> |
| 5th | <i>conjure barrage, conjure cannonball</i> |
| 7th | <i>detonate ammunition, locate creature</i> |
| 9th | <i>flaming death, wall of stone</i> |

BONUS PROFICIENCIES

Starting whenever you choose this domain at 1st level, you gain proficiency with martial firearms.

You also learn the *concealed shot* cantrip.

BLESSINGS OF KHALIBER

The goddess delivers ammunition to your empty palm. At 1st level, you can use your action or bonus action to summon one bullet or shell. This ammunition is magical and, if not used, vanishes after 24 hours.

You can use this ability a number of times each day equal to twice your cleric level.

At 18th level, firearms you hold have endless bullets and you never need to reload them. When a firearm leaves your grasp, it is reduced to the same number of loaded bullets that it had before you picked it up.



CHANNEL DIVINITY: HAND GRENADE

At 2nd level, Khaliber grants you the power of a divine hand grenade, a weapon of devastating power. You can use your Channel Divinity as a bonus action to summon the hand grenade to your hand and you can throw the grenade up to 60 feet as an action. Each hostile creature within 20 feet of the grenade must make a Dexterity saving throw or take 2d8 radiant damage for each point of your proficiency bonus. If the grenade is not used, it vanishes after 1 minute.

PIERCING SHOT

Starting at 6th level, once per turn when you make a firearm attack, you can fire through walls, ignoring cover if the target is behind less than 5 feet of common metal, dirt, stone, or wood.

DIVINE BULLET

Starting at 8th level, you can add your Wisdom modifier when you deal damage with a firearm attack.

SHADOW BULLETS

Starting at 17th level, umbral bullets hide in the shadow of those you fire, waiting for the right moment to strike. Once per turn, if you miss with a firearm attack, you can immediately make an additional attack.

PIETY DOMAIN

In the wastelands and the wilds, succor and compassion are hard to find. Clerics who follow the path of Piety embrace the will and mien of a supremely compassionate divine being, one who gives blessing and comfort to those who are in need and provides the means to fight that which threatens the meek. Piety clerics may ask more from their parish than clerics of other gods, but their ability to defend their flock against the horrors of the night is worth every ounce of personal sacrifice.

PIETY DOMAIN SPELLS

| Cleric Level | Spells |
|--------------|--|
| 1st | <i>bless, detect evil and good</i> |
| 3rd | <i>prayer of healing, warding bond</i> |
| 5th | <i>remove curse, tongues</i> |
| 7th | <i>banishment, divination</i> |
| 9th | <i>dispel evil and good, hallow</i> |

BONUS CANTRIPS

At 1st level, you learn the cantrips *guidance* and *shillelagh*, which count as cleric cantrips for you.

CAST OUT

Starting at 1st level, while you are brandishing a holy symbol, you can use a bonus action on your turn to create one of two effects:

- You gain advantage on the next attack roll you make against a fiend, fey, undead, or possessed creature.
- Fiends, fey, undead, and possessed creatures have disadvantage on attack rolls against you until the start of your next turn.

A holy symbol you brandish in this fashion must serve no other function than being a holy symbol (for example, it can't be a weapon or an emblazoned shield).

Additionally, starting at 2nd level, Turn Undead affects fiends, fey, and possessed creatures as well as undead.

CHANNEL DIVINITY: CONFESSION

At 2nd level, you can attempt to command a creature to prostrate itself before you and confess its sins. As an action, select a creature you can see within 30 feet to make a Wisdom saving throw. On a failed save, the creature drops to its knees and begins confessing to you. For the next minute, that creature becomes non-hostile towards any creatures, will not move from its space, and cannot lie to you. The creature can reattempt its Wisdom saving throw each time it takes damage before the duration lapses.

A creature must understand the concept of sin or taboo to be affected by this ability, though it need not share your beliefs on such matters; as such, this ability cannot affect non-sentient creatures or creatures with an Intelligence score of 3 or less.

COMMUNION

At 6th level, you can spend 10 minutes proselytizing to your allies, filling them with your god's faith and resolve. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature gains temporary hit points equal to your level + your Wisdom modifier.

A creature can't gain temporary hit points from this ability again until it has finished a short or long rest.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

MIRACLE

Starting at 17th level, you can use your action to call upon your deity to deliver a true miracle. When you do so, this ability duplicates the effects of casting any one spell of 8th

level or lower of your choice, as long as that spell's effects do not contradict the nature of your deity. You don't need to meet any requirements in that spell, including costly components.

Once you use this ability, you gain one level of exhaustion, and you can't use this ability again until you finish a long rest.

TRAVEL DOMAIN

The realm of vagabonds, merchants, and adventurers, the gods of the travel domain—including Parcel and Risk in the Manifest—are popular among any who frequent the roads or sail the seas. Evangelicals and the traveling priests of inhospitable regions also tend to represent the gods of travel.

TRAVEL DOMAIN SPELLS

Cleric Level Spells

1st *feather fall, longstrider*

3rd *find steed, misty step*

5th *fly, haste*

7th *dimension door, private sanctum*

9th *passwall, teleportation circle*

BONUS CANTRIP

When you choose this domain at 1st level, you gain proficiency with four finesse or ranged weapons of your choice. Additionally, you learn the *message* cantrip.

TRAILBLAZER

At 1st level, your movement speed increases by 5 feet. This movement bonus increases by 5 feet at 8th level (10 feet), and again at 14th level (15 feet).

Additionally, moving through nonmagical difficult terrain costs you no extra movement, and you have advantage on saving throws against spells that restrict movement, such as *entangle* or *hold person*.

CHANNEL DIVINITY: TAIL WIND

Starting at 2nd level, as a bonus action, you can use your Channel Divinity to grant up to 5 creatures that you can see within 60 feet you choose a temporary boost of speed. For the next hour, the base movement speed of each creature affected increases by 10 feet.



FREEDOM OF THE ROAD

At 6th level, as a bonus action, you can speak a prayer to the winds to clear your path of adversaries. Each creature that you choose within 20 feet of you must make a Strength saving throw or be pushed 15 feet away from you and knocked prone. Creatures that are Huge or larger have advantage on this saving throw.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of 1). You regain all uses of this feature when you finish a short or long rest.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with extra kinetic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

NOMAD

At 17th level, you are more at home on the road than anywhere else. Opportunity attacks made against you automatically miss.

DRUID CIRCLE

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

CIRCLE OF THE SETTING SUN

Your ancestors taught you how the secret structure of the world: that life mimics the sun. The young are gentle and entranced by everything around them. In the prime of life, the strong shine bright, blinding those who cannot equal their greatness. And, finally, the elderly are warm, a source of comfort and wisdom for others before they disappear into the long night.

Your ancestors have all passed into the long night behind the setting sun, and someday you must make that journey too, but for now you tend to those about to make that journey. Your words of wisdom transcend time, and

often prophesy dances across your tongue and in the flames of your campfire. As a member of the circle of the setting sun, it is just as much your job to tend to mortals in their lives, as it is to tend to the land and the wildlife. Such is the will of those you have lost to the long night.

SPIRIT GUIDE

You often take the shape of an animal to guide your fellow mortals on their journey through the world. Your Wild Shape is attuned to the spirits of the past, and is changed in the following ways:

- You can Wild Shape as a bonus action instead of an action.
- While transformed, you are considered a celestial, rather than a beast.
- While you're transformed, your attacks deal radiant damage.
- You can move through creatures and objects as if they were difficult terrain. If you end your movement inside a creature or object you take 1d10 force damage and are shunted out to the nearest empty space.
- You can ignore the restrictions on Wild Shape to turn into an eagle, a giant eagle, a giant owl, or an owl.

TONGUES OF PROPHECY

Sometimes the spirits whisper their fortunes in your ear, moving you to speak prophetically to your fellow mortals. Starting at 6th level, your ancestors have taught you the *augury* spell. It counts as a druid spell for you, it does not count against the number of spells that you can prepare, and you can cast it as a ritual. When you cast *augury* as a ritual, it does not take any additional time to cast if you are asking the spirits questions on behalf of another.

CALL OF THE SETTING SUN

Starting at 10th level, you can use your action to beckon four spirits of your warrior ancestors. They follow your commands (no action required) and fade from existence after 1 minute. An ancestor spirit has the statistics of a Scout, with the following changes:

- The spirit is a celestial, rather than a humanoid.
- The spirit has a +1 bonus to AC.
- The spirit has resistance to bludgeoning, piercing, and slashing damage.
- The spirit's attacks deal radiant damage.

Once you use this ability, you must finish a long rest before using it again.



STALWART SOUL

Your journey through this life has brought you face-to-face with many weird magics, and other arcane and horrific things that other mortal couldn't even dream of. Starting at 14th level, you have advantage on saving throws against spells and other magical effects.

MARTIAL ARCHETYPE

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

CAVALRYMAN

In the Weird West, fewer bonds are stronger than that between a man and his steed. People may double-cross and lie to you, demons will trick you, angels will scorn you, and monsters will just try to eat you, your horse will always be your friend. Not just a boon companion, on the battlefield, a good mount allows you to move faster, push harder, and scout further. A skilled horseman can accomplish much that even the best foot-soldiers and infantry cannot, and he knows that winning a battle may require nothing more than one good charge.

BONUS PROFICIENCIES

When you take this archetype at 3rd level, you gain proficiency with the Handle Animal skill and with one musical instrument (usually the cavalry bugle).

CAVALIER

Starting at 3rd level, you can mount and dismount a creature without spending any movement.



IT'S LIKE THIS, YA SEE: WE WERE PINNED DOWN IN a gully south of Black Rock mine. My boys and I had been following a company of those gray-scaled, blunt-toothed native kobolds back to their den to figure out who was orderin' them around. They had been hittin' local cattle herds, but takin' more cows than they usually do in a raid. We figured it had to be that the Continental army was up ta no good, so we set up on a hill overlooking the kobold's mine...

– *Deputy Rustbeard, cavalryman commander*

You can also use your action to command your mount to take the Charge action. When a mount makes a Charge, it moves at least 10 feet in a straight line and can make one melee weapon attack against a creature within its reach.

Additionally, when you command your mount to Charge, you can make one melee weapon attack as a bonus action.

DRAGOON

Starting at 7th level, you forge a bond with a particularly hardy mount, and your bond allows you greater freedom of action in the saddle. You learn the *find steed* spell, and can cast it as a ritual.

Additionally, when you command your mount to Charge and you use your bonus action to make a weapon attack, you can make either a ranged or melee weapon attack and you do not suffer disadvantage against the target of your ranged weapon attack if you are within 5 feet of it.

LEAD THE CHARGE

Starting at 10th level, you can use a bonus action to sound an inspiring call, either with your voice or with an appropriately loud instrument such as a war horn or a bugle. Each friendly creature within 100 feet that can hear this call can use its reaction to move up to its movement speed, and gains a bonus on its next attack roll equal to your Charisma modifier.

Once you use this ability, you must take a short or long rest before you can do so again. At 18th level, you may use this ability twice between rests.

SADDLE SURE

Starting at 15th level, you double your proficiency bonus on all Handle Animal skill checks. Also, while mounted, you can command your mount to take the Dash or Disengage action as a bonus action.

MASTER DRAGOON

Starting at 18th level, you can attack twice, instead of once, when you command your mount to Charge and you use your bonus action to make a weapon attack.

MONASTIC TRADITION

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

WAY OF THE NAMELESS

The vast wilderness of the frontier is an ideal haunt for hermits, wanderers, and mendicants seeking solitude and spiritual enlightenment. Over the years, a sort of tradition has developed, whereby individuals take to a life of vagrancy, meandering through frontier towns and the uncharted wilds in between, helping those in need as they went. No one knows who was the first to blaze this trail, for they, like all of those who came later, shrugged off their name when they embarked on their journey.

Now known as the 'Monks with No Name', those who follow this tradition have developed a unique style of martial art, honing their reflexes to incredible levels and channeling their mystical energy so as to make their skin hard enough to stop bullets.

WITH NO NAME

When you choose this tradition at 3rd level, you sacrifice your name and identity, becoming anonymous and unknowable. If you are targeted by any kind of divination magic, you can choose whether or not you are subject to it.

NO WEAPON

Also at 3rd level, you gain proficiency with improvised weapons, which now use your martial arts die for their damage and count as monk weapons for you.

In addition, whenever you hit a creature that is holding a weapon with your flurry of blows, you can attempt to disarm it by comparing your attack roll with a Strength (Athletics) or Dexterity (Acrobatics) check made by the target. If your attack roll is higher, the target drops one weapon that it was holding. The defender has advantage on its check if it is larger than you or if it is holding the weapon with both hands.

AND NO PLACE TO CALL HOME

At 6th level, you have become inured to the harsh life of the wanderer. You have advantage on any saving throw made to avoid exhaustion.

INCREDIBLE REFLEXES

By 11th level, your reflexes have become so fast that you can catch bullets as fast as your enemies can fire them. Using your Deflect Missiles ability no longer costs your reaction unless you choose to make an attack with the projectile you catch.

BULLETPROOF

When you reach 17th level, you can spend 5 ki points to grant yourself resistance to bludgeoning and slashing damage immunity to piercing damage for 1 minute.

SACRED OATH

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF THE BADGE

Far out on the frontier of civilization, paladins are granted a special holy symbol, a badge of office, upon which they swear their vows. The badge symbolizes justice and law in places devoid of such things and identifies the paladin as the authority for a designated city, township, or shire. Above all, the badge carries the weight of responsibility. Every paladin that swears the Oath of the Badge is a keeper of the peace, a lawman of the frontier, and bears the solemn duty to protect and serve all citizens.

TENETS OF THE BADGE

Even though different jurisdictions may have different laws, the guidelines followed by all badge-carrying paladins is quite clear, and always have these common features:

Uphold the Law. Though your duties require you to sometimes step outside the bounds of taste, stepping outside the bounds of the law sets a dangerous precedent for those who witness it and might even cost you your badge. Paladins of higher authority enforce your conduct and can impose a number of punishments, up to and including causing your fall from paladinhood.

Keep the Peace. It is not enough to simply enforce the law, you must also avoid unnecessary violence and conflict.



Whenever possible, look for solutions that balance peace with law.

Respect the Badge. Your badge is a mark of office and a symbol of law and order. Just as other people respect the significance of your badge, so should you respect your superiors and confederates who carry similar badges of office.

OATH SPELLS

You gain oath spells at the paladin levels listed.

| Paladin Level | Spells |
|---------------|--|
| 3rd | <i>chromatic bullet, detect law and chaos</i> |
| 5th | <i>jam weapon, zone of truth</i> |
| 9th | <i>protection from ballistics, speak with dead</i> |
| 13th | <i>detonate ammunition, locate creature</i> |
| 17th | <i>hallow, scrying</i> |

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Discern Truth. As an action, you can use your Channel Divinity to attune your ears to Divine Law, which harbors no lies. For the next minute, you instantly know whenever you hear a lie. Additionally, you have advantage on Wisdom (Insight) checks for the duration.

Longarm. You can use your bonus action to ensure that no one escapes the reach of justice. For the next minute, you can use your Divine Smite feature when you hit with a ranged weapon attack, in addition to melee weapon attacks. Additionally, your ranged weapon attacks ignore half and three-quarters cover and count as magical for purposes of overcoming damage resistance and immunity.

LAWMAN'S COMMAND

By 7th level, when you present your badge, your word carries the force of law. You can cast the spell *command* without expending a spell slot. Once you cast this spell on a creature using this feature, you can't use this feature on that creature again for 24 hours.

STEELY RESOLVE

Starting 15th level, you can't be surprised while you are conscious. Additionally, whenever you roll initiative, you gain a number of temporary hit points equal to your level.

ARBITER

Starting at 20th level, as an action, you can draw out the true strength of your badge, which begins to glow brightly. For the next minute, you are an arbiter of peace and law and gain the following benefits:

- Your AC becomes 20, if it were lower.
- You have blindsense with a range of 100 feet, and know the identity of creatures you can see.
- You have advantage on all attack rolls you make against creatures which have attacked or dealt damage to you in the last minute.

Once you use this ability, you can't use it again until you finish a long rest.

RANGER ARCHETYPE

The ideal of the ranger can have many expressions.

VIGILANTE

Walking the line of the vigilante means taking the law into your own hands, and following your own code. Inevitably, you will become a lawbreaker in your own right, despised by lawmen and feared by criminals, but such a sacrifice is necessary for the greater good. Vigilantes strike first, and strike mightily against their foes, standing against the tide of any villain that stands in their way.

PUNISH THE GUILTY

Starting when you choose this archetype at 3rd level, when you attack a creature with all its hit points, you can make one additional attack against it. If you deal damage to this creature, it has disadvantage on attack rolls it makes during its next turn.

SWIFT ESCAPE

Starting at 7th level, you can add your proficiency bonus to initiative rolls. Additionally, you can take the Dash action as a bonus action on your turn.

Ranger Variants

This archetype makes use of the SRD Ranger class, but other variants might apply a special 5th level feature to this archetype. If you wish to use this archetype with another version of the ranger class, add the Extra Attack feature at 5th level.

STRIKE FIRST

By 11th level, you are expert in quickly ending fights. Once on each of your turns when you enter a hostile creature's reach, you can make an attack against it.

METTLE

At 15th level, your determination allows you to shrug off effects that would otherwise harm you. When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ROGUSH ARCHETYPE

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

GAMBLER

While any fool can place a bet, Gamblers draw on luck and chance in all aspects of their adventures. Walking testaments to the phrase 'nothing ventured nothing gained,' these daring rogues are willing to risk more than most for the ultimate payoff.

Despite this ability to seize opportunities that most wouldn't be aware of, Gamblers know that for every roll of the die that lands in their favor, the next could just as easily leave them with nothing. Their abilities consist of random effects that are extremely powerful when successful, but detrimental if unsuccessful.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in the Deception skill as well as all gaming sets.

LUCKY SAVE

Starting at 3rd level, whenever you roll a 20 on a saving throw you can use your reaction to make an attack or move your speed immediately.

GAMBLER'S TRICKS

In your time spent observing the highs and lows that lady luck brings with her, you have mastered certain techniques, known as Tricks, that can tip the odds in your favor,

though at the risk of great misfortune.

At 3rd level, you gain two Tricks of your choice for which you meet the prerequisites. Your Trick options are detailed at the end of the class description. You learn an additional Trick at 9th level, 13th level, and 17th level.

Additionally, when you learn a new Trick in this class, you can replace another Trick that you know with a Trick for which you meet the prerequisites.

FATE'S FORTUNE

Beginning at 9th level, as an action, you can ask the powers of fate one question about a possible course of action. In your mind, you receive guidance as to what the most rewarding course of action is. If you describe courses of action that refer to directions or specific objects, then you become aware of the choice that bears the greatest reward.

If you describe only a single course of action, fate assumes that inaction is your other option. You will feel a desire to continue (to indicate that you should proceed) or a sense you should halt.

The feeling can't assess events in the far future; its judgment extends only to likely events in the next hour. If unable indicate a preference, this feature has no effect and is not expended.

There are two drawbacks to using the feature to aid your decisions. First, fate values rewards over risk, and provides guidance accordingly. It points you toward a high risk, high reward option before pointing you toward a low risk, low reward alternative.

Second, fate can choose only the most rewarding course of action relative to the alternatives provided. That doesn't mean that the indicated choice is necessarily a good idea, only that it's a better idea than the other options you've indicated.

You regain the use of this feature after finishing a long rest.

TRICKS

These tricks are presented in alphabetical order. If a Trick has prerequisites, you must meet them to learn it.

BEGINNER'S LUCK

When you roll an ability check for a skill you are not proficient in, you can gain advantage on that roll. However, you have disadvantage on all future ability checks made using that skill until you finish a long rest.

BORROWED LUCK

When you roll a 1 on an attack roll, you can reroll the die and must use the new roll. Alternatively, when a critical hit

is scored against you, you can choose to reroll that die and must use the new roll.

After doing so, the next critical hit you make before a long rest instead counts as a normal hit.

Once you use this ability, you can't use it again until you finish a short or long rest.

BREAKING EVEN

Prerequisite: 9th level

As a bonus action on your turn, choose one creature you can see. For the next minute, whenever you hit the target with an attack you regain hit points equal to your Charisma modifier (minimum of 1). However, whenever you miss the target you take damage equal to the same amount.

Once you use this ability, you can't use it again until you finish a short or long rest.

CHANCE DICE

You have three chance dice, which are d6s. A chance die is expended when you use it. Before making an attack roll, saving throw, or ability check, you can expend any number of these dice to grant either a bonus or penalty to your roll. If the total number on the chance dice rolled is odd, you must subtract that amount from your d20 roll. If it's even, you must add that amount. You regain all of your expended chance dice when you finish a long rest.

CHEATERS SOMETIMES PROSPER

Prerequisite: 13th level

When you are within 5 feet of a creature that has no other creatures next to it, you can use a bonus action to make a Charisma (Deception) check contested by the target's passive Perception score. If successful, you gain advantage on the next weapon attack roll you make against the target before the start of your next turn.

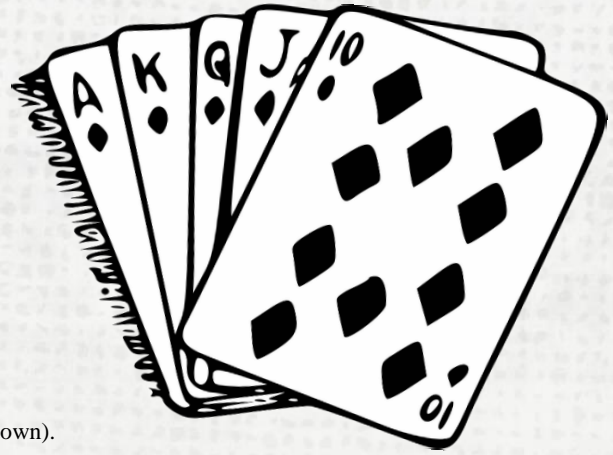
COUNTING CARDS

Prerequisite: 9th level

When you score a critical hit with a weapon attack, rather than rolling your weapon damage dice twice, you can instead choose to roll 2d10 in their place (alternatively, with the GM's approval, you could pick 2 playing cards from a deck that has the face cards removed). All other dice, such as Sneak Attack damage, are rolled twice as per normal.

DOUBLE OR NOTHING

After you hit with a weapon attack, choose odds or evens. If the total number on your damage dice matches your choice you can apply double the damage rolled. However, on an incorrect result your damage is halved (rounded



down).

Once you use this ability, you can't use it again until you finish a short or long rest.

EVEN THE ODDS

When you or a creature you can see within 60 feet makes an attack roll, ability check, or saving throw you can use your reaction to influence the outcome. Roll 1d6, and either add or subtract the result from the triggering roll.

Once you use this ability, you can't use it again until you finish a short or long rest.

GOLD STREAK

Prerequisite: 17th level

As an action, you can hurl gold coins at enemies in a 30-foot cone originating from you. Each target must make a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Charisma modifier.) On a failed save, a creature takes 8d10 bludgeoning damage, or half as much on a successful one. Coins created by this ability are solid and convincing, but vanish after 1 hour.

Once you use this ability, you can't use it again until you finish a long rest.

HIGH ROLLER

Prerequisite: 13th level

When you hit a creature with a weapon attack, but do not score a critical hit, you can attempt to turn it into one. Starting with the number shown on the triggering attack roll, choose higher or lower and roll the dice again. If you successfully guess the outcome three times in a row, the original attack becomes a critical hit.

Once you use this ability, you can't use it again until you finish a long rest.

LUCKY FOR SOME

Prerequisite: 13th level

As an action, choose a creature you can see within 30 feet to make a Charisma saving throw (DC equals 8 + your proficiency bonus + your Charisma modifier.) On a failed save, roll a d20. If the result is odd, the target takes force

damage equal to twice the result. If the result is even, it takes force damage equal to half the result.

LUCKY SEVEN

Prerequisite: 17th level

Your weapon attacks can score a critical hit on a roll of 7 or 20.

LUCKY STRIKE

Prerequisite: 9th level

When you make a weapon attack, you can choose to make the attack roll with disadvantage. If you do so and the attack hits, you can roll the weapon's damage dice an additional two times and add the results to the total damage. You cannot use this ability while also making a Sneak Attack.

RISKY ROULETTE

Prerequisite: 13th level

When you make an attack roll, you can choose odds or evens. If the attack hits and you guessed the result of the attack roll correctly, the target is stunned until the beginning of your next turn. If you missed and you guessed the result of the attack roll incorrectly, you are incapacitated until the beginning of your next turn.

Once you use this ability, you can't use it again until you finish a short or long rest.

SHARED LUCK

Whenever you score a critical hit, one friendly creature you can see within 60 feet of you can gain advantage on their next ability check, attack roll, or saving throw.

SLOTS

Prerequisite: 9th level

Whenever you roll Sneak Attack damage, if 3 or more of the sneak attack dice have the same result, you can deal additional damage equal to that amount. You can only apply this to 1 trio of results per sneak attack.

SPIN THE WHEEL

Prerequisite: 9th level

After you hit a creature with a weapon attack, as well as rolling damage normally you can choose to roll a d8 and apply the corresponding effect.

Once you use this ability, you can't use it again until you finish a short or long rest.



d8 Spells

- 1 You take damage equal to half the damage you dealt to the creature.
- 2 You are slowed until the end of your next turn and cannot take reactions.
- 3 You fall prone.
- 4 No additional effect.
- 5 You gain advantage on your next attack roll against the target.
- 6 You deal extra damage to the target equal to your Charisma modifier.
- 7 You can immediately make another attack against the target with advantage.
- 8 The target is paralyzed until the beginning of your next turn.

WHEN THE CHIPS ARE DOWN

Prerequisite: 17th level

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can also, as a reaction, move up to twice your speed without provoking opportunity attacks.

Once you use this ability, you can't use it again until you finish a long rest.

SORCEROUS ORIGIN

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.

SPIRITBORN

Your magic comes not from your blood, but from the conditions of your birth. Born during a specific time, or in accordance with a specific prophecy, your birth was heralded by the birth of an albino animal closely tied to your family. This animal, a powerful spirit in physical form, is bound to your very soul, allowing you to work powerful magics. Much like your bonded spirit, your skin and hair took on a color unusual for your race, with both usually becoming stark white.

SPIRIT ANIMAL

Starting at 1st level, you can cast the *find familiar* spell as a ritual without material components to summon a spirit animal. A spirit animal summoned with this ability is always a celestial creature with albino features. Unlike a normal familiar, your spirit animal can attack on its turn, using your spell attack bonus for its attack rolls. In addition

to the areas where it normally uses its proficiency bonus, your spirit animal also adds your proficiency bonus to its AC and to its damage rolls. Your spirit animal gains proficiency in two skills of your choice, and it is proficient with all saving throws.

As you gain levels in the sorcerer class, your Spirit animal gains new strength:

- Your Spirit Animal's maximum HP is equal to half of your maximum HP, rounded down, regardless of its form.
- At 6th level, you add the following animals to the list of available forms when you cast the find familiar spell: Black Bear, Boar, Eagle, Deer, Giant Badger, Panther, Pony, Wolf.
- At 14th level, add the following animals to the list of available forms when you cast the find familiar spell: Brown Bear, Dire Wolf, Draft Horse, Elk, Giant Owl, Giant Eagle, Giant Boar.

If your Spirit Animal takes a form that has Multiattack, it loses that ability.

SPIRIT TONGUE

At 1st level, your bond with your spirit allows you to communicate with other spirits of nature. You gain the ability to comprehend and communicate with beasts as if you were always under the effect of the *Speak with Animals* spell.

Starting at 6th level, you can also communicate with plants as if you were under the effect of the *Speak with Plants* spell.

POWERFUL BOND

Starting at 6th level, your spirit animal's attacks are treated as magical for the purposes of overcoming damage resistance and immunity.

HEALING BOND

At 14th level, you use your bonus action and spend 1 or more sorcery points to channel your magic into your spirit animal, healing its wounds. Your spirit animal regains 1d12 hit points for each sorcery point spent + your Charisma modifier.

SPIRIT GUARDIAN

At 18th level, your spirit's bond with you is powerful enough to shield you from harm. Whenever you take damage, your spirit can use its reaction to prevent half of that damage, taking the other half itself.

OTHERWORLDLY PATRON

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

OLD SCRATCH

Cautionary tales whispered on the frontier warn of a pale, genteel man that arrives in your hour of need. This supernatural figure, known as Old Scratch, loves to gamble and play high stakes contests of skill, and offers his assistance, no matter how great the problem, if you would but play such a game with him. Naturally, the stakes are your eternal soul, and Old Scratch rarely loses.

His origin is a mystery, but the rules Old Scratch plays by are quite fair. If you find yourself at a crossroads at midnight, you can even summon him for a challenge of your choosing. Such a mortal gamble is not without risk, but the rewards can make weak men powerful or transform peasants into kings. Most choose power, and summarily become warlocks.

EXPANDED SPELL LIST

Old Scratch empowers you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

OLD SCRATCH EXPANDED SPELLS

| Spell Level | Spells |
|-------------|---------------------------------------|
| 1st | <i>compelled duel, disguise self</i> |
| 2nd | <i>calm emotions, zone of truth</i> |
| 3rd | <i>clairvoyance, glyph of warding</i> |
| 4th | <i>compulsion, phantasmal killer</i> |
| 5th | <i>dominate person, mislead</i> |

BONUS PROFICIENCIES

At 1st level, you gain proficiency with simple firearms, as well as one gaming set or musical instrument of your choice. Additionally, you can treat firearms and musical instruments as your arcane focus.

I ONCE OWED A LOTTA PEOPLE A LOTTA MONEY. One night, a man sits next to me at the saloon. Knew my name somehow. Says he'd give me the power to settle my debts if I beat 'im at a game I choose, but he'd take my soul if I lost. I says "Ok, then it'll be a drinkin' contest," an' then I drank that bastard under the table. Whatever that man was, he was true to 'is word, an' I'll tell ya what. It ain't fire magic ya gotta be 'fraid of. It's the stuff that affects yer mind.

– "Deadeye" James, warlock and outlaw

DARK DEALER

Starting at 1st level, you have a devil's silver tongue and sharp wit, which you find is best used to despoil the innocent. You have advantage on any check you make to negotiate the terms of a deal or write a binding contract in your favor.

BLOOD WAGER

Starting at 6th level, you can bet against Old Scratch when you make an attack that does not have advantage. Choose 5, 10, 20, or 50 hit points. On a hit, this attack deals additional damage equal to the amount you chose. On a miss, you take that amount as force damage instead.

Once you use this ability, you must finish a short or long rest before using it again.

MANIPULATOR

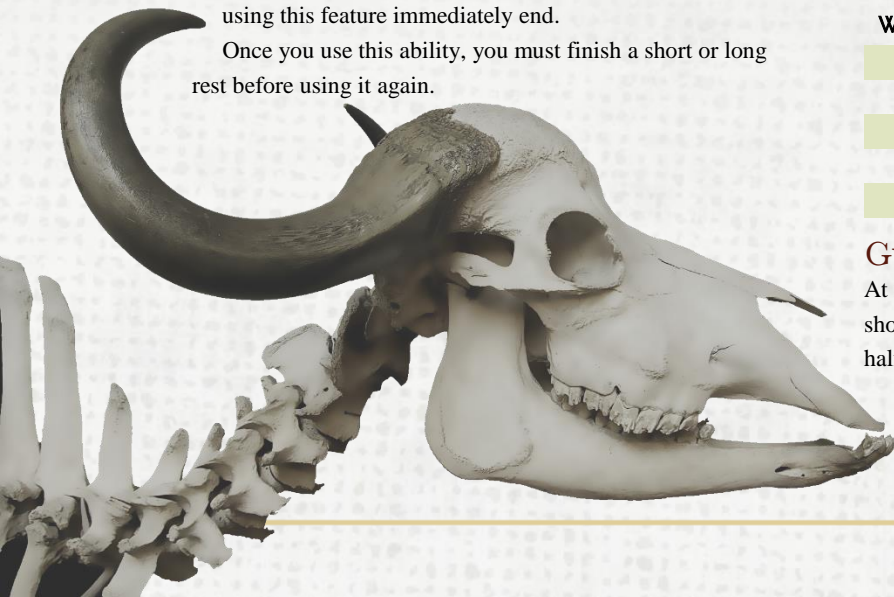
By 10th level, you are a master at magically manipulating others. You have advantage on saving throws against illusion and enchantment spells, and other creatures have disadvantage on saving throws against illusion and enchantment spells that you cast.

COERCION

Starting at 14th level, you can force agreements on a creature. You learn the spell *geas* and can cast it once as an action at its lowest level without expending a spell slot.

When you use this feature, any previous castings of *geas* using this feature immediately end.

Once you use this ability, you must finish a short or long rest before using it again.



ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

SCHOOL OF BLACK POWDER

Regarded by traditional wizards as insufferable yahoos at best and dangerous charlatans at worst, the 'students' of the School of Black Powder prefer to see themselves as visionaries paving the way of the future. They seek to integrate the newest weapons into their magical techniques, so as to be able to stand toe-to-toe with the gunslingers and cowboys who populate the frontier. In this way, they find employment in adventuring parties and as bounty hunters, using their magical skills to set themselves apart from the crowd.

GUN MAGE

At 2nd level, you gain proficiency with firearms that do not have the Two-Handed property and can treat a firearm as your arcane focus. In addition, the following spells are added to your spellbook without cost and count as wizard spells for you:

GUN MAGE BONUS SPELLS

| Wizard Level | Spells |
|--------------|---|
| 1st | <i>bullet storm, chromatic bullet</i> |
| 3rd | <i>jam weapon, protection from ballistics</i> |
| 5th | <i>conjure cannonball</i> |
| 7th | <i>detonate ammunition</i> |
| 9th | <i>flaming death</i> |

GUIDED SHOT

At 2nd level, you can use your arcane power to bend your shots around corners, so that your firearm attacks ignore half cover and three-quarters cover.

SILVER BULLET

Beginning at 6th level, ammunition for your firearms always counts as magical for the purposes of overcoming resistance and immunity to nonmagical damage.

SPELLSLINGING

At 10th level, if you use your action to cast a spell that does not involve making a weapon attack, you can make a ranged attack with a firearm as a bonus action.

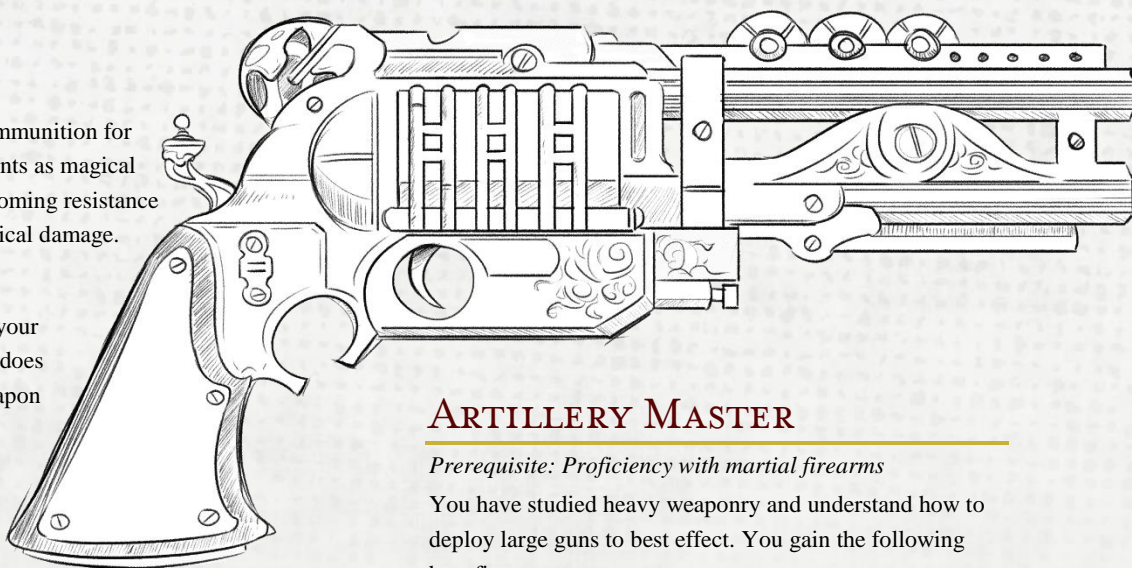
ARCANE SHOOTER

When you reach 14th level, you add your Intelligence modifier (minimum of +1) to the damage of attacks from firearms with which you are proficient.

YOU AIN'T KNOWN FEAR 'TIL YOU'VE WATCHED A cloud o' bullets skid 'round a corner at ya like they got minds o' their own. It was halfway through the shootout when we realized their shots were curvin' 'round walls. O'Malley knew what this meant, an' he made a run for it. Didn't make it ten yards 'fore they cut 'im down.

Trust me, never cross a gunmage.

– *Rattlers gang member on a heist of a mage's college*



ARTILLERY MASTER

Prerequisite: Proficiency with martial firearms

You have studied heavy weaponry and understand how to deploy large guns to best effect. You gain the following benefits:

- You gain proficiency with weapons that have the Mounted property.
- When you fire a mounted weapon, both its short and long ranges are doubled.
- When you fire a light cannon, your attacks ignore half and three-quarters cover, and you can arc your shots, ignoring full cover so long as the target does not have cover from above.

BLACK HAT

Prerequisites: Evil alignment, Charisma 13 or higher

Your training in firearms and boldness in the face of danger allows you to perform unbelievable feats of daring. You gain the following benefits:

- If you already have risk dice, you gain one more; otherwise, you have one risk die, which is a d6. This die is used to fuel your deeds. A die is expended when you use it. You regain an expended risk die when you finish a long rest.
- You know the following three deeds:
 - **Dirty Trick.** As a bonus action, you can expend one risk die to distract a creature you choose within 5 feet of you, normally by throwing sand or dirt into its eyes. The next attack made against this creature before the beginning of your next turn has advantage, and the next attack this creature makes before the beginning of your next turn has disadvantage.
 - **Grazing Shot.** When you make a ranged attack with a firearm against a target within the weapon's normal range and miss, you can spend a risk die as a reaction and deal damage to the target equal to the roll on the

Feats

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Grappler feat until your Strength is restored.

die. This ability deals no damage if the attack roll misses the target's AC by 10 or more.

BLITZWARRIOR

Prerequisite: Proficiency with simple firearms

When you roll damage for an attack you make with a firearm with the Scatter property, you can reroll one of the damage dice, and must use the new roll. Additionally, when take the Attack action using a sawed-off shotgun, you can take the Disengage action as a bonus action.

HIPSHOOTER

Prerequisite: Dexterity 13 or higher

Shooting from the hip may not be the most accurate technique, but you believe that speed is more important than accuracy. You gain the following features:

- When you roll initiative, even if you are surprised, you can immediately draw a one-handed firearm and make an attack with it, with disadvantage.
- When making an attack with a one-handed firearm as an action, bonus action, or reaction, you can choose to shoot from the hip. Doing so gives you a -5 penalty on all attack rolls you make for that turn, but allows you to make one additional attack with that firearm.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

LEGEND OF THE WEST

Prerequisite: Risk dice, Charisma 15 or higher

Your name is well known across the land for the incredible deeds you have done, or at least claimed to have done. You gain the following benefits:

- You gain one additional risk die.
- When you roll a 1 or 2 on a risk die, you can reroll the die and must take the new result.
- You have advantage on Charisma (Deception) checks made to convince others of your great deeds.
- You can add your Charisma modifier to initiative rolls, unless you are surprised.

PISTOLS AT DAWN

You have been in enough shootouts to have developed a few tricks that give you the upper hand when the heat is on. You gain the following benefits:

- When you reduce a creature that is not in cover to 0 hit points with a ranged weapon attack, you can choose to

knock the target unconscious, rather than dealing a lethal blow.

- You are considered to have half cover while you are prone.
- You have advantage on saving throws against being frightened if you are holding a firearm.
- You can add your Wisdom modifier to initiative rolls, unless you are surprised.

RUN AND GUN

Prerequisite: Proficiency with simple firearms

On any turn in which you use your action to Dash, you can make a ranged weapon attack as a bonus action.

WHITE HAT

Prerequisites: Good Alignment, Charisma 13 or higher

Your training in firearms and boldness in the face of danger allows you to perform unbelievable feats of daring. You gain the following benefits:

- If you already have risk dice, you gain one more; otherwise, you have one risk die, which is a d6. This die is used to fuel your deeds. A die is expended when you use it. You regain an expended risk die when you finish a long rest.
- You know the following three deeds:

Maverick Spirit. As a reaction when you make an Intelligence, Wisdom, or Charisma saving throw, you can expend one risk die and add it to saving throw.

Showdown. When you hit a creature with a weapon attack, you can expend one risk die to attempt to challenge the target into a duel with you. The target must make a Wisdom saving throw. On a failed save, the target subtracts the risk die from all attack rolls its makes against targets other than you until the end of your next turn.

WRISTS OF STEEL

Requirement: Constitution 13 or higher

You've mastered the art of one-handing large firearms.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Choose any two-handed firearm you are proficient with that isn't heavy. You can reload and attack with this weapon one-handed and can engage in two-weapon fighting using one of these weapons.
- You can take this feat more than once, selecting a different two-handed firearm each time.

CHAPTER 4: ITEMS

FIREARMS

Black powder represents a paradigm shift in the art of warfare, fueling everything from powerful siege weapons to concealable, handheld guns. In many campaign settings, these firearms supplant the traditional scheme of weapons, forcing arrows, swords, and battleaxes into obsolesce. They might even be commonplace, a staple tool for hunting and home defense.

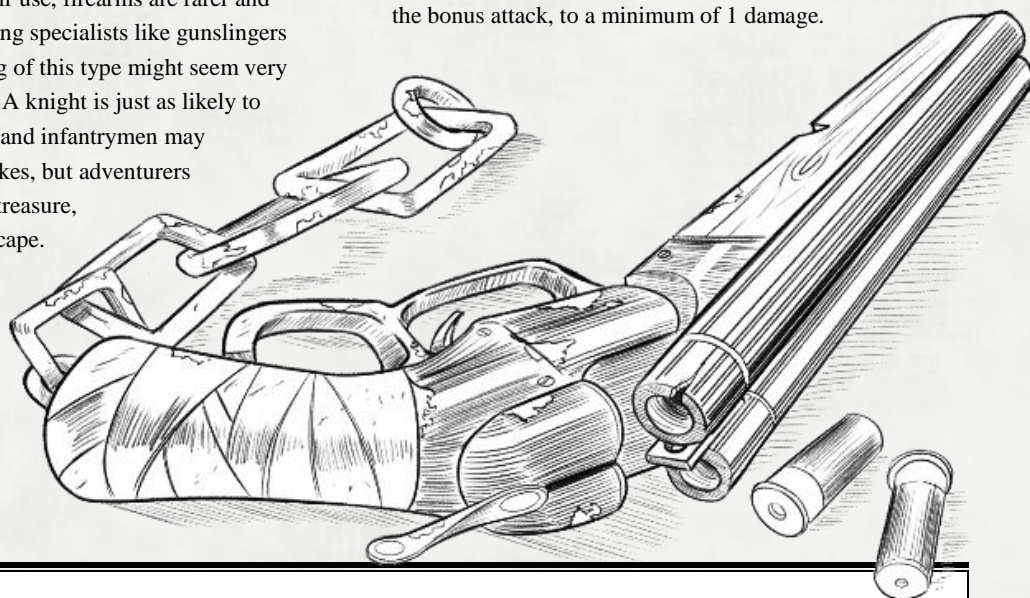
In other campaign settings, however, swords, firearms, and magic coexist equally. In these settings, since magic provides an alternative to their use, firearms are rarer and more imprecise, often requiring specialists like gunslingers to be truly effective. A setting of this type might seem very familiar, with some changes. A knight is just as likely to carry a handgun as a dagger, and infantrymen may shoulder rifles, rather than pikes, but adventurers still delve into dungeons for treasure, and castles still dot the landscape.

DAMAGE ROLLS WITH FIREARMS

Unlike other weapons, you don't add your ability modifier to the damage roll of a firearm unless otherwise stated.

TWO-WEAPON FIGHTING WITH FIREARMS

Unlike other ranged weapons, you can engage in two-weapon fighting with two light firearms. When you do so, you subtract 2 from the damage roll of the bonus attack, to a minimum of 1 damage.



| FIREARMS | | | | |
|------------------------|----------|------------------|---------|--|
| Weapon | Cost | Damage | Weight | Properties |
| <i>Simple Firearms</i> | | | | |
| Double-Barrel Shotgun | 200 gp | 2d6 piercing | 8 lb. | Ammunition (range 40/120), reload (2), scatter (2d8), two-handed |
| Hunting Rifle | 175 gp | 2d6 piercing | 8 lb. | Ammunition (range 80/240), reload (5), two-handed |
| Light Revolver | 100 gp | 2d4 piercing | 3 lb. | Ammunition (range 40/120), light, reload (6) |
| Parlor Gun | 75 gp | 2d4 piercing | 2 lb. | Ammunition (range 20/60), concealable, light, reload (1) |
| Revolver | 100 gp | 2d8 piercing | 3 lb. | Ammunition (range 40/120), reload (6) |
| Sawed-Off Shotgun | 200 gp | 2d6 piercing | 6 lb. | Ammunition (range 20/60), foregrip, reload (2), scatter (2d8) |
| <i>Martial Weapons</i> | | | | |
| Gatling Gun | 3,000 gp | 2d10 piercing | 125 lb. | Ammunition (range 80/240), automatic, heavy, mounted, reload (40, 2 actions), two-handed |
| Infantry Rifle | 500 gp | 2d8 piercing | 8 lb. | Ammunition (range 160/480), reload (4), sighted, two-handed |
| Lever-Action Shotgun | 200 gp | 2d6 piercing | 7 lb. | Ammunition (range 80/240), reload (8), scatter (2d8), two-handed |
| Light Cannon | 3,000 gp | 2d12 bludgeoning | 225 lb. | Ammunition (range 80/240), heavy, reload (1, 2 actions), mounted, special, two-handed |

Variant Rule: Misfires

When you roll a critical failure on a firearm attack roll, that firearm jams. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

FIREARM PROFICIENCIES

Characters in most campaign worlds will not have proficiency with firearms, but in settings with widespread firearms, characters gain the following proficiencies:

| Class | Proficiencies |
|-----------|---|
| Barbarian | Simple firearms, lever-action shotguns, light cannons, gatling guns |
| Bard | Simple firearms |
| Cleric | Simple firearms |
| Druid | Hunting rifle |
| Fighter | Simple firearms, martial firearms |
| Monk | Light revolver, parlor gun, revolver |
| Paladin | Simple firearms, martial firearms |
| Ranger | Simple firearms, martial firearms |
| Rogue | Simple firearms, lever-action rifle |
| Sorcerer | Light revolver, parlor gun, revolver |
| Warlock | Simple firearms |
| Wizard | Light revolver, parlor gun, revolver |

FIREARM PROPERTIES

All firearms produce a loud boom, audible out to half a mile. In addition, firearms require special ammunition and some of them have additional special properties.

Automatic. When you make an attack with this weapon on your turn, you can choose to make two attacks with disadvantage instead. These attacks always have disadvantage, regardless of circumstance. These attacks use double the normal amount of ammunition.

Ammunition. The ammunition of a firearm is destroyed upon use. Firearms use bullets, scatter firearms use shells, and cannons use cannonballs.

Concealable. You have advantage on Dexterity (Sleight of Hand) checks made to hide this weapon.

Foregrip. This weapon can be used with one or two hands. If used in two hands, its normal and long ranges double.

Mounted. This weapon is normally used while attached to a tripod, vehicle, or other bracing mount. You can mount or unmount this weapon as an action. While it is mounted, it can't be moved. It can only be used to make an attack while unmounted if held by a Medium or larger creature with a Strength score of at least 15.

Reload. This weapon can be used to make a number of attacks before it must be reloaded. If you are not proficient with the weapon, reloading it takes an action. If you are proficient, you can reload it as a bonus action. Some weapons require longer to reload, even if you have proficiency, which is specified in the reload property. If reloading a weapon requires longer than one action, the weapon can't be used to make attacks until reloading is finished.

Scatter. If you make an attack against a target that is within half this weapon's normal range, you deal the damage value listed in parentheses instead of the weapon's normal damage dice.

Sighted. This weapon has disadvantage on attack rolls made against targets within 20 feet.

SPECIAL FIREARMS

Firearms with special rules are described here.

Gatling Gun. As an action, you can rapidly fire at an area rather than a single target. Select a 15-foot cube within the weapon's range. Each creature in that area must make a DC 15 Dexterity saving throw or take damage as if hit by this weapon's attack, or half as much on a successful saving throw. This action uses 10 rounds of ammunition.

Light Cannon. When a cannonball hits a target, it explodes in a 5-foot radius. The cannonball can be fired at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a DC 14 Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

SPECIAL AMMUNITION

All firearms require special ammunition. Most firearms use bullets, but some require even more specialized projectiles. For example, cannons use cannonballs and all scatter firearms use shells.

AMMUNITION

| Ammunition | Cost |
|------------|-------|
| Bullet | 2 sp |
| Cannonball | 10 gp |
| Shell | 5 sp |

EQUIPMENT

In the bustling seaside metropolises and dusty trading posts on the edge of society, the goods and wares on display stand testament to the grand promise of the frontier. The age of technology swells, producing new mechanical marvels that rival the works of old magics, and little but ingenious trinkets that enhance day-to-day life. Abundant tools and materials speak to a practical lifestyle that is at once storied, steeped in tradition, and rapidly changing.

Cowboys and adventurers traveling the long roads of the frontier will depend on available goods, like weapons, armor, ammunition, rations, and other supplies to survive in the unforgiving wilds. This section discusses the mundane merchandise that makes all the difference in the world to those who travel the Weird West.

WEAPONS

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The following table shows some weapons that are available to adventurers on the frontier.

SPECIAL WEAPONS

Weapons with special properties are described here.

Bayonet. This weapon can be mounted to any two-handed firearm or removed from it as an action. While mounted, you can use the bayonet to make a two-handed melee weapon attack, which deals 1d8 piercing damage on a hit.

Lasso. A Large or smaller creature caught by a lasso is restrained until it is freed. A lasso has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the lasso (AC 10) also frees the creature without harming it, ending the effect and destroying the lasso. When you use an action, bonus action, or reaction to attack with a lasso, you can make only one attack regardless of the number of attacks you can normally make.

| WEAPONS | | | | |
|------------------------------|-------|--------------|--------|-------------------------------|
| Weapon | Cost | Damage | Weight | Properties |
| <i>Simple Melee Weapon</i> | | | | |
| Bayonet | 10 gp | 1d4 piercing | 1 lb. | Finesse, light, special |
| <i>Martial Melee Weapon</i> | | | | |
| Tomahawk | 10 gp | 1d8 slashing | 2 lb. | Thrown (range 20/60) |
| <i>Martial Ranged Weapon</i> | | | | |
| Lasso | 5 sp | — | 5 lb. | Special, thrown (range 20/60) |

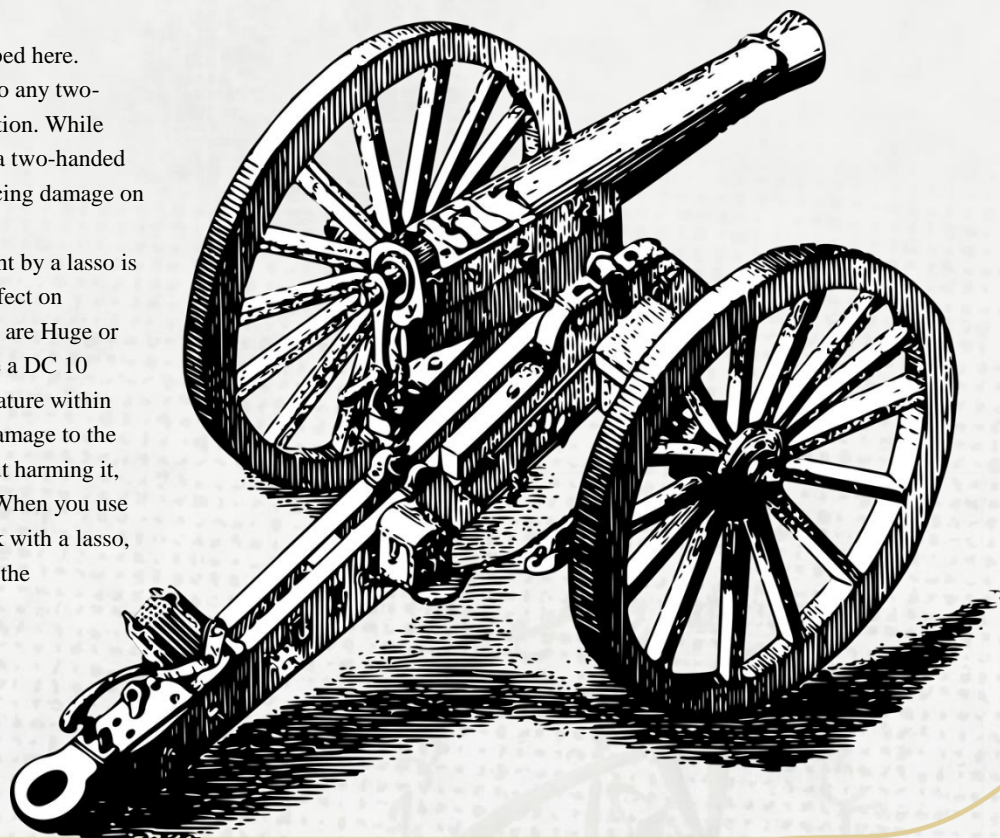
TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your race, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use.

GUNSMITHING KIT

This small box contains everything needed to keep a firearm in working order. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to maintain, repair, or modify a firearm.

The gunsmithing kit costs 30 gp and weighs 5 lb.



MAGIC ITEMS

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

ARCANE BLASTER

Weapon (any firearm), rare (requires attunement)

The barrel of this firearm crackles and sparks with arcs of energy. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, you gain the following benefits:

- Attacks made with this weapon deal force damage instead of piercing damage.
- When you hit a creature with an attack made with this weapon, you can push the creature up to 5 feet away from you in a straight line.

BOOTS OF THE WANDERER

Wondrous item, uncommon (requires attunement)

These boots are blessed by Parcel, god of Travel. While attuned to them, you ignore difficult terrain and can't become lost except by magical means. You also can't be tracked except by magical means. You leave behind no tracks or signs of your passage unless you choose to.

BREATH OF THE DRAGON

Weapon (double-barrel shotgun), very rare (requires attunement)

This ornate shotgun sports a carved stock with draconic motifs and a muzzle shroud shaped like the snarling face of a particular kind of dragon. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Instead of piercing damage, this weapon's damage type corresponds to the breath attack of the dragon it resembles, as shown in the table below. Additionally, each type of weapon deals an effect to the target on a hit. The type of damage and additional effects are shown in the table at the end of this description. Effects stack over multiple hits.

WHEN THESE TWO DRAG'NBORN CAME INTA' town lookin' for me, each carryin' a shotgun, I knew for sure I shount'a stole from that gatlin' dragon's hoard. I didn' even have time ta dodge outta the way when they drew on me. But instead o' a spray o' lead ta' my face, one spat out a column o' white hot flame and the other'n blasted me with sleet an' frigid air. Wonderin' what the one I took did, I aimed an' fired, watchin' as the bastards' faces melt from a spray o' acid.

– Dexter Cheque, Halfling thief, on his shotgun

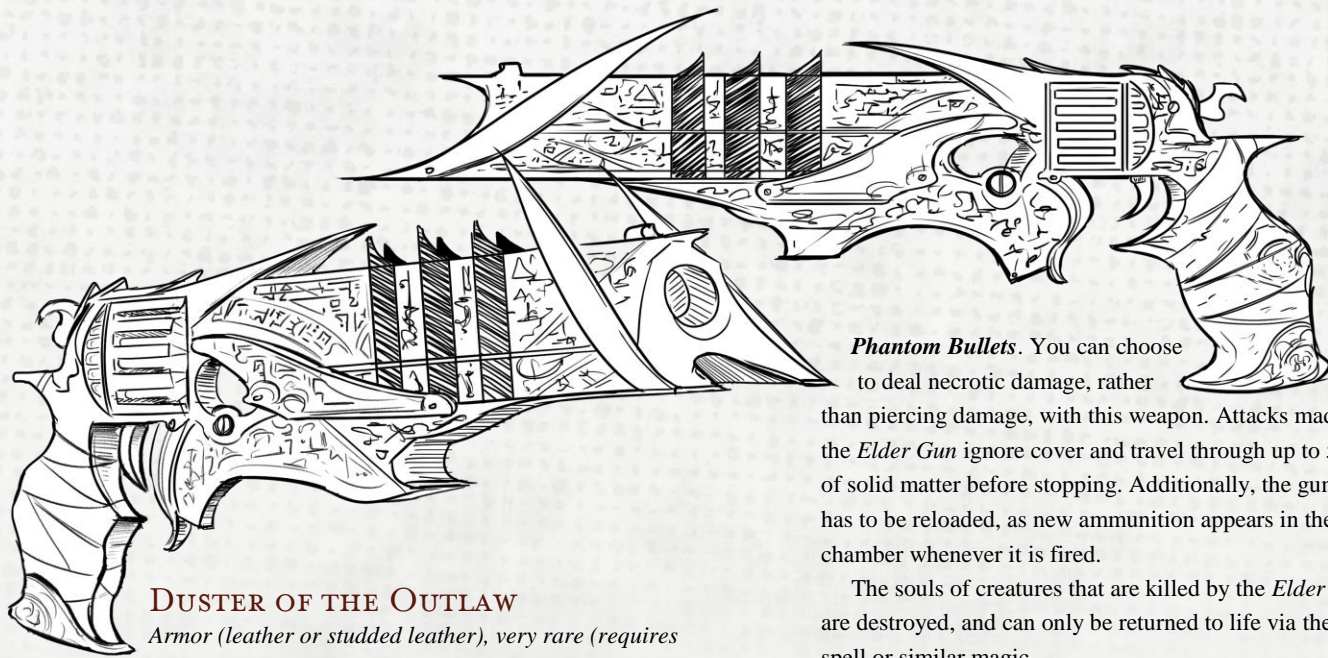
| Dragon | Damage | Effect |
|--------|-----------|---|
| Black | Acid | The target takes 1d6 acid damage at the beginning of its next turn. |
| Blue | Lightning | The target cannot take reactions until the start of your next turn. |
| Brass | Fire | The target takes an additional 1d6 fire damage. |
| Bronze | Lightning | The target cannot take reactions until the start of your next turn. |
| Copper | Acid | The target takes 1d6 acid damage at the beginning of its next turn. |
| Gold | Fire | The target takes an additional 1d6 fire damage. |
| Green | Poison | The target must make a Constitution saving throw (save DC 15) or be poisoned until the start of your next turn. |
| Red | Fire | The target takes an additional 1d6 fire damage. |
| Silver | Cold | The target's movement speed decreases by 5 feet until the start of your next turn. |
| White | Cold | The target's movement speed decreases by 5 feet until the start of your next turn. |

DUSTER OF THE LAWMAN

Armor (leather or studded leather), very rare (requires attunement)

This thick leather duster appears to be in remarkably good repair, and never seems to accrue damage. You can only be attuned to this armor while you are in good standing with the nearest legal authority. While wearing this armor, you gain the following benefits:

- You know if there is any creature that has been invested with legal authority or that has been outlawed by such an authority within 30 feet of you, as well as where the creature is located. The effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
- You can cast the spells *locate creature* and *hold monster* once each at their lowest levels without expending a spell slot (save DC 15). You must finish a short or long rest before you can use this trait again.



DUSTER OF THE OUTLAW

Armor (leather or studded leather), very rare (requires attunement)

This thick leather duster appears to be tattered and frayed, and can't be repaired by any means. You can only be attuned to this armor while you are known as an outlaw to a legal authority. While attuned to this armor, you gain the following benefits:

- You know if there is any creature that has been invested with legal authority or that has been outlawed by such an authority within 30 feet of you, as well as where the creature is located. The effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
- You can cast the spells *freedom of movement* and *mislead* once each without expending a spell slot. You must finish a short or long rest before you can use this ability again.

ELDER GUN

Weapon (revolver), legendary (requires attunement)

This rune-covered revolver glows with a dark energy not of this world. The *Elder Gun* contains within its revolving cylinder a tiny portal to a place beyond the multiverse, through which vast amounts of negative energy flow, only barely contained by the wards and patterns etched into the gun's surface. You gain a +3 bonus to attack and damage rolls made with this magic weapon. The gun has the following additional properties.

Desecrating Critical. This weapon has 2 charges. On a hit, you can expend a charge to deal an additional 5d8 necrotic damage and cause the target to become poisoned until the beginning of your next turn. The gun regains 1d2 expended charges daily at dawn.

Phantom Bullets. You can choose

to deal necrotic damage, rather than piercing damage, with this weapon. Attacks made with the *Elder Gun* ignore cover and travel through up to 5 feet of solid matter before stopping. Additionally, the gun never has to be reloaded, as new ammunition appears in the chamber whenever it is fired.

The souls of creatures that are killed by the *Elder Gun* are destroyed, and can only be returned to life via the *wish* spell or similar magic.

X-ray Vision. While attuned to the *Elder Gun*, you have blindsense with a range of 120 feet.

HAT OF THE WANDERER

Wondrous item, rare (requires attunement)

This wide-brimmed Stetson hat confers a strong sense of outdoorsmanship to its wearer. While attuned to this hat and wearing it, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- You can't become lost except by magical means.
- You have advantage on ability checks made to navigate an environment.
- You have advantage on Wisdom (Perception) checks made to locate traps and environmental hazards, such as pitfalls or quicksand.
- Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.
- Your movement speed increases by 10 feet.

Curse. This hat is cursed. Attuning to it curses you until you are targeted by the *remove curse* spell or similar magic. Removing the hat fails to end the curse on you. Whenever you spend longer than 1 day within a mile of the last place you took a long rest, you suffer 1 level of exhaustion. You suffer an additional level of exhaustion for each consecutive day spent in the area. Exhaustion gained by this effect cannot be resisted or mitigated as long as you are attuned to the hat, unless you walk at least 10 miles for each level of exhaustion you've gained. For every 10 miles you walk, you lose a level of exhaustion.

WE WAS DIGGING IN THE DIRT FOR WEEKS lookin' for it. Some 'ol story, wrote down here an' copied there, says that on this plot o' land, the grave o' 'ol Henry Colton, there's a bullet that can kill death 'isself. I didn' know 'bout any o' that, an' the boss man got agitated an' left, but I kept diggin' 'round.

Then I found it. Black evil thing, skull on the base 'an devilish markins' up an' down it. Slid right inna my gun proper, an' I kept it loaded ever since. Case I happen'ta see 'Ol Scratch, comin'ta collect, I'ma kill that devil, but good.

– *Jeb Fernwallop, on the Reaper's Bullet*

HORN OF THE LIGHT BRIGADE

Wondrous item, legendary

You can use an action to blow this bugle. In response, 4 phantom riders appear within 60 feet of you. They vanish after 1 hour or when they fall to 0 hit points. Once you use the bugle, it can't be used again until 7 days have passed.

If you blow the bugle while on foot, the summoned riders will attack you. If you are riding a mount, they are friendly to you and your companions, and will follow your commands.

MARAUDER'S FLASK

Wondrous item, uncommon

If you fill this flask with a nonmagical liquid, the flask will refill its contents with that liquid when it is emptied. It can produce 50 gallons of liquid in this way before being truly emptied again. Filling a *marauder's* flask with liquid it has created does not allow it to create more liquid.

MAGNETOBOMB

Wondrous item, rare

This clockwork device, which weighs 10 pounds and is six inches in diameter, is equipped with innovative magic-magnetic technology. You can use your action to place this device on the ground and speak a command word, activating the powerful arcane magnets within it. When you do so, a powerful magnetic force pulls all metal objects within 30 feet of it to the ground for one minute.

Metal weapons are pulled to the floor and can only be picked up with a DC 20 Strength check. Attacks with metal melee weapons have disadvantage and ranged attacks using metal projectiles, such as bullets and steel arrows, automatically fail.

A creature wearing metal armor or composed largely of metal (such as an iron golem) treats this area as difficult terrain. Additionally, such a creature must make a DC 15

Strength saving throw at the beginning of its turn or be pulled prone.

A *magnetobomb* can be destroyed, ending its effect early. It has 20 AC and 20 hit points. Once a *magnetobomb* is used, it is permanently depleted of magical energy and becomes mundane metal.

PORTABLE CANNONBALLS

Ammunition (cannonballs), uncommon

This bag contains twenty iron balls, each one inch in diameter and weighing 1/4 lb. As a bonus action, the command word can be spoken, which causes any number of the balls to expand into full-size cannonballs weighing 10 lb. each, suitable for firing from a cannon.

The bag can be poured out on the ground as an action, in which case it functions exactly as a bag of ball bearings. If the command word is spoken after the bag is poured out, all the balls expand at once. If a bag full of expanded balls is set to rolling, such as pouring them down a hill, any creature in the path of the balls must make a DC 13 Dexterity saving throw, or take 11 (2d10) bludgeoning damage.

Individual iron balls can be fired from a sling and expanded midair, dealing 2d10 bludgeoning damage on a hit, though any attacks made in this fashion have disadvantage.

REAPER'S BULLET

Weapon (any firearm ammunition), legendary

This bullet, forged by the reaper and engraved with insidious runes, brings inevitable death on its target. A creature hit by this bullet dies.

SPELL CARTRIDGE

Weapon (any firearm ammunition), varies

This piece of ammunition contains a single cantrip or spell of 1st to 3rd level that normally requires a single spell attack roll. It is labelled with magic runes indicating the manufacturer and the spell contained within. Attacks made with this ammunition do not deal the firearm's normal damage. If you hit a target using this ammunition, the spell contained within is cast on the target. The level of the spell determines the cartridge's rarity, as shown in the table below.

| Spell Level | Rarity |
|-------------|-----------|
| Cantrip | Common |
| 1st | Uncommon |
| 2nd | Rare |
| 3rd | Very Rare |

CHAPTER 5: MONSTERS

Wild, unpredictable creatures roam the frontier: grand, majestic things that wander in herds, strange things that settlers refuse to believe exist and which natives wisely pay due respect, and dangerous things, which have embraced the new and deadly power of the gun. Many creatures of all shapes and sizes roam the frontier, but this chapter includes a few that a band of adventurers are likely to find especially challenging.

CACTUS CAT

This vicious monster has the size of a panther and the temperament of a particularly surly bobcat, combined with a body made of cactus.

Ferocious Disposition. Cactus cats are aggressive, territorial, and easily capable of inflicting fatal injuries on humanoids with their long spines and sharp claws. When enraged, its spines flare out and stand on end, which is a tell-tale sign that the cat is about to leap upon its unfortunate prey. Additionally, cactus cats can hurl needles by whipping their tails in wide arcs, and are amazingly adept at hitting moving targets.

These cats are solitary predators and are never found in groups, or even pairs. For this reason, it's unknown whether they reproduce by mating, budding, or some other, even stranger, method.

Humans wisely avoid these predators, but scorpions avoid them also, for they are prey to the cactus cat, which is immune to their stings.

Cactus Dwellers. Cactus cats often make their homes among large concentrations of cacti, where they can be better camouflaged and prey on those creatures that seek to eat the plants. They live symbiotically with these natural succulents, taking shelter in hollowed-out cacti and rehydrating themselves by slashing the plants open and drinking their sap. The cactus cat is famed for its habit of seeking out naturally-fermented cactus juice and then causing all sorts of havoc while roaring drunk.

CHUPACABRA

El chupacabra—the goat sucker—is a creature whose activity is often suspected by rarely proven. Incredibly stealthy, it stalks the night to prey upon livestock and unwary travelers, draining their blood and fleeing before it is spotted.



CACTUS CAT

Medium monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 3 (-4) | 23 (+6) | 16 (+3) | 3 (-4) | 17 (+3) | 8 (-1) |

Skills Acrobatics +9, Perception +9, Stealth +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunity poison

Condition Immunity poisoned

Senses darkvision 60 ft., passive Perception 19

Languages —

Challenge 5 (1,800 XP)

Defensive Spines. Whenever a creature within 5 feet of the cat hits it with a melee attack, that creature takes 7 (2d6) piercing damage.

ACTIONS

Multiattack. The cat makes two attacks with its claws or needles.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Needles. *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.



Cunning and Perceptive. Although there is no record of a chupacabra communicating with people, nor any evidence of them arranging in anything resembling a society, scholars believe they are intelligent, sapient beings capable of learning, reasoning, and planning. This has likely contributed to the fact that none has ever been caught, dead or alive.

CHUPACABRA

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 18 (+4) | 19 (+4) | 14 (+2) | 11 (+0) | 15 (+2) | 8 (-1) |

Skills Perception +5, Stealth +10

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 15

Languages Deep Speech

Challenge 5 (1,800 XP)

Blood Frenzy. The chupacabra has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Standing Leap. The chupacabra's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. The chupacabra makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. The chupacabra regains hit points equal to half of the damage dealt.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 4) slashing damage.

Cryptids. No one knows where the chupacabras came from, but its alien appearance leads many to point to the stars. Perhaps this creature is merely the precursor to a larger invasion of Far Realm horrors, or maybe it is just a wild animal that escaped from some astral prison. In any case, its powerful attacks and resilient hide make it more than a match for unwary adventurers.

GATLING DRAGON

A draconic fusion of monster and machine, the gatling dragon is a desperate and deadly predator, perhaps the most dangerous of dragonkind.

Modern Adaptations. In the old days of the Weird West, pioneers and settlers pushed back the wild dragons of the plains with fire and lead. The same weapons that had proven so effective against medieval castles and wooden ships became the province of the dragon hunter, and these legendary creatures were driven close to extinction.

Dragons, however, are wise and calculating beings. Many of them saw the potential of these new weapons, first procuring them for their kobold servants and then devising magical rituals to graft heavy weaponry onto their very bodies. These 'Gatling dragons' replace their forearms with multi-barreled guns that spit death at their enemies from afar, and have become a fixture of the West, as lone monsters, local warlords and hired mercenaries.

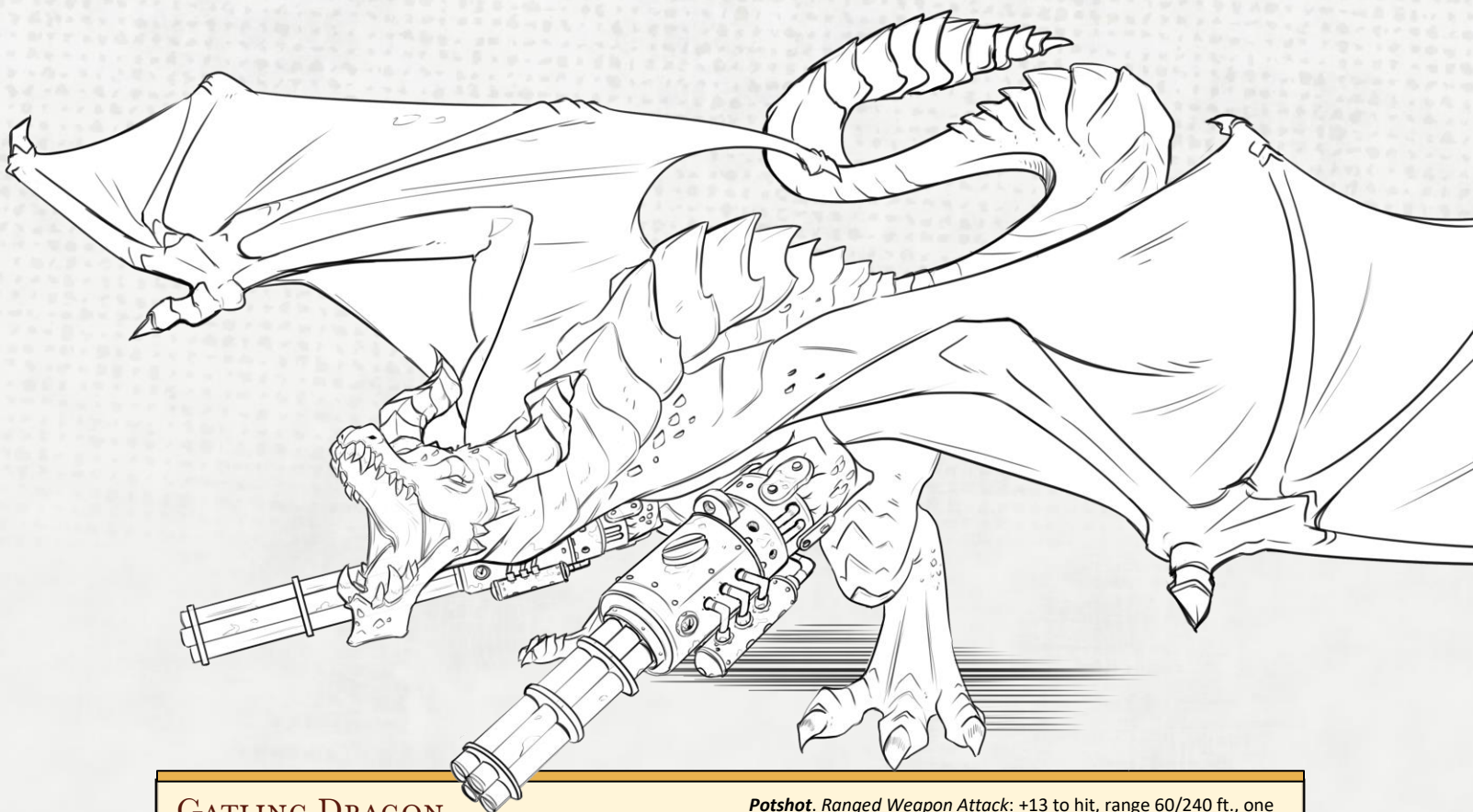
Military Collectors. Gatling dragons, like all dragons, tend to hoard valuable items in insidiously guarded lairs. Gatling dragons prefer to collect military memorabilia and historical weapons. Their lairs are often packed with obsolete artillery and storied handguns. Some even go so far as to dress their kobold servants in old-fashioned uniforms from past conflicts, reenacting long-past conflicts from the Old War for their entertainment.

Gatling dragons like magical weapons most of all. To one of these dragons, a horde is incomplete without a legendary weapon or artifact at its center.

Biomechanical Ammunition. A gatling dragon produces its own ammunition internally; it never needs to reload.

IT AIN'T EVERY DAY YER TRAPPED IN A DRAGON'S lair. 'Specially not when the dragon's in there wit' ya. I checked my guns an' checked 'em again. Shotgun, revolvers, rifle. Enough ammo to supply an army. Jethro mixed up a few bombs an' James started castin' some protection spell. Then we heard it. Two magic gatlin's spinnin' up. This was no ordinary dragon.

– *Bartholomew, gunslinger, in a Gatling dragon's lair*



GATTLING DRAGON

Gargantuan dragon, any alignment

Armor Class 20 (natural armor)

Hit Points 310 (20d20 + 100)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 16 (+3) | 20 (+5) | 15 (+2) | 19 (+4) | 16 (+3) |

Saving Throws Dex +10, Con +12, Wis +11, Cha +10

Skills History +9, Perception +11

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 60 ft., passive Perception 21

Languages Common, Draconic

Challenge 21 (33,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed on it instead

Magic Resistance. The dragon has advantage on saving throws against spells and magical effects.

Weaponized. This creature is partly made out of firearms and can be affected by any spells or abilities that would normally affect such an object.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes either two weapon attacks or one Gatling Gun attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Potshot. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 9 (2d8) piercing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Bullet Storm (Recharge 5-6). The dragon opens fire with everything it has, showering a 60-foot cone with bullets. Each creature in that cone must succeed on a DC 21 Dexterity saving throw or take 72 (16d8) piercing damage, or half as much on a successful save.

Gatling Gun. The dragon sprays a 10-foot-cube it can see within 60 feet with shots. Each creature in the area must succeed on a DC 21 Dexterity saving throw or take 18 (4d8) piercing damage, or half as much on a successful save.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Gatling Gun (Costs 2 Actions). The dragon makes a Gatling Gun attack.

Tail Attack. The dragon makes a tail attack.

GIANT ANTLION

Grown to titanic size in the waste, antlions prey on more than just ants; they are just as likely to make a snack out of humans, elves, and dwarves.

Monstrous Size. The waste is filled with monstrosities of all shapes and sizes, and the giant antlion is no exception. While the adults are fast and threatening in their own right, it is the larvae that have gained a reputation as some of the wastes' most deadly ambush predators. The larva possesses an oversized abdomen and massive, spiked jaws with a venomous bite.

Fiercely Territorial. Upon hatching, a giant antlion will seek well-traveled areas such as common caravan routes or areas near the nests of giant ants. The antlion then digs a pit in the sand or loose gravel, and burrows into its center. When a creature wanders into or near the pit, the giant antlion erupts from the sand and uses its jaws to drag the hapless prey under to be consumed. Many giant antlion pits contain the scattered gear of previous prey, a convenient lure for the unwary adventurer.

Giant antlions will take most anything smaller than them

as prey, including entire camels and humanoids, but they will also fight other antlions for territory. If an antlion wanders into another's territory, the ensuing battle becomes a life or death struggle between the colossal insects.

Winged Antlions. Adult giant antlions resemble massive dragonflies, with wingspans that approach 15 to 20 feet. When they undergo the metamorphosis from larva to adult, they lose their threatening jaws and ambush capabilities, but they make up for it with blindingly fast flight. Skilled hunters can catch and tame giant antlion adults to use as swift flying mounts.

GIANT ANTLION

Large beast, neutral

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., burrow 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 12 (+1) | 17 (+3) | 3 (-4) | 12 (+1) | 4 (-3) |

Saving Throws Str +7

Skills Athletics +7, Stealth +4

Senses tremorsense 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Ambush Predator. The giant antlion has advantage on attacks against targets that are in its pit.

Sand Camouflage. When the giant antlion is buried in its pit and remains motionless, it is indistinguishable from its surroundings.

ACTIONS

Multiattack. The giant antlion makes two bite attacks.

Bite. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+4) piercing damage and 5 (1d8) poison damage. The target must then make a DC 11 Constitution saving throw, becoming poisoned for the next 1d4 rounds on a failed save. If the target is Large or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. While the giant antlion is grappling a target, it cannot attack any other target.

GIANT ANTLION, ADULT

Large beast, neutral

Armor Class 16 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 10 ft., climb 10 ft., fly 60 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 21 (+5) | 17 (+3) | 16 (+3) | 3 (-4) | 12 (+1) | 4 (-3) |

Saving Throws Str +8

Skills Athletics +8, Stealth +6

Senses tremorsense 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

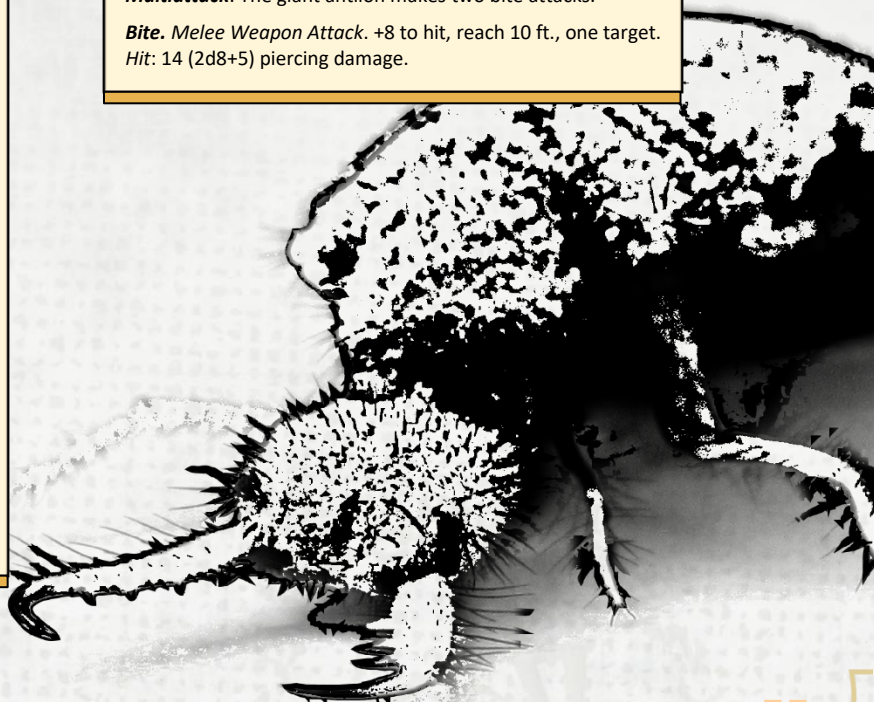
Dive Attack. If the giant antlion adult is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

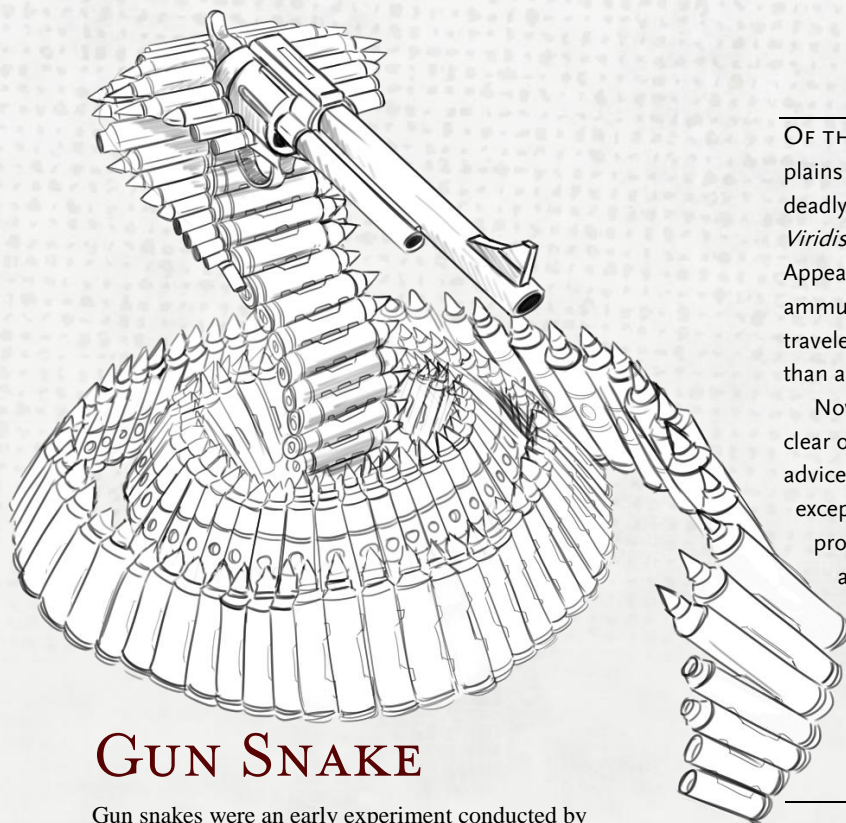
Flyby. The giant antlion adult doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The giant antlion makes two bite attacks.

Bite. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) piercing damage.





GUN SNAKE

Gun snakes were an early experiment conducted by dragons into biomechanical weapons. By animating an ammunition belt and fitting it with a gun-like head, they created dangerous serpentine constructs that are now found throughout the land.

GUN SNAKE

Small construct, neutral

Armor Class 15 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 30 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 9 (-1) | 16 (+3) | 12 (+1) | 6 (-2) | 13 (+1) | 6 (-2) |

Skills Perception +3

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 13

Languages understands Draconic but can't speak

Challenge 1/2 (100 XP)

Bandolier Body. When a gun snake is killed, 2d10 bullets can be salvaged from its body.

Weaponized. This creature is partly made out of a firearm and can be affected by any spells or abilities that would normally affect such an object.

ACTIONS

Heavy Slug. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 9 (2d8) piercing damage.

Wild Spray. The snake sprays a 10-foot-cube it can see within 40 feet with shots. Each creature in the area must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) piercing damage, or half as much on a successful save.

OF THE CREATURES THAT ROAM THE ENCHANTED plains of New Texana, one of the more interesting (and deadly) specimens is the fearsome *Viperade Calibus Viridis*, also known as the Common Gunsnake.

Appearing much like an animated belt of gatling gun ammunition topped by a hissing, loaded firearm, most travelers assume found gunsnakes to be nothing more than a pile of lost gear, much to their detriment.

Now, while *most* survivalists will tell you to steer far clear of this particular beast, that's not the kind of advice you read my guides for. Gunsnakes can be an exceptional boon to the road-worn adventurer, providing a source of more-or-less free ammunition; as well, gunsmiths of all stripes treasure gunsnake heads for their unusually tough firearm internals.

Course, you just gotta not get shot while you're taking your prize.

– Excerpt from "Texana Survival, Orc style" by
Thelonious Slag-skin

Burrowing Ambushers. Gun snakes, being intended as weapons, were imbued with the same predatory instincts found in biological serpents, tempered with some basic understanding of military tactics. Typically, they prefer to hunt in small clutches, burrowing underground or hiding in undergrowth until their victims are among them, then attacking from all sides.

Gun Snake Taxonomy. There are many varieties of gun snake, including the recoiler, battlesnake, leadhead, and viper sniper. They can be distinguished by their colors and markings, as well as the model of firearm their heads are based on. Experts continue to debate which subtype, if any, is the most dangerous.

Biomechanical Ammunition. A gun snake produces its own ammunition internally; it never needs to reload.

HIDEBEHIND

The dreaded hidebehind is a dark and shadowy being that is almost impossible to detect, thanks to its ability to disappear behind thin objects such as trees and poles.

Hide and Seek Myth. Settlers in the Weird West disbelieve the hidebehind, and for good reason—it is almost never directly seen. Slender, shadowy, flexible, and nimble, the hidebehind can dive behind the trunks of trees, twisting and bending in incredible ways to become practically invisible, moving perfectly to always stay hidden from the observer. Natives know the hidebehind's tricks well, and are wary of the grounds that hidebehinds

haunt. In contrast, foolish settlers are quick to blame natives, bears, and other natural causes when no creature can be accounted for.

HIDEBEHIND

Medium fey, chaotic evil

Armor Class 14

Hit Points 39 (6d8 + 12)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 16 (+3) | 18 (+4) | 15 (+2) | 10 (+0) | 13 (+1) | 9 (-1) |

Skills Stealth +8

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan

Challenge 2 (450 XP)

Hide Behind. The hidebehind can Hide as a bonus action as long as it is within 5 feet of an object that is taller than itself. The hidebehind can use this ability even if the object ought to be too thin to conceal it, such as a tree trunk, fence post or flagpole. The hidebehind does not need to be in cover and remains hidden until it moves, even if an observer were to circle around the object.

ACTIONS

Multiattack. The hidebehind makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Axe-Hate. Whenever people start disappearing in the woods at night, it is likely the work of a hidebehind. In particular, lumberjacks and woodsmen are vulnerable. Such predations are a long-term defense mechanism for the hidebehind; without trees to hide behind, the hidebehind can't hunt or remain hidden. Therefore, even so much as carrying an axe at night can bring upon the ire of a nearby hidebehind.

JACKALOPE

A jackalope is a mysterious animal that looks like a jackrabbit with antelope horns. They are flighty and skittish by nature but can become aggressive when cornered; their small bodies are deceptively strong and many a hunter has lost a leg after underestimating the power of their charge.

Rarest of Prizes. Being both hard to find and hard to kill, jackalopes have become highly valued by hunters, mainly as a badge of honor and testament to their skill. Due to the importance of jackalope horn as an arcane reagent, many stuffed trophies actually have their horns removed and replaced with cheaper replicas.

JACKALOPE

Small monstrosity, unaligned

Armor Class 13

Hit Points 36 (8d6 + 8)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 17 (+3) | 13 (+1) | 6 (-2) | 12 (+1) | 9 (-1) |

Skills Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages understands Common and Sylvan but speaks only through the use of its Mimicry trait

Challenge 1 (200 XP)

Goring Charge. If the jackalope moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

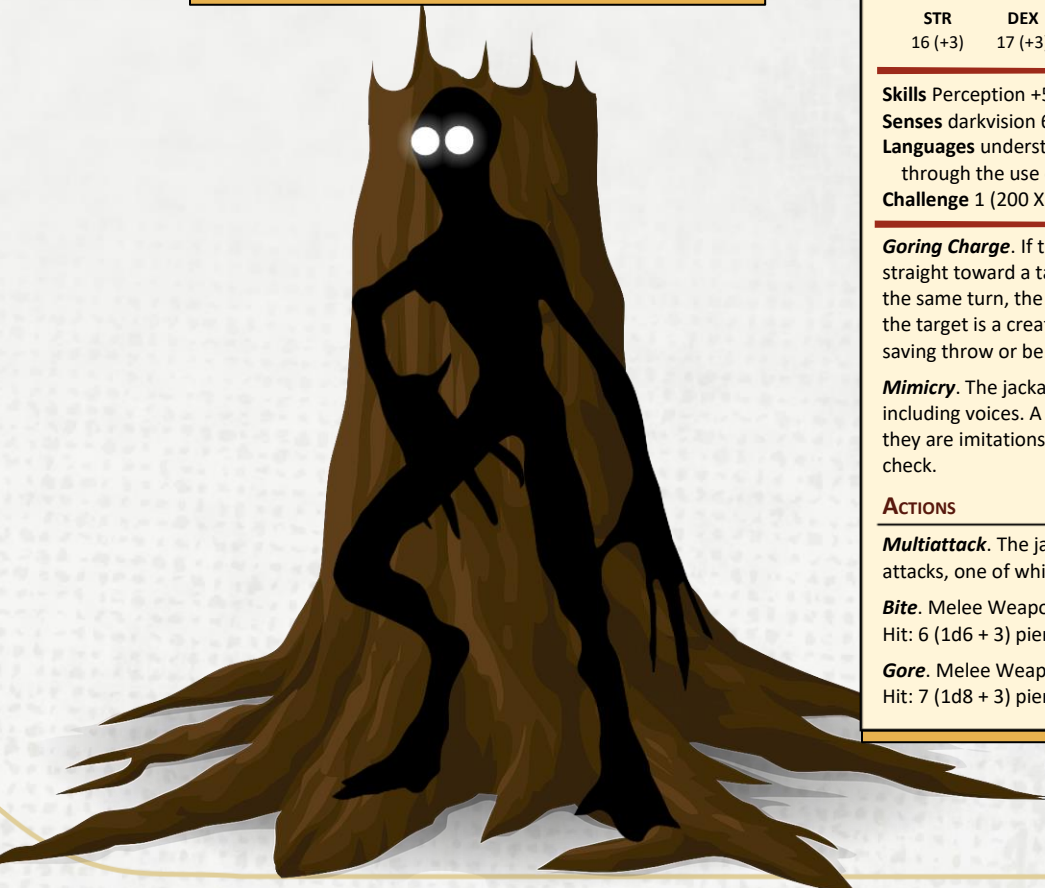
Mimicry. The jackalope can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Multiattack. The jackalope makes two melee weapon attacks, one of which may be a gore.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



JACKALSNAKE

The jackalsnake, like the owlbear, is a strange hybrid of two animals, a jackal and a venomous snake. Combining the speed and ferocity of the jackal with the quick, venomous strikes of a cobra, jackalsnakes hunt in packs in the cool desert night. A jackalsnake resembles a jackal in all respects, except for its head, which appears as if it has been replaced wholesale with the hooded head and neck of a giant king cobra.

Pack Scavengers. Jackalsnakes can eat just about any meat it finds, no matter how putrid, and often compete with vultures and other detritivores for their meals.

JACKALSNAKE
Small beast, unaligned
Armor Class 13
Hit Points 11 (2d8 + 2)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 8 (-1) | 16 (+3) | 12 (+1) | 3 (-4) | 12 (+1) | 6 (-2) |

Skills Perception +3
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages —
Challenge 1/4 (50 XP)

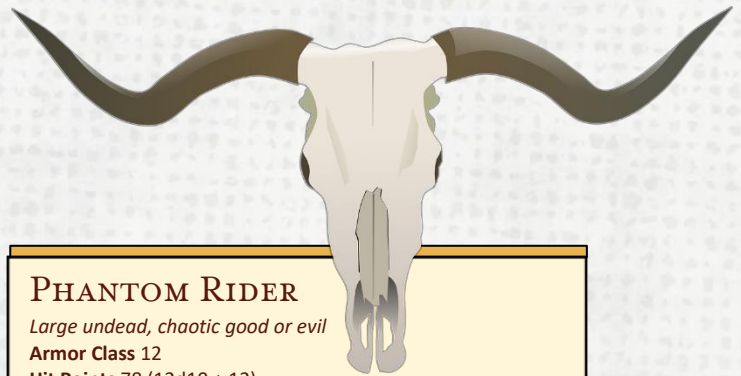
ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d4+3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

PHANTOM RIDER

In the Weird West, the dead don't always stay that way. If a person, particularly a lawman or outlaw, achieves sufficient fame, the gestalt consciousness of the people can summon back their shade in the form of a phantom rider after they die.

Part Ghost, Part Legend. Phantom riders are not animated on purpose, but rather arise from a combination of the former gunslinger's force of personality and the collective will of the people to see legendary figures live on. This means that the phantom is, in fact, a separate and different entity the deceased person they are based on, retaining not only their memories, but also possessing fictional memories of the various tall tales that their admirers have built up around them.



PHANTOM RIDER
Large undead, chaotic good or evil
Armor Class 12
Hit Points 78 (12d10 + 12)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 15 (+2) | 12 (+1) | 10 (+0) | 12 (+1) | 18 (+4) |

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages any languages it knew in life
Challenge 6 (2,300 XP)

Ethereal Sight. The rider can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.
Incorporeal Movement. The rider can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The rider makes three attacks with its ethereal revolver.
Ethereal Revolver. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 9 (2d8) necrotic damage.
Lariat. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* the target is restrained (escape DC 10).
Etherealness. The rider enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.
Possession (Recharge 6). One humanoid that the rider can see within 5 feet of it must succeed on a DC 15 Charisma saving throw or be possessed by the rider; the rider then disappears, and the target is incapacitated and loses control of its body. The rider now controls the body but doesn't deprive the target of awareness. The rider can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.
 The possession lasts until the body drops to 0 hit points, the rider ends it as a bonus action, or the rider is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the rider reappears in an unoccupied space within 5 feet of the body. The target is immune to this rider's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Unfettered Heroes. Being avatars for the public consciousness, these ghostly gunslingers follow highly idealistic moral codes. They typically fight for freedom and liberty, riding out of the night whenever their skills are needed and smiting their enemies with ethereal bullets and black-dyed rope.

The reverse can also be true. When an infamous outlaw is finally brought to justice and slain, its avatar is a force of unrestrained revenge, robbing banks and murdering lawmen without strategy or purpose.

Undead Nature. Phantom riders do not require food, drink, air, or sleep.

TERRORWEED

This dangerously mobile species of tumbleweed is endemic to the Weird West. Always showing up where least wanted, terrorweeds travel on the wind in order to trick people into thinking they are natural plants, before suddenly veering off course to attack anyone who looks vulnerable.

Bloodsucking Predators. The terrorweed preys on any warm-blooded creature it happens upon, puncturing their skin with its sharp thorns and soaking up the blood within.

| TERRORWEED | | | | | | |
|--|---------|---------|--------|--------|--------|--|
| <i>Small plant, neutral evil</i> | | | | | | |
| Armor Class 12 (natural armor) | | | | | | |
| Hit Points 13 (3d6 + 3) | | | | | | |
| Speed 30 ft. | | | | | | |
| STR | DEX | CON | INT | WIS | CHA | |
| 8 (-1) | 13 (+1) | 12 (+1) | 4 (-3) | 8 (-1) | 6 (-2) | |
| Skills Acrobatics +3 | | | | | | |
| Damage Vulnerability fire | | | | | | |
| Condition Immunities blinded, deafened, prone | | | | | | |
| Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9 | | | | | | |
| Languages understands Common but can't speak | | | | | | |
| Challenge 1/4 (50 XP) | | | | | | |
| False Appearance. While the terrorweed is moving naturally with the wind it is indistinguishable from a normal tumbleweed. | | | | | | |
| Tumbling Charge. If the terrorweed moves at least 15 feet in a straight line before making a slam attack, it deals an additional 3 (1d6) bludgeoning damage with that attack. | | | | | | |
| ACTIONS | | | | | | |
| Slam. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) piercing damage and the terrorweed regains hit points equal to half the damage dealt, rounded down. | | | | | | |

Most easily, travelling terrorweeds can slay small critters for nourishment, but a terrorweed normally requires a larger kill to have enough blood to reproduce. None can say how a plant developed such monstrous tastes, but dark necromancy is suspected.

Vampire Affinity. Terrorweeds are most common around the lairs of vampires. Although the plants are not known to be sapient, they clearly share some kind of psychic empathy for their fellow blood-drinkers. This also serves as a helpful warning to travelers: if an area is lousy with terrorweeds, a vampire may be close by!

VAMPIRE OUTLAW

An outlaw is scary enough—violent, unscrupulous and armed to the teeth—and such characters figure in the nightmares of many people in the West. They are nothing, however, compared to the vampire outlaws. These undead villains have stalked the land since time immemorial, killing, feeding, and looting as they please. Using their supernatural powers to shrug off wounds that would kill a mortal twenty times over, and boasting centuries of marksmanship practice, a single vampire is easily the match for a whole company of gunslingers.

Ancient Aristocrats. Much like the vampires of other lands, those who lair in the Weird West tend to be very old, and their long existences allow them to accrue great wealth. Many display this wealth by building grand villas in the country and amassing huge collections of antique or experimental weaponry.

Many vampires of the West also strive to keep alive customs from the old country, in spite of their new environment. Some hold grand banquets for their guests (before draining them of their blood), yet others maintain antiquated dueling codes and blood-drinking rituals.

Outlaws by Definition. Vampirism is illegal in most parts of the Weird West, owing to the frequent bloodletting required to sustain it. Therefore, all vampires are outlaws, even though their curse naturally twists them towards a lawful outlook on life. Some vampires long to replace the mortal authorities with their own system—with themselves at the top, of course.

Vampire Gangs. Although most vampires are lone wolves that operate individually, some have been known to build up outlaw gangs from their thralls, or even to join forces against particularly aggressive lawmen. Thankfully, this remains a rare occurrence—though it always spells misery for the ordinary humanoids of the frontier.

Undead Nature. Vampire outlaws do not require air.

VAMPIRE OUTLAW

Medium undead (shapechanger), lawful evil

Armor Class 16 (studded leather)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 18 (+4) | 18 (+4) | 17 (+3) | 15 (+2) | 18 (+4) |

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +12, Stealth +14

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 22

Languages the languages it knew in life

Challenge 15 (13,000 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sun light or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Deadeye Shot. The vampire does not suffer disadvantage when attacking at long range. In addition, its ranged weapon attacks ignore half cover and three-quarters cover.

Sneak Attack (1/Turn). The vampire deals an extra 13 (4d6) damage when it hits a target with a ranged weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the vampire that isn't incapacitated and the vampire doesn't have disadvantage on the attack roll.

Vampire Weaknesses. The vampire has the following flaws:
Forbiddance. The vampire can't enter a residence without an

invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiaction (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite or parlor gun attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Hunting Rifle (Vampire Form Only). *Ranged Weapon Attack:* +9 to hit, range 80/240 ft., one target. *Hit:* 7 (2d6) piercing damage.

Parlor Gun (Vampire Form Only). *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 5 (2d4) piercing damage.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

The vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Bite (Costs 2 Actions). The vampire makes one bite attack.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Potshot. The vampire makes one hunting rifle attack.

Reload. The vampire reloads its weapons.

WENDIGO

Medium monstrosity, chaotic evil

Armor Class 12

Hit Points 22 (4d8 + 4)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 15 (+2) | 12 (+1) | 3 (-4) | 12 (+1) | 6 (-2) |

Skills Perception +3, Stealth +4, Survival +3

Damage Immunity cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses passive Perception 13

Languages Common

Challenge 1 (200 XP)

Stench. Any creature that starts its turn within 5 feet of the wendigo must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the wendigo's Stench for 24 hours.

ACTIONS

Multiattack. The wendigo makes one attack with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Frightful Presence. Each creature of the wendigo's choice that is within 120 feet of the wendigo and aware of it must succeed on a DC 10 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the wendigo's Frightful Presence for the next 24 hours.

WENDIGO

Wendigos were human once. Whether or not they remember that fact is another matter entirely.

A Broken Taboo. The tribal people of the West despise cannibalism, believing it to be the most sinister act a person could possibly perform. Anyone suspected of breaking this taboo is immediately cast out of the tribe—if they are not killed on the spot. Of course, surviving the winter alone is a desperate task, so many of these outcasts turn to the dark power of half-forgotten gods, begging to be granted the strength to stay alive. The price for this power is high: whether or not the fugitive was a cannibal in the first place, their new patron leaves them no say in the matter, transforming them into a savage wendigo.

Feast on Flesh. A wendigo requires human flesh to live. They are infected with an unceasing hunger that drives

them to hunt and kill their former kin. When the opportunity to feed presents itself, a wendigo attacks in a relentless frenzy, paying no heed to its own safety and only retreating when badly outnumbered.

ZOMBIE GUNNER

Ordinary zombies lack the dexterity and coordination to handle firearms, but enterprising necromancers have found a way around that. Using a more powerful incantation, it is possible to create superior zombies with sufficient brains to load, aim, and fire a gun.

Subtle as a Shotgun. While zombie gunners are generally superior to their basic, unarmed kin, they are still inferior in terms of cunning and tactical nous. Zombie gunners are wont to shamble down the middle of the street, with no cover, blasting the first thing they see. Thanks to their propensity for close-range engagements, they are usually armed with shotguns—giving new meaning to the phrase ‘blow your brains out’!

Zombie gunners can be created with the *animate dead* spell, but count as two zombies towards the total you can animate or reassert control over.

ZOMBIE GUNNER

Medium undead, neutral evil

Armor Class 12 (leather armor)

Hit Points 30 (4d8 + 12)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|--------|--------|
| 6 (-2) | 13 (+1) | 16 (+3) | 3 (-4) | 6 (-2) | 9 (-1) |

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life, but can't speak

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Shotgun. *Ranged Weapon Attack:* +3 to hit, range 40/120 ft., one target. *Hit:* 7 (2d6) piercing damage or 9 (2d8) piercing damage of the target is within 20 feet.

Slam. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 (1d6 - 2) bludgeoning damage.

Weird West Creatures

Expansive and diverse, the frontier of the Weird West plays host to entire ecosystems of unique creatures. The following beasts and plants, though not quite monsters in the traditional sense, are nonetheless residents of the West, and will likely make an appearance in any adventure set there.

AWAKENED CACTUS

Medium plant, neutral

Armor Class 11

Hit Points 27 (5d8 + 5)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 15 (+2) | 13 (+1) | 13 (+1) | 10 (+0) | 10 (+0) | 8 (-1) |

Damage Vulnerability slashing

Damage Resistance fire

Senses passive Perception 10

Languages one language known by its creator

Challenge 1 (200 XP)

False Appearance. While the cactus remains motionless, it is indistinguishable from a normal cactus.

ACTIONS

Multitack. The awakened cactus makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

BISON

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 10 (+0) | 16 (+3) | 3 (-4) | 11 (+0) | 6 (-2) |

Senses passive Perception 10

Languages —

Challenge 2 (450 XP)

Trampling Charge. If the bison moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the bison can make one hooves attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 14 (3d6+4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 17 (3d8+4) bludgeoning damage.

COYOTE

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 7 (2d6)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 10 (+0) | 15 (+2) | 11 (+0) | 3 (-4) | 12 (+1) | 6 (-2) |

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

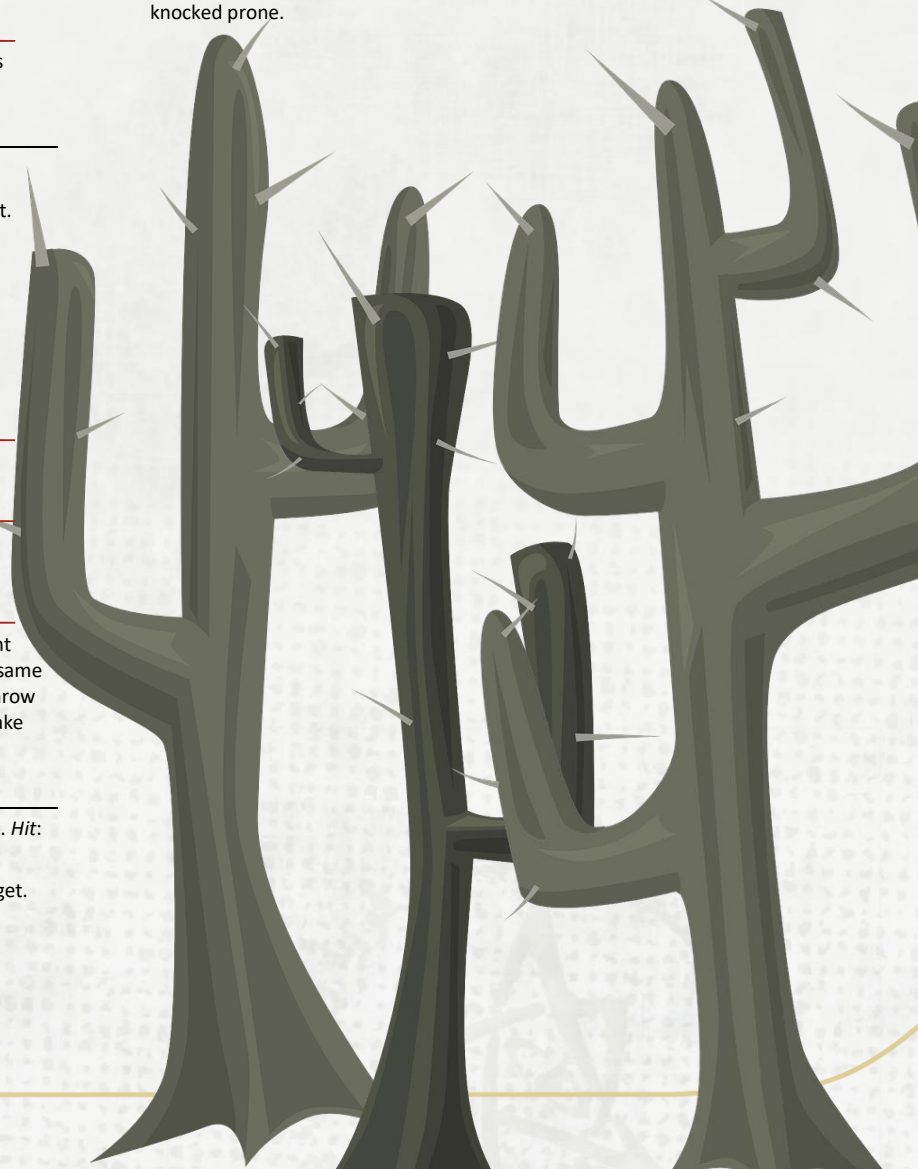
Challenge 1/8 (25 XP)

Keen Hearing and Smell. The coyote has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The coyote has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.





COYOTE, WILY

Medium beast, neutral
Armor Class 13 (natural armor)
Hit Points 9 (2d8)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 10 (+0) | 15 (+2) | 11 (+0) | 12 (+1) | 12 (+1) | 6 (-2) |

Skills Arcana +3, Investigation +3, Perception +3, Sleight of Hand +4, Stealth +4
Senses passive Perception 13
Languages understands Common and Sylvan, but can only communicate by writing and displaying signs
Challenge 1/8 (25 XP)

Keen Hearing and Smell. The coyote has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The coyote has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Slow Fall. The coyote is immune to falling damage.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Set Hunting Trap. The coyote sets a hunting trap.

TURKEY

Small beast, unaligned
Armor Class 11
Hit Points 13 (2d6 + 6)
Speed 20 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 16 (-2) | 13 (+1) | 16 (+3) | 3 (-4) | 12 (+1) | 6 (-2) |

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 0 (10 XP)

ACTIONS

Kick. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target. *Hit:* 1 (1d4 - 2) slashing damage.

Weird West Non-Player Characters

The Weird West is a setting full of stock characters which GMs can use to tell their stories. These characters are both familiar and flimsy; easily recognizable, but lacking the true depth of a player character, as a good stock character should. Thus, they are best employed as nonplayer characters to accompany the adventuring party, oppose them, or push the plot forward. Consider using the following statistics in your game.

BANDITO

The settlers, ranchers, and prospectors may comprise the main population of the Weird West, but theirs is far from the only civilization to have tried to conquer this wild land. Other humanoid peoples have lived here in the past, while neighboring nations and kingdoms exert their own cultural influences.

One of the most obvious consequences of this is the tradition of the bandito. The first banditos were deserters from various foreign armies that campaigned in the Weird West centuries ago, forming themselves into semi-legal mercenary/smuggler gangs for mutual protection. Since then, the bandito gangs have blended the ways of their former homelands with those of the West, forming bonds that cross borders as well as generations.

Today, a wide range of people feel the lure of the bandito lifestyle, allowing the gangs to draw a diverse range of recruits. Broadly speaking, they are tolerated by law enforcement, being seen as a lubricant to trade and a buffer against monsters.

New Languages

The West's storied and diverse residents play host to numerous languages and cultures. Just as conventional RPG settings use Common to designate a general language spoken by most humanoids, the Weird West expresses uses two additional broadly-spoken languages, **Foreign** and **Native**, to further add granularity to the West's people. Settlers in the Weird West use a mix of Common and Foreign (depending on their origins), while native peoples speak Native.

These new languages are not intended to act as stand-ins for any existing formal languages or cultures (after all, Native Americans in the American West spoke hundreds of different languages and each had their own unique cultures.) Rather, they simply frame the language barriers that might be encountered in a setting as vast and heterogenous as the West.

BANDITO

Medium humanoid (any race), any chaotic alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 12 (+1) | 12 (+1) | 10 (+0) | 10 (+0) | 10 (+0) |

Skills Intimidation +2, Stealth +3

Senses passive Perception 10

Languages any one language (usually Common or Foreign)

Challenge 1/2 (100 XP)

ACTIONS

Knife. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Revolver. *Ranged Weapon Attack:* +3 to hit, range 40/120 ft., one target. *Hit:* 7 (2d6) piercing damage.

DESPERADO

The Weird West is a harsh land that gives with one hand and takes with the other. Many find that the ‘taking’ outweighs the ‘giving’ and lose friends, fortunes, and mental faculties to the uncaring frontier.

A desperado has nothing left to lose. Even the clothes on their back and the gun in their hand are most likely stolen. Even so, these ragged renegades cling to life, willing to do whatever it takes just to draw a few more breaths.

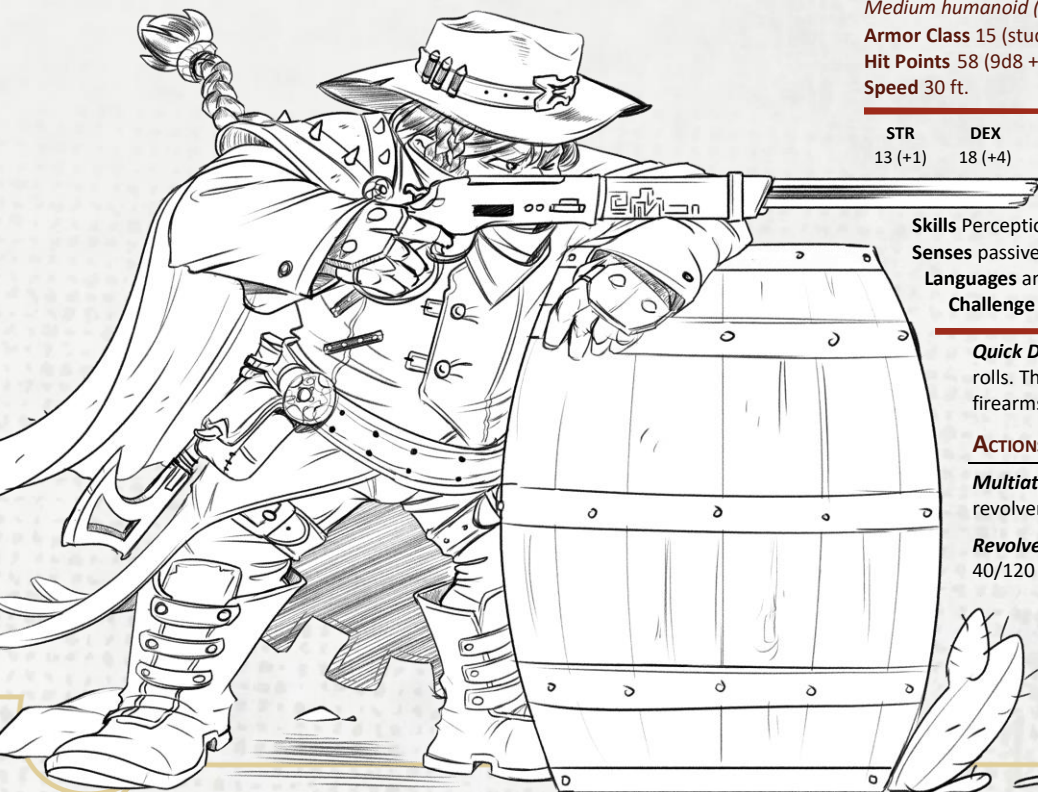
DESPERADO

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.



| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 12 (+1) | 16 (+3) | 17 (+3) | 9 (-1) | 11 (+0) | 9 (-1) |

Skills Athletics +3

Senses passive Perception 10

Languages any one language (usually Common or Foreign)

Challenge 2 (450 XP)

Desperate Gambit. At the start of its turn, the desperado can gain advantage on all weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn. Neither the desperado nor its targets may benefit from any cover except total cover when this ability is used.

ACTIONS

Multiattack. The desperado makes two attacks with its sawed-off shotgun.

Sawed-off Shotgun. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 7 (2d6) piercing damage or 9 (2d8) piercing damage if the target is within 20 feet.

OUTLAW

Of all the terrible dangers that inhabit the weird west, ordinary outlaws may not seem the most threatening at first glance. This does them a grave disservice, however. There are none who surpass them in woodcraft, marksmanship—or desperation.

Outlaws may come from any walk of life: some are genuine criminals, cast out of society because of their violent ways, but others may be victims of circumstance, or radical heroes waging their own private war against a corrupt system. In all cases, however, they are sources of instability and discord, whose appearance often presages bloody brawls and deadly shootouts.

OUTLAW

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 18 (+4) | 14 (+3) | 10 (+0) | 11 (+0) | 12 (+1) |

Skills Perception +2, Stealth +6

Senses passive Perception 12

Languages any one language (usually Common or Foreign)

Challenge 4 (1,100 XP)

Quick Draw. The outlaw has advantage on initiative rolls. They may draw or holster two single-handed firearms as a single object interaction.

ACTIONS

Multiattack. The outlaw makes five attacks with its revolvers.

Revolvers. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 7 (2d6) piercing damage.



CHAPTER 6: SPELLS

Magic in the Weird West has evolved in lockstep with the landscape of warfare. To combat the might of firearms as a rising force, spells have been crafted to specifically to combat gunmen, such as the almost necessary spell, *jam weapon*. Other branches of magic on the frontier, like the spell *chromatic bullet*, add a tinge of arcana into gunplay, bringing spells and firearms closer together. In all, magic in the west is much like the people who live there: innovative, deeply practical, and rapidly advancing.

The chapter begins with the lists of additional spells for the spellcasting classes. The remainder contains spell descriptions, presented in alphabetical order by the name of the spell.

BARD SPELLS

CANTRIPS (0 LEVEL)

Concealed Shot
Finger Guns

1ST LEVEL

Conjure Saguaro

2ND LEVEL

Heat Barrel
Stranger

CLERIC SPELLS

1ST LEVEL

Detect Law and Chaos

2ND LEVEL

Protection from Ballistics

7TH LEVEL

Zone of Fortification

DRUID SPELLS

1ST LEVEL

Conjure Saguaro
Speak with Cacti

2ND LEVEL

Heat Barrel

3RD LEVEL

Desiccate

PALADIN SPELLS

1ST LEVEL

Detect Law and Chaos

2ND LEVEL

Perforating Smite
Protection from Ballistics

RANGER SPELLS

1ST LEVEL

Conjure Saguaro
Speak with Cacti

2ND LEVEL

Jam Weapon
Protection from Ballistics

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Bursting Shot
Finger Guns

1ST LEVEL

Bullet Storm
Chromatic Bullet
Conjure Saguaro

2ND LEVEL

Jam Weapon
Protection from Ballistics
Stranger

3RD LEVEL

Conjure Cannonball
Desiccate

4TH LEVEL

Detonate Ammunition

5TH LEVEL

Flaming Death

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Bursting Shot

1ST LEVEL

Chromatic Bullet
Bullet Storm

2ND LEVEL

Protection from Ballistics
Stranger

5TH LEVEL

Flaming Death

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Bursting Shot

Concealed Shot
Finger Guns

1ST LEVEL

Bullet Storm
Chromatic Bullet
Conjure Saguaro

2ND LEVEL

Jam Weapon
Protection from Ballistics
Stranger

3RD LEVEL

Conjure Cannonball
Desiccate

4TH LEVEL

Detonate Ammunition

5TH LEVEL

Flaming Death

7TH LEVEL

Antiballistics Field

SPELL DESCRIPTIONS

These spells are listed in alphabetical order.

ANTIBALLISTICS FIELD

7th-level abjuration

Casting Time: 1 action

Range: Self (40-foot-radius sphere)

Components: V, S, M (a pinch of wet gunpowder)

Duration: Concentration, up to 10 minutes

An invisible 40-foot-radius field of magic extends from you, disrupting bullets and causing firearms to malfunction. Within the sphere, attacks with firearms fail, and firearms used to make an attack immediately jam. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

Firearms outside the sphere which are fired into it have disadvantage on attack rolls and deal only half damage on a successful hit.

BULLET STORM

1st-level evocation

Casting Time: 1 action

Range: 40 feet

Components: V, S

Duration: Instantaneous

You bring into existence an ethereal revolver and rapidly empty all six chambers. Make 6 spell attack rolls with disadvantage against targets you can see within range. These attacks always have disadvantage, regardless of circumstance. On a hit, a target takes 1d8 force damage.

At Higher Levels. When you cast this spell using spell slot of 2nd level or higher, you can make two additional attacks with disadvantage for each slot level above 1st, to a maximum of 6 additional attacks.

BURSTING SHOT

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, S, M (a firearm)

Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a firearm, otherwise the spell fails. On a hit, the shot bursts, dealing thunder damage equal to your spellcasting ability modifier to the target and 1d6 to each other creature within 5 feet of it.

The spell's damage to creatures other than the target increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

CHROMATIC BULLET

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a firearm)

Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a firearm, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 1d4 damage. You can choose for the weapon's damage, as well as this additional damage, to be either acid, cold, fire, lightning, poison, or thunder damage. You do not need to pick the same type for both, and you can leave the

weapon damage as whatever type would normally be dealt by the weapon.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

CONCEALED SHOT

Illusion cantrip

Casting Time: 1 action

Range: Self

Components: S, M (a firearm)

Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a firearm, otherwise the spell fails. The spell then masks any audible or visible output from the weapon, making it impossible to see or hear where the shot came from.

This spell only conceals the first shot you make; any additional shots are not concealed.

CONJURE CANNONBALL

3rd level conjuration

Casting Time: 1 action

Range: 600 feet

Components: V, S, M (a small replica cannon)

Duration: Instantaneous

You summon a cannonball, mid-flight and at full velocity, which explodes on impact. Make a spell attack roll against a target you can see within range. On a hit, the target takes 4d10 bludgeoning damage, and each creature within 5 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes half as much damage as the target.

CONJURE SAGUARO

1st-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a saguaro fruit)

Duration: Concentration, up to 1 hour

You summon an immense saguaro cactus that springs out of the ground in an unoccupied space you can see within range. The cactus now occupies a 10-foot cube, blocking movement through this area and conferring 3/4 cover against ranged attacks made through it.

The saguaro is an object with 22 (4d10) hit points and an AC of 14. When the spell ends, the saguaro wilts away, leaving no trace of its existence.

DESICCATE

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Your hands radiate crimson energy. Make a melee spell attack against a target within your reach. On a hit, the target takes 2d6 necrotic damage and suffers a level of exhaustion, as you siphon the water from its body. Until the spell ends, you can make the attack again on each of your turns as an action. Each creature you target with this spell can only suffer one level exhaustion as a direct result of this spell.

At Higher Levels. When you cast this spell using spell slot of 4th level or higher, the damage increases by 2d6 damage for every slot level above 3rd.

DETECT LAW AND CHAOS

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you know if there is any creature that has been invested with legal authority or that has been outlawed by such an authority within 30 feet of you, as well as where the creature is located.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DETONATE AMMUNITION

4th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (flint and steel)

Duration: Instantaneous

You send a mote of fire into an enemy's ammunition pouch or bandolier, triggering a massive explosion. Make a ranged spell attack against a creature you can see within range that is carrying spare firearm ammunition. On a hit, up to 50 spare bullets or shells and all gunpowder and/or explosives that the target is carrying are instantly destroyed, and the target takes 2d10 thunder damage. All creatures within 20 feet of the target (including the target

itself) must then make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much on a successful one.

FINGER GUNS

Evocation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You extend your index finger and thumb, a dangerous gesture mimicking a gun. For the duration, you can use your action to make a spell attack roll against one creature you can see within 60 feet, dealing 1d8 force damage on a hit.

Your finger gun does not require ammunition, but is still considered to be a firearm for spells and effects such as *bursting shot* and *protection from ballistics*.

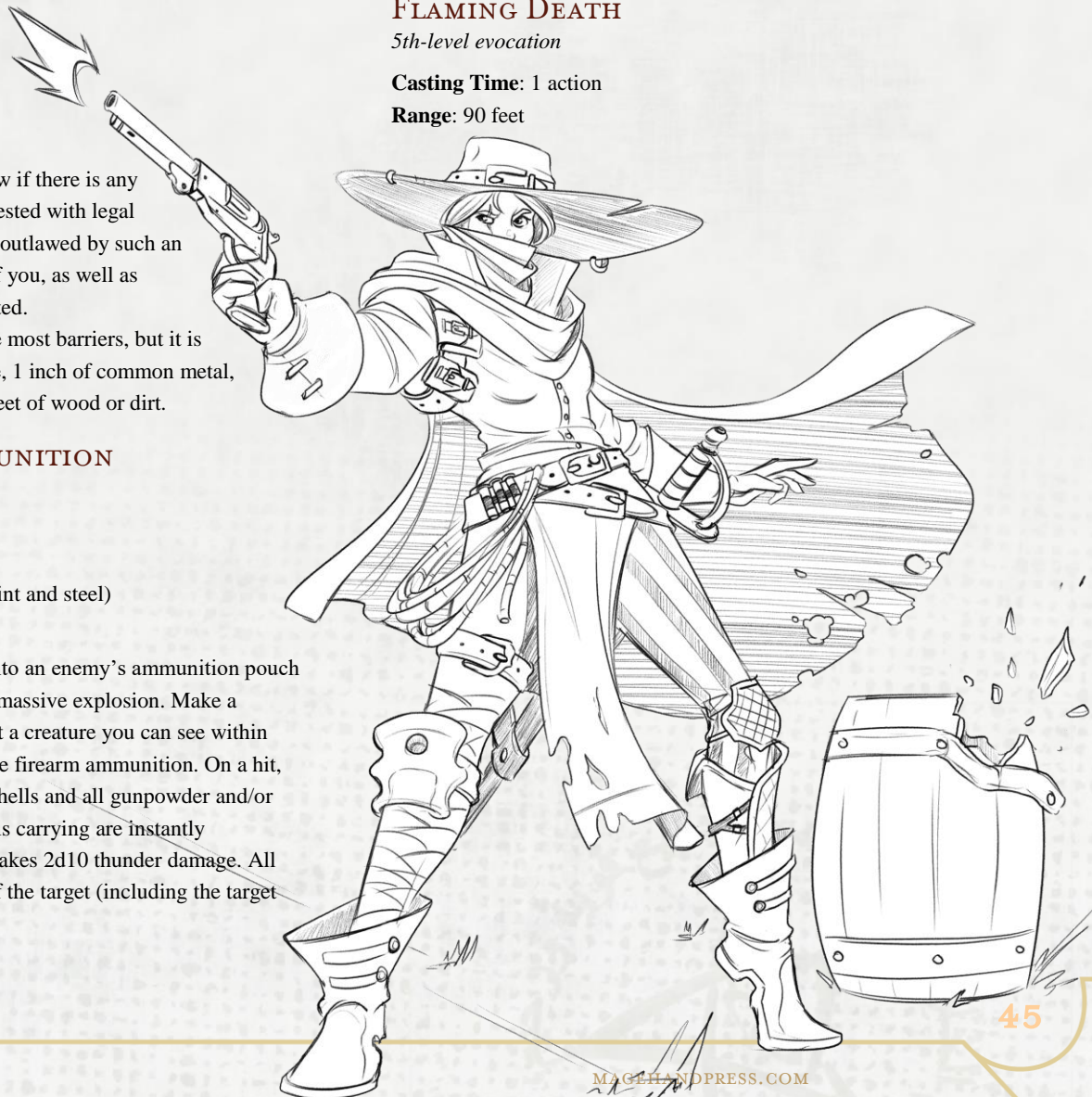
The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

FLAMING DEATH

5th-level evocation

Casting Time: 1 action

Range: 90 feet



Components: S

Duration: Concentration, up to 1 minute

Flames wreath one creature you can see within range, which must make a Constitution saving throw. The target takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The target is also on fire for the spell's duration. A creature that is on fire repeats this saving throw at the end of each of its turns. It takes 2d6 fire damage on a failed save, and the flames go out on a successful one. The flames cannot be extinguished by nonmagical means.

If a creature within 90 feet of you is on fire due to this spell, you can use a bonus action on your turn to cause the flames to leap to up to two other creatures within 30 feet of it. Each of these creatures must make a Constitution saving throw or also catch on fire. A creature that successfully saves against this spell can't be caught on fire again by the same instance of it again.

HEAT BARREL

2nd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of iron and a flame)

Duration: Concentration, up to 1 minute

The barrel of a firearm you can see glows white hot. For the duration, the firearm can't be used to make more than one attack per round, and you subtract 2 from attack rolls using it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional firearm within range for each slot level above 2nd.

JAM WEAPON

2nd-level transmutation

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet attacks with a firearm

Range: 60 feet

Components: V, S, M (a pinch of wet gunpowder)

Duration: Instantaneous

The loaded firearm you can see jams upon firing. The attack fails, and the firearm is jammed. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional firearm within range for each slot level above 2nd.

SEE, I'D HAD A FEW DRINKS, AN' THIS FELLA AT the saloon—elf, by the looks of it—sidles up next to me at the bar. I was lookin' for an excuse to fight, so I made fun o' his pointy ears and threw a drink at 'em, laughin' and stuff.

I tell ya, he stands up calmly an' walks outside for a duel. By the look of 'em, I figured it'd be an easy win—didn' look like he'd picked up a gun in 'is life.

I draw on 'em first, an' my revolver jams, right off. I'm frantic, pullin' it apart, getting'at the dud bullet. An' he just kinda watches.

I draw again, an' it jams again. It's about that point I realize I never should'a pissed off a mage in the first place.

– *Cactus Kat, gunslinger, meeting a gunmage*

PERFORATING SMITE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you make an attack with a firearm attack before this spell ends, the shot is accelerated to an incredible velocity. Instead of making an attack roll against a single target, the shot becomes a 5-foot-wide line that extends from you out to the weapon's normal range. All creatures in that line must make a Dexterity saving throw, taking the weapon's normal damage on a failure or half as much damage on a success.

PROTECTION FROM BALLISTICS

2nd-level abjuration

Casting Time: 1 action

Range: Self (20-foot sphere)

Components: V, S

Duration: Concentration, up to 1 minute

You project a shimmering sphere of energy in a 20-foot sphere around yourself for the duration. Creatures within the sphere are protected against attacks made by firearms located outside of the sphere—such attacks have disadvantage and the creatures have resistance to any damage they would deal.

SPEAK WITH CACTI

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch



Components: V, S

Duration: 10 minutes

You touch one natural cactus and imbue it with a limited sentience, giving it the ability to communicate with you. You can question the cactus about events in the immediate area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

STRANGER

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You make a creature that you touch look and sound completely unfamiliar. You don't decide the exact nature of these changes. Instead, the creature's appearance, including its clothing, armor, weapons, and belongings, change to seem completely unremarkable to anyone that sees it. For example, if the target is present at a royal ball, it might appear as a well-dressed nobleman, or if the target is walking among a group of orc mercenaries, it might appear as a typical orc warrior.

Different creatures may perceive different changes wrought by this spell. If two creatures that have seen the target discuss its appearance or voice in detail, they can discern that it is disguised with a successful Intelligence (Insight) check against your spell save DC.

ZONE OF FORTIFICATION

7th-level conjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a replica castle figurine worth at least 100 gp)

Duration: 24 hours

You conjure defenses to protect up to 5,000 square feet of floor space (an area approximately 70 feet square, or two hundred 5-foot squares or fifty 10-foot squares). The protected area can be up to 20 feet tall, and shaped as you desire. You can fortify several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the spell.

When you cast this spell, you can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

Zone of fortification creates the following effects within the fortified area.

Corridors. Caltrops fill all the fortified corridors. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it can hear gunfire from one randomly-determined direction.

Ballistic Protection. You can place up to two fixed instances of the *protection from ballistics* spell in two locations of your choice within the fortified area.

Doors. All doors in the fortified area are magically locked, as if sealed by an *arcane lock* spell. In addition, you can replace up to ten doors with armored bulkheads that are immune to nonmagical damage and feature gunports that allow creatures adjacent to the door to make ranged attacks through them, while benefiting from full cover against anyone on the other side.

Sandbags. You can also place up to twenty-five sections of sandbags anywhere in the fortified area. Each section is five feet long and one foot thick, has 10 HP, 16 AC and is immune to all damage except thunder. The sections must be supported by solid ground and can be contiguous, but do not have to be. Sandbags confer half cover to anyone crouched behind them.

Stairs. Stairs in the fortified area are sown with ball bearings from top to bottom. These balls reappear in 10 minutes if they are dispersed while spell lasts.

The entire fortified area radiates magic. A *dispel magic* cast on a specific effect, if successful, removes only that effect.

You can create a permanently fortified structure by casting this spell there every day for one year.

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