

# COWBOYS FROM HELL

HELL HAS BEEN UNLEASHED ON THE FAR WEST



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# RACES

## Half-Orc Variant: Fiendcaller

While humans, elves, and dwarves run away from devils, Fiendcaller half-orcs welcome them with open arms. Some renegade factions of this race call them to the world as harbingers of destruction, but the majority of them welcome the unholy just so that they can destroy them.

- **Ability Score Increase.** Your Constitution score increases by 2, and your Strength score increases by 2.
- **Age.** Fiendcaller half-orcs often die before their time, but if they do live, they live to about 60 years.
- **Alignment.** Fiendcallers' allegiance varies greatly, but few of them are ever lawful. They just want to witness the destruction.
- **Child of Destruction.** You deal double damage to objects and structures.
- **Devilish Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. Magical darkness does not impede your darkvision.
- **Infernal Flame.** Your soul is corrupted by an infernal flame. You have resistance to fire damage. When you reach 0 hit points, the flame begins to burn you whole. You must succeed a 15 or higher to succeed a death saving throw.
- **Languages.** You can speak, read, and write Common, Orc and Infernal.
- **Size.** Fiendcallers live to about. Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.





## Human Variant: Skullbone Raider

Confronted with the harsh realities of survival in the ominous expanse of the Evil West, the insular society of the Skullbone Raiders - a human enclave - has recognized the necessity to cultivate resilience and adapt. Their skin is smeared with a bone-white pigment, pulverized remnants of skeletons, a chilling display meant to terrify their foes. These Raiders are infamous for their unconventional dietary choices, consuming any creature unfortunate enough to fall within their clutches, human or otherwise.

- **Ability Score Increase.** Your Charisma score increases by 1, and your Constitution score increases by 2.

- **Age.** Skullbone Raiders live slightly longer than regular humans, making it to around 120 years, but most die in their prime, fighting.

- **Alignment.** The Skullbone Raiders have accepted the "might makes right" mentality of the wilds. They are primarily chaotic neutral.

- **Languages.** You can speak, read, and write Common.

- **Size.** Your size is regular, but most Skullbone Raiders are malnourished and weigh little. Your size is Medium.

- **Skullbone Face Paint.** By taking 1 minute to mix together ingredients (which you can do during a short or long rest), you can apply Skullbone face paint, which lasts for 1 hour. While wearing this face paint, you can choose to add your proficiency bonus to either your Charisma (Intimidation) checks or Dexterity (Stealth) check. If you are already proficient in the chosen skill, you may double the proficiency bonus added to any ability checks using that skill.

- **Speed.** Your base walking speed is 30 feet.

- **Tough Stomach.** You're used to eating decaying or zombified flesh. You have resistance to poison and necrotic damage and have advantage on saving throws against the poisoned condition.

- **Wilderness Survivalist.** You have proficiency with the Survival skill, shortbows, and longbows. In addition, you can survive off of half a ration per day and can eat rotten food for nourishment.





# DEADMEN

It's difficult to remain alive in the wilderness, but it's even more difficult to stay dead. Because of the unholy magic that brings hell to these lands, dead men rise and roam the fields, seeking peace, love, or revenge. These are called the Dead Men Walking, or the Deadmen, for short. And they're the worst omens you can see in your life.



## Deadmen Features

- **Ability Score Increase.** Your Constitution score increases by 2.
- **Age.** Deadmen are already dead, but their bodies due decay. They are reborn at the age they died at and live for 3 years at most.
- **Alignment.** Deadmen don't change much from who they were in life, thus maintaining their old alignment. The ones that do change often become evil due to their thirst for vengeance.
- **Languages.** You know Common and one additional language you knew in your past life.
- **Size.** Your weight and size depend on your race before you died. Most often, however, you lose a lot of weight because of decaying flesh. You can choose to be either Small or Medium.
- **Speed.** You have a walking speed of 25 feet.
- **Will to Live.** You are no longer alive. You don't need to eat, sleep or breathe. Your creature type is undead. Despite that, your will to live is so great, that you can't be stopped. Healing from spells and magical effects that doesn't work on undead or constructs works on you.
- **Subraces.** Deadmen are defined by their goals, thus spreading into the following subraces: Enamored, Hellish, Sorrow, and Wrathful Deadmen.

## Enamored Traits

You once loved with all your heart. Now, even those your heart has stopped, you still love just as strongly.

- **Ability Score Increase.** Your Charisma score increases by 1.
- **Soulmate.** When you died, there was someone you loved more than anything. Now, you must stay by their side even while dead. When you choose this race, choose either an PC or an NPC to be your Soulmate. While within 15 feet of your Soulmate, you gain a +1 bonus to your Armor Class. Whenever your Soulmate takes damage, you can use your reaction to take half of that damage instead. Once you've used this reaction, you can't do so again until you finish a long rest.



## Hellish Traits

What brought you back wasn't love or anger, but the power of hell. Either your study of devils or your connection to one is your reason for being alive.

- **Ability Score Increase.** Your Intelligence score increases by 1.
- **Fiendish Relations.** You have resistance against fire damage.
- **Hellbent.** Even when completely exhausted, you are hellbent on bringing destruction. Whenever you are brought to 0 hit point, you can gain 1 point of exhaustion and drop to 1 hit point instead. After you use this reaction, attacks against you have disadvantage until the start of your next turn.

## Sorrow Traits

In life, you found nothing but pain and sorrow. Now, it's your time to find peace. Reborn with a feeling of complete meaninglessness, your sorrow is your greatest weapon.

- **Ability Score Increase.** Your Wisdom score increases by 1.
- **Gaze Into Sorrow.** When a creature hits you with an attack, you can use your reaction to force the creature to feel your sorrow. The creature must succeed on a Wisdom saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus) or become stunned with sadness until the end of your next turn. Once you've used this reaction, you can't do so again until you finish a long rest.
- **Second Chance.** Your life was nothing but pain, so this one must be better. Whenever you receive healing from spells or magical effects, you gain an additional 1d6 temporary hit points.


## Wrathful Traits

You died filled with rage and have been reborn with it. You'll stop at nothing to bring about the end of those who wronged you.

- **Ability Score Increase.** Your Strength score increases by 1.
- **Nemesis.** When you died, there was someone you hated more than anything. Now, you must hunt them even while dead. When you choose this race, choose either an PC, NPC or creature type to be your Nemesis. While within 15 feet of your Nemesis, you gain a +1 bonus to your weapon attacks. Whenever your Nemesis makes an attack against you or an allied creature, you can use your reaction to make a weapon attack against them.
- **Wrathful Strength.** You have advantage on Strength checks and saving throws.







## Halfling: Najari

*Deep in the heart of the untamed Evil West, a group of extraordinary beings rises to protect the land and its people. These are the Naraji Halflings, guardians of ancient wisdom and fierce protectors of the frontier. Drawing on the sacred traditions of their ancestors, the Naraji Halflings possess a profound connection to the land and its creatures. Their unique blend of spiritual insight and natural aptitude grants them unparalleled skills as trackers, hunters, and defenders of the wild.*

- **Ability Score Increase.** Your Dexterity score increases by 1, and your Wisdom score increases by 2.
- **Age.** Naraji Halflings reach maturity around 20 years old and live as long as 300 years.
- **Alignment.** Permanently aware of the land and its harmony, the Naraji Halflings are good and either lawful or neutral.
- **Bound to the Land.** You gain proficiency in your choice of Nature or Survival, and between woodcarver's tools or a herbalism kit.
- **Land's Magic.** Once per day, you may cast either the beast bond, goodberry or speak with animals spell, using Wisdom as your spellcasting ability.
- **Languages.** You can speak, read, and write Common, Halfling and Primordial.
- **Size.** Naraji Halflings are short creatures. Your size is Small.
- **Speed.** Your base walking speed is 25 feet.
- **Spirit Animal.** When a Naraji Halfling is born, their birth is usually guided by a spirit animal. Choose between one of three spirit animals to guide your path.
  - **Spirit Animal: Bear.** You are resistant to either fire and poison damage.
  - **Spirit Animal: Elk.** Your movement speed is increased by 15 feet. You can use Heavy weapons as though your size was Medium. You ignore nonmagical difficult terrain.
  - **Spirit Animal: Wolf.** You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.



# Ikarian

*In the scorching blaze of the Wild West, none are more vulnerable than those who yearn to fly near the sun. Once formidable warriors of the Evil West, the Ikarions battled against both mortals and infernal adversaries. However, their ambition extended beyond the reach of the earth, reaching towards the heavens. A tragic fate awaited, as the skies punished their hubris, burning their wings and their very essence.*

- **Ability Score Increase.** Your Constitution score increases by 1, and your Intelligence score increases by 2.

- **Age.** Ikarion are related to tieflings but mature faster and die younger than their fully infernal brethren. Most reach maturity at 5 years old and live until about 30 years old.

- **Alignment.** Despising their fall from grace, the Ikarions have become particularly chaotic and evil.

- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

- **Fall from Grace.** You have resistance to falling damage and never fall prone unless you choose to. You can still be knocked prone.

- **Ikarian Decree.** You are prone to having grand ambitions. Once per long rest, when initiative is rolled, as a reaction, you may declare the movement and action you wish to take on your first turn before you learn the initiative order. If you declare an Attack action or choose to cast a spell, you must choose the targets in advance. If you declare that you are casting a spell which has an area of effect, you must choose the area in advance. If use this ability, you gain advantage on all ability checks and attack rolls on your next turn, if you comply with your declared action and movement. If you do not comply you gain disadvantage instead.

- **Ikarian Flight.** You have a flying speed equal to your walking speed, but which can't go above 45 feet in elevation. Your burnt wings only work if you are not wearing heavy armor and only in short bursts; you fall if you end your turn if you are in the air and nothing else is holding you aloft.

- **Languages.** You can speak, read, and write Common and Infernal.

- **Size.** Ikarions are the same size and build as humans. Your size is Medium.

- **Speed.** Your base walking speed is 30 feet.





# SUBCLASSES

## BARBARIAN - PATH OF THE HELLRAGER

In the depths of darkness, those who follow the Path of the Hellrager emerge, bereft of compassion and tenderness. These barbarians, driven by an insatiable urge to inflict eternal devastation, seek to set the world aflame, for in the end, naught lasts forever.

### Appetite for Destruction

Starting at 3rd level, you feed on the despair your strikes inflict to push them further. Once per turn, when you score a critical hit or reduce a hostile creature to 0 hit points, you may make an additional melee weapon attack as part of the Attack action on your turn. This attack does not count against the number of attacks you can make with the Extra Attack feature.

In addition, whenever a hostile creature scores a critical hit against you, your next weapon attack against it is a critical hit.

### Infernal Boon

Also at 3rd level, you receive hell's blessing to unleash destruction upon the world. You learn how to read, speak and write Infernal, and you gain proficiency in the Intimidation skill. You may use your Strength modifier instead of your Charisma modifier for ability checks using that skill.

### Sacrilegious Strikes

When you reach the 6th level, the destruction you leave in your wake is unmendable. Whenever you hit a creature with a weapon attack, you can force it to unleash its inner destruction. It must make a Wisdom saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failure, you can choose to inflict it with one of the following effects:

*Art by Warmtail*





- It feels the need to unleash violence. On its next turn, it must use its action to make a weapon attack. If the attack is made against anyone other than you, it takes 1d10 fire damage.

- Its inner rage is boundless. It takes 2d10 fire damage, and the next weapon attack the creature makes against you is a critical hit.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## Skullsplitter

Also at 6th level, you are capable of incredible bursts of violence. Your weapon attacks score a critical hit on a roll of 19 or 20. Starting At 14th level your weapon attacks score a critical hit on a roll of 18, 19 or 20.

## Running on Rage

When you reach 10th level, you find meaning in the symphony of destruction you wreck upon the world, and refuse to let such a violent melody end. While conscious, critical hits cannot reduce you below 1 hit point.

## Infernal Bloodlust

By the 14th level, your bloodlust cannot be quenched nor killed. When you fall under half your maximum hit points, you may expend your reaction to gain the benefits of the haste spell. These last for 1 minute and do not require your concentration, nor does this count as a spell for the purpose of dispelling or countering magic. Whenever you score a critical hit while under the effects of this feature, you refresh its duration, up to a maximum of 10 minutes. Once you've used this reaction, you can't do so again until you finish a long rest.





# BARD - COLLEGE OF SALOON KEEPERS

There's a certain art to keeping up a saloon. Not only do you make the drinks, entertain the guests and listen to the tall tales of drunken cowboys, you have to turn the place into a sanctuary. No matter what happens in the outside world, your place must be unhindered and unbothered, going on just the same. Thus, bards that come from the College of Saloon Keepers are some of the most respected members of their community.

## Trained Barkeep

Starting at 3rd level, you've developed the necessary skills for keeping a bar running and taking care of your customers. You gain proficiency with Brewer's Supplies, and you have advantage on Wisdom (Perception) checks that rely on hearing. Additionally, you can hand off small objects such as drinks and potions to other people as a free action.

## Inspiring Beverages

Also at 3rd level, you've developed personal recipes for cocktails and drinks that can inspire those around you. By spending 10 minutes with Brewer's supplies and expending one use of your Bardic Inspiration, you can create an Inspiring Beverage, which lasts for 1 hour. An allied creature can expend a bonus action to drink this Beverage, gaining its effect for 10 minutes.

Whenever you brew an Inspiring Beverage, choose one from the following:

- **Calming Brew.** The creature gains one Bardic Inspiration Die, which it can use as normal. Until the creature uses the die, it has advantage on saving throws against the frightened condition. If it is already charmed, it can repeat the saving throw.

- **Chaser.** The creature gains one Bardic Inspiration Die, which it can use as normal. Until it does, all attacks of opportunity against it have disadvantage.

- **Liquid Courage.** The creature gains one Bardic Inspiration Die, which it can use as normal. Until the creature uses the die, it has advantage on saving throws against the frightened condition.

- **Stinging Shot.** The creature gains one Bardic Inspiration Die, which it can use as normal. Until the creature uses the die, it has a +1 to weapon damage rolls.

You can brew a number of Beverages up to your Charisma modifier (minimum of one) at any time. If you brew a Beverage that would take you over the maximum, the oldest Beverage loses its magic.

## Refreshment Master

When you reach the 6th level, your brews provide the drinker with an incredible sense of refreshment. Whenever a creature expends a Bardic Inspiration die given to it by your Inspiring Beverage, it regains hit points equal to twice the number rolled.

In addition, the time required for you to create a Beverage becomes 1 minute.

## Protect the Patrons

By the 10th level, you've understood that protecting your patrons and stopping brawls is the most important thing of maintaining an establishment. Whenever a creature you can see which has consumed a Beverage within the last hour or is holding a beverage becomes the target of an attack, you can expend your reaction to move up to your full movement toward the creature. If the movement brings you within 5 feet of the creature, you can choose to become the target of the attack instead.

Once you've used this feature, you can't do so again until you finish a short or long rest.





# House Specials

When you reach the 14th level, your special brews have become so strong your patrons revel in them. Your Beverages gain the following abilities:

- **Calming Brew.** The creature can expend the Bardic Inspiration die to end one condition affecting it.
- **Chaser.** The creature can expend the Bardic Inspiration die to double its movement until end of turn. All attacks of opportunity made against it until the end of its turn automatically miss.
- **Liquid Courage.** The creature can expend the Bardic Inspiration die to gain resistance to a damage type of its choice until the end of its next turn.
- **Stinging Shot.** The creature can expend the Bardic Inspiration die to turn a successful weapon attack into a critical hit.

Once a creature uses one of these abilities, that ability can't be used again until you finish a long rest.

In addition, the time required for you to create a Beverage becomes 1 action.







## CLERIC - GUNPOWDER DOMAIN

In the Evil West, there are only two gods: gold and guns. Ideally, you'd have golden guns, but since worshipping gold is frowned upon, the clerics of the Gunpowder Domain have chosen the other item as their deity. Regular gods won't save you when you are attacked by devils and undead, instead you must fend for yourself, and gunpowder certainly helps.

### Domain Spells

You gain domain spells at the cleric levels listed in the Gunpowder Domain Spells table. See the Divine Domain class feature for how domain spells work.

### GUNPOWDER DOMAIN SPELLS

SPELL LEVEL	SPELLS
1st	heroism, quickdraw*
3rd	Killshot*, scorching ray
5th	fireball, haste
7th	fire shield, wall of fire
9th	six shooter*, full throttle*

### Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with firearms and tinker's tools.





## Bullet Spells

Also at 1st level, you may infuse your bullets with spells to help them reach further. When you cast spells with a range of touch, you may cast them through your guns, firing the spell up to the range limit of the gun instead. When cast a spell in this way, you must make a ranged weapon attack with the firearm for the spell to hit its target, even if the spell does not normally require an attack roll or requires a saving throw. On a miss you waste the spell slot.

This can't increase the spell's range above 60 feet. This range limit increases to 120 feet at 14th level.

## Channel Divinity: Animated Firearm

Starting at 2nd level, you can use your Channel Divinity to summon a spiritual firearm, shooting enemies at your command.

As a bonus action, you can summon a floating revolver within 30 feet of you, which lasts for 1 minute or until you dismiss it as a free action. When you summon the gun, and as a bonus action on subsequent turns, you can cause it to shoot a creature within 60 feet of it, using your spell attack modifier. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

You can also spend an action to move the gun up to 30 feet with your mind, and you can shoot spells from this firearm as per your Bullet Spells ability.

This weapon also benefits from your Divine Strikes feature, once you gain access to it.

## Explosive Caster

Beginning at 6th level, your spell leaves remnants of gunpowder behind. Whenever a creature fails a saving throw against one of your spells, you can cause gunpowder to cover them as a reaction, for 1 minute. While covered the target loses resistance to fire damage and radiant damage. If a covered creature is hit by fire or radiant damage, the gunpowder explodes causing the target to take additional damage of that type equal to your Wisdom modifier + your Cleric level. The gunpowder then vanishes.

Once you've used this feature, you can't do so again until you finish a short or long rest.

## Bullet Hell

Also at 6th level, if you cast a spell of 1st level or higher through your Bullet Spells ability as your action, you can make an attack with a firearm as a bonus action.

You may use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain expended uses on a short or long rest.

## Divine Strikes

At 8th level, you gain the ability to infuse your weapon strikes with divine 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 fire damage. When you reach 14th level, the extra damage increases to 2d8.

## Pass Through Fire

At 17th level, your body is adapted to explosions, whatever their nature may be. You gain resistance to fire and radiant damage and whenever you must make a saving throw against an effect or spell that would deal fire or radiant damage, you automatically succeed the saving throw.





# DRUID: CIRCLE OF THE HERD

Nature is all about community, about sticking together. From man to beast to plant, we all thrive when we're surrounded by others like us. All throughout nature, bonds are what keep us together.

## Bond of the Herd

At 2nd level, you understand you must always fight together. As a bonus action, you may expend a use of your Wild Shape to create a Herd Aura which lasts for 1 minute or until you fall unconscious. The aura affects each creature you choose within 5 feet of you (including you).

While within the Aura, allied creatures are also affected by all druid spells with a range of self or touch affecting you that you choose. For example, if a *barkskin* spell is affecting you, it can also affect all allied creatures in your Aura.

## Herd Migration

Also, at 2nd level, you learn the necessity to stand together. If you don't use any of your movement during your last turn, you can remain steadfast near an ally. As a reaction, when an allied creature within your Herd Aura moves, you may choose to move an equal amount of feet alongside it, remaining within 5 feet of it at all times, until the end of the creature's turn. This movement is not limited by your movement speed.

You can use this reaction a number of times equal to your Wisdom modifier (minimum of 1). You regain expended uses on a long rest.

## Herd Mentality

At 6th level, you gain the ability to perfectly understand your peers. You can telepathically speak to any creature you can see within 60 feet of you. Your communication gives the creature the ability to respond to you telepathically.

In addition, any creature within your aura can interpose themselves to defend each other. When a creature within your Aura (including yourself) can see another creature within the Aura (including yourself) being targeted by an attack roll, they can use their reaction to leap in front of the blow. If they aren't prone, or their movement speed isn't 0, they become the new target of the attack instead.

## Stampede

Starting at the 10th level, the movement of your group is unstoppable. While there are at least two allied creatures within 15 feet of you, you and any creature of your choice within that range ignore difficult terrain and have an advantage on Strength and Dexterity checks and saving throws.

## Greater Herd

At 14th level, you've broadened your herd. Your Herd Aura now has a range of 20 feet.







## FIGHTER-HERDSMAN

You've spent your entire life wrangling man and beasts. Whether on foot or horseback, you can use your whip to hurt, hinder or displace your foes. This is the life of a Herdsman, and you wouldn't have it any other way.

### Herdsman's Lasso

Starting at 3rd level, your expertise with whips and lassos grants you the following benefits while holding a whip:

- The range of attacks you make with whips increases to 15 feet.
- Whenever you deal damage with a whip, you deal an additional 1d4 slashing damage.
- You can make shove and grapple attacks using your whip. When you make a shove or grapple attack in this way, you can target creatures of size Large or smaller.
- While wielding a whip in one hand and nothing in the other, you may make one shove or grapple attack with your free hand.
- While wielding a whip in one hand and nothing in the other, you have a +1 bonus to your AC.

### Thunder Thighs

When you reach the 7th level, your leg strength helps keep you grounded and allows you to move creatures you capture with ease. You gain the following benefits:

- While you are grappling a creature with your whip, you may move at your normal movement speed, pulling the creature along with you.
- When you shove a creature, that creature is pushed an additional 5 feet in any direction you choose.
- You have advantage on checks and saving throws against being pushed or knocked prone.

### Tightened Grip

By the 10th level, your lasso can stop creatures that you stop dead in their tracks. Whenever you successfully grapple a creature with your whip, you can use your bonus action to tighten the whip. A creature with in a tightened whip takes slashing damage equal to twice your fighter level at the start of each of its turns, is grappled and restrained, cannot cast spells that require a somatic component and cannot teleport or switch between planes. If it would attempt to cast a spell with a somatic component, teleport or switch between planes, it instead takes additional slashing damage equal to your Strength or Dexterity modifier, whichever one is higher (minimum of 1).

You can hold the tightened whip for up to 1 minute, but you must hold the whip with both hands and can't make any attacks with it. If you do, the whip loosens and the creature becomes free. A creature in a tightened grip can use its action to escape. To do so, it must make a Strength (Athletics) or Dexterity (Acrobatics) check, contested by your Strength (Athletics) check. You have advantage on this check.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.





# Master Bronco

At the 15th level, your training with whips gives you the necessary skills for any scenario. While wielding a whip in one hand and nothing in the other, you gain the following benefits:

- The AC bonus from your Herdman's Lasso increases by 1 (to a total of +2 AC).
- Ranged attacks against you have disadvantage.
- You only need to hold onto your whip with one hand for your Tightened Grip.
- Whenever a creature misses you with a melee weapon attack, you may expend a reaction to make an attack roll against it. On a success, you disarm it of its weapon, bringing it on the ground within 5 feet of you.

## Bladed Whip

At the 18th level, your precise technique allows you to leave behind marks that linger and harm your foes. Whenever you damage, grapple or shove a creature with a whip, It takes additional damage equal to your half your 1fighter level at the start of its next turn and its movement speed is halved until the end of its next turn.





# MONK - WAY OF SMOKING BARRELS

In the Evil West, a secret order of gunfighting monks known as the Order of the Smoking Barrels has emerged. Combining the ancient art of martial arts with the deadly precision of firearms, these monks have honed their bodies and minds to become formidable warriors. The Order's disciples undergo grueling training regimens, mastering both the explosive gunpowder and the spiritual ki manipulation.

Equipped with their customized firearms and clad in flowing robes, these monks possess an air of mystique and lethal grace. Their combat style seamlessly blends acrobatic movements with precise marksmanship, allowing them to unleash a storm of bullets while gracefully evading their opponents' attacks.

## Training of Powder & Self

Starting at 3rd level, you become proficient with firearms. They become monk weapons for you, and you don't suffer disadvantage from using them while within 5 feet of a hostile creature.

In addition, whenever you spend any number of Ki Points, an equal amount of bullets become infused with Ki. Ki-infused bullets cannot misfire, ignore half and three-quarters cover and deal force damage instead of piercing damage.

## Gunslinger Art

Also at 3rd level, your ki allows you to perform strong feats with your guns. You gain the following abilities:

**Shadowy Hands.** You can expend 1 Ki point to reload your firearm as a bonus action.

**Ki-cochet.** Whenever you miss an attack roll with a firearm, you can expend 1 Ki point to redirect the attack to a creature within 15 feet of the original target. You must make a separate attack roll for the new target.

**GM NOTE:** This subclass is designed around Mercer's firearm rules. You can use other rules, but they might change the features slightly.

## Zen Reload

At 6th level, your Ki is enough to fuel your weapons. Whenever you use your Deflect Missiles, your weapon is automatically reloaded and you must roll one Martial Arts die. A number of bullets equal to the number rolled become Ki-Infused.

Additionally, if you reduce the damage from the projectile to 0, you may make an attack with your firearm as part of the same attack.





## Ever-smoking Barrels

Also at 6th level, you can use your firearm to make the attacks granted by Flurry of Blows. When you use it in this way, the weapon damage die becomes equal to your Martial Arts die.

## Inner Fire

At 11th level, your infused bullets are stronger than before, due to your connection to your weapon. Your Ki-infused bullets deal additional damage equal to one roll of your Martial Arts die.

## Bullet Time

At 17th level, your reflexes have been honed to perfection. As a bonus action, you can enter Bullet Time for 1 minute. When in Bullet Time, you gain the following benefits:

- The damage reduced by your Deflect Missiles ability is doubled.
- Your firearms ignore the reloading property.
- You gain an additional action on each of your turns.

Once you've used this feature, you can't do so again until you finish a short or long rest.





# PALADIN: OATH OF THE SHERIFF

The wilds are cruel places where simple citizens are killed faster than you might think. The only line of defense for townspeople is their sheriff, who is elected by popular vote. When a sheriff is elected, they must take the oath of office, which begins their journey as paladins.

## Tenets of the Sheriff

**Protect the People.** You've been granted this power as a servant of the people and must only use it to defend the people. Whether they be your dear friends or just neighbors, you must protect them.

**Respect the Badge.** The power invested in you is represented by your badge, which should serve as an extension of your being. You must protect it at all costs.

**Consider Your Allies.** Fighting alone will only kill you, but fighting with the wrong people will get you tortured. Choose your deputies wisely.



## Oath Spells

You gain oath spells at the paladin levels listed in the Oath of the Sheriff Spells table. See the Sacred Oath class feature for how oath spells work.

### OATH OF THE SHERIFF SPELLS

PALADIN LEVEL	SPELLS
3rd	hunter's mark, quickdraw*
5th	find steed, hold person
9th	dispel magic, tin star*
13th	banishment, death ward
17th	full throttle*, hold monster

Cowboys from Hell\*

## Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

**Deputize.** As an action, you present your badge to an allied creature within 5 feet, turning it into your deputy using your Channel Divinity. For the next hour, the creature learns all spells you have prepared for the day (including your oath spells) and may cast them using either its or your spell slots and gains access to all your Aura abilities. Your Auras still only count once and cannot stack.

**Sheriff's Bounty.** As a bonus, you choose a creature within 60 feet and place a bounty upon its head, turning it into an outlaw with your Channel Divinity. For the next minute, the creature must succeed on a Charisma saving throw whenever it would turn invisible, teleport, or attempt to alter its appearance or fail to do so. In addition, you can use your Divine Smite on any ranged weapon attacks you make against this creature.

**GM Note:** Effects with the same name (such as auras) do not stack with each other unless specifically stated otherwise. It's the reason why 5 wizards casting *enlarge* can't make a 50-foot-tall gargantuan dwarf.



## Aura of Authority

Starting at 7th level, you emanate an aura of authority, allowing you to use your status as leverage. At the end of each short or long rest, choose between Intimidation or Persuasion. You and allies within 10 feet of you have advantage on checks that use the chosen skill against non-hostile targets, as long as you are not incapacitated.

You can change the chosen skill as a bonus action. You and your deputy (if you have one) can have different skills chosen simultaneously.

At 18th level, the range of this aura increases to 30 feet.

## Sheriff's Grit

Beginning at 15th level, you've developed a thick skin and a strong spirit, making you particularly hard to put down. Whenever a creature hits you with a critical hit, you may use your reaction and 10 points from your Lay on Hands pool to turn that hit into a regular hit. If that creature was your Bounty, your next successful weapon attack against it is automatically a critical hit.

Once you've used this feature, you can't do so again until you finish a long rest.

## Holy Authority

At 20th level, you tap into the authority invested in you, using it to empower your allies. As a bonus action, you may choose a number of creatures up to your Charisma modifier (minimum of 1), they become your deputies for 1 minute. You and your deputies gain the following benefits duration:

- All deputies learn your prepared spells (including oath spells) and may cast them using either their spell slots or yours.
- You are immune to critical hits.
- You have advantage on all Charisma (Intimidation) and Charisma (Persuasion) checks.
- You are permanently under the effect of all your paladin auras, regardless of whether you are unconscious.

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





# RANGER - FIEND HUNTER

Hunting demons and devils isn't about brute force, but it isn't about finesse either, it's about balance. As strong as they are, it is difficult apprehend fiends without fiendish powers of your own. As such, rangers joining the fiend hunter conclave take part in unholy rituals and steal powers from devils and demons alike to blend in amongst them and destroy them with incredible speed.

## Fiend Hunter Spells

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Fiend Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

RANGER LEVEL	SPELLS
3rd	hellish rebuke
5th	hold person
9th	fireball
5th	wall of fire
17th	hold monster

## Fiendish Metamorphosis

Starting at 3rd level, you can assume the form of either a devil or a demon, using their abilities to defend yourself. As a bonus action, you can engage Metamorphosis for 1 minute. When you do, choose between Demon form or Devil form. You gain the following features based on the chosen form:

### DEMON FORM

- Your movement speed is increased by 10 feet.
- Once during each of your turns, when you make a weapon attack roll, you can infuse it with demonic magic. On a hit, you deal one additional weapon damage die.
- You have advantage on Charisma (Intimidation) checks.



### DEVIL FORM

- Your AC is increased by 2.
- Once during each of your turns, you may choose a damage type from among cold, fire, lightning, or poison. The next time you take damage of that type, you can reduce the damage by 1d10 + your Wisdom modifier.
- You have advantage on Charisma (Persuasion) checks.

You can transform a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Unholy Knowledge

Also at 3rd level, you learn to read, write and speak Abyssal and Infernal. If you are conscious, you can also sense if there are any fiends within 10 feet of you at any time.





## Wicked Form

Starting at 7th level, entering your Metamorphosis enhances your defenses. Whenever you engage Metamorphosis, you gain temporary hit points equal to  $2d10 +$  your Ranger level.

In addition, while in your Fiendish Metamorphosis, your spells and attacks ignore the damage resistances of fiends.

## Fiendish Blood

By the 11th level, you have become more of a fiend than a human. You can see normally in magical and non-magical darkness within 120 feet.

In addition, whenever you enter your Metamorphosis, you can choose one of the following features to add to your form:

- **Devilish Hide.** At the start of each of your turns, you can deal  $1d10$  piercing damage to one creature you are grappling or restraining with an ability or spell.
- **Demonic Chaos.** Once per turn, when a creature targets you directly with a spell, it must roll on the Wild Magic table. This feature doesn't work with area effects spells, such as the explosion of a fireball.
- **Succubus Charms.** You can cast the *charm person* spell (1st-level) at will without expending a spell slot.

## Enhanced Metamorphosis

At the 15th level, you can hardly differentiate between human and fiend, spending as much time as you'd like within your metamorphosis state. Your Metamorphosis now lasts until you choose to end it, and you can choose to count as a fiend instead of a humanoid while it is active.

In addition, while in transformed, you can use a bonus action and expend one use of your Metamorphosis to change to the other form of your Fiendish Metamorphosis, or change the feature given to you by your Fiendish Blood feature.







## ROGUE - THE PROSPECTOR

Within the Wild West, being an outlaw is nothing special. Unsurprisingly, in a lawless land, the special way to make money is not crime, but prospecting. Difficult and demanding as it is, no job pays better than striking gold.

### Tunnel Rat

At 3rd level, you gain the ability to dig and create tunnels quickly and quietly. While standing on a solid surface, you can spend a bonus action to create a small tunnel in the ground, allowing you to borrow at half your movement speed until the end of your turn. While burrowing you are holding your breath. While within your tunnel, you gain tremorsense up to 10 feet and have full cover. The tunnel is visible from the outside. A creature can spend its action to break the tunnel by making a Strength (Athletics) check contested by your Dexterity (Sleight of Hand).

You may emerge from the tunnel either by using an action to do so or by taking the Attack action to attack a creature directly 5 feet above you with a melee attack. When attacking a creature in this way, you can use your Sneak Attack on the attack, even if you do not meet the other requirements for Sneak Attack.

### Mining Work

Also at 3rd level, you gain darkvision up to 60 feet and can hold your breath for a number of minutes equal to 2 + twice your Constitution modifier.

### Golden Strike

Starting at 9th level, you can use the gold you've gathered from your prospecting to encase a creature in solid gold. As an action, you can choose a creature within 30 feet of you and throw magical gold at it. It must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution Modifier) or become paralyzed until the end of your next turn. If the creature is Huge or larger, it has advantage on this saving throw.

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

### Treasure Finder

By the 13th level, you've become particularly skilled at finding treasure and emerging from the ground just in the nick of time. Your tunnel now allows you to move at your full movement speed, and your tremorsense extends to 30 feet. Additionally, you sense the location of all magical items within the range of your tremorsense.

### Glistening Skin

By the 17th level, gold has become part of your very body. You have resistance against nonmagical bludgeoning, piercing, and slashing damage.

In addition, burrowing no longer disturbs the material you move through.





# SORCERER - LEADED BLOOD

In the lawless expanse of the Evil west infested by devils, the Leaded Blood Sorcerers arose as a rare breed of spellcasters. They awoke innate magic which infused their blood with lead, granting them talents of hardened gunslingers. These sorcerers bridged the gap between arcane power and gun-wielding prowess, protecting spellcasters who struggled in this unforgiving frontier.

## Expanded Spell List

At 1st level and when you gain levels in this class, you learn additional spells, as shown on the Gunslinger Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an evocation or a conjuration spell from the ranger, sorcerer, or wizard spell list.

### LEADED BLOOD EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	Quickdraw*
3rd	eagle's scope*
5th	conjure barrage
7th	blaze of glory*
9th	conjure volley

## Gunslinging Arcanist

Starting at 1st level, you become the perfect blend of magic and combat. You gain proficiency with light armor and firearms. Additionally, you can use firearms as a spell focus, and every attack you make with a firearm is considered magical.



## Dance of Steel and Magic

Also at 1st level, the more magic you exert, the more your attacks damage your foes. If you expend sorcery points in turn, and you then hit a creature with a ranged weapon attack from a firearm before the end of your next turn, that attacks deals an additional 1d4 of the weapon's damage type for each sorcery point spent.

## Extra Attack

Starting at 6th level, you can attack twice, instead of once, when you take the Attack action on your turn. Moreover, you can cast one of your Sorcerer cantrips in place of one of those attacks.





## Strike From Cover

Also at 6th level, you've learned the importance of ducking down and striking from behind cover. Spell attacks and ranged weapon attacks you make while prone are not made at disadvantage, provided you are behind cover.

## Fastest Hands in the West

At 14th level, you've found the perfect blend of might and magic. Whenever you take the Attack action on your turn, you may use your bonus action to cast a spell of 5th level or lower with a casting time of an action. Alternatively, whenever you cast a spell of 6th level or higher on your turn, you may make one ranged weapon attack as a bonus action.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## Arcane Crossfire

At 18th level, you've learned to hit your targets with different types of attacks to distract them. Whenever you hit a creature with a weapon attack, your next spell attack against it on this turn is made at advantage. Conversely, whenever you hit a creature with a spell attack, the next weapon attack made against it this turn is also made at advantage.







## WARLOCK - THE GHOST TOWN

Rumors of ghost towns instill anxiety in the vast fields of the far west. These once prosperous places now lay in ruin, marked by massive bloodshed and malevolent spirits. However, there are those who have walked into ghost towns and survived, now infused by their vile powers. These heralds now exert control over the restless spirits populating these ruins.

### Expanded Spell List

At 1st level, The Ghost Town lets you 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.

#### GHOST TOWN EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	bane, detect evil and good
2nd	augury, phantasmal force
3rd	bestow curse, phantom steed
4th	death ward, faithful hound
5th	cone of cold, hallow

### Spectral Ally

At 1st level, you can tap into the town's powers to summon one of its deceased citizens. As an action, you can call upon it, when it appears, choose between Crafter, Cowboy, Outlaw, or Sheriff. The ghost takes on the appearance of a citizen of that kind, which determines certain traits in its stat block.

The citizen appears in an unoccupied space of your choice that you can see within 10 feet of you. It is friendly to you and your companions and obeys your commands. See this creature's game statistics in the **Spectral Citizen** stat block, which uses your proficiency bonus (PB) in several places. You determine the citizen's appearance.

In combat, the citizen shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the citizen keeps taking actions as normal.

The citizen manifests for 1 hour until it is reduced to 0 hit points, until you use this feature to summon the citizen again, or until you die.

You can summon a citizen a number of times equal to a third of your warlock level (rounded down, minimum of 2) and you regain all expended uses when you finish a long rest.





## Empowered Specters

By the 6th level, your specters have gotten stronger. Each citizen gains an additional ability from the ones below, based on the citizen summoned:

- **Craftsman.** Any creature within 5 feet of the citizen proficient in the same skill or artisan's tools as the citizen can add double their proficiency bonus to any ability check that uses that skill or set of tools.
- **Outlaw.** Once per turn, the citizen can deal an extra 1d6 damage to one creature it hits with an attack if it has advantage on the attack roll or if the target is within 5 feet of an allied creature. This damage increases to 2d6 at the 10th level.
- **Sheriff.** When a creature under the effect of lawman's protection takes damage as part of a spell or ability that forced it to make a saving throw, the citizen may spend its reaction to halve that damage.
- **Wrangler.** When the citizen successfully grapples a creature with its lasso, that creature is also restrained until the grapple ends.

## Otherworldly Bond

At the 10th level, the bond between you and the town has strengthened, leading the citizens to protect you at all costs. If you fall to 0 hit points and you control a spectral citizen, you may have the citizen give its life for yours, as it dies and you fall to 1 hit point instead.

Once you've used this ability, you can't do so again until you finish a short or long rest.

## Ghost Town Triumph

When you reach the 14th level, your control over the ghosts of the past becomes stronger than ever before. Your spectral citizen doesn't vanish if you use your spectral ally feature again, as long as you summon a different type of citizen.

In addition, all your summoned citizens gain the following ability:

**Possession (Recharge 6).** One humanoid that the citizen can see within 5 feet of it must succeed on a Charisma saving throw (DC = your spell save DC) or be possessed by the citizen; the citizen then disappears, and the target is incapacitated and loses control of its body. The citizen now controls the body but doesn't deprive the target of awareness. The citizen 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 citizen ends it as a bonus action, or the citizen is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the citizen reappears in an unoccupied space within 5 feet of the body. The target is immune to this citizen's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

### SPECTRAL CITIZEN

Medium undead (ghost), any alignment

**Armor Class** 10 + your PB

**Hit Points** 5 + five times your warlock level

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	14 (+2)	16 (+3)	12 (+1)

**Damage Immunities** necrotic

**Condition Immunities** charmed, frightened, grappled, prone, restrained

**Senses** darkvision 60 ft., passive Perception 13

**Languages** understands the languages you speak

**Crafting Prowess (Craftsman).** The citizen is proficient in one skill and one set of artisan's tools of your choice. Its proficiency bonus is equal to yours.

**Ethereal Sight.** The citizen can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal.** The citizen 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

**Withering Touch.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d4 + PB necrotic damage.

**Lasso (Wrangler).** *Melee Weapon Attack:* your spell attack modifier to hit, range 15/60 ft., one target. *Hit:* 1d6 + PB necrotic damage. If the target is a creature, it is grappled (escape DC = your spell save DC). Until this grapple ends, the citizen can't use its lasso on another target.

**Lawman's Protection (Sheriff).** The citizen adds a bonus equal to your PB to the AC of a creature within 10 feet until the start of its next turn.

### BONUS ACTIONS

**Ghostly Nimbleness (Outlaw).** The citizen can take the Disengage or Hide action as a bonus action on each of its turns.





# WIZARD - DEVILOGIST

In the Evil West, knowledge isn't enough. You may be the smartest man alive, but intelligence will do you no good with a bullet between your eyes. As such, wizards have taken up infernal bargains, gaining power in exchange for parts of their humanity. These are called the devilogists, descendants of the Faustian myth.

## Bargainer Savant

When you join this school at 2nd level, you've become an expert in spells of infernal nature. You may now also add warlock spells and bargain spells to your spellbook. The gold and time you must spend to copy warlock-exclusive spells or spells with the Bargain ability into your spellbook is halved.

## Plea for Power

Also at 2nd level, you've begun bargaining with devils, gaining more power the more you take from them. Whenever you cast a spell with a Bargain, you gain advantage on the next attack roll or ability check you make until the end of your next turn.

## Deflect Bargain

When you reach the 6th level, you've learned to pass on your failure to others so that you never get to feel the consequences of your actions. Whenever a Bargain from one of your spells activates, you may expend your reaction to pass it on to a different creature within 60 feet. The creature must make a Charisma saving throw against your spell save DC (it can choose to automatically fail). On a failure, it gains the drawbacks of the Bargain instead. On a success, you experience the drawbacks of the Bargain as you normally would.

You may use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain expended uses when you finish a long rest.

## Devilish Charm

When you reach the 10th level, the repeated use of fiendish magic has, in turn, granted you fiendish charm. Whenever you make a Charisma check, you gain a bonus to the check equal to your Intelligence modifier (minimum of +1).

## Fiendish Buyout

Starting at 14th level, the many fiendish powers you've dealt with have completely transformed you. You gain the following benefits:

- You ignore all the drawbacks of Bargain spells (but may still pass them on).
- Your creature type becomes fiend.
- You sprout fiendish wings, gaining a permanent flying speed of 60 feet.





# SPELLS

## Hellraiser (Pandemonium)

9th-level enchantment (*sorcerer, warlock, wizard*)

**Casting Time:** 1 minute

**Range:** 1 mile (100-foot radius)

**Components:** V, S, M (the skull of a greater fiend worth at least 1000 gold, which is consumed upon use)

**Duration:** 1 hour

Using the power of an ancient evil, you open the door to a realm of pure destruction. Choose a point within range. A 100-foot radius sphere originating from that point becomes corrupted by fiendish energies. The area is subjected to the following effects:

- All weapon attacks made by creatures in the area against creatures in the area are critical hits.
- Attacks within the area cannot be non-lethal.
- Each creature within the area is immune to the frightened condition.
- Creatures concentrating on spells within the area must make a Concentration saving throw to maintain concentration on their spells at the start of each of their turns. The DC is equal to your spell save DC.
- Damage cannot be reduced or prevented within the area.

- If a creature ends its turn without dealing damage to a creature or an object, it takes 4d10 fire damage.
- When a creature starts its turn within the radius of the spell or enters it for the first time, it must make a Wisdom saving throw. On a failure, it regards all creatures within the area as hostile for as long as it remains within the area. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## Steady Footing

1st-level transmutation (*bard, druid, paladin, ranger*)

**Casting Time:** 1 Bonus

**Range:** 30 feet

**Components:** V, S, M (a small cement or brick bauble)

**Duration:** Concentration, up to 10 minutes

Choose a willing creature within range. You enhance its readiness and steady its steps. For the next 10 minutes, the creature is immune to the prone condition and cannot be pushed or dragged.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.





## 1ST LEVEL

### Disrupt Detection

1st-level abjuration (*bard, sorcerer, warlock, wizard*)

**Casting Time:** 1 reaction (which you take to an object or creature is being targeted by a divination spell that you can see being cast)

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 hour

As a reaction to a divination spell targeting a creature or object within range, you can deceptively alter the spell's result, changing one detected characteristic, such as a spell or effect's magic school, a god's influence or a spoken language. You can change any of these characteristics to any other characteristic from the same category, such as changing the detected school of magic from necromancy to divination, but you may not hide the characteristic.

### Dwarven Stand-Off

1st-level enchantment (*ranger, sorcerer, warlock*)

**Casting Time:** 1 Bonus Action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 round

Choose a creature within range. It must make a Charisma saving throw. On a failure, you and the creature both enter a stand-off until the start of your next turn. While in a stand-off, both your speeds become 0, and have disadvantage on Wisdom (Perception) checks to perceive creatures other than each other and disadvantage on attack rolls against creatures that aren't each other.

### Ever Forward

1st-level enchantment (*druid, paladin, ranger*)

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M (a mount)

**Duration:** 10 Minutes

Choose a mount within range. You enhance its steps and reflexes, making it more agile than ever. It gains the following abilities:

- The creature's speed is increased by 10 feet.
- It ignores nonmagical difficult terrain and its jumping distance is doubled.
- If the mount is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

### Quickdraw

1st-level divination (*ranger, paladin, wizard*)

**Casting Time:** 1 Reaction (which you take to initiative being rolled)

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You quicken your reflexes and remold the flow of time. You have advantage on your initiative roll.

### Ricochet

1st-level transmutation (*ranger, sorcerer, wizard*)

**Casting Time:** 1 reaction (which you take when a ranged weapon attack misses)

**Range:** 120 feet

**Components:** V, M (a projectile)

**Duration:** Instantaneous

When a projectile within range misses its target, you make it magically ricochet off a nearby surface. You may choose a new target for the projectile within 30 feet of the original target, dealing the original attack's damage on a hit.

### Steady Footing

1st-level transmutation (*bard, druid, paladin, ranger*)

**Casting Time:** 1 Bonus

**Range:** 30 feet

**Components:** V, S, M (a small cement or brick bauble)

**Duration:** Concentration, up to 10 minutes

Choose a willing creature within range. You enhance its readiness and steady its steps. For the next 10 minutes, the creature is immune to the prone condition and cannot be pushed or dragged.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.





## 2ND LEVEL

### Eagle's Scope

2nd-level transmutation (*druid, ranger, wizard*)

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, M (a ranged weapon)

**Duration:** Concentration, up to 1 Minute

You magically enchant a ranged weapon, enhancing its accuracy and range. For the duration of the spell, the weapon's range becomes 500/1000. Any creature wielding the weapon can see up to 1000 feet away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from it.

### Killshot

2nd-level evocation (*ranger, sorcerer, warlock, wizard*)

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You prepare a deadly shot. Make a ranged spell attack against a creature within range. This attack is not made at disadvantage if the target is prone. On a successful hit, if the target is above 0 hit points, it takes 3d10 necrotic damage. If the target is at 0 hit points, it immediately fails 3 death saving throws.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

### Detect Faith

2nd-level divination (*cleric, paladin, warlock*)

**Casting Time:** 1 Action (Ritual)

**Range:** Self (30-foot sphere)

**Components:** V, S

**Duration:** Concentration, up to 10 Minutes

For the duration, you sense the presence of divine influence or faith within 30 feet of you. If you sense faith in this way, you can use your action to see a faint aura around any visible creature or object in the area that believes in or has been blessed by a god, and you learn which god, if any.

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.

### Detect Verbiage

2nd-level divination (*bard, cleric, paladin, sorcerer, warlock, wizard*)

**Casting Time:** 1 action (ritual)

**Range:** Self (30-foot sphere)

**Components:** V, S

**Duration:** Concentration, up to 10 Minutes

When you cast the spell, choose a language or a phrase within a certain language. For the duration, you sense the presence of any creatures currently speaking that language or phrase within 30 feet of you. Once you sense a creature this way, you continue to sense it, and can hear what it says until it leaves your range or remains silent for 6 seconds.

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.





## 3RD LEVEL

### Barroom Brawl Brew

*3rd-level enchantment (sorcerer, warlock, wizard)*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** S, M (a vessel filled with liquid)

**Duration:** Concentration, up to 1 minute

Choose one vessel within range. For the next minute, whenever a creature drinks the liquid inside the vessel, it must succeed on a Wisdom saving throw or become charmed.

While charmed in this way, the creature becomes irritable and prone to violence. It gains disadvantage on Wisdom (Perception) checks and Charisma (Persuasion) checks against it are made at advantage.

If the creature is attacked, it enters a frenzy until the end of the spell, attacking all creatures that have attacked it. If the creature drops to 0 hit points or reduces another creature to 0 hit points, the spell ends immediately.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you can target one additional vessel for each slot level above 3rd.

### Power Word Harmony

*3rd-level evocation (bard, cleric)*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M (opal dust worth 50 gold, which the spell consumes)

**Duration:** Concentration, up to 10 minutes

Choose one creature within range. It achieves perfect inner harmony. When it rolls its next ability check, on a roll of 9 or lower, the roll becomes a 10.

### Raven's March

*3rd-level conjuration (druid, warlock, wizard)*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V,

**Duration:** Instantaneous

You turn into a dark flock of ravens and fly up to 60 feet in a 15-foot wide line, before reverting to your human form. This movement does not provoke attacks of opportunity. Each creature you passed over while flying must succeed on a Dexterity saving throw or take 3d6 necrotic damage.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

### Tin Star

*3rd-level enchantment (cleric, ranger, paladin)*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M (a tin star)

**Duration:** Concentration, up to 10 minutes

Using the power invested in you, you deputize a nearby creature by placing a tin star on its lapel. For the duration of the spell, the creature has advantage on all Charisma checks.

If another creature damages the enchanted target, it must succeed on a Charisma saving throw or be marked as an outlaw. While marked as an outlaw, a creature cannot turn invisible or teleport and has disadvantage on all Charisma checks.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.







## 4TH LEVEL

### Blaze of Glory

4th-level evocation (*paladin, ranger*)

**Casting Time:** 1 Reaction (which you take when you drop to 0 hit points)

**Range:** Self

**Components:** V

**Duration:** 1 Round

You choose to go down in a blaze of glory. Until the end of your next turn, you do not fall unconscious from being at 0 hit points, you are immune to the charmed, frightened, grappled, paralyzed, restrained, and stunned conditions, and you have advantage on all attack rolls. When you take damage during this round, you instead gain 1 failed death saving throw for every 20 points of damage taken.

Once you've used this spell, you cannot cast it again until you complete a short or long rest.

### Broaden Spectrum

4th-level enchantment (*bard, sorcerer, warlock, wizard*)

**Casting Time:** 1 reaction (which you can take when a creature you can see casts a divination spell with an area of effect)

**Range:** 60 feet

**Components:** V, S, M (a crystal looking glass worth at least 500 gold)

**Duration:** Instantaneous

As a reaction to a divination spell with an area of effect being cast, you enhance its search. The spell's area is increased by half of its range, to a maximum of 60 feet.

Spells such as *detect magic*, which have a range of "self" but have a spherical range count as spells with an area of effect.

### Deathcap Sprouting

4th-level conjuration (*druid, ranger*)

**Casting Time:** 1 Action

**Range:** 90 feet (5-foot radius)

**Components:** S, M (3 small deathcaps)

**Duration:** 1 Hour

Choose three points within range. At each point, an exploding deathcap sprouts from the ground. The deathcap hides among the surroundings and lasts for 1 hour. The deathcap is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

When a creature steps into the deathcap's space, it explodes in a puff of poisonous smoke in a 5-foot radius sphere. Each creature in the area must make a Constitution saving throw. A creature takes 3d8 poison damage and is poisoned for 1 minute on a failed saving throw, or takes half as much damage and isn't poisoned on a successful one. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.





# Power Word Synchronize

4th-level evocation (bard, cleric)

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (emerald dust worth 50 gold, which the spell consumes)

**Duration:** 1 minute

Choose two creatures within range. Their timing is synchronized, and their minds begin to think alike. For the duration of the spell, the creature with the lower initiative shares the initiative of the other creature.

# Stampede

4th-level evocation (*druid, ranger*)

**Casting Time:** 1 Reaction (which you take to being dropped to 0 hit points)

**Range:** 60 feet (50-foot long, 20-foot wide line)

**Components:** V, S

**Duration:** Instantaneous

You summon a spectral stampede, which rushes out in a 50-foot long, 20-foot wide line, trampling over all creatures in their wake. Each creature within the area must make a Dexterity saving throw. Prone creatures have disadvantage on this saving throw. On a failure, a creature takes 4d8 bludgeoning damage and is knocked prone. On a success, a creature takes half damage and is not knocked prone. Until the end of your next turn, the ground covered by the stampede becomes difficult terrain. You can ignore difficult terrain created this way.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

# 5TH LEVEL

# Full Throttle

5th-level evocation (*paladin, sorcerer, wizard*)

**Casting Time:** 1 Action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

You unleash your inner flames, preparing to go all out, no matter the toll on your body. For the duration of the spell, you gain the following effects:

- You take 3d10 fire damage at the start of each of your turns. This damage cannot be reduced or prevented in any way but does not force you to make saving throws to maintain concentration.
- Whenever you hit a creature with a spell or weapon attack, it takes 2d10 fire damage in addition to the attack's normal damage. If the attack or spell hits multiple targets, choose one that takes the additional damage.
- Whenever you are hit with a melee attack, the attacker takes 2d10 fire damage.
- You have advantage on checks and saving throws against falling prone, being pushed, grappled, restrained or stunned.

Immediately after the spell ends (you can choose to end it early), you must succeed on a DC 15 Constitution saving throw or suffer two levels of exhaustion.





## Power Word Precision

*5th-level evocation (bard, cleric)*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M (sapphire dust worth 150 gold, which the spell consumes)

**Duration:** Concentration, up to 1 minute

Choose one creature within range. Magical focus enhances its combat precision. For the duration of the spell, the creature's weapon attacks score a critical hit on a roll of 18, 19 or 20.

## Six Shooter

*5th-level evocation (ranger, sorcerer, warlock)*

**Casting Time:** 1 Action

**Range:** 120

**Components:** S, M (a ranged weapon)

**Duration:** Instantaneous

Choose one creature within range. By empowering your weapon, you fire six quickfire shots at the target. Make a separate attack roll for each shot. These attack rolls can't benefit from advantage. The first successful shot deals 1d6 piercing damage. Each consecutive shot deals 1d6 + 1d6 for each shot to previously hit the target.

## Vampiric Blood

*5th-level transmutation (ranger, sorcerer, warlock)*

**Casting Time:** 1 Bonus Action

**Range:** Self

**Components:** V, M (a vial of vampire blood)

**Duration:** Concentration, up to 1 minute

You infuse yourself with the blood of vampires, gaining the ability to steal the life of your enemies. Until the spell ends, whenever you damage a creature with a melee weapon attack, if you are below half of your maximum hit points, you regain hit points equal to half the damage dealt.

## Wanted Poster

*5th-level enchantment (cleric, ranger, paladin)*

**Casting Time:** 1 Hour

**Range:** 5 mile radius

**Components:** V, S, M (a collection of enchanted wanted posters worth 300 gold, which the spell consumes)

**Duration:** 24 Hours

You adorn every wall and tree within an area with wanted posters of a particular creature, making sure it is hindered within said area. Choose a creature you've met or heard the name of. While within the area, the chosen creature suffers the following effects:

- All creatures otherwise neutral to the creature become hostile to it.
- It has disadvantage on all Charisma checks.
- It cannot teleport or turn invisible.
- You know the creature's exact location within the area.





## 6TH LEVEL

### Power Word Cease

*6th-level evocation* (bard, cleric)

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M (ruby dust worth 200 gold, which the spell consumes)

**Duration:** Instantaneous

Choose one creature within range. If the target is affected by a condition (such as restrained, paralyzed, petrified,...) that condition ends. If the target is affected by multiple conditions, choose which to end.

Choose a creature within range. It must succeed on a Charisma saving throw or have its inner turmoil manifested into copies of itself, which appear at unoccupied spaces of your choice within 30 feet of the creature and stand there motionless. For the duration of the spell, a creature with at least one copy manifested is incapacitated.

A creature under the effects of the spell can dispel a copy by starting its turn within 10 feet of it and making a successful Charisma (Persuasion) check against your spell save DC. Once a creature has dispelled both copies, the spell ends.

### Mass Remove Curse

*7th-level abjuration* (cleric, warlock, wizard)

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

A wave of protective energy washes out from a point of your choice within range. Choose up to six creatures and/or objects in a 30-foot-radius sphere centered on that point. Each curse affecting a chosen creature or object ends. If the object is a cursed magic item, its curse remains, but the spell breaks attunement to the object so it can be removed or discarded.

## 7TH LEVEL

### Manifest Turmoil

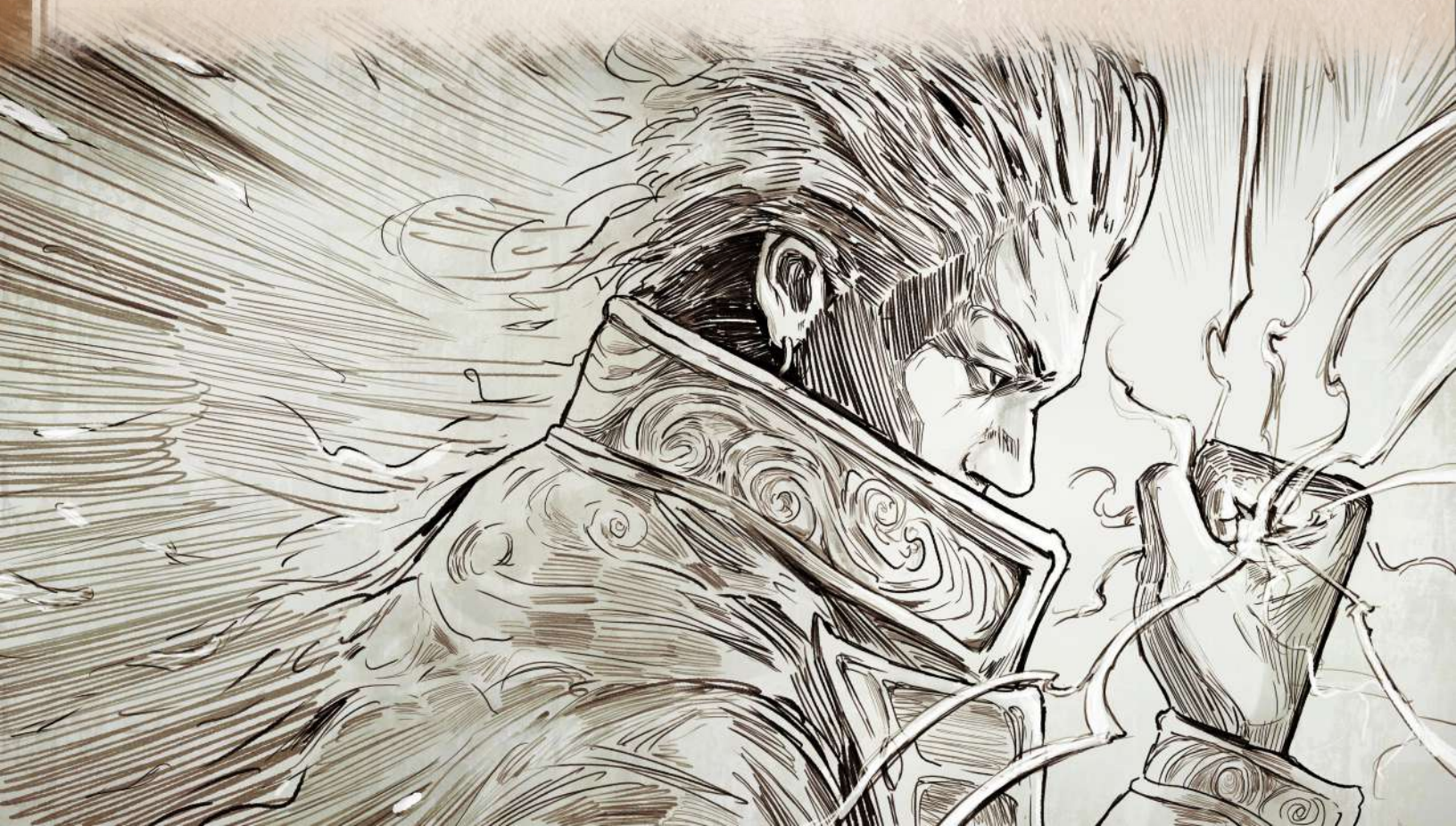
*7th-level enchantment* (bard, sorcerer, warlock, wizard)

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (a hollow sapphire ball worth at least 150 gold, which the spell used)

**Duration:** Concentration, up to 1 minute





# BARGAIN SPELLS

## GM NOTE:

These spells are not meant to be acquired through normal means, and are instead meant to be acquired through deals. For example the party is about to fall in battle, and then need a powerful burst of damage to deal with their foe. Perhaps a devil would freeze time at this opportune moment, and offer a contract.

*The power to save your friends, at a cost....*

## Bargain of Deflection

*abjuration cantrip* (bard, sorcerer, warlock)

**Casting Time:** 1 Reaction (which you take when you are targeted by an attack, but before you know if the attack hits or misses)

**Range:** self

**Components:** V

**Duration:** Instantaneous

As a reaction to being targeted by an attack, you add +3 to your Armor Class, possibly turning the hit into a miss.

**Bargain.** If the attack is still hits, you gain vulnerability to the damage from the attack. If the attack misses you can't cast this cantrip again until the end of your next turn.

## Bargain of Devil's Blood

*1st-level abjuration* (bard, sorcerer, warlock)

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M (a vial of demon's blood)

**Duration:** 1 hour

A barrier of coagulated devil's blood forms around you, protecting you from blows. You gain 10 temporary hit points for the duration.

**Bargain.** If you lose all temporary hit points before the spell's duration ends, you become paralyzed until the end of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by 10 for each slot.

## Bargain of Dark Flight

2nd-level transmutation (bard, sorcerer, warlock)

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M (a pickled bat's wing)

**Duration:** Concentration, up to 1 minute

Devil wings sprout from your back, granting you a flying speed of 45 feet.

**Bargain.** If you begin falling as a result of losing concentration on this spell, you become vulnerable to falling damage and cannot be affected by spells such as *feather fall* for the next 24 hours.

## Bargain of Forbidden Knowledge

*2nd-level enchantment* (bard, sorcerer, warlock)

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, M (a gem-encrusted book worth at least 30 gold)

**Duration:** Concentration, up to 10 minutes

Choose an allied creature within range. Devilish knowledge is imparted upon it. It can choose one Intelligence, Wisdom or Charisma skill it is proficient in. For the duration of the spell, its proficiency bonus is doubled on all ability checks using that skill.

**Bargain.** If the creature fails an Intelligence, Wisdom or Charisma check while the spell is active (even if it uses a different skill), roll a d6. On a 1-2, your Wisdom modifier is reduced by 5 for the next hour. On a 3-4, your Intelligence modifier is reduced by 5 for the next hour. On a 5-6, your Charisma modifier is reduced by 5 for the next hour.





## Bargain of Unwinding Time

*3rd-level conjuration* (bard, sorcerer, warlock)

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M (a broken golden clock worth at least 50 gold, which the spell consumes)

**Duration:** Instantaneous

You attempt to turn back the time using your devilish powers. Roll a 2d10 and add your Spellcasting Modifier. If the roll is equal to or higher than 10 + the spell level of a spell you cast on your last turn, you cast that spell again.

**Bargain.** If you fail the roll, your magic leaves you. For the next minute, you cannot cast spells of 4th level or higher.

## Bargain of Hellfire

*4th-level evocation* (bard, sorcerer, warlock)

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (a fiery rod)

**Duration:** Concentration, up to 1 minute

You summon dark, devilish flames to overwhelm a target within range. It must make a Dexterity saving throw. On a failed save, the creature catches fire for the next minute, taking 4d6 fire damage and expending a spell slot of its choice. A burning creature can repeat the saving throw at the end of each of its turns, ending the effect on a success or taking 4d6 fire damage and expending a spell slot of its choice on a failure.

throw, you catch fire instead, taking 4d6 fire damage and expending a spell slot in the same way it would. You may repeat the saving throw at the end of each of your turns, ending the effect on a success or taking 4d6 fire damage and expending a spell slot on a failure.

## Bargain of Immense Pain

*5th-level evocation* (sorcerer, warlock, wizard)

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** S

**Duration:** Instantaneous

Choose a creature within range. Immense pain courses through its body. It must succeed on a Constitution saving throw or take 8d10 psychic damage.

**Bargain.** You may cast this spell without expending a spell slot. If you cast the spell in this way, you take 12d10 psychic damage, which can't be reduced in any way.





# FEATS

## Bargainer

*prerequisite: At least one known bargain spell.*

You've spent your life dealing with devils, making you exceptionally adept at making bargains. You gain the following benefits:

- Your Intelligence or Charisma score increases by 1.
- Once per day, you can use your reaction to ignore a Bargain from a spell.
- You have advantage on Intelligence (Investigation) checks on inspecting devilish contracts and Charisma (Persuasion) checks to negotiate contract terms.

## Drunkard

You've spent your life intoxicated, getting used to strong drinks and mind-numbing headaches. You gain the following features:

- Your Constitution or Dexterity score increases by 1.
- You have advantage on saving throws against the poisoned or stunned conditions.
- While under the stunned conditions, you are not incapacitated. All the other drawbacks of the condition still apply.

## Trick Rider

You've been on horseback all your life, turning you into a rider expert at performing otherwise impossible tasks. You gain the following benefits:

- You don't need a free hand to steer a mount while riding it.
- While mounted, you ignore half-cover and treat three-quarters cover as half-cover.
- While mounted, your jump distance is doubled and whenever you dismount (either willingly or unwillingly), you always fall on your feet, unless you choose otherwise.
- While mounted, your mount ignores nonmagical difficult terrain, and you can use your bonus action to move your mount up to half of its movement.

## Ghost Town Survivor

You survived an encounter within a deadly western ghost town, leaving you scarred forever. You gain the following benefits:

- You can see within the Ethereal Plane to a range of 30 feet.
- You gain resistance against necrotic damage.
- You have advantage on saving throws to resist being possessed or being cursed by undead creatures







## Wrangling Expert

*prerequisite: proficiency with whips, proficiency with at least one ranged weapon*

You've trained to use both whip and gun at once, making you an expert at wrangling. While wielding a ranged weapon in one hand and a whip in the other, you gain the following benefits:

- You have a +2 to AC against ranged attacks.
- You may make an attack with your whip as a bonus action. You can replace this attack with a shove attack.
  - When you knock a creature prone with a whip attack, you can choose to grapple that creature as part of the same attack.
  - You can crack your whip as a bonus action to distract foes. When you do this, each creature within 60 feet must make a Wisdom saving throw (DC = 8 + your Dexterity modifier + your proficiency bonus). Ranged attacks you make until the end of your turn against creatures that failed the saving throw are made at advantage.

## Curse Expert

Your life has been marred by curses, but you've found your way around it. You gain the following benefits:

- Your Intelligence or Wisdom score increases by 1
- You can ignore one curse from one cursed magic item you are attuned to.
- You learn the *remove curse* spell. You can cast it without expending a spell slot or material components. When cast in this way, its casting time becomes 1 minute and it removes the curse only for the next 8 hours. Once you cast the spell in this way, you can't cast it in this way again until you finish a

long rest. You can also cast the spell using spell slots you have of the appropriate level, in which case the spell is cast as normal. The spell's spellcasting ability is the ability increased by this feat.

## Dirty Fighter

You have to do difficult things to stay alive, even unethical things. You gain the following benefits:

- Your Intelligence or Charisma score increases by 1.
- You can use nonmagical objects and consumables as a bonus action.
  - After taking the Attack action on your turn, you can use your bonus action to step on a creature's foot or throw sand in their eyes. Make an unarmed strike using your Strength or Dexterity modifier. On a hit, if you stepped on a creature's foot, its movement speed is reduced halved until the end of its next turn. If you threw sand in its eyes, it is blinded until the end of your current turn.

## Rodeo Expert

You've spent your entire life on the back of creatures that don't want you there, fighting for your life to remain mounted. You gain the following abilities:

- Your Strength or Dexterity score increases by 1.
- You can mount creatures regardless of size, willingness or anatomy.
  - When dismounted, you always fall on your feet (unless you choose to fall prone).
  - While mounted on a creature, you have advantage on all checks made to grapple, restrain or remain on top of the creature.





# ITEMS

## Fiendblade

*weapon (any sword), rare (requires attunement)*

A blade enchanted with fiery runes in a mix of both Infernal and Abyssal, hinting at its fiendish powers.

You have a +1 to attack and damage rolls made with this magic weapon.

In addition, while attuned to this weapon, whenever you finish a long rest, choose one of the following benefits:

- **Hell Hound's Breath.** Once per day, you can replace one of your attacks with a fiery breath that extends in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

- **Beard Devil's Beard.** You grow an intimidating beard of spikes. You gain proficiency in the Intimidation skill. If you are already proficient in the skill, you can double your proficiency bonus on checks made with that skill.

- **Nightmare's Hooves.** Your movement speed increases by 10 feet. Whenever you move into a creature's space, it takes 1d4 fire damage. A creature can't suffer this damage more than once per round.



## Wand of Corpse Defiling

*wand, very rare (requires attunement)*

A darkened, ashen twig that twists into two horns at the top turning bright red at the tips. This wand has been used throughout the ages to defile the dead.

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cause a defiling ray to streak from the tip toward a corpse or an undead creature of CR 3 or lower you can see within 60 feet of you. If the target is dead, it returns to life as a quasit, and its soul is transferred to the Nine Hells. If the target is an undead of CR 3 or lower, it must succeed on a DC 17 Charisma saving throw or become a bearded devil, and its soul is transferred to the Nine Hells.

After being transformed into a devil, the target remains on the material plane for 1 hour. During this hour, it follows your telepathic commands (no action required). The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

## Portable Hellhole

*wondrous item, rare*

This devilish hole looks and feels the same as a portable hole. However, it is actually a hellhole masked by illusion magic. An *identify* spell reveals its true nature.

You can use an action to unfold a portable hellhole and place it on or against a solid surface, whereupon the portable hellhole creates an extradimensional hole 10 feet deep. The cylindrical space within the hellhole is actually hell, but it looks normal from the outside. Any creature can move inside the portable hellhole by walking inside, but cannot exit from the hellhole unless it has killed at least one fiend of CR 3 or higher.

Art by Marie Zuknim





Once the hellhole has been opened for the first time, it remains opened and cannot be closed unless the magic is temporarily dispelled. It functions like a 5th level spell for the purpose of dispel magic. Once the magic has been dispelled, you can use an action to close a portable hellhole by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain in the extradimensional space. No matter what's in it, the hole weighs next to nothing.

In addition, at the start of every minute that the hellhole has spent open, random devils of CR 5 or lower emerge from it to attack those who opened it.

Placing a portable hellhole inside an extradimensional space created by a bag of holding, handy haversack, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

## Remorseful Lash

*weapon (whip), uncommon (requires attunement)*

The symbol of a crying woman is etched in the handle of this whip, which is carved from red sandstone. Inflicting misery on others will always result in anguish for the wearer.

Attacks with this magic whip deal an additional 1d6 psychic damage on a hit.

**Curse.** This whip is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the whip, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one. Whenever you make a successful attack with this whip, you take 1d4 psychic damage. This damage cannot be reduced or prevented in any way.

## Devilcattle Lasso

*weapon (whip), rare (requires attunement)*

When you hit with an attack using this magic whip, the target takes an additional 1d8 of the whip's damage type if it is a fiend. In addition, fiends damaged by this weapon cannot teleport, switch planes or turn invisible for the next hour.

When around 15 feet of a fiend, the whip sheds bright light in a 5-foot radius and dim light for an additional 5 feet.





## Ticket to Anywhere

*wondrous item, very rare (requires attunement)*

The magical train ticket, devoid of any visible details, emanates a shimmering glow and possesses an ethereal texture. It serves as a gateway to unimaginable destinations, transforming with intricate designs and symbols.

This magical ticket has 1d6+2 charges. Whenever you teleport or change dimensions (such as via the blink or plane shift spells), either willingly or unwillingly, you may expend 1 charge as a reaction. The ticket alters your location. You can choose either an alternate location or plane you transport to. This must follow the range limitations of the effect. If an effect teleports you up to 30 feet, you cannot choose to teleport anymore than that, just change the location at which you arrive within that range.

Once you expend the last charge, the ticket turns to ash and is destroyed.



## Banishing Bomb

*wondrous item, rare*

The Banishing Bomb, the revered weapon of Gunpowder Domain Clerics, is a mesmerizing metallic sphere adorned with celestial engravings. Its polished surface glows with ethereal luminescence, resonating with divine energy. This small yet destructive weapon serves as a sacred conduit for the cleric's faith, embodying their duty to protect the innocent and cast aside darkness with explosive divine justice.

As an action, you may detonate this bomb or throw it within 30 feet of you, detonating upon connecting with a creature or a surface.

When the bomb detonates, each creature within a 20-foot radius must make a DC 15 Constitution saving throw. On a failure, a creature takes 3d10 radiant damage and is blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a success, a creature takes half as much damage and is not blinded. Fiends have disadvantage on this saving throw, and on a failure they are also banished to their home plane for 1 hour.

If you are a Cleric, you can use your Spell Save DC instead of the item's DC.







## Cleareye

*Weapon (any firearm), rare (requires attunement)*

Cleareye is an refined gun crafted with meticulous precision and artistry. Its slender, graceful frame is made from the finest, polished steel, chosen for its strength and robustness.

You have a +1 to attack and damage rolls made with this weapon.

In addition, while attuned, you can see up to 1 mile away with no difficulty, are able to discern even fine details as though looking at something no more than 100 feet away from you. Dim light doesn't impose disadvantage on your Wisdom (Perception) checks, and you ignore half and three-quarters cover.

Lastly, whenever you make a successful attack against a creature using the long range of the weapon, the attack deals an additional 1d10 piercing damage.



## Redeye

*weapon (pistol), very rare (requires attunement)*

Redeye is a wicked firearm that exudes an aura of malevolence. Its sleek and menacing design is dreadful: the gun's frame is forged from obsidian-black steel, polished to a glossy sheen, reflecting an eerie red glow when caught in the light. A bad omen to any who witness it.

You have a +1 to attack and damage rolls made with this weapon.

In addition, you may activate the gun's devilish magic as a bonus action. Until the end of your turn, you may make up to 5 attacks with this weapon as part of your Attack action. At the end of your turn, you become blinded for the next 10 minutes, as your eyes turn fully blood red. This condition ignores immunity to blindness and cannot be removed by anything short of a *heal* or *wish* spell.

Once you've used this ability, you can't do so again until you've finished a short or long rest.

**GM NOTE:** These firearm uses the Mercer rules for firearms. If those rules don't suit your fancy, check out Steinhardt's Guide to the Eldritch Hunt for a more unique and explosive set of rules (and cannons!).





# The Seraphic Nugget

wondrous item, artifact (requires attunement)

Legend speaks of a remarkable treasure known as the Seraphic Nugget, a radiant relic of celestial origins. As the story goes, this magical golden nugget was forged in the heart of the heavens, infused with the divine energy of angelic beings. It is said to possess an ethereal glow that captures the essence of celestial grace. The Seraphic Nugget holds an extraordinary power that resonates with the forces of light, enabling its possessor to wield an impenetrable defense against the malevolent presence of devils and ghosts of the Evil West.

**Magic Stone.** The Seraphic Nugget is a wondrous item that functions as a ioun stone of regeneration.

**Random Properties.** The Seraphic Nugget has the following random properties:

- 1 major beneficial property
- 2 minor beneficial properties
- 1 minor detrimental property

**Seraphic Shielding.** You are immune to all possession effects, effects that would magically age you and automatically succeed all saving throws against spells and abilities of fiends or undead.

**Banish the Wicked.** As an action, you can use the nugget to cast *banishment* (6th level). You can only target fiends and undead when casting the spell in this way.

**Destroying the Nugget.** The nugget can be destroyed by casting it into a doomskar created by a doomscurge.



# Prospector's Pick

Weapon (warpick), rare (requires attunement)

The Prospector's Pick is a formidable warpick that bears the marks of both practicality and enchantment. Crafted from sturdy steel, its shaft is wrapped in worn leather, providing a secure and comfortable grip. The pick's head, however, is where its true magic lies. Fashioned from a shimmering, iridescent metal, it resembles a fusion of precious minerals—veins of gold interwoven with glimmering silver and flecks of gemstones embedded within.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

**Oreseeker's Knowledge.** The Prospector's Pick has an innate ability to sense precious minerals and ores. While holding it, you have advantage on Wisdom (Perception) checks to find hidden or valuable minerals, gems, or metals, and on Intelligence (Nature) check to identify them.

**Prospector Strike.** When you hit a creature with this weapon, you may have it emit a resonating vibration that disrupts the target's defenses as part of the attack. The damage of this attack ignores the target's damage resistances. Additionally, if the target is a construct or elemental, the attack deals an additional 2d10 force damage. Once you've used this feature, you can't do so again until you finish a long rest.





When you draw this weapon, you can choose a fiend within 30 feet and make an attack roll against it as part of the same action. If successful, the attack deals no damage, but the fiend is pulled up to 15 feet toward you.

## Rod of the Herdsman

*rod, uncommon (requires attunement)*

A thick steel rod draped out in thick, enchanted rope.

This rod has 4 charges. While holding it, you can use a bonus action to expend 1 of its charges to conjure a spectral stake, which floats 2 feet above the ground at a spot within 5 feet around you and lasts for 10 minutes. The stake counts as half-cover for you and allied creature you choose. You and allied creatures you choose can pass through the stake's space as normal, but it counts as difficult terrain for other creatures.



When you expend the 4th charge, if there are at least 3 other stakes within 120 feet of each other, they create a spectral yard by connecting in a square. The yard remains in place for 1 minute. Each creature you choose within the yard must make a DC 16 Charisma saving throw. On a failure, a creature cannot exit the yard except by teleportation. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The wand regains all expended charges daily at dawn.

## Renegade's Reliable Duster

*wondrous item, rare (requires attunement)*

*This Duster is a long garment made from durable leather. It features a wide collar and lapels that can be flipped up to protect the wearer's neck and face from the sun, wind, and dust. The coat is designed to hang loosely, allowing the wearer to move freely and comfortably while riding a horse or engaging in other activities.*

While attuned to the duster, the wearer can lift the collar up as an action. This casts invisibility on the wearer (no concentration required). The wearer can also readjust the lapel. This casts tongues on the wearer. Once a spell has been cast using the duster, that spell can't be cast again until the wearer finishes a long rest.

In addition, This duster's pockets are extradimensional spaces capable of holding 10 pounds of material, not exceeding a volume of 2 cubic feet. The duster weighs roughly 2 pounds, regardless of its contents. Placing an object in the pockets follows the normal rules for interacting with objects. Retrieving an item from the pockets requires you to use an action. When you reach into a pocket for a specific item, the item is always magically on top.

If the pockets are turned inside out, their contents spill forth, unharmed, and the pockets must be put right before they can be used again. If a breathing creature is placed within a pocket, it is immediately pushed outside it.

Placing the duster inside an extradimensional space created by a bag of holding, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.





## Saddle of Comfort

*wondrous item, rare*

This saddle is designed with a curved shape that conforms to the natural curves of a mount's back, providing maximum comfort and support for the rider and the horse. It is padded with soft, cushioning materials, making it extremely comfortable to ride on even during long journeys. The saddle also features intricate stitching and embossing, creating a decorative design that gives it a classic, elegant look.

While riding a mount adorned with this saddle, you gain the following benefits:

- You can't be dismounted unless you are willing.
- You ignore nonmagical difficult terrain.
- You can use your bonus action to command the mount to move up to its full movement.
- You can take short rests while riding atop your horse as long as you are not performing any other physical activity.

## Spurs of Swiftiness

*wondrous item, uncommon (requires attunement)*

This pair of magical spurs are crafted from shiny silver metal and are intricately designed with images of galloping horses and spiraling patterns. They feature long, pointed rowels that spin rapidly when the wearer is in motion, leaving a trail of sparks in their wake. When activated, the spurs emit a faint glow, making them easy to spot in the dark.

While you wear these spurs attached to your boots, you ignore both magical and nonmagical difficult terrain, and your movement speed is increased by 10 feet. You can use the spurs to gain these features for up to 4 hours, all at once or in several shorter spurts, each one using a minimum of 1 minute from the duration.



## Outlaw's Bandana

*wondrous item, uncommon (requires attunement)*

A traditional western-style bandana made of black or dark blue fabric with a white or red paisley print design. The fabric is lightweight and breathable, making it easy to wear in hot and dusty environments. The bandana is large enough to cover the lower part of the face and can be tied at the back of the head to hold it in place.

While wearing this bandana, you have advantage on Charisma (Intimidation) checks, can't be prevented from turning invisible or teleporting, and become immune to spells and abilities that would detect your thoughts or real identity.





## Ghost Hunter's Lasso

*weapon (whip), rare (requires attunement)*

The lasso appears to be made of a translucent blue or white material, and it is slightly cool to the touch.

You have a +1 to attack and damage rolls made with this weapon.

In addition, the lasso's ghostly magic can be activated as a bonus action, lasting for 1 minute. While active, attacks made with the lasso gains the following properties:

- It can hit creatures in the material plane and creatures in the ethereal plane regardless of which realm you are standing in.
- Grapple or attacks made with this lasso against undead are made at advantage. If an undead creature is otherwise immune to the grappled condition, the lasso can still grapple it as though it wasn't.

Once you've used this ability, you can't do so again for 1 hour.

## Quickdraw Weapon

*weapon (any weapon), rare (requires attunement)*

You have a +1 to attack and damage rolls made with this magical weapon.

In addition, you gain the following features:

- You have advantage on initiative rolls.
- You can draw or sheathe this weapon at will (no actions required).
- When initiative is rolled, you may use your reaction to make a weapon attack against a creature you can see.

## Gunslinger's Hat

*wondrous item, very rare (requires attunement)*

A traditional hat made of black felt with a wide brim that curves up slightly at the sides. It has a high crown that is creased in the center, and a black leather hatband with a silver buckle. If it's high noon, the sun sure won't get into your eyes.

While wearing this hat, you gain the following features:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks against creatures that have not damaged you in the last hour are made at advantage.
- Your ranged weapon attacks ignore half cover and treat three-quarter cover as half cover.
- Your ranged weapon attacks and Wisdom (Perception) checks ignore the penalties imposed by obscurement.

## Ring of the String

*ring, uncommon*

This ring is made of silver and topped with a small piece of rope. When used, the rope extends magically and glows bright yellow.

This ring has 3 charges, and it regains 1d2+1 charges daily at dawn. Whenever you jump, you can spend 1 charge to summon a spectral rope and attach it to an object, surface or creature within 30 feet (no action required). Your jumping height and distance is doubled in the direction of the rope. If the target is at least 20 feet above you, your jump distance and height is quadrupled instead.





## Sacred Bell

wondrous item, rare (requires attunement)

This gold or silver bell, blessed by the clergy of Asmoarch, serves as the perfect protection when delving into fiend-filled territory.

While attuned to this bell, you have advantage on saving throws against spells cast by fiends.

In addition, you may toll the bell as an action, causing it to emit a wave of holy thunderous energy in a 15-foot radius area centered on it. Each fiend within the area must succeed on a DC 15 Charisma saving throw or be revealed to you, revert to its original form (if it was shapeshifted) and become frightened of you for the next minute. Fiends that are immune to the frightened condition have advantage on the saving throw instead, and can become frightened by this effect. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once you've used this ability, you can't do so again until you finished a short or long rest.



## Pactstone Tablet

wondrous item, rare (requires attunement)

This tablet is a captivating piece of arcane possessing a dark appeal. It features a smooth, polished skull, cut into an irregular, jagged shape. The tablet itself is lustrous, giving off an eerie, faint glow when in proximity to its designated devilish entity.

While attuned to this item, you gain the following abilities:

- You learn to read, write and speak Infernal.
- You may speak telepathically to any devils within 60 feet.
- Whenever you cast a Bargain spell, you gain temporary hit points equal to 1d10 + your Charisma modifier.





# ASMOARCH SHERIFF'S BADGES

Wondrous item, varies (requires attunement)

Within the forsaken town of Asmoarch, a sheriff's badge is the greatest honor, but also the greatest target on your back.

## Bronze Sheriff's Badge

rare

While attuned to this item, you gain the following properties:

- **Fiend's Bane.** You have a +1 on attack and damage rolls against fiends and undead.
- **True Grit.** Once per day, when you fail a saving throw against a spell or effect from a fiend or undead, you may reroll the saving throw. You must use the new result.
- **Lawman's Lockdown.** You learn the hold person spell. Once per day, you may cast the spell at 2nd level without expending a spell slot (DC = 8 + your proficiency bonus + an ability score modifier of your choice). When you cast the spell this way, it can also target fiends or undead.

## Silver Sheriff's Badge

very rare

While attuned to this item, you gain the following properties:

- **Fiend's Bane.** You have a +2 on attack and damage rolls against fiends and undead.
- **True Grit.** Twice per day, when you fail a saving throw against a spell or effect from a fiend or undead, you may reroll the saving throw. You must use the new result.
- **Lawman's Lockdown.** You learn the hold person spell. Once per day, you may cast the spell at 3rd level without expending a spell slot (DC = 8 + your proficiency bonus + an ability score modifier of your choice). When you cast the spell this way, it can also target fiends or undead.

## Golden Sheriff's Badge

legendary

While attuned to this item, you gain the following properties:

- **Fiend's Bane.** You have a +3 on attack and damage rolls against fiends and undead.
- **True Grit.** Three times per day, when you fail a saving throw against a spell or effect from a fiend or undead, you may reroll the saving throw. You must use the new result.
- **Lawman's Lockdown.** You learn the hold person spell. Once per day, you may cast the spell at 4th level without expending a spell slot (DC = 8 + your proficiency bonus + an ability score modifier of your choice). When you cast the spell this way, it can also target fiends or undead.

## Haunted Sheriff's Badge

Wondrous item, uncommon (requires attunement)

While it may look like a powerless badge, this badge belonged to a sheriff cursed to undeath. As such, its vengeance will infuse the wearer.

This badge looks like a normal Asmoarch's Sheriff's Badge and, when identified such as with an *identify* spell, gives off the same magic.

You have a +2 to attack and damage rolls made against humanoid creatures.

**Cursed.** This badge is cursed and possessed by a vengeful spirit. Becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the badge, keeping it on your person at all times. While attuned to this badge, you gain the following penalties:

- **Baneful Undead.** Undead creatures have advantage on all attack rolls against you.
- **Forsaken Grit.** The first time you succeed a saving throw against a spell or effect from a fiend or undead each day, you fail the saving throw instead.





## Six-Shooter Salve

*potion, rare*

An ointment made from the rare Thunderstone cactus, this potion grants the drinker improved firearm accuracy and makes their strikes truly deadly.

For 1 hour after you drink this potion, your ranged weapon attacks ignore half-cover and three-quarters cover, and you score a critical hit on a roll of 19 or 20.

## Silver Bullet Brew

*potion, uncommon*

The Silver Bullet Brew is a mesmerizing potion housed within a small, slender glass vial. Its crystal-clear liquid shimmers with a faint silvery glow, reminiscent of moonlight cascading over a desert landscape. Within the vial, suspended in the potion, are tiny flecks of silver that twinkle like distant stars, adding a touch of ethereal beauty to its already captivating nature.

When you drink this potion, your body becomes silvery for the next hour. Any attacks you make with your unarmed strikes or natural weapons count as silvered for the purpose of overcoming resistances.

## Quickdraw Tonic

*potion, rare*

The Quickdraw Tonic is a potion that exudes an aura of energy and swift motion. Encased in a small vial, the liquid within appears as a vibrant, shimmering golden hue, akin to the radiance of a setting sun casting its final rays across the open plains. When the vial is gently agitated, the potion stirs with a mesmerizing fluidity, as if the very essence of nimbleness and reaction courses through it.

When you drink this potion, you gain an additional bonus action on each of your turns for 1 minute.





# MONSTERS



## Animated Tumbleweed

What looks like a tumbleweed, moves like a tumbleweed, but has chicken legs and is oddly aggressive? An animated tumbleweed.

### ANIMATED TUMBLEWEED

*Small plant, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 22 (5d6 + 5)

**Speed** 60 ft.

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

**Saving Throws** Dex +5

**Damage Vulnerabilities** fire

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 7

**Languages** —

**Challenge** 1/2 (100 XP)

**Catch Fire.** If the tumbleweed takes fire damage, it bursts in flame for the next minute. Each creature who damages the tumbleweed with a melee attack or starts their turn within 5 feet of it takes 3 (1d6) fire damage. If the tumbleweed dies, the fire persists until put out or until the minute has passed.

**False Appearance.** If the tumbleweed hasn't attacked a creature in the past minute, it is indistinguishable from a normal tumbleweed.

**Keep On Tumbling.** The tumbleweed cannot be targeted by attacks of opportunity.

### ACTIONS

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

### BONUS ACTIONS

**Tumble.** The tumbleweed can take the Dash action as a bonus action on each of its turns.







## FORSAKEN SHERIFF

Medium fiend (devil), lawful evil

**Armor Class** 19 (natural armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	8 (-1)	18 (+4)	12 (+1)

**Saving Throws** Dex +8, Int +2

**Skills** Animal Handling +7, Insight +7, Perception +7

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Common, Infernal, telepathy 120 ft.

**Challenge** 7 (2,900 XP)

**Devil's Sight.** Magical darkness doesn't impede the sheriff's darkvision.

**Trickshots.** The sheriff ignores half-cover, three-quarters cover and treats full-cover as if it were half-quarters cover, using trickshots to hit at any angle.

### ACTIONS

**Multiattack.** The sheriff uses his Sheriff's Bounty, then makes two attacks.

**Spellcasting.** The devil casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *bargain of guidance*, *dwarven stand-off*\*, *quickdraw*\*

2/day each: *hellish rebuke*, *whirling strike*\*

1/day: *bargain of detention*\*, *drag to hell*\*, *fireball*

\*Part of the Hell's Cowboy Tome

The undead Sheriffs of Asmoarch are the spectral embodiments of the former guardians of this cursed land, bound to their eternal duty by the very forces of hell that brought about their demise. Once paragons of justice, these ghostly lawmen now roam the barren wastelands, their souls twisted and corrupted by the dark energies that suffuse the air.

Clad in tattered remnants of their former uniforms, their spectral forms flicker and waver, but the glint of steel in their hands remains all too real. They wield their revolvers with unnerving precision, seeking to enforce a twisted form of justice upon any unfortunate soul that crosses their path. Though their minds are warped by the darkness, these undead lawmen still retain a semblance of their former selves, upholding the law with a relentless determination that borders on obsession.

**Fiendish Revolver.** Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 16 (2d10 + 5) piercing damage. Attacks made with this weapon do not suffer disadvantage when within 5 feet of a hostile creature.

**Fiendish Rifle.** Ranged Weapon Attack: +8 to hit, range 120/300 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

**Sheriff's Bounty (Recharges on a Short or Long Rest).** The sheriff chooses one creature and places a bounty on their head. Until the creature dies or the sheriff takes a short or long rest, attacks the sheriff makes against the creature deal an additional 1d6 damage of the weapon's damage type. In addition, the sheriff has advantage on saving throws against that creature's spells and abilities. When the creature dies, the sheriff recharges his Sheriff's Bounty.

### BONUS ACTIONS

**Alter Bounty (3/Day).** The sheriff can change the target of his Sheriff's Bounty from one living creature to another.

### LEGENDARY ACTIONS

The forsaken sheriff can take 2 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 forsaken sheriff regains spent legendary actions at the start of its turn.

**Detect.** The sheriff makes a Wisdom (Perception) check.

**Reposition (Costs 2 Actions).** The sheriff can move up to his full movement if mounted or move up to his full movement and drop prone if on foot.

**Shoot (Costs 3 Actions).** The sheriff makes one revolver or rifle attack.





Unfortunately, their curse has blurred the lines between right and wrong, and the undead Sheriffs began to interpret the law in vile ways. No longer were they the protectors of the innocent, but rather, they became merciless enforcers of a cruel and unforgiving code, dictated by the very darkness that consumed them.



## UNDEAD SHERIFF

Medium undead, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	2 (-4)	10 (+0)	4 (-3)

**Saving Throws** Con +5

**Skills** Animal Handling +2, Insight +2, Perception +2

**Damage Immunities** necrotic, poison

**Condition Immunities** poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Infernal, telepathy 120 ft.

**Challenge** 4 (1,100 XP)

**Trickshots.** The sheriff ignores half-cover, three-quarters cover and treats full-cover as if it were half-quarters cover, using trickshots to hit at any angle.

**Undead Fortitude.** If damage reduces the sheriff 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 sheriff drops to 1 hit point instead.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Multiattack.** The sheriff uses his Sheriff's Bounty, then makes two attacks with its revolver or one with its claw and one with its bite.

**Necrotic Revolver.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. Attacks made with this weapon do not suffer disadvantage when within 5 feet of a hostile creature.

**Sheriff's Bounty (Recharges on a Short or Long Rest).** The sheriff chooses one creature and places a bounty on their head. Until the creature dies or the sheriff takes a short or long rest, attacks the sheriff makes against the creature deal an additional 2 (1d4) damage of the weapon's damage type. In addition, the sheriff has advantage on saving throws against that creature's spells and abilities. When the creature dies, the sheriff recharges his Sheriff's Bounty.

**Zombie's Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and 3 (1d6) necrotic damage. If the target is a living humanoid, it must succeed on a DC 14 Constitution saving throw or be infected with the zombie virus. Once infected, the creature slowly turns into a zombie over the next 24 hours. If the creature drinks a potion of healing or an antidote or has a *lesser restoration*, *greater restoration* or *remove curse* spell cast on it, the virus is removed.

### BONUS ACTIONS

**Alter Bounty (3/Day).** The sheriff can change the target of his Sheriff's Bounty from one living creature to another.





## COYOTE TRICKSTER

Medium humanoid (gnoll), chaotic evil

**Armor Class** 17 (splint)

**Hit Points** 71 (13d8 + 13)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	16 (+3)	13 (+1)	7 (-2)

**Skills** Arcana +6, Perception +4

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Gnoll

**Challenge** 5 (1,800 XP)

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

**Wild West Camouflage.** The trickster has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing and 3 (1d6) poison damage.

**Multiattack.** The trickster makes two attacks.

**Trickster's Ragevial (Recharge 5-6).** *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a non-undead creature, it must succeed on a DC 14 Wisdom saving throw or become charmed for the next minute. While charmed in this way, it becomes hostile towards all creatures it can see and must use its action on its turn to attack the nearest possible creature. Whenever a charmed creature takes damage or drops a creature to 0 hit points, it can repeat a saving throw, ending the effect on a success.

**Vial Throw.** *Ranged Weapon Attack:* +7 to hit, range 120/300 ft., one target. *Hit:* 8 (1d8 + 4) piercing and 3 (1d6) poison damage.

### BONUS ACTIONS

**Nimble Escape.** The trickster can take the Disengage or Hide action as a bonus action on each of its turns.



## Coyote Trickster

The Coyote Trickster, a cunning breed of gnoll, is believed to be the mutation of an already evil breed, into something more nefarious, evolution pushed by the devilish energies littering the land, sowing chaos among mortals. Blessed with guile and stealth, the Coyote Trickster infiltrates settlements and ambushes travelers, employing its signature weapon: vials filled with a frenzy-inducing concoction.

Tales of this elusive gnoll are shared around campfires by seasoned adventurers, recounting their encounters with the master of twisted murder. The coyote tricksters have become a symbol of disorder, forever seeking opportunities to unleash its unique brand of chaos upon the world.







## CACTUS GOLEM

Large construct, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 105 (10d10 + 50)

**Speed** 5 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	7 (-2)	10 (+0)	5 (-3)

**Damage Vulnerabilities** fire

**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** Understands the languages of its creator but can't speak

**Challenge** 8 (3,900 XP)

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**Prickly Body.** Whenever a creature starts its turn grappled by the golem or hits it with a melee attack, it takes 7 (2d6) piercing damage.

**Poison Absorption.** Whenever the golem is subjected to poison damage, it takes no damage and instead regains a number of hit points equal to the poison damage dealt.

## ACTIONS

**Multiattack.** The golem makes two attacks.

**Drain Vitals (Recharge 5-6).** The golem uses its spikes to drain the water and life from each creature it has grappled. Each grappled creature must make a DC 16 Constitution saving throw, taking 14 (4d6) poison damage on a failure and half as much damage on a success. On a failed save, a creature also suffers one point of exhaustion.

**Needle.** *Melee Weapon Attack:* +8 to hit, reach 30/120 ft., one target. *Hit:* 7 (2d6) piercing and 3 (1d6) poison damage.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it is also grappled (DC 16).

## FIENDLASH OGRE

Large fiend giant ((devil)), chaotic evil

**Armor Class** 16 (half plate)

**Hit Points** 142 (15d10 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	5 (-3)	10 (+0)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Giant

**Challenge** 6 (2,300 XP)

**Bloodbath.** At the start of each of its turns, if it's dealt damage since the start of its last turn, the Ogre regains 5 (1d10) hit points.

**Rampage.** When the Ogre reduces a creature to 0 hit points with a melee attack on its turn, the Ogre can take a bonus action to move up to half its speed and make a morningstar attack.

**Remorseful Lash.** When the Ogre is damaged by a marked creature, it can whip attack against it. If the attack hits, the creature is stunned until the start of its next turn. If the attack misses, the Ogre is stunned until the start of his next turn instead.

## ACTIONS

**Multiattack.** The Ogre makes two attacks: one with its morningstar and one with its whip.

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

**Whip.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage and 3 (1d6) fire damage and the target must succeed on a DC 16 Constitution saving throw or be marked by the lash. While marked, a creature takes an additional 7 (2d6) fire damage from the Ogre's attacks.





# Chupacowboy

In the Evil West, an abomination stirs—the Chupacowboy, a fearsome amalgamation of chupacabra and man. With a wicked lasso, it ensnares its victims, cursing them with an infection that begets more of its accursed kind. Beware the haunting silhouette of this monstrous entity and the corruptive miasma it imparts, for encountering the Chupacowboy is to face an unholy union of terror and death, a twisted embodiment of ancient nightmares.



## CHUPACOWBOY

Medium monstrosity, neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 91 (14d8 + 28)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	8 (-1)	15 (+2)	12 (+1)

**Skills** Perception +5, Survival +5

**Damage Resistances** fire, poison

**Condition Immunities** frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands Common but can't speak

**Challenge** 5 (1,800 XP)

**Monstrous Strength.** The chupacowboy can move at its full movement while grappling or restraining creatures with its whip and has advantage on Strength (Athletics) checks and checks and saving throws against being pushed or knocked prone.

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

## ACTIONS

**Multiattack.** The chupacowboy makes two whip attacks or one whip attack and one bite attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a humanoid or beast, it must succeed on a DC 15 Constitution saving throw or become infected by the chupacabra disease. At the start of each of its turns, an infected creature takes 7 (2d6) necrotic damage. A creature that dies from while infected is brought back to life after 24 hours as a chupacowboy. An infected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Whip.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 11 (3d4 + 4) slashing damage. If the target is a creature, it becomes grappled (DC 15). The chupacowboy has two whips. Each whip can only grapple one creature at a time. While grappling a creature, the chupacowboy cannot make an attack with that whip.

## BONUS ACTIONS

**Wrangle.** The chupacowboy makes a shove or grapple attack with its whip.

**Tighten.** The chupacowboy tightens one whip around a grappled creature, restraining it. A restrained creature takes 10 (3d6) force damage at the start of each of its turns. A restrained creature can use its action to make a DC 15 Strength (Athletics) check, escaping the grapple and ending the effect on a success.



## WENDIGUNSLINGER

Large undead, neutral evil

**Armor Class** 20 (natural armor)

**Hit Points** 142 (15d10 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	18 (+4)	8 (-1)	18 (+4)	12 (+1)

**Saving Throws** Str +8, Dex +10

**Skills** Perception +8, Stealth +10, Survival +8

**Damage Resistances** cold, fire, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Condition Immunities** charmed, exhaustion, frightened, poisoned, unconscious

**Senses** darkvision 120 ft., passive Perception 18

**Languages** understands Common but can't speak

**Challenge** 9 (5,000 XP)

**Bestial Ambush.** The wendigunslinger has advantage on attack rolls against any creature it has surprised. Successful attacks against a surprised creature are automatically critical rolls.

**High Noon Hunter.** While in direct sunlight, the wendigunslinger has advantage on initiative rolls and it may re-roll any 1 or 2 it rolls on damage rolls made with a ranged weapon. It must use the new result.

**Relentless (Recharges after a Short or Long Rest).** If the wendigunslinger is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.

**Standing Leap.** The wendigunslinger's long jump is up to 25 ft. and its high jump is up to 50 ft., with or without a running start.

**Starvation.** The wendigunslinger has advantage on Wisdom (Perception) checks, Wisdom (Survival) checks and Intelligence (Investigation) checks to find and track humanoids and beasts.

### ACTIONS

**Multiattack.** The wendigunslinger makes two claw attacks and one bite attack. Alternatively it makes two revolver attacks.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a humanoid or beast, it must succeed on a DC 16 Constitution saving throw or become infected by the wendigunslinger's disease. At the start of each of its turns, an infected creature takes 14 (4d6) necrotic damage. If an infected creature is brought to 0 hit points, it immediately dies and becomes a **ghast**. An infected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

**Revolver.** *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage. Attacks made with this weapon do not suffer disadvantage when within 5 feet of a hostile creature or when attacking a prone creature.



## Wendigunslinger

A haunting presence emerges amidst the moon's grim glow. The Wendigunslinger, a spectral fusion of the ethereal and the gunslinger, stalks the barren lands, wielding its rifle with malevolent intent. Its shots carry an otherworldly power that rends body and soul, transforming victims into tormented ghosts forever cursed to haunt the forsaken landscape.





# Vulture Harpy

High above the desolate landscapes, the Vulture Harpy soars with its enormous wingspan, a creature of dread and desolation. Its haunting song, a macabre melody that resonates through the air, strikes fear into the hearts of all who hear it, echoing the lamentations of lost souls. Feeding upon the rotting remains of the deceased, the Vulture Harpy is mostly a scavenger. Though, unlike other scavengers, this monstrous creature is not content to wait for death to claim its victims; it will plunge into the fray, tearing flesh and snapping bones to satiate its ravenous appetite.

## VULTURE HARPY

Medium monstrosity, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 84 (13d8 + 26)

**Speed** 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	7 (-2)	13 (+1)	15 (+2)

**Skills** Intimidation +4

**Damage Resistances** fire, necrotic, poison

**Condition Immunities** exhaustion, poisoned

**Senses** passive Perception 11

**Languages** Common

**Challenge** 4 (1,100 XP)

## ACTIONS

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

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing and 5 (2d4) poison damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) slashing damage.

**Ode to Death.** The harpy screeches a discordant melody. Each humanoid, devil and giant within 300 ft. of the harpy that can hear the song must succeed on a DC 12 Wisdom saving throw or be frightened until the song ends. The harpy must take a bonus action on each of its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While frightened by the harpy, a target is incapacitated and ignores the songs of other harpies. If the frightened target is more than 5 feet away from the harpy, it must drop prone as it attempts to burrow its head into the ground. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that succeeds its saving throw is immune to this harpy's song for the next 24 hours.

## BONUS ACTIONS

**Carion Feeder.** The harpy devours the corpse of a non-construct creature of size Medium or larger and regains 11 (2d10) hit points.





# Buffalo Behemoth

In the untamed wilds where the rolling plains stretch to the horizon, the Buffalo Behemoth roams. Towering in stature and possessing an immense strength, these colossal creatures fear no predator. Their thick hides, impervious to all but the most devastating blows, conceal a remarkable ability: the power to regenerate their wounds. When they feel threatened, their generally peaceful demeanor transforms, as they get ready to tear flesh, with their lightning-fast attacks. To face-off a Buffalo Behemoth is to wrestle with a true force of nature, few live to tell such tale.

## BUFFALO BEHEMOTH

*Huge beast, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 94 (9d12 + 36)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	2 (-4)	13 (+1)	5 (-3)

**Saving Throws** Str +9

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion

**Senses** passive Perception 11

**Languages** —

**Challenge** 8 (3,900 XP)

**Adaptable Beast.** At the start of each of its turns, the behemoth randomly gains one of the following features until the start of its next turn:

**Leaping Reach.** The behemoth's horn attacks have a reach of 20 feet.

**Trampling Strikes.** When the behemoth damages a creature with a melee attack, if there is another creature within 5 feet of it, that creature takes 3 (1d6) bludgeoning damage.

**Reactive.** The behemoth can take one reaction on every turn in combat.

**Charge.** If the behemoth moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 14 (4d6) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

**Regeneration.** The behemoth regains 15 hit points at the start of its turn if it has at least 1 hit point.

**Relentless (Recharges after a Short or Long Rest).** If the behemoth is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.

## ACTIONS

**Multiattack.** The behemoth makes two attacks.

**Horn.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

## REACTIONS

**Untamed.** Whenever a creature enters the behemoth's reach for the first time in a turn, it can make a horn attack against it.





# Hellox

Born from the convergence of infernal forces and the essence of an ox, this unholy being is suffused with hellish influence, possessing the dangerous ability to ignite the path it treads upon. Its hooves strike the barren earth, setting aflame a trail that follows in its wake. The flames burn with an unholy intensity, casting an ominous glow upon the forsaken landscape, yet never spreading too wide.

While already fearsome in solitude, hellox are particularly perilous when encountered as part of a group. These diabolical oxen form herds, their numbers multiplying the fiendish power that courses through their veins. Traveling in unison, they leave a wake of fiery devastation, consuming all in their path. Legends speak of entire towns and settlements succumbing to the wrathful stampede of these hellish oxen, leaving naught but smoldering ruins in their wake. The beasts themselves are not willingly destructive, they simply look for food, and care little for where they tread.

## HELLOX

Large fiend, unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

**Skills** Athletics +7

**Damage Resistances** fire, poison

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Infernal

**Challenge** 6 (2,300 XP)

**Beast of Burden.** The hellox is considered to be a Huge animal for the purpose of determining its carrying capacity.

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

**Devil's Sight.** Magical darkness doesn't impede the hellox's darkvision.

**Path of Fire.** Whenever the hellox moves at least 20 feet in a straight line, it summons a small path of fire. The path is 5-foot wide, 10-foot tall and as long as the hellox moved in a straight line this turn. The path lasts until the start of the hellox's next turn. Whenever a creature other than the hellox moves within the path's space or starts its turn there, it must succeed on a DC 15 Dexterity saving throw or take 3 (1d6) fire damage, taking half damage on a success.

## ACTIONS

**Multiattack.** The hellox makes two attacks: one with its gore and one with its hooves.

**Gore.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the hellox moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 7 (2d6) piercing damage.

**Hooves.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.





## HELLOX STAMPEDE

*Gargantuan swarm of large fiends, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 135 (10d20 + 30)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

**Saving Throws** Str +10

**Skills** Athletics +10

**Damage Resistances** bludgeoning, fire, piercing, poison, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Infernal

**Challenge** 12 (8,400 XP)

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

**Devil's Sight.** Magical darkness doesn't impede the stampede's darkvision.

**Path of Fire.** Whenever the stampede moves at least 20 feet in a straight line, it summons a path of fire. The path is 30-foot wide, 20-foot tall and as long as the stampede moved in a straight line this turn. The path lasts until the start of the stampede's next turn. Whenever a creature other than the stampede moves within the path's space or starts its turn there, it must succeed on a DC 18 Dexterity saving throw or take 7 (2d6) fire damage, taking half damage on a success.

**Stampede.** The stampede has advantage on attacks against prone creatures.

**Swarm.** The stampede can occupy another creature's space and vice versa, and the stampede can move through any opening large enough for a large creature. The swarm can't regain hit points or gain temporary hit points.

**Unstoppable Stampede.** Whenever a creature is damaged by the stampede's attacks, it must make a DC 18 Strength saving throw or be knocked prone.

## ACTIONS

**Multiattack.** The stampede makes two attacks: one with its gore and one with its hooves.

**Gore.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if the stampede has half of its hit points or fewer. If the stampede moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 13 (3d8) piercing damage.

**Hooves.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage, or 13 (2d6 + 6) bludgeoning damage if the stampede has half of its hit points or fewer.





## GHOSTOX STAMPEDE

*Gargantuan swarm of large undead, unaligned*

**Armor Class** 20 (natural armor)

**Hit Points** 188 (13d20 + 52)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	19 (+4)	2 (-4)	12 (+1)	5 (-3)

**Saving Throws** Str +13

**Skills** Athletics +13

**Damage Resistances** acid, bludgeoning, fire, lightning, piercing, slashing, thunder

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 17 (18,000 XP)

**Death Marching.** Any humanoid or beast reduced to 0 hit points by the stampede immediately dies and its soul returns as a ghost or ghoul within 1d4 hours of its death.

**Path of Undeath.** Whenever the stampede moves through a space, it becomes arid and barren for 24 hours. Non-magical plants wilt and die and can't regrow on walked ground for 1d10 days. In addition, non-undead creatures who start their turn in this area or move inside it for the first time on their turn, they must succeed on a DC 21 or gain one point of exhaustion and be aged 1d4 x 10 years. If a creature's saving throw is successful or it has gained three points of exhaustion in this way, the creature is immune to this stampede's Path of Undeath for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

**Stampede.** The stampede has advantage on attacks against prone creatures.

**Swarm.** The stampede can occupy another creature's space and vice versa, and the stampede can move through any opening large enough for a large creature. The swarm can't regain hit points or gain temporary hit points.

**Semi-corporeal Stampede.** The stampede 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. Creatures it moves through must make a DC 21 Strength saving throw or be knocked prone.

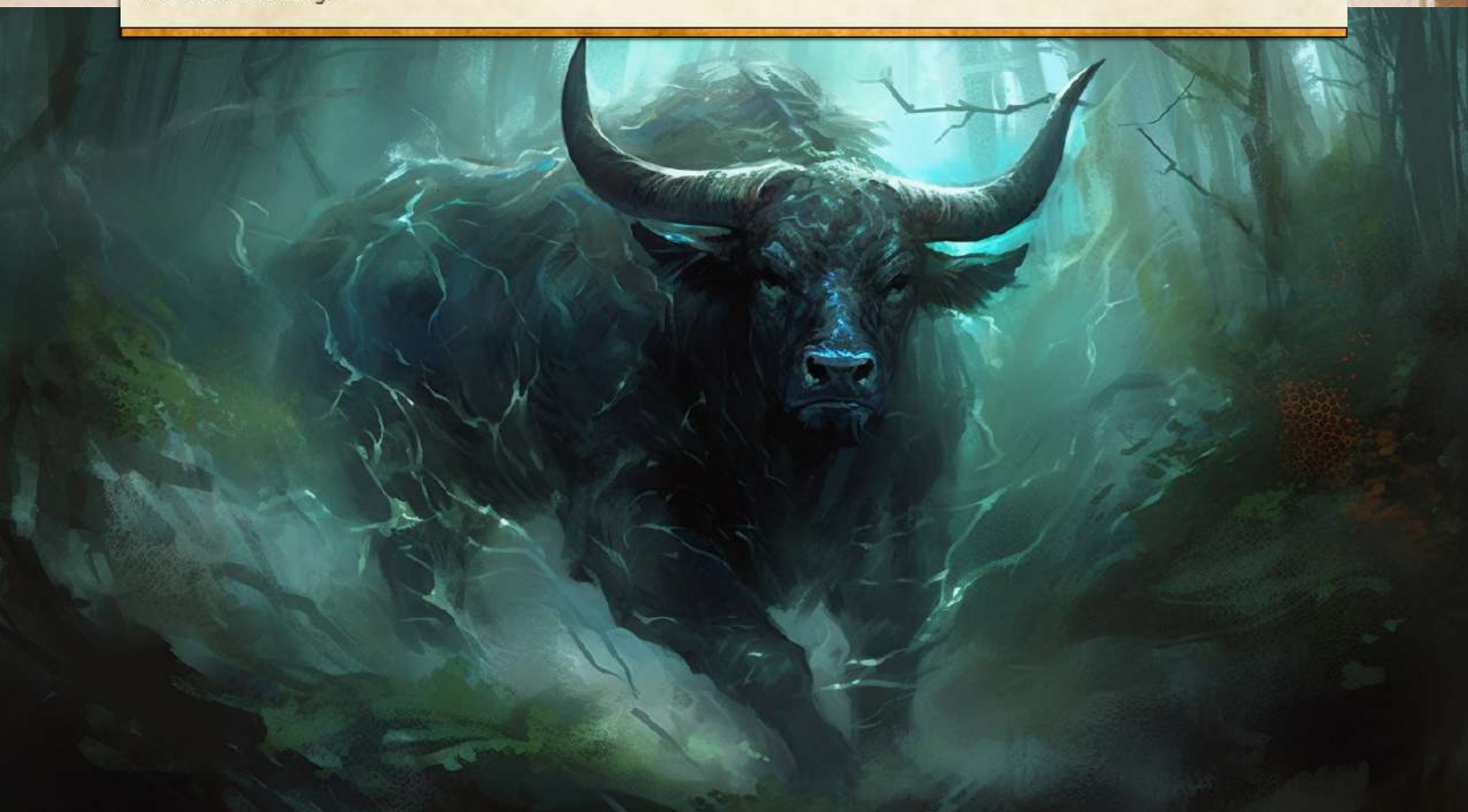
## ACTIONS

**Multiattack.** The stampede makes three attacks: one with its gore and two with its hooves.

**Etherealness.** The stampede magically enters the Ethereal Plane from the Material Plane, or vice versa.

**Gore.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 34 (6d8 + 7) necrotic damage, or 20 (3d8 + 7) necrotic damage if the stampede has half of its hit points or fewer. If the stampede moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 18 (4d8) necrotic damage.

**Hooves.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 28 (6d6 + 7) necrotic damage, or 17 (3d6 + 7) necrotic damage if the stampede has half of its hit points or fewer.





## HELLRIDER DEVIL

Medium fiend (devil), lawful evil

**Armor Class** 17 (natural armor)

**Hit Points** 76 (9d8 + 36)

**Speed** 60 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	18 (+4)	9 (-1)	14 (+2)	17 (+3)

**Saving Throws** Dex +8, Cha +7

**Skills** Acrobatics +8, Deception +7, Stealth +8

**Damage Resistances** cold, fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Condition Immunities** poisoned, prone

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Infernal, telepathy 120 ft.

**Challenge** 10 (5,900 XP)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Devilrush.** The devil has advantage on initiative checks.

**Fiendblood.** Whenever the devil or another devil within 30 feet of it makes an attack against a non-fiend creature, that creature takes 7 (3d4) fire damage, regardless of whether the attack hits or misses.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The devil makes three attacks: two with its claws and one with its trident.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Trident.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) damage fire damage, and the creature must succeed on a DC 16 Constitution saving throw or become immolated for 1 minute. An immolated target takes 7 (2d6) fire damage at the start of each of its turns. A creature can stop immolation by spending an action to put the fire out.

### BONUS ACTIONS

**Cunning Action.** On each of its turns, the devil can use a bonus action to take the Dash, Disengage, or Hide action.

## Hellrider Devil

The Hellrider Devils, swift and malevolent predators of the Evil West, are fearsome hunters of the various beasts that haunt these accursed plains. Their nimble, slender frames belie ruthless hunting instincts and a wickedly barbed trident that burns with hellish fire. These fiends revel in the thrill of the chase, targeting not only monstrous beasts but also humans that get in the way. The death of a Hellrider Devil leaves a cursed corpse, its lingering infernal energy dooming those who dare to consume its remains to an eternal, insatiable hunger.





# Haunted Stagecoach

In the desolate expanses of the accursed Evil West, a spectral stagecoach haunts the vast plains, an abomination fueled by the malevolent forces that infest the forsaken land. Though its appearance mirrors that of a normal coach traversing the wild frontier, its true nature is far more sinister.

This haunted stagecoach, imbued with unholy sentience, entices unsuspecting souls into its ominous embrace. Drawn by the promise of passage, unfortunate travelers are lured into its clutches, only to have their very soul consumed, leaving nothing but empty husks in its wake.

Those who manage to elude its grasp are cursed with endless nightmares, haunted by the lingering presence of the stagecoach; those foolish enough to confront this eldritch menace are overwhelmed by the legion of malefic spirits it unleashes upon them.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the stagecoach can take a lair action to cause one of the following magical effects; the stagecoach can't use the same effect two rounds in a row:

**Spectral Whispers.** The haunting whispers of tortured souls fill the air, disorienting creatures within the lair. All creatures within the lair must make a DC 15 Wisdom saving throw at the start of their turn or have disadvantage on their attack rolls until the start of their next turn.

**Ghostly Apparitions.** The lair partially enters the Ethereal Plane. Any non undead creature that moves within the lair must succeed on a DC 15 Dexterity saving throw or become restrained until the start of their next turn, as ethereal chains bind them.

**Death's Embrace.** The stagecoach channels dark energy to drain the vitality of all living beings. Each creature within 20 feet of the stagecoach must make a DC 15 Constitution saving throw or suffer 14 (4d6) necrotic damage and the stagecoach regains hit points equal to the total necrotic damage dealt.





## THE HAUNTED STAGECOACH

Huge construct, unaligned

**Armor Class** 21 (natural armor)

**Hit Points** 147 (14d12 + 56)

**Speed** 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	18 (+4)	1 (-5)	13 (+1)	1 (-5)

**Saving Throws** Str +13, Con +10, Int +1, Cha +1

**Damage Resistances** cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 120 ft., tremorsense 300 ft., passive Perception 11

**Languages** —

**Challenge** 18 (20,000 XP)

**Cursed Ride.** Whenever a humanoid creature rides inside the stagecoach, it must make a DC 21 Charisma saving throw. On a failure, it becomes cursed by the stagecoach's eerie presence. While cursed in this way, if the creature becomes frightened of the stagecoach, it becomes paralyzed for the duration of the fear. The creature also dreams of the stagecoach each night. A creature can remove this curse by killing the stagecoach or via a *greater restoration* or *remove curse* spell.

**Empowering Presence.** All allied undead within 30 feet of the stagecoach have advantage on saving throws against any effect that turn undead.

**False Appearance.** If it hasn't attacked a creature within the last minute, the stagecoach is indistinguishable from a normal stagecoach.

**Hard Turns.** The stagecoach must expend 10 feet of movement to turn to a new direction.

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

**Spectral Wheels.** The stagecoach ignores all difficult terrain.

**Trample.** If the stagecoach moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 18 (4d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

**Undead Passengers.** At the beginning of each of the stagecoach's turn, roll 1d6. Creatures can emerge from within the stagecoach based on the rolled result.

1 - nothing.

2-3 - 2 **shadows**.

4-5 - 2 **specters**.

6 - 2 **banshees**.

## ACTIONS

**Multiattack.** The stagecoach uses its Frightening Screams, then makes one ram attack and one devouring doors attack.

**Etherealness.** The stagecoach magically enters the Ethereal Plane from the Material Plane, or vice versa.

**Frightening Screams.** Each creature of the stagecoach's choice that is within 120 feet of the stagecoach and aware of it must succeed on a DC 21 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 stagecoach's Frightening Screams for the next 24 hours.

**Devouring Doors.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage and the creature is absorbed within the stagecoach. While inside the stagecoach, the creature is blinded, has total cover against attacks and other effects outside the stagecoach, and it takes 11 (2d10) necrotic damage at the start of each of its turns. If this damage reduces a creature to 0 hit points, it immediately dies and emerges as a banshee at the start of the stagecoach's next turn.

A creature on the inside of the stagecoach can attempt to release itself by using an action to either unlock the doors (DC 21 Thieves Tools check) or break them open with a contested Strength (Athletics) check.

**Ram.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

**Terrifying Pursuit (Recharge 6).** The stagecoach releases a collection of evil spirits, chasing three creatures within 60 feet. Each creature must make a DC 21 Dexterity saving throw, taking 27 (5d10) necrotic damage and being restrained for 1 minute on a failure, or taking half as much damage and not being restrained on a success. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## LEGENDARY ACTIONS

The stagecoach 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 stagecoach regains spent legendary actions at the start of its turn.

**Expert Manoeuvre.** The stagecoach move up to its full movement ignoring its Hard Turns ability.

**Ram (Costs 2 Actions).** The stagecoach makes one ram attack.

**Ghostly Whips (Costs 3 Actions).** Spectral coachmen appear on the stagecoach and attack each creature within a 30-foot radius, 120-foot tall cylinder centered on the stagecoach. Each creature of the stagecoach's choice in the area must succeed on a DC 21 Dexterity saving throw or take 21 (6d6) slashing damage and be pulled 30 feet in a straight line toward the coach.





## DOOMSCOURGE

Huge fiend (demon), chaotic evil

**Armor Class** 20 (natural armor)

**Hit Points** 212 (17d12 + 102)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	22 (+6)	14 (+2)	12 (+1)	22 (+6)

**Saving Throws** Str +16, Con +13, Wis +8, Cha +13

**Skills** Athletics +16

**Damage Resistances** cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 11

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 22 (41,000 XP)

**Death To All.** Whenever a creature within 30 feet of the doomscurge is reduced to 0 hit points, if the source of the damage was a weapon attack, another creature within 30 feet of the doomscurge takes 14 (4d6) fire damage.

**Magic Resistance.** The doomscurge has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The doomscurge's weapon attacks are magical.

**Smash Defenses.** The doomscurge's attacks ignore the AC benefits given by shields.

**Welcome Death.** When the doomscurge dies, it explodes, and each creature within 30 feet of it must make a DC 24 Wisdom saving throw, taking 55 (10d10) psychic damage and becoming charmed for 1 minute on a failed save, or half as much damage and not being charmed on a successful one. While charmed in this way, a creature must spend its action making a weapon attack against a creature within range. A charmed creature can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on a success.

## ACTIONS

**Multiattack.** The doomscurge makes two attacks: one with its battleaxe and one with its whip.

**Battleaxe.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage plus 21 (6d6) fire damage. If the doomscurge scores a critical hit, it rolls damage dice three times, instead of twice.

**Conjure Doomskar (Recharge 6).** The doomscurge forms a eruption of fire and lightning in a 15-foot wide, 60-foot long line in front of him. Each creature within the area must make a DC 24 Dexterity saving throw, taking 18 (4d8) fire damage and 18 (4d8) lightning damage on a failure or half as much damage on a success.

The area then becomes a doomskar for 1d4 rounds. For each foot moved in the doomskar, a creature must expend an additional 3 feet of movement. In addition, flying creatures who end their turn on the doomskar's area must succeed on a DC 24 Strength saving throw or fall to the ground prone.

**Spellcasting.** The fungal druid casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 16, spell attack +8):

At will: *compelled duel*, *flame blade*, *lightning bolt*, (3rd level)  
*thunderwave* (3rd level)

2/day each: *chain lightning*, *dominate monster*, *fireball* (5th level)

1/day: *pandemonium*\*

\*Part of the Tome of Hell Cowboys

**Whip.** *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage plus 13 (3d8) lightning damage, and the target must succeed on a DC 24 Strength saving throw or be pulled up to 25 feet toward the doomscurge.

## Doomscourge

Some speculate that doomscurges were created by a vengeful archdevil, intending to spread fear throughout the realm. Others contend that they are an embodiment of the region's sinister forces, birthed by the countless evil deeds that have occurred there.

Regardless of the true nature of its origins, the Doomscurge's fearsome reputation is undisputed. Its body, pulsing with electrical energy, makes it a formidable hunter, and few who encounter it survive to share their story. Brave souls who choose to explore the evil wide west must remain ever vigilant, as the Doomscurge is always on the lookout for its next prey.





# THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

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