



OLD GUS' ERRATA:

TALES FROM THE WEIRD WEST

PLAYER'S HANDBOOK

DUNGEONS & DRAGONS®

Weird western player options and additional rules
for the world's greatest roleplaying game

Designer's Notes

Old Gus' Errata: Tales from the Weird West Player's Handbook, v1.24 (August 29, 2019). This document provides rules and mechanics for a post-apocalyptic, pulp-horror western setting to supplement Dungeon & Dragons 5th Edition. This material is not officially part of the game and isn't permitted in Dungeons & Dragons Adventurers League events. This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast LLC.

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Updates to this material, and more of Old Gus' Errata are available online!

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Illustration by Steve Goad

MUD, BLOOD, GUTS AND GLORY

Since their inception hundreds of years ago, refinements have made firearms more reliable, cheap and commonplace. Many cultures around the world have ceased using their bows, arrows and crossbows in favor of having a hand-cannon.

Magic users were initially slow to pick up on this budding trend, but once arms manufacturers began selling their products as “*The power of an archmage in the palm of your hand!*” even the most stodgy and ancient of arcane universities took note and quietly made room for the study of the magical applications of this new science, as they once had done at the dawn of the spear, and the sword after that.

A succession of great and terrible wars followed, growing beyond number and reckoning. Mountains crumbled, cities destroyed, crops blighted, the oceans dried up; each war unleashed new horrors upon the world, sometimes from beyond it.

TRUST, FEAR AND LAND

The world still contains enclaves of humans, elves, gnomes, and all manner of peoples from before the first great wars, but few think of old loyalties. A person you can trust is a person you can trust.

The remaining arable lands are carefully managed, and in the wasted deserts left behind by long-disappeared oceans, a new rush for minerals and arable land begins.

SUPERNATURAL WASTELANDS

Mutant creatures thrive in the wastes: The endless deserts are pockmarked by blighted land, stinking marshlands, and enormous ruins jutting up the horizon, populated by mechanical horrors that inherited the cities after the great wars, reminders of a lost age that may never return.

Spells appear in the *Player's Handbook* on page 211.

SCAG denotes a spell appearing in the *Sword Coast Adventurer's Guide* on page 142.

XGE denotes a spell appearing in *Xanathar's Guide to Everything* on page 150.



Illustration by Kim Nguyen

GHOULS

SURVIVORS AND OUTCASTS

Ghouls are not a race, nor are they undead, although they are often mistaken for such creatures. “Ghoul” is a common nomenclature for people of any race who share a semi-necrotic condition that increases their lifespans seemingly indefinitely. Eventually, their longevity or change in appearance sets them wandering.

True undead continue to plague the wastes, and in some folk believe ghouls are harbingers of plagues, or infiltrators for the forces of undeath. It is oft repeated fear that a ghoulish will “go feral” at some point during their long lives, but others argue that anyone becomes feral if treated the way ghouls are. Who is right is between a being, their gods, and occasionally the firearm between them. Ghouls are sterile and cannot reproduce.

Roleplaying a Ghoul

Consider the events that caused your transformation. Long-lived ghouls may have lived several lifetimes beyond the average lifespan of their race of origin. You may have seen multiple generations of friends or loved ones come and go, or an entire civilization snuffed out in an instant by a superweapon of now ancient-times.

GHOUL RACIAL TRAITS

Appearance and Creature Type. New ghouls resemble the race they were before the events that caused their transformation, but shriveled and smooth, and speak with a grizzled voice. A few manage to hang onto their hair, horns or other protrusions. After a century or two, their lack of nose or ears makes ghouls originating from most humanoid races become appear indistinguishable from one another.

Age. 100-700+ years

Ability Scores. Your Wisdom score increases by 1.

Size. Your size is medium or small.

Speed. You have a base walking speed of 30 feet if you are medium, and 25 feet if you are small.

Dimvision. You can see in dim light within 30 feet of you as if it were bright light, and darkness as if it were dim light.

Ghoul Resilience. You have advantage on saving throws against poison, and you have resistance to poison and necrotic damage.

Languages. You can speak, read and write Common, and one additional language of your choice.

EXPERIMENTAL TEST SUBJECT

Ability Scores. Your Strength and Dexterity scores increase by 1.

Unnatural Athlete. You are proficient in the Athletics skill.

Healing Factor. You have a number of special healing dice equal to your proficiency bonus, which are d4s, and you can use them to heal yourself, rolling any number of them as a reaction, and adding your Constitution modifier to the total. You recover expended healing factor dice when you finish a long rest.

HOLOCAUST SURVIVOR

Ability Scores. Your Constitution score increases by 2.

Memento Mori. You are proficient in the History skill.

Undying. If you are reduced to 0 hit Points, you can make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. If you succeed, you drop to 1 hit point instead. If the damage was necrotic, you succeed your saving throw automatically. You can use this ability twice, and regain the ability to do so when you finish a long rest.

TRANSFORMED WASTELANDER

Ability Scores. Your Dexterity and Wisdom scores increase by 1.

Scrambler. You have a climbing speed of 20 feet.

Survivor. You are proficient in the Survival skill.



Illustration by Allen Douglas

JACKALOPE

DESERT WANDERERS

The precise origin of the jackalope is a mystery. Some believe they are a result of scientific experiments, others believe them to be fey monstrosities that escaped into the world where they proceeded to flourish in the world's expanding deserts. The first jackalope encounters were written off as mythological nuisances in traveler's tales who were experiencing the delirium of wasteland heat. Over time, a few jackalopes entered society, and joining the ranks of other folk making their way in a difficult world.

Jackalopes are often sharp-tongued and quick with a joke, usually at someone else's expense. They enjoy tricks and pranks, and tend to have a fairly lighthearted approach to their lives.

They are not always friendly, though, and an unwary traveler can quickly find themselves on the wrong side of a jackalope's sharp antlers if they are upset.

JACKALOPE RACIAL TRAITS

Appearance and Creature Type. Jackalopes resemble humanoid rabbits with a pronounced rack of antlers atop the crowns of their heads. They have lean bodies with long, muscular limbs.

Age. Jackalopes reach adulthood at age 10 and can live up to 100 years.

Ability Scores. Your Charisma score increases by 2, and your Constitution score increases by 1.

Size. Jackalopes stand between 3 and 4 feet tall and weigh an average of 65 pounds. Your size is small.

Speed. You have a base walking speed of 25 feet.

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

Languages. You can speak, read and write Common, and one additional language of your choice.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Antlers. Your antlers are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Dune Master. Difficult terrain due to sand, loose soil or broken earth does not impede your movement.

Survivor. You are proficient in the Survival skill.

Trickster Magic. You know the *minor illusion* cantrip. You can cast *expeditious retreat* spell once with this trait; you must finish a short or long rest in order to cast the spell again using this trait. Once you reach 3rd level, you can cast the *enlarge/reduce* spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

Looking to add even more player races?

There are even more player races listed in the following documents:

Old Gus' Errata: Beastfolk expands upon the aaracockra, lizardfolk, tabaxi, turtles, adding new playable beastfolk races.

Old Gus' Errata: Fey Folk contains playable fey races.

Old Gus' Errata: Plantfolk, Undead and Other Oddities contains a series of monstrous and races, including spooky ghosts, the fiendish rakshasa, the owlbear-like ikwiikwii and more!



Illustration by Dominique Schillings

BARD

COLLEGE OF THE GAMBLER

Gamblers excel at two things: games and guns. They have an uncanny insight into others' behavior, and use their skills to navigate a seedy world of high stakes, and avoid bloodshed whenever possible.

Gamblers are famously tellers of tall tales, and might enjoy using their prior exploits, properly embellished, of course, as a means to explore an opponent's tells. Others perfect an air of stoic, soft spoken mystery that unnerves their opponents at the table and forces them into error.

Always calm and collected, true gamblers know when to hold 'em and knows when to fold'em, and never pick a fight they're not sure they can win. When a gambler has decided the odds are in their favor, they can be a terrifying and deadly opponent, reacting with dazzling speed and seemingly never reaching an empty chamber in their firearm.

Some gamblers prefer to keep their skill with a firearm a closely guarded secret, while others enjoy showing off, performing with a firearm for crowds to make ends meet, especially when the chips are down.

I CAN READ YOU LIKE A BOOK

When you join the college of the gambler at 3rd level, you gain proficiency in a preferred gaming set. Whenever you make checks with it, you add your Charisma modifier as a bonus to the roll, and while involved in game of chance, you can make Wisdom (Insight) checks using your Charisma modifier instead of your Wisdom modifier if it is higher.

GET YOUR GUN

Also at 3rd level, you gain proficiency with martial firearms that lack the heavy property, and you can use a simple firearm as spellcasting focus for bard spells. You can use your *Bardic Inspiration* to create impressive displays with firearms you are proficient with:

- **Quick Draw.** You can expend a *Bardic Inspiration* die to use your reaction to immediately exchange one firearm you are holding for another you have on your person, or to draw a firearm with an empty hand. Doing so does not use an action. You can only use this ability once on your turn.
- **Run'n'Gun.** At the start of your turn, you can expend a *Bardic Inspiration* die to run (or spur a mount) and shoot. Each time you make an attack roll with a firearm, you (or your mount's) movement speed increases by 5 feet until the end of your turn. This distance increases to 10 feet at 10th level, and 15 feet at 17th level.
- **Signature Shot.** You learn one trick shot that requires an attack roll from the Shootist's *Trick Shot* feature. When you use your signature shot, you use your *Bardic Inspiration* die in place of the gut die.

NOW, DANCE!

At 6th level, you gain the ability to use your *Bardic Inspiration* to perform non-lethal feats of dazzling accuracy. You can use this feature in one of two ways:

- **Show-off.** For the next 1 minute, you gain advantage on attack rolls made against objects with firearms you are proficient with. The effect fades if you are forced to roll initiative.
- **Now, Dance!** As an action, you fire a non-lethally shot at a target with a firearm you are proficient with, for example, at their feet or belt buckle. The target makes a Wisdom saving throw. If they fail, they act as if you had cast the *command* spell upon them.

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

CALL DOWN THE THUNDER

At 14th level, when you hit a creature with a firearm you are proficient with, you can roll one *Bardic Inspiration* die to cause a thunderous ring in a 5-foot radius, and audible to 1000 feet. Creatures and objects in the area must make a Constitution saving throw. If they fail, they take thunder damage equal to your *Bardic Inspiration* die. If they succeed, they take half the amount. The creature you hit fails its Constitution saving throw automatically.



Illustration by Xavier Lozano

DRUID

CIRCLE OF MUTATION

Most druids reject the new world, and deride it as an unnatural place either to be avoided, ignored or perhaps, eventually corrected. A few have embraced things as they are, admiring the new mutations that roam the wastes, and their endless ability to adapt and survive.

The circle of mutation believes in survival of the fittest, and view adaptation as a virtue. Some take a predatory view, and others a more symbiotic one toward other folk.

MUTANT SPELLS

Embracing a mutant nature grants you the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to new spells. Once you gain access to these spells, they are druid spells for you, you always have them prepared, and they don't count against the number of spells you can prepare each day.

Druid level	Circle of the Mutation Spells
3rd	<i>alter self, arms of hadar</i>
5th	<i>haste, protection from energy</i>
7th	<i>freedom of movement, locate creature</i>
9th	<i>enervation, far step</i>

MUTANT TENDRIL

When you become a mutant at 2nd level, you grow a whip-like tendril. You decide what type of damage your tendril does when you grow it, choosing from acid, cold, fire, lightning, necrotic or, poison.

When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 damage to that creature unless it succeeds on a Constitution saving throw against your spell save DC. The damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

You also learn the *primal savagery*^{XGE} cantrip if don't already know it. When you cast it, you can choose to deal the same damage type as your *Mutant Tendril* instead of the spell's acid damage.

ABERRANT SHAPE

Also at 2nd level, when you use your *Wild Shape* feature, you can mutate rather than transforming. When you do so, you gain the following benefits:

- You gain a number of temporary hit points equal to your Druid level.
- You grow natural weapons in the form of fangs, claws, or horns, and you can make melee weapon attacks with proficiency using them. Your natural weapons deal 1d8 bludgeoning, piercing, or slashing damage plus 1d4 additional damage of the same type as your *Mutant Tendril*.
- When you use your *Mutant Tendril*, you can roll the damage die a second time and add it to the total.

You can't cast spells while in your aberrant shape. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as *call lightning*, that you've already cast. When you reach 18th level, the benefits of your *Beast Spells* feature also apply to your *Aberrant Shape*. You can stay in your aberrant shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

NATURAL SELECTION

At 6th level, your *Aberrant Shape* gains new benefits:

- Your natural weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. When you take the Attack action using your natural weapon, you can make an additional attack with your natural weapon using your bonus action.
- While in your *Aberrant Shape*, you can cast one of the following spells using your bonus action without expending a spell slot or providing material components, even if you don't know the spell: *alter self, darkvision, dragon breath, enlarge/reduce, expeditious retreat, jump, or spider climb*. The spell targets you. You do not need to concentrate on it, and its effects last for the duration of your *Aberrant Shape*.

ABERRANT RESILIENCE

At 10th level, while in your *Aberrant Shape*, you are proficient in Constitution saving throws and you have resistance to the damage type dealt by your *Mutant Tendril*.

APEX PREDATOR

At 14th level, when you enter your *Aberrant Shape*, you select one of the following mutations:

- **Improved Weapons.** Your natural weapon become a d12, and when you take the Attack action, you can attack twice using your natural weapon.
- **Carapace.** Your skin becomes covered by thick scales or plates. You gain a bonus to your Armor Class equal to your Wisdom modifier (minimum: 1).
- **Flight.** You grow wings or can fly telekinetically, gaining a flying speed equal to your movement speed.



Illustration by Hayama Kouhei



Illustration by Miroslav Petrov

FIGHTER

MARTIAL ARCHETYPE: SHOOTIST

As firearms became more and more prevalent, folk of exceptional skill with them rose to challenge the masters of sword, axe, hammer and bow. There is no general rule about what to expect from a shootist, except they are not to be trifled with.

A shootist might take up all kinds of professions over their career. It is not uncommon to meet one who has been a soldier, a mercenary, a lawman, bounty hunters, or just a plain old outlaw in any given combination. Some take to a life of endless wandering, and others find something worth sticking around for and operate in a favored territory exclusively.

Shootists are often visible at a glance. Multiple heavy gunbelts and memorable personal style, such as a signature hat or brightly colored bandanna that marks them to those familiar with their trademark, or immediately signals them as a clear danger to all.

WAYFARING STRANGER

When you choose this archetype at 3rd level, you gain proficiency with martial firearms, and ropes.

Your wandering life has led you to learn an additional proficiency in a skill, tool or language of your choice.

GUT INSTINCT

Also at 3rd level, your natural instinct with a firearms can inspire awe in allies, and trepidation in foes. You gain the following benefits:

You have four gut dice, which are d8s. A gut die is expended when you use it. You regain all of your expended gut dice when you finish a short or long rest.

You learn three *trick shots*. You can use a *trick shot* when you make an attack with a firearm that lacks the *burst*, *heavy* or *spread* properties.

TRICK SHOTS

Some trick shots require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

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

- **Cover Fire.** When you hit a creature with a firearm attack, you can expend one gut die to maneuver an ally into a more advantageous position. You add the gut die to the attack's damage roll, and choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its movement speed, and any attack rolls made against it are made at disadvantage while it does so.
- **Dead Aim.** When you make an attack roll against a creature using a firearm, you can expend one gut die to add it to the roll. You can use this shot before or after making the attack roll, but before any effects of the attack are applied.
- **Drop It.** You roll one gut die and make an attack with a firearm. If it hits, add the gut die's result to the firearm's damage roll, and the target must make a Strength saving throw. If it fails, it drops one object it is holding of your choice. The object is pushed 10 feet away from you.
- **Holler.** When you take the Attack action on your turn, you can expend one gut die and forgo one of your attacks to direct friendly creature who can see or hear you to make an attack with a firearm. That creature can immediately use its reaction to make a single attack with a firearm they are holding. If their attack hits, add the gut die to their attack's damage roll.
- **Humiliating Shot.** When you hit a creature, or damage the cover a creature is using with a firearm attack, you can expend one gut die to goad the target into attacking you. You add the superiority die to the attack's damage roll. The target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.
- **Menacing Shot.** When you hit a creature with a firearm attack, you can expend one gut die to attempt to frighten the target. You add the gut die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.
- **Rallying Cry.** On your turn, you can use a bonus action and expend one gut die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the gut die roll + your Charisma modifier.

- **Wounding Shot.** When you hit a creature with a firearm, you can expend one gut die to distract the creature, giving your allies an opening. You add the gut die to the attack's damage roll. The next firearm attack made against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

TRUE GRIT

At 7th level, you can also put your body through extraordinary strain. You gain the following benefits:

- When you empty the final chamber of a firearm in your hand, you resist piercing damage until the start of your next turn.
- When you make a running long or high jump, the distance you can cover increases by a number of additional feet equal to your Strength modifier when you aren't wearing medium or heavy armor.
- You gain an additional gut die.
- You learn two trick shots.

IMPROVED GUT INSTINCT

At 10th level, you gain the following benefits:

- When you roll initiative, you can immediately draw a firearm in a holster on your person and make one attack with a firearm you are already holding against a creature you can see, or reload a firearm you are already holding.
- Your gut dice become d10s.
- You learn two trick shots.

'TILL IT GOES CLICK

At level 15, you can aim and fire with dazzling speed. When you use your action surge and take the Attack action with it, you can make a number of additional attacks equal to 1 + half your Dexterity modifier (minimum 1) with any firearm you are holding. You must have available ammunition in the firearms you are holding to make these attacks and cannot use them to reload. The attacks are made hastily and at disadvantage, and are ineligible for the application of trick shots.

Additionally, you learn one trick shot.

SUPERIOR GUT INSTINCT

Starting at 18th level, your instincts are nearing infallibility, and you are always prepared as long as you're near a trusty firearm. You gain the following benefits:

- When you roll initiative and have no gut dice remaining, you regain 1d2 gut dice.
- Your gut dice become d12s.



Illustration by JackPot

PALADIN

OATH OF THE IDEALIST

The idealist draws their power from a deep-seated sense of right and wrong, and believes in each person's right to claim their own destiny without undue interference.

Idealists might be military leaders, sheriffs or marshals, and defend the law with a will (and fistful) of iron. Chasing down thieves, bandits and claim jumpers is all in a day's work for an idealist.

Eventually when their tenets set them against the law itself, some idealists turn toward a different concept of justice. These zealots will go to great lengths, even adopting a colorful vigilante persona and dedicating their lives to fighting evil and corruption in the halls of power in defense of common folk.

Idealists can be isolated, as their station or their vigilante lifestyle often sets them apart from the very people they have sworn to protect.

TENETS OF THE IDEALIST

Boldness. Live each day with courage. Stand up to all wrongdoing.

Honor. Do what has to be done. Do it the right way.

Humility. Talk less, and say more.

Justice. Know where to draw the line.

FAITH AND FIREARMS

When you take this oath at 3rd level, you can replace your fighting style with the Archery fighting style from the Fighter class. You gain proficiency with martial firearms, and ropes. Additionally, when you make an attack roll with a firearm, you can choose to infuse the ammunition with smiting force. The fired ammunition becomes magical, and will smite anything it strikes, for example, a barrel giving a creature some measure of cover.

Paladin Level	Oath of the Idealist Spells
3rd	<i>cause fear</i> ^{XGE} , <i>compelled duel</i>
5th	<i>zone of truth</i> , <i>find steed</i>
9th	<i>beacon of hope</i> , <i>thunder step</i> ^{XGE}
13th	<i>freedom of movement</i> , <i>find greater steed</i> ^{XGE}
17th	<i>far step</i> ^{XGE} , <i>wall of force</i>

CHANNEL DIVINITY: HEARTS AND MINDS

As an action, you use your *Channel Divinity* to diffuse intense emotion near you. Each humanoid that is not in combat of your choice in a 30-foot radius sphere centered on you makes a DC 10 Charisma ability check. Choose one of the following two effects to apply to creatures who fail their saving throw:

Calm Down, Everyone! You suppress one effect causing them to be charmed or frightened for 1 minute, after which any suppressed effect resumes, provided its duration has not expired.

You also make them indifferent about a number of creatures of your choice equal to your Charisma modifier that they are currently hostile toward. This indifference ends if the target takes damage or if it witnesses any of its friends being harmed.

When this ability ends, the targets know they were turned.

Rally the Locals. You the targets of an oncoming danger, or rally them to defend themselves. As an action, you encourage each individual to flee or fight. Designate a creature type: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Each target makes a Charisma saving throw.

If they fail, they do what you suggest, and gain a protective ward for 10 minutes. For the duration, they can gain a reaction which they can use to impose disadvantage upon an attack roll targeting them from the creature type you warned them about.

If they succeed their saving throw, your appeal has no effect upon them. This ability has no effect on creatures that are player characters.

CHANNEL DIVINITY: SURE SHOT

As an action, you use your *Channel Divinity* to consecrate a number of pieces of ammunition equal to your paladin level. The blessing lasts for 1 hour. Each piece of ammunition is magical, and when fired, the attacker receives a bonus to attack rolls made with it equal to half your Charisma modifier (minimum 1).

WILL YOU RIDE WITH US?

Starting at 7th level, you and friendly creatures within 15 feet of you can't be frightened while you are conscious. If the creature is a mount, its speed increases by 5 feet.

At 18th level, the radius increases to 30 feet, and bonus to a mount's speed is increased to 10 feet.

WE, THE IMMORTAL RIDERS

At 15th level, you can empower nearby steeds. As an action, you can grant all creatures serving as a mount and benefiting from your *Will You Ride With Us?* feature gain temporary hit points equal to twice your paladin level, and they have advantage on Dexterity and Constitution saving throws as long as they have a rider.

Additionally, mounted creatures benefiting from *Will You Ride With Us?* have advantage on any check or saving throw they make to that would result in them being unwillingly dismount.

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

UNFORGIVEN

At 20th level, you gain the ability to walk into the world as an invincible avatar of justice, gaining the following benefits for 1 minute:

- You have resistance to piercing, bludgeoning and slashing damage.
- Your attack and damage rolls for weapon attacks receive a bonus equal to your Charisma modifier. The additional damage is radiant.
- You emanate an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute or until it takes any damage. Attack rolls against the frightened creature have advantage.

*The last ride
is never the last ride,
and the end
is not the end.*

~Old Gus



Illustration by Josh Cotton

RANGER

CONCLAVE OF THE DROVER

Drovers have an extraordinary affinity for wilderness and the creatures that range upon them, especially those that move in herds. They move animals through or watch over large expanses of land, and learn every canyon and hill around over extended years of drives.

A drover's always put the well-being of the group ahead of their own comfort, keeping a keen eye on the mood and health of their allies and sharing wilderness wisdom with those closest to them.

While drovers can be quiet, thoughtful types, some enjoy blowing off pent-up energy from months traveling the wilds in solitude when they do get a chance to go into town, and can engage in some of the most intense drunken revelry when they do.

Note: This material assumes the use of *Unearthed Arcana: The Ranger, Revised* for the core features of the ranger class.

PRAIRIE PROFICIENCIES

When you choose this conclave at 3rd level, you gain proficiency in the Animal Handling and Insight skills, martial firearms, ropes, and one musical instrument of your choice.

STRAIGHT SHOOTER

At 3rd level, you master shooting in wide open spaces. Firearms you are proficient with have their range increased by a number of feet equal to $5 \times$ your Wisdom modifier.

Additionally, the first attack you make on your turn receives a bonus to the attack roll equal to your Wisdom modifier. If it hits, it deals an additional 1d8 damage.

TRAIL BOSS

Also at 3rd level, You learn the *Message* cantrip, and can speak to beasts not hostile to you with it. You can target of a number of additional beasts of the same type equal to your Wisdom modifier with the same message.

DROVER MAGIC

You learn additional spells when you reach certain levels in this class, as shown in the *Drover Spells* table. These spells count as a ranger spells for you, don't count against the number of ranger spells you know, and you gain additional unique benefits with them.

EXTRA ATTACK

At 5th level, you can attack twice on your turn when you take the Attack action.

THE SIMPLE LIFE

At 7th level, you are always at home with yourself. You gain proficiency with Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

Drover Spells

Ranger Level	Drover Spells	Additional Effects
3rd	<i>animal friendship</i>	You can target an additional number of beasts of the same type equal to your Wisdom modifier.
5th	<i>beast bond</i>	You can target an additional number of beasts of the same type equal to your Wisdom modifier.
9th	<i>feign death</i>	You can cast the spell upon yourself, and decide ahead of time how long the spell will last.
13th	<i>dominate beast</i>	You can target an additional number of beasts of the same type equal to your Wisdom modifier.
17th	<i>dream</i>	If you are within view of an open sky, and there is a friendly beast who can see or hear you within 60 feet of you, both you and the beast enter the Astral Plane together for the duration.

FEARLESS WRANGLER

At 11th level, you can add your Wisdom modifier to any rolls made against your favored enemy to grapple, escape a grapple, or rope, and you have advantage on your Wisdom saving throws against any spell or ability they might use against you.

I JUST LIKE WEARING THIS

At 15th level, when you are wearing light armor, you can add your Wisdom modifier to your Armor Class.



Illustration by David Frasheki



Illustration by Guiliano Broceni

ROGUE

ROGUISH ARCHETYPE: CRACK SHOT

Crack shots have a knack for hitting opponents behind cover or survive otherwise impossible odds in an intense gunfight. While not as showy with their gunplay as shootists or gamblers, they are just as fast on the draw, and even more deadly, especially to an unaware target. A crack shot is somehow always able to get the drop on an enemy, or exploit a strategic weakness.

I SEE 'EM

When you select this roguish archetype at 3rd level, you can use your cunning action to mark a target you can see. When you make a firearm attack against your marked target, and they have $\frac{1}{2}$ cover, you can ignore it, and if it has $\frac{3}{4}$ cover, you can make your attack roll as if it had $\frac{1}{2}$ cover. When you hit your marked target with a firearm, you can deal *Sneak Attack* damage to it. You can only mark one creature at a time.

TUMBLEWEED

Also at 3rd level, you can use your cunning action to tumble, moving a up to number of feet equal to $5 \times$ your Dexterity modifier in a straight line. During this movement, you are immune to attacks of opportunity. You may not tumble through the spaces of creatures smaller than yourself.

GRACE UNDER FIRE

At 9th level, you gain two new uses for your cunning action:

- **Duck and Cover.** Until the start of your next turn, you can benefit from cover as if you were one size smaller than you are.
- **Quick Draw.** You can holster or draw one firearm.

WARNING SHOT

At 13th level, when you roll initiative, you can elect to immediately make one attack with a firearm. If the attack hits, the target becomes easier others to strike; attack rolls against that target have advantage until the start of your next turn.

SHOWDOWN

At 17th level, if you take the Attack action on your turn, you can make one additional attack as a bonus action with the same firearm. This attack can benefit from your *Sneak Attack* even if you have already used it this turn, but you can't use your *Sneak Attack* against the same target more than once in a single turn.



Illustration by Vinícius Muniz

SORCERER

THE POWDER HOUND

Uncanny individuals colloquially known as “powder hounds” are quite literally the children of ancient wars when magic and gunpowder were first harnessed together. Exactly how their powers first entered the bloodlines of these individuals is a story lost to annals of time, but powder hounds have an uncanny ability to sense gunpowder at a distance, a feature that has become the common namesake for their kind. Indeed, most of them are loathe to be separated from the substance, always keeping a quantity on their person, and can be seen inhaling small quantities of it when they think no one else is looking.

Competent powder hounds can manipulate the concussive force the ignition of gunpowder produces, using a rifle’s cartridges as a focus for these abilities, or even locate a bullet they have already shot out of a barre, boosting it with the energy produced from a second shot from the same firearm.

Powder hounds often take up mercenary work, bounty hunting, mining through the use of explosives, or other professions where their abilities are at a premium.

BORN TO THE STUFF

At 1st level, your affinity with firearms and gunpowder manifests, and you gain the following benefits:

- You are proficient with martial firearms that lack the *burst*, *spread* or *heavy* properties.
- You can use a powderhorn as a component pouch.
- If there is gunpowder within 500 feet × your sorcerer level of you, you know it and where to find it.
- As a bonus action, you can inhale a quantity of gunpowder as a stimulant. You heal for a number of hit points equal to your sorcerer level, and for the next 10 minutes, you make any Wisdom (Perception) and Intelligence (Investigation) checks with a bonus equal to your Charisma modifier. When the effect ends, you must succeed a DC 14 Constitution saving throw. If you fail, you are blinded for 1 hour.

REACTION RELOCATION

When you reach 3rd level in this class, you can manipulate the explosive forces your firearm creates. As an action, you can spend 2 sorcery points and 1 piece of ammunition to instead relocate the concussive force from within your firearm’s chamber to a place of your choosing within 60 feet of you. When you do, creatures in a 5-foot radius of the explosion must succeed a Dexterity saving throw or take 1d6 thunder damage. The damage increases by 1d6 when you reach 5th, 11th, and 17th level in this class.

POWDER SORCERY

At 6th level, you can use your sorcery points to combine gunplay and sorcery. You gain the following abilities:

- **Two-Shot.** When you take the Attack action using a firearm you are proficient with, you can spend 1 sorcery point to make a second attack with it.
- **Bullet Float.** When you take the Attack action using a firearm you are proficient with, you can spend 1 sorcery points and 1 additional piece of ammunition, using the second gunpowder reaction to increase the bullet’s flight time, doubling the weapon’s range for the attack. If it hits, add your Charisma modifier as additional damage.
- **Bulletproof.** As a bonus action, you can spend 1 sorcery point to gain resistance to piercing damage for 1 minute.

We’d been off the road for a few hours, working our way along the winding switchbacks of the dusty canyon trail, when I looked to see Branwen edging awful close to the edge of the cliffs. I called out to her and she started in her saddle. She’d been at the stuff again, and gone powder blind.

Just too damn proud to admit it, I guess. I took the reins and led her back to safety. Maybe one day she’ll thank me, but I won’t hold my breath, she’s one ornery cuss.

~Old Gus

EXPLOSIVE VENGEANCE

At 14th level, whenever a creature you can see attacks with a firearm, you can make a ranged spell attack roll using your reaction. If your roll is higher than the creature's attack roll, their attack backfires, and they instead take your Sorcerer level as thunder damage.

POWDER TRANCE

At 18th level, you are no longer at risk for powder blindness when you use gunpowder as a stimulant, and inhaling a large quantity causes you to enter a powder trance. You can use your bonus action and spend 6 sorcery points to enter a powder trance for 1 minute. For the duration, you gain the following benefits:

- You add your Charisma modifier to all attack and damage rolls you make with firearms that you are proficient with.
- You do not need to spend additional sorcery points to use your *Two-Shot*, *Bullet Float* or *Bulletproof* abilities.

ADDITIONAL METAMAGIC OPTIONS

Spellslinging

When you gain this metamagic option, you can cast spells using a firearm you are holding and proficient with as your spellcasting focus. If the weapon has a magical bonus to attacks made with it, you may add that bonus to your ranged spell attack rolls.

Additionally, designate a number of cantrips or spells equal to your Charisma modifier as spellslinging spells. By spending 1 sorcery point, you can use a firearm to shoot a spell out it. Spellslinging in this manner requires a gunpowder-based firearm, and consumes the usual ammunition cost, as well an appropriate spell slot. You do not add the firearm's usual damage to spells cast in this manner. You can use your spellslinging ability to modify spells you cast in two ways:

Spellshot. If a spell requires a ranged attack roll or if the spell's required saving throw targets only a single creature, you can cast it using a firearm that lacks the *burst* or *spread* properties, using the firearm's range, if it exceeds that of the spell's. The spell uses your sorcerer spell save DC.

Reshape. If the spell targets multiple creatures or creates an area of effect, you can alter the area of effect to those of firearm's *burst* or *spread* properties, using the firearm's or spell's range, whichever is greater. The spell uses your sorcerer spell save DC or that of the firearms, whichever is higher.

Whenever you gain a sorcerer level, you may exchange one spellslinging spell for another spell you know.



Illustration by Jessica Woulfe



Illustration by Sentinel13

WARLOCK

OTHERWORLDLY PATRON: THE RE-ANIMATOR

What those of true learning gain through years of careful study, the re-animator bypasses with wanton, impatient abandon, exchanging their very soul for knowledge they have not earned. Brilliant and charismatic, the re-animator convinces themselves and occasionally a few others of their noble intent: that their knowledge will one day be used to help or even save the world from itself.

Making use of this forbidden knowledge usually requires bodies in copious quantities. Re-Animators prefer a life of isolation with a regular supply of fresh corpses. Given enough resources, most re-animators will isolate themselves, with their creations functioning as surrogate children within their delicate psyche.

Eventually, most re-animators end up unleashing a horror upon the world that only they can stop, or meet the even more unfortunate end, falling prey to their own creations, a punishment for tampering with the laws of nature and the forces of life and death.

EXTENDED SPELL LIST

Spell Level	Spells
1st	<i>dissonant whispers, Tasha's hideous laughter</i>
2nd	<i>calm emotions, gentle repose</i>
3rd	<i>animate dead, life transference</i>
4th	<i>fabricate, Mordenkainen's private sanctum</i>
5th	<i>skill empowerment^{XGE}, modify memory</i>

LABORATORY WORK

At 1st level, you become proficient with the Medicine skill and alchemist's supplies.

You learn the *Spare the Dying* cantrip. It counts as a warlock cantrip for you, but it doesn't count against your number of cantrips known.

MANIACAL LAUGHTER

Also at 1st level, when a creature that can hear you misses you with an attack, you can use your reaction to laugh maniacally. The creature that attacked you must succeed a Wisdom saving throw or be frightened of you until the end of its next turn. For the duration, you have advantage on attack rolls you make against the creature.

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

PROTOTYPE SERUM

At 6th level, you can spend ten minutes to use your alchemist's supplies to prepare a vial of prototype serum, which retains potency for 24 hours. You can administer a vial of your serum to a willing living creature using your action, or to an unwilling living creature by making a melee spell attack. If your serum requires a saving throw, it matches that of your warlock spell save DC.

You decide what your serum does when you create it, choosing from the following options:

- **Acidic Microbes.** The target withers from the inside, taking 3d10 acid damage. If the target resists piercing damage, even from non-magical attacks, you make your attack with disadvantage. If the target is immune to piercing damage, you cannot inject the them. The potency increases as you gain warlock levels, to 4d10 at level 11, and 5d10 at level 17.
- **Re-Animation Serum.** The serum re-animates a recently slain corpse into a zombie as if you had created it with the *Animate Dead* spell.
- **Resilient Serum.** The serum grants the target a number of temporary hit points equal to your warlock level and resistance to one damage type of your choice. The serum lasts for one hour.
- **Super Serum.** Choose an ability score. For the next 1 minute, the target gains a bonus to that ability equal to 1 + half your Charisma modifier, to a maximum of 24.

- **Super Venom.** Choose an ability score. The target makes a Constitution saving throw. If they fail, that ability score is reduced by an amount equal to your 1 + half your Charisma modifier for 1 minute. The creature repeats its saving throw at the end of its turns, ending the effect on a success.
- **Truth Serum.** The target makes a Constitution saving throw. If they fail, they are under the effect of the *Tasha's hideous laughter* spell. They make a Wisdom saving throw. If they fail, they come under the effect of the *zone of truth* spell. Either effect lasts for 10 minutes.

Once you prepare your serum, you can't do so again until you finish a long rest.

COMBINE CORPSES

At 10th level, when you use your action to cast the *animate dead* spell, you can use your bonus action to combine four zombies that are each within 20 feet of one another into an *ogre zombie* or combine four skeletons into a *skeleton minotaur*.

Additionally, you can use your action to sacrifice one skeleton or zombie under your control within 20 feet of a combined corpse you have created, healing it for an amount equal to the sacrificed creature's remaining hit points. You can only control one combined corpse at a time, and it counts as four creatures toward your limit with the *animate dead* spell.

MASTERPIECE SERUM

At 14th level, you perfect your serum, and can prepare up to two vials of your any serum formulae you know. The masterpiece serum's can be used to empower humanoid or a zombie under your control, granting them the following benefits for 1 hour:

- The target gains temporary hit points equal to your warlock level.
- The target resists one damage type of your choice (you choose when you create the serum).
- The target is proficient with Strength and Constitution saving throws.
- The target adds your Charisma modifier to the damage of melee attacks they make.
- The target can attack twice, instead of once, when they take the Attack action on their turn. They ignore this benefit if they already have a feature, like *Extra Attack*, that gives them extra attacks.

After the serum's power fades, the target must succeed a DC 14 Constitution saving throw or suffer one level of exhaustion.

ADDITIONAL ELDRITCH INVOCATIONS

Booming Laughter

Prerequisite: Booming Blade^{SCAG} cantrip

The target of your booming blade also has their movement speed reduced by 10 feet.

Frigid Fingers

Prerequisite: Chill Touch cantrip

When you hit a creature with your *chill touch* cantrip, they have disadvantage on attack rolls against you until the end of your next turn, even if they are not undead, unless they resist or are immune to necrotic damage.

Homunculus Helper

Prerequisite: Pact of the Chain

When you summon your familiar, it can instead assume the form of a Homunculus instead of its usual form. Your familiar's homunculus form has additional hit points equal to half your warlock level and can speak, but it is limited to two-word sentences, for example "*Yes, master*".

Faustian Firearm

Prerequisite: Pact of the Blade

You become proficient with martial firearms that lack the heavy or two-handed properties. If you have the *Pact of the Blade* feature, you can use it to summon a firearm with a kick rating of 13 or less.

In addition, the firearm gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls. The weapon you conjure can be a revolver, hunting rifle, muzzle-loading rifle, shotgun, sawed-off double-barrel shotgun, high-caliber revolver, breech-loading rifle, or double-barrel scattergun. You are still subject to any kick requirements of the firearm you summon. If you summon a weapon with the *burst* or *spread* properties, you can use your warlock spell save DC in place of the weapon's *burst* or *spread* rating.

You can use any firearm you summon with your *Pact of the Blade* feature as a spellcasting focus for your warlock spells.

Polarity Switch

Prerequisite: Lightning Lure^{SCAG} cantrip

The range of your lightning lure doubles, and you can choose to push the target away from you instead of pulling it toward you.

Toxic Jet

Prerequisite: Poison Spray cantrip

Your poison spray becomes a 10-foot line, and is able to hit up to two creatures. You add your Charisma modifier to the damage done by the spell to the first creature it hits, but not the second.



Illustration by i-am-knot

WIZARD

ARCANE TRADITION: ARCANE AVENGER

While wizards came to appreciate firearms considerably later than most, there's a strong argument to be made that those few with an eye for the future have maximized the potential of firearms, marrying new sciences to thousands of years of arcane study. Indeed, most of the super-weapons that have left the world dotted in uninhabitable wastelands are the result of the greatest successes their kind have achieved over the centuries.

Traveling wizards who favor firearms are known as Arcane Avengers. They are folk of both learning and of action, and the unpredictability they wield between magic and skill with a firearm can make them a friend indeed or a deadly opponent.

GOT SHOT ONCE. DIDN'T CARE FOR IT.

When you adopt this tradition at 2nd level, you learn the *shield* spell if you do not already know it, and it doesn't count against the number of spells you can prepare each day. When you cast the *shield* spell, until the start of your next turn, any additional damage you sustain from non-magical firearm attacks is reduced by an amount equal to your Intelligence modifier (minimum: 1).

CANTRIP AMMUNITION

Also at 2nd level, you can spend 10 minutes to create magical ammunition, each of which is suited for a firearm of your choice. You can create a number of pieces of ammunition equal to half your wizard level.

Each piece of ammunition you create is imbued with a wizard cantrip you know. Once created, anyone can fire your cantrip ammunition. The ammunition dissolves into mist if it travels a number of feet away from you equal to $100 \times$ your Intelligence modifier (minimum 1).

A creature can use cantrip ammunition by chambering it into an appropriate firearm and firing it using its weapon's attack roll, range and saving throw DC if it has the *burst* or *spread* properties. If you fire your cantrip ammunition yourself, you can use your spell save DC if it is higher. When fired as part of a firearm attack, the ammunition deals the cantrip's damage and additional effects. When fired by creatures other than you, the damage is calculated using only your wizard levels.

Once you use this ability, you must complete a long rest before you can do so again.

Firearm Type	Cantrip Ammunition Spells
Attack Roll	<i>booming blade</i> ^{SCAG} , <i>chill touch</i> , <i>fire bolt</i> , <i>green-flame blade</i> ^{SCAG} , <i>lightning lure</i> ^{SCAG} , <i>ray of frost</i> , <i>shocking grasp</i>
Saving Throw	<i>acid splash</i> , <i>infestation</i> ^{XGE} , <i>poison spray</i> , <i>sword burst</i> ^{SCAG} , <i>toll the dead</i> ^{XGE}

SPELLSLINGER

At 6th level, you gain proficiency in tinker's tools if you do not already have it. You can create or customize your favorite firearm that you are proficient with that lacks the *burst* and *spread* properties. That firearm becomes your *spellslinger*. The process consumes 100g of materials and takes 40 hours of work with your tinker's tools to complete and attune yourself to the firearm.

When you are finished, you can summon your *spellslinger* to your hand using a bonus action, and you can use it as an arcane focus. When you summon it, only the firearm and any cantrip ammunition you created in its chamber is retrieved, any other ammunition it contained is left behind. Other creatures can hold it, but it will not fire for anyone other than you. You can dismiss your *spellslinger* at any time.

Most arcane avengers treat their signature firearms like pets or even lovers, often naming them, and love to show them off to anyone interested. You can only have one *spellslinger* at a time.

I LOVE THIS GUN

Also at 6th level, you can use your bonus action to channel arcane energy through your spellslinger for 1 minute. Choose one of these damage types: acid, cold, fire, lightning, or thunder. For the duration:

- You can attack twice, instead of once, whenever you take the Attack action on your turn. You must use your spellslinger for both attacks. Any ammunition fired from your spellslinger is considered magical for purposes of overcoming resistance to non-magical attacks.
- You can use your Intelligence modifier for the attack and damage rolls of your spellslinger's attacks.
- When you hit a creature with your spellslinger, it deals 1d6 additional damage of the chosen type to the target.
- You gain a bonus to Dexterity saving throws and any Constitution saving throws you make to maintain concentration on a spell. The bonus equals your Intelligence modifier (minimum of +1).

This ability ends early if you are incapacitated or if your spellslinger leaves your hand.

You can use this feature twice, and regain the ability when you finish a short rest.

BULLETPROOF WARD

Beginning at 10th level, whenever you cast the *shield* spell while *I Love This Gun* is active, you create a ward around yourself, gaining temporary hit points equal to five times the spell slot level used to cast the spell. These temporary hit points last until your *I Love This Gun* ability ends.

HAVE I MENTIONED I LOVE THIS GUN?

At 14th level, you can add your Intelligence modifier (minimum of +1) to the additional damage done by your spellslinger when you use your *I Love This Gun* ability.



Illustration by El Hino

Make it a western, then make it weird, then make it even weirder!

Dungeons & Dragons' official subclasses are intended to be viable choices for this setting! A selection of backgrounds feats provides new avenues for any character to learn to shoot, riding, rope and more!

You can find more of *Old Gus' Errata* by following the link in the Table of Contents of this document's PDF file.

In addition to the class archetypes presented here, (particularly the *Path of the Perfectionist* Barbarian, *Pestilence Domain* Cleric and *Way of the Luchador* Monk) and other subclasses that appear in *Old Gus' Errata: Heroes of the Multiverse* make for excellent player choices in this setting!

BACKGROUNDS



Illustration by Genek

BOUNTY HUNTER

You have spent your days scouring the lawless wastes looking for those who have committed crimes on behalf of the law, or are hired by someone with enough money to afford vengeance for hire. You may have been an outlaw yourself once, and now use your knowledge of the criminal underworld to track your prey.

Skill Proficiencies. Choose two from among Deception, Insight, Intimidation, Persuasion, Survival and Stealth

Tool Proficiencies. Ropes and thieves' tools

Equipment. Common clothes, 50 feet of rope

FEATURE: I'M LOOKIN' FOR SOMEONE

You are in frequent contact with law enforcement or other enterprises who might pay for your services. This connection comes in the form of a contact in towns or cities you visit: a person who provides information about the people and places of the local area. You know the edible plants of sandy wastes, and are able to scrounge enough food for yourself and one other person upon them.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 I always have a plan for when things go wrong.
- 2 I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
- 3 The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.
- 4 I would rather make a new friend than a new enemy.
- 5 I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
- 6 I don't pay the risks any mind. Never tell me the odds.
- 7 The best way to get me to do something is to tell me I can't do it.
- 8 I blow up at the slightest insult.

d6 Ideal

- 1 **Honor.** I don't compete with others in the trade. (Lawful)
- 2 **Freedom.** Chains are meant to be broken, as are those who would forge them. (Chaotic)
- 3 **Charity.** I steal from the wealthy so that I can help people in need. (Good)
- 4 **Greed.** I will do whatever it takes to become wealthy. (Evil)
- 5 **People.** I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)
- 6 **Redemption.** There's some good in everyone. (Good)

d6 Bond

- 1 I'm trying to pay off an old debt I owe to a not-so-generous benefactor.
- 2 My pay goes to support my family.
- 3 Something important was taken from me, and my work is my way of righting that wrong.
- 4 I will become the greatest bounty hunter that ever lived.
- 5 I'm guilty of a terrible crime myself, and hope no one ever comes looking for me on account of it.
- 6 Someone I loved died because of a mistake I made. That will never happen again.

d6 Flaw

- 1 When I see a large bounty, I can't think about anything but how to claim it.
- 2 When faced with a choice between money and doing the right thing, I usually choose the money.
- 3 If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
- 4 I have a 'tell' that reveals when I'm lying.
- 5 I turn tail and run when things look bad.
- 6 An innocent person is in prison for a crime that I committed. I'm okay with that.

CARD SHARK

You tend to stay in a town for as long as your luck holds. You might play fair, or cheat regularly and make a hasty exit once discovered, taking any ill-gotten gains with you. You are always on the lookout for a table to sit at, and know how to read a tell while keeping yours hidden.

Skill Proficiencies. Choose two from among Deception, Insight, Persuasion, and Sleight of Hand

Tool Proficiencies. Two types of gaming set

Equipment. A set of fine clothes, a gaming set with which you are proficient, and a cheater's set of the same, such as weighted dice, or a deck of marked cards), and a piece of counterfeit jewelry that looks valuable but is worthless, and a belt pouch containing 15 gp.

FEATURE: HUSTLER

You have a knack for recognizing your own kind in settlements you visit. Other gamblers are easy to pick out for you, and you can spot a mark a mile away. Using this knowledge, you can always find a place to gamble in a manner that suits your immediate needs: low stakes with a low payout, or high stakes with high payouts.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 I fall in and out of love easily, and am always pursuing someone.
- 2 I have a joke for every occasion, especially occasions where humor is inappropriate.
- 3 Flattery is my preferred trick for getting what I want.
- 4 I'm a born gambler who can't resist taking a risk for a potential payoff.
- 5 I lie about almost everything, even when there's no reason to.
- 6 Sarcasm and insults are my weapons of choice.
- 7 I keep multiple holy symbols on me and invoke whatever deity might come in useful at any given moment.
- 8 I pocket anything I see that might have some value.

d6 Ideal

- 1 **Independence.** I am a free spirit—no one tells me what to do. (Chaotic)
- 2 **Fairness.** I never target people who can't afford to lose a few coins. (Lawful)
- 3 **Charity.** I distribute the money I acquire to the people who really need it. (Good)
- 4 **Creativity.** I never use the same technique at the table twice. (Chaotic)
- 5 **Friendship.** Material goods come and go. Bonds of friendship last forever. (Good)
- 6 **Aspiration.** I'm determined to make something of myself. (Any)



Illustration by Ahn Pham

d6 Bond

- 1 I won big against the wrong person and must work to ensure that this individual never crosses paths with me or those I care about.
- 2 I owe everything to my mentor—a horrible person who's probably rotting in jail somewhere.
- 3 Somewhere out there, I have a child who doesn't know me. I'm making the world better for him or her.
- 4 I come from a rich family, and one day I'll reclaim my lands and title from those who stole them from me.
- 5 A powerful person killed someone I love. Someday soon, I'll have my revenge.
- 6 I ruined a person who didn't deserve it while cheating in a game of chance. I seek to atone for my misdeeds but might never be able to forgive myself.

d6 Flaw

- 1 I can't resist a pretty face.
- 2 I'm always in debt. I spend my ill-gotten gains on decadent luxuries faster than I bring them in.
- 3 I'm convinced my luck never runs out.
- 4 I can't resist taking a risk if there's money involved.
- 5 I can't resist taking the money of people who are more powerful than me.
- 6 I hate to admit it and will hate myself for it later, but I'll run and preserve my own hide if the going gets tough.



Illustration by Antony Carlyon

COURIER

Couriers make a living delivering mail, packages and other small items as quickly as possible, avoiding the dangers of the wildernesses with blazing speed. They run a particular route repeatedly, stopping for only a few seconds to drop off, pick up, and re-mount before continuing their route, switch to a fresh mount at each settlement or checkpoint they visit.

Skill Proficiencies. Choose two from Animal Handling, Perception, Nature and Survival.

Tool Proficiencies. Blacksmith's Tools

Languages. One language of your choice

Equipment. A saddle and bridle, a set of leather saddlebags containing 5 days of rations, 1d6 undelivered letters, 1d2 undelivered packages, and a pouch containing 10 gp.

FEATURE: MIDNIGHT RIDER

While mounted, you can maintain a hard travel pace for twice as long without exhausting mounts. You can re-shoe a horse with the bare minimum of materials in just a few minutes, and read oncoming weather patterns with uncanny accuracy, and locate fresh water for yourself and up to two other people (or mounts) each day.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 My first loyalty is to my mount.
- 2 I've got a lover in every town I ride to, and hope they never find out about one another.
- 3 I've lived years where rest is a precious commodity. I can fall asleep at the drop of a hat.
- 4 I always keep my focus on the next horizon.
- 5 I'm curious beyond all reason, and love to shake packages and guess what's inside of them.
- 6 I always take time to appreciate the natural beauty of the world around me.
- 7 I'm a person of few words.
- 8 I can't remember names, so everyone gets a nickname.

d6 Ideal

- 1 **The mail must go through.** The trust folk put in my ability to deliver their items is sacred to me. (Good)
- 2 **Best part of this job is the scenery.** Time alone under the open sky and the rhythm of hooves on the ground is where my happy place is. (Neutral)
- 3 **Graft.** There's no end to the number of valuable things that can just "go missing" in this line of work, and there's nothing wrong with skimming off the top or allying with bandits. (Evil)
- 4 **Civilization.** Letters and deliveries bind the world together, and those are bonds that should never be broken. (Lawful)
- 5 **Any job'll do.** I'll take any job from anyone if the price is right. I don't even want to know what I'm carrying, do I? (Chaotic)
- 6 **Makin' my way.** This is a job like any other, I just happen to be good at it, and it pays well enough. Getting by is its own reward in this world. (Any)

d6 Bond

- 1 I return to the same haunts on my route to check in on the people I know along the way for the latest gossip.
- 2 I've got a lover in every town I ride to, and I hope they never find out about one another.
- 3 I once lost something precious on a delivery and I've never lived it down among my colleagues.
- 4 I lost my horse in the wilderness and had to finish a delivery on foot. Experiencing the dangers of the wastes without the safety that speed guaranteed changed me forever.
- 5 Bandits once robbed me of everything I had and left me for dead. I barely escaped with my life. I'll get revenge one day.
- 6 I left my family to ride hard, and I just never stopped. I wonder what they're up to sometimes, or if they ever think about me at all.

d6 Flaw

- 1 I'm not risking my neck for anything or anyone. If the going gets tough, I'll drop everything, turn tail and run.
- 2 I hate enclosed spaces, and avoid them whenever possible.
- 3 When I'm not on the job, I'm lazy.
- 4 I respond to criticism with lies and excuses.
- 5 I'm a drunk. Work's the only thing that keeps me sober.
- 6 I get along better with horses than people.



Illustration by Saeed Jalabi

OLD COOT

You are an elder of your kind. Enduring good times and bad gives you a perspective that others can't ignore.

Others often come to you for a compelling story, folk wisdom, tales of how things used to be, or for local family histories no one else alive still remembers.

Skill Proficiencies. Choose two from Deception, History, Insight, Performance and Religion.

Tool Proficiencies. Explosives, one musical instrument of your choice

Equipment. Two concussion grenades, one musical instrument with which you are proficient

FEATURE: BACK IN MY DAY

Your long life has given you some perspective on how things are, how things used to be, and how we ended up where we are. While you're likely to be known for past deeds, others might consider you past your prime, but they're also less likely to take offense to things you might say or do.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 I know a story for every occasion.
- 2 My sharp wit earns me the respect of the young.
- 3 I always need a nap, and love to rest my aching joints.
- 4 I miss the good old days, and never miss an opportunity to let folk know it.
- 5 I can't see anything without my spectacles anymore.
- 6 I refuse to let others tell me what to do or help me.
- 7 I love to offer people candy.
- 8 I'm always encircled in a wreath of pipe smoke.

d6 Ideal

- 1 **Future Generations.** It is the duty of the old to live, and if necessary, die for the young. (Good)
- 2 **Respect your elders!** Everyone should defer to the wisdom and experience of the elderly - hey, that's me! (Neutral)
- 3 **Wealth.** After all these years, I'm still looking to strike it rich and live my remaining years in the lap of luxury, and I will do anything to make that happen. (Evil)
- 4 **Development.** The wilderness is out there, waiting to be tamed by the brave and capable. (Lawful)
- 5 **Keep to yourself.** A fierce independence is the best guarantor of survival in a cruel and complicated world. (Chaotic)
- 6 **A good death.** I've lived long enough. One last ride, and a good death of my own choosing? Sure. (Any)

d6 Bond

- 1 Most of my friends are dead, and I'm having more trouble connecting to the living.
- 2 My heart aches for my departed spouse.
- 3 My children have all grown and gone into the world to have families of their own. They are my pride and joy.
- 4 I've lived on this land all my life, and I expect to die there.
- 5 I broke a promise when I was young, and am still looking for a way to make up for it.
- 6 I fought in a great battle when I was young, and was gravely injured. Others had it worse, I suppose.

d6 Flaw

- 1 I'll never admit it, but I just can't keep up with these young whippersnappers anymore.
- 2 I think about the old days so much that I tend to miss out on the present.
- 3 My memory is like a sieve. I can't remember anything for long.
- 4 I get confused, but I never admit it when I do.
- 5 I'm lazy, and make excuses for it using to my age.
- 6 I'm get crotchety when I'm tired, and there's nothing anyone can do about it.



Illustration by Angelique Shelley

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 I can see beauty in anything, even if it disgusts others.
- 2 I have an appreciation for simple people and places.
- 3 Wealth and opulence are among my favorite subjects. What people do with their money fascinates me.
- 4 I believe images of our times must be captured and preserved for generations to come.
- 5 Stories are even better with pictures. I'm always sharing my work with others.
- 6 I'm sentimental, and when I ask to take someone's portrait, it's my way of letting them know I love them.
- 7 I prefer plants and animals to human subjects.
- 8 Photography is principally an instrument of science.

d6 Ideal

- 1 **Ambition.** I seek out opportunities for work, following the industry closely and pursuing opportunities as they arise. I'm a ruthless competitor. (Evil)
- 2 **Beauty.** Letting others experience the colors and beauty of the world is a great reward. (Neutral)
- 3 **Justice.** There is so much pain in the suffering, and if people just saw it they would be mobilized to action against it. (Good)
- 4 **Surveillance.** Photograph is a powerful tool that can depict things as they really are. (Lawful)
- 5 **Fakery.** A good photograph can convince the right person of anything. Almost everyone trusts their eyes. (Chaotic)
- 6 **Abstraction.** There's a simple beauty to good work. Light and shadow need one another to mean anything at all. (Any)

d6 Bond

- 1 Taking up this trade has bankrupted me
- 2 I have a wealthy patron who buys my work regularly, but their appetite for novelty knows no bounds.
- 3 I once took a scandalous photograph.
- 4 No one believes I am a great artist, but I'll show them.
- 5 It's a huge world and I aim to see as much of it as possible.
- 6 I keep a print of my favorite photograph on my person at all times.

d6 Flaw

- 1 I'm never paying attention. I live my life through a lens.
- 2 I'm more interested in my past than my present.
- 3 I'm a bore. All I talk about is my work.
- 4 I tend to treat people like objects.
- 5 I'm always obsessing about camera gear I don't own.
- 6 I'm always on the sidelines and never really involved.

PHOTOGRAPHER

You have taken up the relatively recent art of photography, which requires special, heavy equipment and a working knowledge of alchemy.

You can produce clear images of images you capture with a camera, produce objects to derive either aesthetic beauty or knowledge from. Your work has afforded you some measure of travel, capturing subjects with your camera and selling the images to interested parties later.

Skill Proficiencies. Choose one from Insight, Nature, Perception, Persuasion, or Stealth.

Tool Proficiencies. Alchemist's tools, Camera

Languages. One language of your choice

Equipment. Alchemist's tools, A camera, 3 silver plate exposures, and a pouch containing 10 gp

FEATURE: PHOTOSENSITIVE ALCHEMY

If you spend at least 1 hour in dim light using your alchemist's tools, you can print a photograph you have taken onto a piece of paper, or treat 1d6 pieces of silver plate with photosensitive chemicals.



Illustration by Damian Shouweiler

PROSPECTOR

You're just as comfortable underground as above. You can read a seam, dicker for supplies, and know where to find rumors of mineral deposits.

Tool Proficiencies. Athletics, Survival

Tool Proficiencies. Explosives, Land Vehicles

Equipment. Mining pick, shovel, climber's kit, 50 feet of rope, common clothes, a pouch containing 10 gp

FEATURE: CAVE ADEPT

You never get lost in caves or mines if you have either seen an accurate map of them or have been through them before. Furthermore, you are able to scrounge fresh water and food for yourself and as many as one other person each day if you are in a mine or natural caves. If you have enough light, you can accurately identify minerals and ores.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 Nothing bothers me for long.
- 2 I hate cave creatures with a passion. They took a dear friend of mine, and nearly got me, too!
- 3 Anything worth doing takes time and practice. I have learned to plan and wait for the things I want.
- 4 I can party with everyone. A stiff drink is the quickest way to a good time and a new friend.
- 5 I'd rather be prospecting. This is okay; getting rich is better.
- 6 If I just keep looking, I'll strike it rich someday.
- 7 Those who don't work with their hands are soft and weak.
- 8 I'm jealous of others with an education.

d6 Ideal

- 1 **Generosity.** The riches of the earth are meant to be shared. (Good)
- 2 **Greed.** Gems and precious metals, I want them all for myself. (Evil)
- 3 **Mooch.** Property, shmoperty! If I need it, I take and use it. If i don't, I leave it for someone else. (Chaotic)
- 4 **Boundaries.** I hate claim jumpers and I will fight to protect a lawful claim. (Lawful)
- 5 **Let it Be.** I don't meddle in others' affairs, and I hate it when anyone meddles in mine. (Neutral)
- 6 **Materialist.** Getting rich just makes life easier. (Any)

d6 Bond

- 1 My fellow miners and prospectors are my brothers and sisters.
- 2 Someone saved my life when I was hurt and alone. I owe them my life.
- 3 I've seen what over extraction can do to an area and caution my fellow miners against overindulgence.
- 4 Gems are my favorite, even more than gold, land, magic or power.
- 5 I want to explore new depths and scale new heights.
- 6 Someday I'm going to find the mother lode, then I'll spend the rest of my life in lavish luxury.

d6 Flaw

- 1 I'm uncomfortable spending time under the open sky. I'd rather be indoors or underground.
- 2 I'm not used to being around other people much, and sometimes I get grouchy with all this company.
- 3 I believe good tools are more reliable than people.
- 4 I guard my secrets and possessions. If anyone knew about either, they'd take advantage of me.
- 5 I am obsessed with getting rich. I always have a scheme brewing for making it big.
- 6 I'm afraid of the dark.



Illustration by Eric Kenji

VAQUERO

You came up a ranch hands and cowpoke, tending to broken fences, barn doors and other tasks to keep an agrarian operation going. You've spent more time outdoors than indoors, and that's how you like it. Most people take food for granted but you know where it all came from and how it got to be what it is. The love and animals and hundreds of sunsets after a day of honest work is it's own reward, but perhaps adventuring will pay better than staying on the ranch.

Skill Proficiencies. Animal Handling, Nature

Tool Proficiencies. Carpenter's Tools, Ropes

Equipment. Carpenter's Tools, 50 ft. rope, a set of common clothes, a token of your family, and a small pouch containing 5 gp

FEATURE: RANCHER'S ALMANAC.

You can accurately predict the weather for the next 24 hours. You know what food is worth and can haggle for better prices for it. You know the customs of ranchers and farmers, and can barter for a safe night's shelter on their property, and how to make yourself useful in exchange. Your hosts will not shelter you from the law if it would bring harm to themselves.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 The wisdom of the herd gives me a unique outlook.
- 2 As a child, I played hero. Now I'm determined to become one.
- 3 Nothing is more important than a job well done.
- 4 I've never backed down from a barnyard brawl.
- 5 I think there's a simple solution to everything.
- 6 I celebrate the little things in life because I don't know when the hard times will come.
- 7 I couldn't wait to get out of life on the ranch.
- 8 I'm easily entertained.

d6 Ideal

- 1 **Diligence.** Don't put off to tomorrow work that can be done today. Laziness is a vice. (Lawful)
- 2 **Preparation.** Like the seasons, life changes frequently. Prepare for change and you'll come out on top. (Any)
- 3 **Generous Pride.** Watching another enjoy the fruits of your labor is one of life's luxuries. (Good)
- 4 **Freedom.** The landlord can't see everything that goes down in the stables. Enjoy life's little opportunities to let loose and have fun. (Chaotic)
- 5 **Pecking Order.** Every animal has a social hierarchy. I'm the strongest, so what I say goes. (Evil)
- 6 **Fairness.** Everyone helps around the farm from a young age, favorite child or not. All people must do their part. (Lawful)

d6 Bond

- 1 I set out to earn riches for my family so they don't have to live season to season.
- 2 I've worked the land, and I will protect it at any cost.
- 3 Bandits pillaged and burned my hometown. I will destroy those bandits one day.
- 4 My boss is kind, and I desire to make them proud.
- 5 I was born in bondage but earned my freedom. I will become rich enough to free my family.
- 6 I am in love with a friend. I will do anything to protect their perfect smile.

d6 Flaw

- 1 I distrust and dislike new people. Most people just weren't raised right.
- 2 I only know country manners, and I don't know proper behavior in civilized settings. I ain't no cosmopolitan.
- 3 I'm a gullible and naive country person. It's easy for people to con me.
- 4 I was born and raised a servant to my betters. I find it hard to stand up to authority figures.
- 5 I love booze, and I can't hold my liquor.
- 6 I ran from my wedding-- a decision I regret, but that's me: I'm running from my feelings instead of dealing with them.



Illustration by Marco Hasmann

Optional Rule: *Everyone* gains a feat at 1st Level

This optional rule allows players not playing the class archetypes presented in this document to gain some of their benefits, or to double down on some old-world mastery.

FEATS

BLESS THIS AMMO

Prerequisite: The ability to cast the Ceremony^{XGE} spell.

You increase your Intelligence, Wisdom or Charisma score by 1, to a maximum of 20.

You can use the Ceremony spell to imbue a number of bolts, arrows, sling bullets or ammunition equal to your spellcasting ability modifier. Each projectile becomes magical. The blessing ends after 1 hour, and you cannot use the spell in this manner again until you complete a long rest.

BORN TO THE SADDLE

Prerequisite: Dexterity 13 or higher

You increase your Dexterity score by 1 to a maximum of 20.

Your mastery as a rider is apparent. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

COOL HANDS

You increase your Dexterity or Wisdom score by 1 to a maximum of 20. Additionally, you gain the following benefits:

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your firearm attack rolls.
- If a hostile creature you can see is within 30 feet of you, you can reload a firearm you are holding using your reaction.

DESTRUCTIVE BEHAVIOR

You increase your Strength or Dexterity score by 1 to a maximum of 20.

You have a terrifying ability with firearms that have the *burst* or *spread* properties. DCs of such weapons are 8 + your proficiency bonus + your Dexterity modifier if higher than the weapon's *burst* rating. Once on your turn, you can deal an additional 1d8 damage to an object you hit with such firearms.

EXPLOSIVES EXPERT

Your Intelligence or Wisdom score increases by 1.

Detonators, timers and switches you prepare have advantage on their malfunction rolls.

EQUESTRIAN MASTERY

Prerequisite: Strength 13 or higher

Your bond with horses and other mounts is apparent to all. You gain the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20.
- You gain proficiency with the Animal Handling skill. If you are already proficient, you can twice your proficiency bonus to checks you make with it.
- Creatures you are mounted on have advantage on Wisdom and Constitution saving throws, and their movement speeds are increased by 10 feet.
- Creatures you are mounted upon can add your proficiency bonus to their Dexterity (Acrobatics) checks and Strength (Athletics) checks.

FIREARM ADEPT

You have a natural aptitude for firearms and never struggles to learn to master them as others seemed to. You gain the following benefits:

- You learn two trick shots of your choice from among those available to the Shootist martial archetype in the fighter class. If a trick shot you use requires your target to make a saving throw to resist the shot's effects, the saving throw DC equals 8 + your proficiency bonus + your Dexterity modifier.
- If you already have gut dice, you gain one more; otherwise, you have one gut die, a d6. These dice are used to fuel your trick shots. A gut die is expended when you use it. You regain your expended gut die when you finish a short or long rest.

You can take this feat multiple times, adding one additional gut dice and two trick shots each time you do.

FIREARM TRAINING

You increase your Strength or Dexterity score by 1, to a maximum of 20 and become proficient in all firearms you are not already proficient with.

QUICK ON THE DRAW

Prerequisite: Dexterity 13 or higher

You gain the following benefits:

- Choose from your Intelligence, Wisdom or Charisma modifier. You can add your chosen modifier to your initiative rolls.
- Whenever you roll initiative, you can draw or stow one firearm. Additionally, when using your object interaction to draw or holster a firearm, you may make one additional object interaction of similar kind. For example, you can draw or holster two firearms simultaneously, or holster one firearm and draw another.

ROPE ADEPT

Prerequisite: Strength or Dexterity 13 or higher

You increase your Strength or Dexterity score by 1, to a maximum of 20.

Your range on attack rolls made with a rope is increased by a number of feet equal to your Proficiency Bonus + your Strength modifier + your Dexterity modifier.

SHOTGUNNERY

Prerequisite: Strength 13 or higher

You can fire a weapon that has the *burst* or *spread* property but lacks the *heavy* property that you are proficient with only one hand.

SPELLSLINGING ADEPT

Prerequisite: Cleric, Sorcerer, Warlock or Wizard

Designate one cantrip and one spell you know as *spellslinger* spells. You can cast these spells using a firearm you are holding and proficient with using it as a spellcasting focus, gaining the following benefits:

- If the spell requires a ranged attack roll, you must be using a firearm that lacks the *burst* or *spread* properties.
- If the spell requires a saving throw, you must be using a firearm that has the *burst* or *spread* properties.

The spells can use the firearm's range, *burst* or *spread* properties, and your spell save DC. Doing so consumes the firearm's usual ammunition cost, and a spell slot, if you cast a spell. If the firearm has a magical bonus to attacks made with it, you may add that bonus to your ranged spell attack rolls.

STORMRIDER

Prerequisite: 8th level

Your skill at riding shines in combat. If you take the Attack action while mounted, you can direct your mount to attack instead.

Additionally, if a mount under your control moves at least 40 feet in a straight line (or, if it is an Intelligent mount, it has moved 40 feet in a straight line since the end of your last turn), you gain the following benefits until the start of your next turn:

- The first attack roll you make is made at advantage. You must make this attack yourself, and cannot direct your mount to make it for you.
- You can use your reaction to force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity 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.

TRUSTY STEED

You increase your Charisma score by 1, to a maximum of 20.

No matter what, it seems like your mount always comes back to you. You can cast the *Find Steed* spell once, and regain the ability to do so when you finish a short rest. If your mount is already summoned when you use the spell, you can instruct it to lead nearby friendly mounts to your location.

WHIP MASTER

The whip is a tricky weapon to use, but you have spent countless hours mastering it. You gain proficiency with whips if you do not already have it, and the following benefits:

- You are proficient with whips and bullwhips.
- You gain a +1 bonus to attack and damage rolls you make with a whip or bullwhip.
- You can add your Charisma modifier to Wisdom (Animal Handling) rolls, and your Wisdom modifier to Charisma (Intimidation, Persuasion, Performance) checks made with a whip or bullwhip.
- When you hit a creature with an attack of opportunity using a whip, the target must succeed on a Strength saving throw DC 8 + your proficiency bonus + your Strength or Dexterity modifier or be knocked prone.

COVER

½ COVER

A target with half cover receives a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

¾ COVER

A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a thick iron door, a rocky edifice, or a thick tree trunk.

TOTAL COVER

A target with total cover can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

HIGH GROUND

If a creature has a clear line of sight to a creature because they are above them, the benefits of their cover do not apply for that attack. Always think in three dimensions when you are deciding where to end your turn.

NOTHING LASTS FOREVER

Attack rolls that miss a target will damage the object providing them cover.

MOUNTS

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

MOUNTING AND DISMOUNTING

Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of Movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of Movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of Movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your Reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet of it.

CONTROLLING A MOUNT

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as Dragons, act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such Training. The Initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the Initiative order. Bearing a rider puts no restrictions on the Actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to Attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity Attack while you're on it, the attacker can target you or the mount.

Additional rules for barding, saddles, tack, harness and drawn vehicles, appear on page 155 of the *Player's Handbook*.



Illustration by Jackie de Leon

FIREARMS

FIREARM PROPERTIES

- **Ammunition.** Firearm ammunition is destroyed upon use. This amount is 1 unless otherwise listed.
- **Burst.** A weapon that has the *burst* property sprays a 10-foot cube within its range with small projectiles. Each creature in the area makes a Dexterity saving throw with a DC of the weapon's *burst* rating. If the creature is further away than the weapon's normal range, they make their saving throw with advantage.
- **Kick.** A firearm with a kick rating requires a minimum strength score to wield properly. If you do not meet the minimum, you wield such weapons with disadvantage. If the weapon has the *burst* or *spread* properties and you do not meet its kick rating, you must succeed a DC 10 Strength saving throw or be knocked prone, and targets in the area make their saving throws with advantage.
- **Range.** Firearms all have the range property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the Attack roll. You can't Attack a target beyond the weapon's long range.

- **Reload.** A limited number of shots can be made with a weapon that has the reload property before it must be reloaded. A creature with a free hand can reload a firearm using their action, one attack (if they have the *Extra Attack* feature) or a bonus action. Firearms require a free hand to reload. Two-handed firearms can be held in one hand while they are being reloaded.
- **Spread.** Each creature in a cone the size of the weapons' range must make a Dexterity saving throw with a DC of the firearm's spread rating. On a successful save, the creature takes no damage.

USING FIREARMS

DIDN'T YOUR MA TEACH YOU TO SHOOT?

Firearms are ranged weapons, and have become common enough throughout the world that anyone at all might be proficient with *Simple* firearms, and Dungeon Masters should not restrict their use with proficiency. *Martial* firearms require proficiency either granted by a class feature, a feat, or special training.

COUNT YOUR LEAD, PARTNER.

Always keep track of how much ammunition you have. Pistols, rifles and shotguns each use a different type of ammunition, and they are destroyed when fired.

Each time you shoot a firearm, keep note how many more rounds can be fired before you must reload it. Reload your firearms after each battle!

DRAW!

If you don't want to spend precious actions to reload, carry a spare! Dropping an empty firearm is a free action, and then draw a fully loaded firearm from a gunbelt or shoulder scabbard using your object interaction. Firearms that are not stored a holster or scabbard on your person require a full action to draw.

MIXING AMMUNITION

If you have more than one type of round chambered into your firearm (such as silver bullet, the Arcane Avenger's *Cantrip Ammunition* or the Idealist Paladin's *Sure Shot*), Selecting a specific round you have in a firearm you are holding is performed using your Object Interaction on your turn.

OFF-HAND FIREARMS

If you take the Attack action on your turn, you can use your bonus action to make a ranged weapon attack with a one-handed firearm you are holding in your off-hand. As is the case with melee weapons, you cannot use a firearm in your off-hand that lacks the *light* property unless you have the *Dual Wielder* feat.

Additionally, when fired from your off-hand, you do not add your Dexterity modifier to the damage roll attacks from a firearm unless you have the *Two-Weapon Fighting* fighting style.



Illustration by The Sauken

EXPLOSIVES

Explosives are tools. Proficiency with explosives represents a character's ability to safely handle, set and detonate explosives to a desired effect. Some explosives, such as dynamite, can be used as ranged weapons.

EXPLOSIVE PROPERTIES

- **Bundle.** Explosives with the bundle property can be thrown together. Each additional explosive in the bundle adds an additional 1d6 to the damage and 5 feet to the radius of the bundle's explosion.
- **Explode.** The explode rating determines how difficult a blast's effects are to avoid and is expressed as a Dexterity saving throw. Creatures who fail their throw take damage from the blast and are knocked prone. Creatures that succeed their saving throw take half damage from the blast and aren't knocked prone.
- **Fuse.** When throwing an explosive with a fuse, the thrower's bonus action is used to prepare and light the fuse, choosing between a short or long fuse. The explosive gains its own initiative roll, which the DM makes in secret. A short fuse takes enters the initiative order immediately, and a long fuse enters the initiative order at the end of the next turn of the creature who threw (or triggered) the explosive. If you are proficient with explosives, you can apply your proficiency bonus to ensure the grenade explodes sooner or later.
- **Malfunction.** Newfangled technology isn't all it's cracked up to be. The first time a detonator plunger, switch, or timer is used, the Dungeon Master rolls a d20 and d4 in secret. If it results in a number lower than the item's malfunction rating, the results of the 1d4 are used to determine a malfunction from the malfunction table for the broken component.

Explosive Malfunctions

d4 Malfunction

- 1 **Short circuit.** The device sparks uncontrollably, giving off bright light in a 5-foot radius, and dim light for an additional 5 feet. It cannot be repaired.
- 2 **Signal failure.** Nothing happened, but it might work next time. Make a new malfunction roll the next time the device receives a signal.
- 3 **Just a loose wire.** A character can use their action to make a DC 10 check with tinker's tools to repair the item.
- 4 **Overcharge!** A powerful current is sent down all remaining lines, destroying any switches and detonating any connected explosives further down the system

- **Radius.** The number displayed indicates the radius of the explosion's damaging effects from its point of origin.
- **Split.** Successive switches will send down a different output each time they receive a signal from a detonator plunger, allowing the same one to set off multiple charges in sequence. They don't always work, though.
- **Timer.** A timer can be adjusted along a dial of 10 slots, each marking a six second increment. When the timer reaches the end of its counter, it sends its output signal.

PREPARING THROWN EXPLOSIVES

An individual proficient with explosives and tinker's or blacksmith's tools can spend 1 hour to create 1d4 grenades or other explosives using 2 powderhorns and 50 gold of raw steel.

Explosive	Damage	Properties
Fragmentation Grenade	2d8 piercing	Thrown (30 feet), Explode (14,) Fuse (short), Radius (15)
Concussion Grenade	3d6 thunder	Thrown (30 feet), Explode (13,) Fuse (short), Radius (5)



Illustration by Andrea Silva



Illustration by Emmanuel Martinez

ROPES

Ropes are tool that can be used to creatures, perform feats of heroism, or just good old-fashioned entertainment. Proficiency with ropes includes the ability to identify types of rope, their quality, tying different types of knots, and roping creatures or items at a distance.

A creature that proficient with ropes can use their action and at least 25 feet of hempen rope to create a lariat, which can then be comfortably worn on the hip. Some roping requires a target creature to make a saving throw. The saving throw DC is calculated as follows:

$$\text{Ropes save DC} = 8 + \text{your proficiency bonus} + \text{your Strength modifier}$$

ROPE

In order to rope a creature, you must be holding a prepared rope in both hands. As an action, you can attempt to rope one creature or object you can see within 20 feet of you by making a ranged attack against your target. If you hit, your rope attaches to the creature or object, and you can interact with it appropriately using your object interaction. For example, you could pull an available lever you have roped.

A rope has no effect on creatures or objects that are formless, for example, an ooze or ghost. Ropes are fragile can be damaged. (HP: 5, AC 10 for melee attacks, AC 17 for ranged attacks).

RESTRAIN

If you rope a creature no more than one size larger or smaller than you, you can use a bonus action to force it to make a Strength or Dexterity (it's choice) saving throw against your ropes save DC. If it fails, it becomes restrained you release your rope. If it succeeds, you are forced to let go of your rope. At the start of its turn, a restrained creature can use its action to make a new saving throw against your ropes save DC. If you rope is severed, a restrained creature is immediately free to take any actions it may have held while it was restrained.

DRAG

If you begin your turn holding a rope with a restrained creature on the other end, you can use your action to force it prone. If you do, the target makes a new saving throw against your Ropes save DC to avoid falling prone. While holding the rope, you can spend your movement speed to drag the creature toward you at a rate of half your movement speed if your drag capacity meets the weight of the target creature as determined by your strength score.

HOGTIE

If you are within 5 feet of a prone target you have roped, you can spend 20 feet of movement and your action to hogtie them. A hogtied creature becomes paralyzed, and can only make a new saving throw at disadvantage once an hour against your rope DC to escape its bonds.

BARE NECESSITIES

ARMOR AND HOLSTERS

Firearms are not easy to handle while encumbered by heavy armor. You can wear a maximum of two gunbelts and one shoulder harness at a time.

MILITARY WEAPONRY

Special firearms like the large-bore rifle and gatling gun aren't usually available at general stores and are usually only held or maintained by powerful military organizations. The world is filled with unscrupulous gun-runners, however, and those well connected with the criminal underworld have come into possession of such items on numerous occasions.

SILVERED AMMUNITION

You can silver a single weapon or ten pieces of Ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

THE GENERAL STORE

A shop might stock any number of items from the *Player's Handbook* (see page 143). They may also include any number of the following items unique to the weird western setting.

Armor	Cost	AC	Steath	Weight	Armor	Properties
Corduroy Jacket	5 gp	11 + Dex mod	Disadvantage	8 lb	Light	—
Leather Jacket	10 gp	11 + Dex mod	—	10 lb	Light	—
Heavy Duster	45 gp	12 + Dex mod	—	13 lb	Light	—

Equipment	Cost	Holsters	Weight	Properties
Gunbelt	25 gp	1	3 lb	You can wear up to two gunbelts.
Double-Holster Gunbelt	35 gp	2	4 lb	You can wear up to two gunbelts.
Rifle Shoulder Scabbard	20 gp	1	3 lb	You can wear one shoulder harness.
Double Shoulder Scabbard	40 gp	2	4 lb	You can wear one shoulder harness.
Shoulder Holster	20 gp	1	3 lb	You can wear one shoulder harness.
Double Shoulder Holster	30 gp	2	4 lb	You can wear one shoulder harness.

Simple Firearms	Cost	Damage	Ammo	Weight	Range	Properties
Derringer	90 gp	1d6 piercing	2 gp (10)	2 lb	30/60	ammunition, kick (6), light, reload (4)
Revolver	150 gp	1d8 piercing	5 gp (10)	3 lb	40/80	ammunition, kick (10), light, reload (5)
Hunting Rifle	100 gp	1d10 piercing	3 gp (10)	6 lb	60/120	ammunition, kick (8), reload (2), two-handed
Muzzle-loading Rifle	125 gp	1d12 piercing	5 gp (10)	8 lb	80/240	ammunition, kick (10), reload (1), two-handed
Shotgun	100 gp	1d10 piercing	3 gp (10)	8 lb	20/60	ammunition, burst (12), kick (8), reload (1), two-handed
Sawed-off Double Barrel Shotgun	275 gp	4d4 piercing	3 gp (10)	6 lb	15	ammunition (2), kick (11), reload (1), spread (13)

Martial Firearms	Cost	Damage	Ammo	Weight	Range	Properties
High-Caliber Revolver	300 gp	1d10 piercing	8 gp (10)	3 lb	50/100	ammunition, kick (13), reload (6)
Breech-loading Rifle	250 gp	2d6 piercing	8 gp (10)	8 lb	80/240	ammunition, kick (11), reload (4)
Double-Barrel Scattergun	150 gp	1d10 piercing	3 gp (10)	8 lb	20/60	ammunition, burst (13), kick (10), reload (2), two-handed
Large-Bore Rifle	500 gp	3d6 piercing	10 gp (10)	12 lb	100/300	ammunition, kick (12), reload (2), two-handed, heavy
Drum Rifle	2,000 gp	4d4 piercing	20 gp (40)	15 lb	50/100	ammunition (4), burst (14), kick (14), reload (20), two-handed, heavy
Gatling Gun	8,000 gp	4d6 piercing	100 gp (100)	170 lb	60/120	ammunition (10), burst (15), kick (12), reload (100), two-handed



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Tools	Cost	Damage	Weight	Range	Properties
Whip	2 gp	1d4 slashing	3 lb	—	melee, finesse, reach
Bullwhip	5 gp	1d6 slashing	6 lb	20	Requires the <i>Whip Mastery</i> feat
Stiff Hempen Rope (50 feet)	1 gp	—	10 lb	—	Can be used to make 2 lariats.

Explosives	Cost	Damage	Radius	Weight	Range	Properties
Powderhorn	25 gp	2d8 fire	5 feet	3 lb	—	explode (12), fuse
Powderkeg	100 gp	6d6 fire	20 feet	6 lb	20	explode (12), fuse
Dynamite	100 gp	3d6 thunder	15 feet	10 lb	—	bundle (10), explode (16)
Detonator	100 gp	—	—	5 lb	—	Sense fuse line signal using object interaction
Fuse Line (50 feet)	10 gp	—	—	2 lb.	—	malfunction (1)
Fuse Switch	5 gp	—	—	1 lb.	—	malfunction (1), split (2)
Fuse Timer	10 gp	—	—	1 lb.	—	malfunction (1), timer (1)

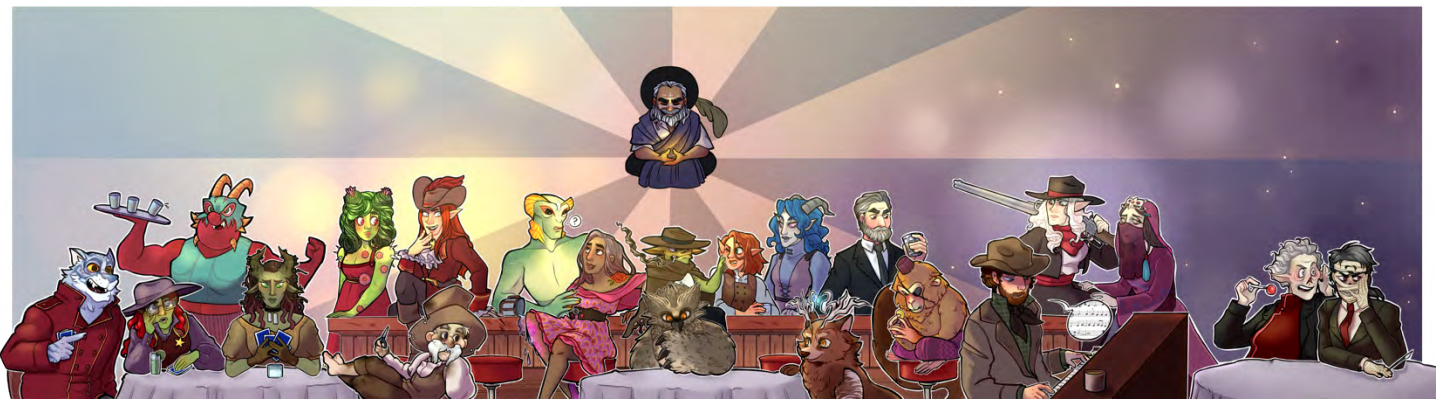


Illustration by Tellers

THANK YOU, PLAYTESTERS!

This material was a labor of love for me, and is dedicated to the players who have told some of the most memorable stories of my many years at the table and behind the screen. **Thank you!**

From left to right:

- **Rin'ditar Beast-Caller** (bounty hunter with a heart of gold)
- **Elspeeth Lawrence** (Salinas' most beleaguered sheriff)
- **Ignacio "Lagarto de Fuego"** (a heroic luchador and chef)
- **Ieva** (a kind and naive apple tree dryad)
- **Pachy Prin Cardon** (a cactus fey and cartographer)
- **Aoife ni Nemain** (a pirate, and captain of *the Lady of the Waves*)
- **Winston Bramblevest** (gnome ranch-hand and lovable irritant)
- **Gil** (The creature from the Black Lagoon, who unwittingly became a love interest)
- **Pearl** (a mermaid, and insatiable a free spirit)
- **Old Gus** (a mysterious time-traveling dwarf)
- **Buck** (the best dang goblin anyone knows)
- **Lucille** (Buck's trusty steed, a domesticated owlbear)
- **Ceri "The Kid" Staghorn** (a teenaged runaway and thief)
- **Lady Luck** (a good bartender, and even better violinist)
- **Scar1** (Winston's trusty steed, a fey elkotter)
- **Aidan Collins** (a criminal enforcer with refined tastes)

- **Duffy** (Aoife's first mate aboard *The Lady of the Waves*)
- **Percy Oleander** (a gunslinger and hopeless romantic)
- **Branwen ni Nemain** (a cold-hearted bounty hunter)
- **Amara Cane** (the lone survivor of a doomsday cult)
- **Dr. Helene Calegari** (a mad scientist with a talent for creating terrifying hybrid creatures)
- **Dr. Phanuel Torres** (a mad scientist whose true agenda has yet to be revealed)

There's more Tales from the Weird West material available for Dungeon Masters!

The *Tales from the Weird West Dungeon Master's Guide*, includes dozens of monsters for inclusion in games with a focus on the thematic material laid out in this document!

Old Gus is hard at work producing the *Tales from the Weird West Dungeon Master's Guide*, which will include magical and legendary firearms, a sample one-shot adventure, and more of everything your gaming group might need to run a weird western game with *Dungeons and Dragons 5th Edition*!