

COWBOYS FROM HELL



RACES

Half-Orc Variant: Fiendcaller

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

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



Human Variant: Skullbone Raider

Faced with the difficulties of existing near Asmoarch, the secluded Skullbone Raiders community of humans has discovered the need to toughen up and blend in. They paint their skin white with crushed bone to intimidate their foes. They're also known for their eating habits, which include a diet of any living creature they can get their hands on.

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

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

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

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

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

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

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

- **Tough Stomach.** You're used to eating decaying or zombie flesh, making your stomach very tough. You have resistance to poison and necrotic damage and have advantage on saving throws against the poisoned condition.

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



DEADMEN

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



Deadmen Features

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

Enamored Traits

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

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



Hellish Traits

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

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

Sorrow Traits

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

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

Wrathful Traits

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

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



SUBCLASSES

BARBARIAN - PATH OF THE HELLRAGER

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

Appetite for Destruction

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

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

Infernal Boon

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

Sacrilegious Strikes

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

Art by Warmtail



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

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

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

Skullsplitter

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

Running on Rage

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

Infernal Bloodlust

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



BARD - COLLEGE OF SALOON KEEPERS

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

Trained Barkeep

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

Inspiring Beverages

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

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

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

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

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

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

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

Refreshment Master

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

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

Protect the Patrons

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

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



House Specials

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

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

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

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



DRUID: CIRCLE OF THE HERD

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

Bond of the Herd

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

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

Herd Migration

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

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

Herd Mentality

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

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

Stampede

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

Greater Herd

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





FIGHTER-HERDSMAN

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

Herdsman's Lasso

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

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

Thunder Thighs

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

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

Tightened Grip

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

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

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



Master Bronco

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

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

Bladed Whip

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



PALADIN: OATH OF THE SHERIFF

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

Tenets of the Sheriff

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

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

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



Oath Spells

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

OATH OF THE SHERIFF SPELLS

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

Cowboys from Hell*

Channel Divinity

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

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

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

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

Aura of Authority

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

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

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

Sheriff's Grit

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

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

Holy Authority

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

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

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



RANGER - FIEND HUNTER

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

Fiend Hunter Spells

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

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

Fiendish Metamorphosis

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

DEMON FORM

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



DEVIL FORM

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

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

Unholy Knowledge

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



Wicked Form

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

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

Fiendish Blood

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

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

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

Enhanced Metamorphosis

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

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





WARLOCK - THE GHOST TOWN

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

Expanded Spell List

At 1st level, The Ghost Town lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GHOST TOWN EXPANDED SPELLS

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

Spectral Ally

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

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

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

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

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



Empowered Specters

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

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

Otherworldly Bond

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

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

Ghost Town Triumph

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

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

Possession (Recharge 6). One humanoid that the citizen can see within 5 feet of it must succeed on a Charisma saving throw (DC = your spell save DC) or be possessed by the citizen; the citizen then disappears, and the target is incapacitated and loses control of its body. The citizen now controls the body but doesn't deprive the target of awareness. The citizen can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics but

doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the citizen ends it as a bonus action, or the citizen is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the citizen reappears in an unoccupied space within 5 feet of the body. The target is immune to this citizen's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

SPECTRAL CITIZEN

Medium undead (ghost), any alignment

Armor Class 10 + your PB

Hit Points 5 + five times your warlock level

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

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

Damage Immunities necrotic

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages understands the languages you speak

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

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

Incorporeal. The citizen can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

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

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

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

BONUS ACTIONS

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



SPELLS

Hellraiser (Pandemonium)

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

Casting Time: 1 minute

Range: 1 mile (100-foot radius)

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

Duration: 1 hour

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

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

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

Steady Footing

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

Casting Time: 1 Bonus

Range: 30 feet

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

Duration: Concentration, up to 10 minutes

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

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



Six Shooter

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

Casting Time: 1 Action

Range: 120

Components: S, M (a ranged weapon)

Duration: Instantaneous

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

Barroom Brawl Brew

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

Casting Time: 1 Action

Range: Touch

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

Duration: Concentration, up to 1 minute

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

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

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

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

Tin Star

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

Casting Time: 1 Action

Range: Touch

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

Duration: Concentration, up to 10 minutes

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

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

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

Wanted Poster

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

Casting Time: 1 Hour

Range: 5 mile radius

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

Duration: 24 Hours

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

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





Deathcap Sprouting

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

Casting Time: 1 Action

Range: 90 feet (5-foot radius)

Components: S, M (3 small deathcaps)

Duration: 1 Hour

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

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

Deathcap Symbiosis

5th-level transmutation (*druid, ranger*)

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S, M (an enchanted deathcap, which the target eats)

Duration: Concentration, up to 10 minutes

You feed an enchanted deathcap to a willing creature, altering its physicality to be part fungus. Until the spell ends, the target can't cast spells and gains the following benefits:

- If it isn't wearing any armor, its armor class becomes 18, as defensive fungus grows from its body.
- Its creature type becomes plant.
- It gains 30 temporary hit points.
- It gains immunity to poison and necrotic damage and immunity to the poisoned condition.
- It is proficient with unarmed strikes, and the damage of its unarmed strikes becomes necrotic damage equal to 2d8 + your Wisdom modifier. The range of its unarmed strikes becomes 15 feet. Whenever it successfully hits a creature with an unarmed strike, the creature is pulled 5 feet toward it.
- When it is hit by a melee attack, it can expend its reaction to spread poisonous spores to the attacker. The attacker must succeed on a Constitution saving throw against your spell save DC or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- It can attack twice, instead of once, when it takes the Attack action on its turn. It ignores this benefit if it already has a feature, like Extra Attack, that gives it extra attacks.

Immediately after the spell ends, the target must succeed on a DC 15 Constitution saving throw or suffer two levels of exhaustion.



Full Throttle

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

Casting Time: 1 Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

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

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

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

Blaze of Glory

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

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

Range: Self

Components: V

Duration: 1 Round

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

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



Killshot

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

Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Instantaneous

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

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

Dwarven Stand-Off

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

Casting Time: 1 Bonus Action
Range: 60 feet
Components: V, S
Duration: 1 round

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

Eagle's Scope

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

Casting Time: 1 bonus action
Range: Touch
Components: V, M (a ranged weapon)
Duration: Concentration, up to 1 Minute

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

Ricochet

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

Casting Time: 1 reaction (which you take when a ranged weapon attack misses)
Range: 120 feet
Components: V, M (a projectile)
Duration: Instantaneous

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



Disrupt Detection

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

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

Range: 60 feet

Components: V, S

Duration: 1 hour

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

Broaden Spectrum

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

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

Range: 60 feet

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

Duration: Instantaneous

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

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

Detect Verbiage

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

Casting Time: 1 action (ritual)

Range: Self (30-foot sphere)

Components: V, S

Duration: Concentration, up to 10 Minutes

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

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

Detect Faith

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

Casting Time: 1 Action (Ritual)

Range: Self (30-foot sphere)

Components: V, S

Duration: Concentration, up to 10 Minutes

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

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



Stampede

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

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

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

Components: V, S

Duration: Instantaneous

You summon a spectral stampede, which rushes out in a 50-foot long, 20-foot wide line, trampling over all creatures in their wake. Each creature within the area must make a Dexterity saving throw. Prone creatures have disadvantage on this saving throw.

On a failure, a creature takes 4d8 bludgeoning damage and is knocked prone. On a success, a creature takes half damage and is not knocked prone. Until the end of your next turn, the ground covered by the stampede becomes difficult terrain. You can ignore difficult terrain created this way.

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

Quickdraw

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

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

Range: Self

Components: V, S

Duration: Instantaneous

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



Power Word Cease

6th-level evocation (bard, cleric)

Casting Time: 1 Action

Range: 30 feet

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

Duration: Instantaneous

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

Power Word Synchronize

4th-level evocation (bard, cleric)

Casting Time: 1 Action

Range: 60 feet

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

Duration: 1 minute

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

Power Word Precision

5th-level evocation (bard, cleric)

Casting Time: 1 Action

Range: 30 feet

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

Duration: Concentration, up to 1 minute

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

Power Word Harmony

3rd-level evocation (bard, cleric)

Casting Time: 1 Action

Range: 30 feet

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

Duration: Concentration, up to 10 minutes

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





Bargain of Unwinding Time

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

Casting Time: 1 Action

Range: Self

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

Duration: Instantaneous

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

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

Bargain of Hellfire

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

Casting Time: 1 Action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

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

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

Bargain of Deflection

abjuration cantrip (bard, sorcerer, warlock)

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

Range: self

Components: V

Duration: Instantaneous

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

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

Bargain of Forbidden Knowledge

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

Casting Time: 1 Action

Range: Touch

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

Duration: Concentration, up to 10 minutes

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

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



ITEMS

Fiendblade

weapon (any sword), rare (requires attunement)

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

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

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

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

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

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



Wand of Corpse Defiling

wand, very rare (requires attunement)

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

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

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

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

Portable Hellhole

wondrous item, rare

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

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

Art by Marie Zuknim



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

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

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

Remorseful Lash

weapon (whip), uncommon (requires attunement)

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

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

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

Devilcattle Lasso

weapon (whip), rare (requires attunement)

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

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



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

Rod of the Herdsman

rod, uncommon (requires attunement)

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

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



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

The wand regains all expended charges daily at dawn.

Renegade's Reliable Duster

wondrous item, rare (requires attunement)

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

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

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

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

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



Saddle of Comfort

wondrous item, rare

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

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

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

Spurs of Swiftess

wondrous item, uncommon (requires attunement)

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

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



Outlaw's Bandana

wondrous item, uncommon (requires attunement)

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

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



Ghost Hunter's Lasso

weapon (whip), rare (requires attunement)

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

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

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

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

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

Quickdraw Weapon

weapon (any weapon), rare (requires attunement)

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

In addition, you gain the following features:

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

Gunslinger's Hat

wondrous item, very rare (requires attunement)

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

While wearing this hat, you gain the following features:

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

Ring of the String

ring, uncommon

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

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



Sacred Bell

wondrous item, rare (requires attunement)

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

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

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

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



Pactstone Tablet

wondrous item, rare (requires attunement)

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

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

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



ASMOARCH SHERIFF'S BADGES

Wondrous item, varies (requires attunement)

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

Bronze Sheriff's Badge

rare

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

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

Silver Sheriff's Badge

very rare

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

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



Golden Sheriff's Badge

legendary

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

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

Haunted Sheriff's Badge

Wondrous item, uncommon (requires attunement)

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

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

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

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

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

FEATS

Bargainer

prerequisite: At least one known bargain spell.

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

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

Drunkard

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

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

Trick Rider

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

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

Ghost Town Survivor

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

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





Wrangling Expert

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

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

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

Curse Expert

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

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

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

Dirty Fighter

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

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

Rodeo Expert

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

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



MONSTERS



Animated Tumbleweed

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

ANIMATED TUMBLEWEED

Small plant, unaligned

Armor Class 14 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 60 ft.

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

Saving Throws Dex +5

Damage Vulnerabilities fire

Damage Immunities poison, psychic

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

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

Perception 7

Languages —

Challenge 1/2 (100 XP)

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

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

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

ACTIONS

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

BONUS ACTIONS

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





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

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

FORSAKEN SHERIFF

Medium fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

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

Saving Throws Dex +8, Int +2

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Common, Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP)

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

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

ACTIONS

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

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

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

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

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

*Part of the Hell's Cowboy Tome

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

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

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

BONUS ACTIONS

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

LEGENDARY ACTIONS

The forsaken sheriff can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The forsaken sheriff regains spent legendary actions at the start of its turn.

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

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

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



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



UNDEAD SHERIFF

Medium undead, unaligned

Armor Class 17 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

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

Saving Throws Con +5

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

Damage Immunities necrotic, poison

Condition Immunities poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Common, Infernal, telepathy 120 ft.

Challenge 4 (1,100 XP)

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

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

ACTIONS

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

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

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

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

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

BONUS ACTIONS

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



COYOTE TRICKSTER

Medium humanoid (gnoll), chaotic evil

Armor Class 17 (splint)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

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

Skills Arcana +6, Perception +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 14

Languages Gnoll

Challenge 5 (1,800 XP)

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

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

ACTIONS

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

Multiattack. The trickster makes two attacks.

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

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

BONUS ACTIONS

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



Coyote Trickster

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

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





CACTUS GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 5 ft.

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

Damage Vulnerabilities fire

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

Damage Immunities poison

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

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

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

Challenge 8 (3,900 XP)

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

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

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

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

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

ACTIONS

Multiattack. The golem makes two attacks.

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

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

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

FIENDLASH OGRE

Large fiend giant ((devil)), chaotic evil

Armor Class 16 (half plate)

Hit Points 142 (15d10 + 60)

Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giant

Challenge 6 (2,300 XP)

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

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

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

ACTIONS

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

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

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



DOOMSCOURGE

Huge fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 50 ft.

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

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

Skills Athletics +16

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 22 (41,000 XP)

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

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

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

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

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

ACTIONS

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

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

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

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

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

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

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

1/day: *pandemonium**

*Part of the Tome of Hell Cowboys

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

Doomscurge

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

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



Chupacowboy

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



CHUPACOWBOY

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 40 ft.

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

Skills Perception +5, Survival +5

Damage Resistances fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Common but can't speak

Challenge 5 (1,800 XP)

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

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

ACTIONS

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

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

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

BONUS ACTIONS

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

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

WENDIGUNSLINGER

Large undead, neutral evil

Armor Class 20 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft.

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

Saving Throws Str +8, Dex +10

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

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

Condition Immunities charmed, exhaustion, frightened, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 18

Languages understands Common but can't speak

Challenge 9 (5,000 XP)

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

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

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

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

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

ACTIONS

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

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

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

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



Wendigunslinger

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



Vulture Harpy

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

VULTURE HARPY

Medium monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 84 (13d8 + 26)

Speed 20 ft., fly 50 ft.

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

Skills Intimidation +4

Damage Resistances fire, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

ACTIONS

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

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

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

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

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

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

BONUS ACTIONS

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



Buffalo Behemoth

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

BUFFALO BEHEMOTH

Huge beast, unaligned

Armor Class 18 (natural armor)

Hit Points 94 (9d12 + 36)

Speed 45 ft.

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

Saving Throws Str +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion

Senses passive Perception 11

Languages —

Challenge 8 (3,900 XP)

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

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

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

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

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

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

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

ACTIONS

Multiattack. The behemoth makes two attacks.

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

REACTIONS

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



Haunted Stagecoach

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

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

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

LAIR ACTIONS

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

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

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

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



THE HAUNTED STAGECOACH

Huge construct, unaligned

Armor Class 21 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 80 ft.

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

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

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

Damage Immunities poison, psychic

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

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

Languages —

Challenge 18 (20,000 XP)

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

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

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

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

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

Spectral Wheels. The stagecoach ignores all difficult terrain.

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

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

1 - nothing.

2-3 - 2 **shadows**.

4-5 - 2 **specters**.

6 - 2 **banshees**.

ACTIONS

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

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

Frightening Screams. Each creature of the stagecoach's choice that is within 120 feet of the stagecoach and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the stagecoach's Frightening Screams for the next 24 hours.

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

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

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

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

LEGENDARY ACTIONS

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

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

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

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

