

WILD WEST UPDATE

MIDDLE FINGER OF VECNA



PRIMAL PATHS

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

PATH OF THE MOUNTAIN MAN

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

BONUS PROFICIENCIES

When you select this path at 3rd level, you become proficient in the hunting rifle.

LIQUID COURAGE

At 3rd level, as a bonus action while raging, you can take a swig of moonshine to bolster your courage and toughness. Until the beginning of your next turn, you have advantage on Charisma, Intelligence, and Wisdom saving throws, and gain a number of temporary hit points equal to your level. After using this ability, you cannot do so again until after ending your rage.

ABLE HUNTER

At 6th level, you are adept at navigating the wilderness. You have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks made to climb, jump, swim, or otherwise navigate natural terrain.

FEARSOME YELL

By 10th level, you can sound a blood-curling roar to terrify your foes. You begin a Fearsome Yell as a bonus action and can continue to yell as a bonus action on your turn, up to a duration of 1 minute. While doing a Fearsome Yell, each creature adjacent to you must make a Wisdom saving throw (DC equal to 8 + your bonus to Intimidation). On a failed save, the creature has disadvantage on attack rolls against you until the end of its turn. On a success, the effect ends for that creature and it is unaffected by this ability for 24 hours. At the end of each of its turns, affected creatures can make another Wisdom saving throw to end this effect. After beginning a yell, you cannot do so again until you finish a short or long rest.

You have advantage on Intimidation checks while you are making a yell.

INDOMITABLE TOUGHNESS

At 14th level, you can shrug off punishment like a true son of the mountain. As an action while you are raging, you become immune to nonmagical bludgeoning, piercing, and slashing damage, and gain resistance to all other damage until the beginning of your next turn. After using this ability, you cannot do so again until you complete a short or long rest.



DIVINE DOMAINS

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

Each domain's description gives examples of deities who have influence over that domain. Gods are included from the worlds of the Forgotten Realms, Greyhawk, Dragonlance, and Eberron campaign settings, as well as from the Celtic, Greek, Norse, and Egyptian pantheons of antiquity.

TRAVEL DOMAIN

The realm of vagabonds, merchants, and adventurers, the gods of the travel domain - including Waukeen, Fharlanghn, Shinaré, and Olladra - are popular among any who frequent the roads or sail the seas. Evangelicals and the traveling priests of inhospitable regions also tend to represent the gods of travel.

TRAVEL DOMAIN SPELLS

Cleric Level	Spells
1st	<i>longstrider, feather fall</i>
3rd	<i>hold person, misty step</i>
5th	<i>fly, haste</i>
7th	<i>dimension door, Mordenkainen's private sanctum</i>
9th	<i>hold monster, teleportation circle</i>

FLEET OF FOOT

When you choose this domain at 1st level, your movement speed increases by 5 feet. This increases to 10 feet at 8th level and 15 feet at 16th level. You also gain advantage on Constitution saving throws against exhaustion.

TAIL WIND

At 1st level, whenever you cast a spell which teleports you, grants additional movement speed, grants a new type of movement, or prevents movement from being impaired,

one friendly creature you can see within 30 feet gains the benefits of Fleet of Foot for your level. This effect lasts for a number of rounds equal to your Wisdom modifier.

CHANNEL DIVINITY: FORK THE ROAD

You can summon a tremendous wind to protect you in times of need. As a reaction when you take damage from a melee attack, you are pushed back 5 feet from the creature that damaged you and the creature must make a Dexterity saving throw. Creatures one or more sizes larger than you have advantage on this save. On a failed save, the creature is pushed back 10 feet and is knocked prone. On a successful save, the creature is pushed back only 5 feet. If this movement would cause the creature to hit a wall or another creature, it takes 1d8 bludgeoning damage.

ROAD TO MISFORTUNE

At 6th level you gain the ability to bestow misfortune upon a target. As a reaction to any creature moving within 60 feet of you, you can cause them to trip over one thing or another. The creature must make a Dexterity saving throw or be knocked prone. After using this ability, you must complete a short rest before using it again.

FREEDOM OF THE ROAD

At 8th level, movement becomes second nature to you, you may concentrate on 1 spell which affects movement in addition to concentrating on other spells normally. At 14th level this increases to 2 spells.

CHANNEL DIVINITY: TRIP OF A LIFETIME

At 17th level, you gain the ability so send targets on a trip they will not soon forget. As an action, you present your holy symbol and cause one creature within 20 feet to make a Wisdom saving throw. On a failed save, the creature is teleported to a random plane (determined by the Planes Table) for 1d4 rounds and receives the given effect before returning. On a successful save, the creature does not travel to the plane, but is still affected by the energy of the plane, taking or healing half damage equal to half the amount rolled on the Planes Table (the Astral Plane has no effect.)

PLANES TABLE

d20	Plane	Effect
1	Nine Hells	10d10 psychic damage
2-5	Fire	8d8 fire damage
6-9	Water	8d8 cold damage
10-13	Earth	8d8 acid damage
14-17	Air	8d8 lightning damage
18-19	Astral	Regain 2 spells slots of 5th level or lower (if applicable)
20	Positive	Heal 10d10 (0 if target is undead or construct)

MONASTIC TRADITIONS

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

WAY OF THE APACHE

You are a proud warrior of the Apache people, and a skilled combatant both unarmed and with your trusty tomahawk. You are in tune with your own body and nature, and know well the mystical arts of connecting to the spirit world.



BONUS PROFICIENCIES

Starting when you choose this tradition at 3rd level, you have proficiency in Animal Handling and Survival.

TOMAHAWK MASTER

At 3rd level, you are a veteran of the Apache tomahawk, a light, adaptable handaxe (for which you use the handaxe statistics in the Player's Handbook.)

The tomahawk is a monk weapon. You may throw your tomahawk as a bonus action, and retrieve it from the ground without using an action. Additionally, when you use Flurry of Blows, you can choose to make melee or ranged attacks with your tomahawk, rather than unarmed strikes.

Finally, when you score a critical hit using the tomahawk, you gain 1 ki point, up to your ki point maximum.

VISION QUEST

At 6th level, you can, using special herbs and remedies, induce a state closer to the spirit world, from which you can gain profound insight and wisdom. You can, as a ritual requiring 1 hour of concentration, cast *commune* or *commune with nature*. After using this ability, you cannot use it again until you complete a long rest.

AMBUSH TACTICS

At 11th level, you are skilled in guerilla warfare and taking your enemies by surprise. You may take the Hide action on your turn as a bonus action. Once per round, when you attack a creature that can't see you, you can expend up to 5 ki points to deal an additional 1d6 additional damage for each ki point expended.

ANCESTOR'S AXE

By 17th level, you can call upon your ancestors for aid in times of great peril. As a reaction expending 2 ki points when you take damage, each hostile creature adjacent to you must make a Dexterity saving throw. On a failed save, the creature takes 2d8 piercing and 2d8 slashing damage from magical weapons, specifically from a hail of spectral arrows, tomahawks, and daggers, or half as much damage on a successful save.

RANGER ARCHETYPES

The ideal of the ranger can have many expressions.

GUNSLINGER

Gunslingers are feared gunmen of the west, a master of the brutal and imprecise firearms of the day. Possessing extraordinary aim and a lightning trigger finger, the best gunmen have many enemies, and are often little more than mysterious strangers to those they meet as they wander.

BONUS PROFICIENCIES

Beginning at 3rd level when you select this archetype, you become proficient with the revolver. At 7th level, you gain proficiency with the shotgun, and at 11th level, the hunting rifle.

Additionally, when you make an attack adjacent to your target with a revolver, you do not have disadvantage on the attack roll.

QUICK DRAW

At 3rd level, when you draw a firearm, you may make an attack with it as a bonus action. You may use this once per weapon, and regain all expended uses after completing a short or long rest.

GRIT

At 7th level, you can aim for critical parts of your target's body. When you make an attack with a firearm you are proficient with on your turn, you can choose to aim for the target's arm, head, leg, or torso. If you successfully hit your target, the target must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Dexterity modifier, and on a failed save, suffers the following effect:

Arm. Your target drops any item it is holding in the hand that you choose, and can hold no item in that hand for the next 3 rounds.

Head. Your target is stunned for 1 round.

Leg. Your target may only move at half speed and has disadvantage on Dexterity saving throws for 1d6 + 1 rounds.

Torso. Your target bleeds excessively, taking an additional 1d4 damage at the beginning of each of its turns for the next 3 rounds.

You may use this feature a number of times equal to your Dexterity modifier. You regain all expended uses when you complete a long rest.

DEADSHOT

At 11th level, your firearm attacks score a critical hit on a roll of 19 or 20.

PIERCING SHOT

At 15th level, when you hit a creature with a firearm attack, your shot pierces through and continues onward, possibly hitting other targets. When you make a firearm attack, trace the path of your attack as a spell with a line effect. On a hit, you also attack the first creature in the line, to a distance of 20 feet, comparing the same attack roll against the second creature's armor class. If this attack also hits, roll damage separately for each attack.

