

## S&S 5E: Barbarian

### Frontiersman

A tall frontiersman strides through a howlin' snowstorm, his coat heavy with fur and his trusty axe swingin' by his side. He lets out a wild whoop as he charges toward the frost giant that thought it could rustle his herd.

A dwarf Jenkins' eyes narrow, their lip curlin' into a growl at the greenhorn challenging their reign over the ranch, ready to snap him like a dry twig just like they did to the last bunch who tried to unseat them.

Spittin' mad, a stocky prospector rams his pickaxe into the mug of a drow bandit, then spins to plant his boot right in the belly of another.

These roughriders, each unique as a snowflake in a blizzard, are bound by a common rush of action: wild as a stampede, fierce as a prairie fire, and as relentless as the rolling thunder.

For some, this burning anger is a dance with the spirits of the wild critters. Others tap into a deep well of fury, a response to a harsh and unforgiving world. But for every one of these frontiersmen, rush ain't just an emotion—it's the raw power that fuels their fight, sharpens their senses, toughens their hide, and gives 'em the strength to wrestle a bear or bust a bronco.

Frontiersmen are rugged survivors and indomitable warriors who learned their skills in the savage wilderness of the frontier.

### Survival Instinct

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Folks in the towns and bustling cities might fancy their domesticated ways, thinkin' that turnin' their backs on the call of the wild makes 'em high and mighty. But to a frontiersman, a life hemmed in by walls and fancy trimmin's ain't nothin' to crow about – it's a telltale sign of softness. The hardy souls, the real tough ones, they get cozy with Mother Nature herself, valuin' the sharpness of their senses, the raw power of their muscles, and the unbridled fury that rages within. These rugged fighters get the willies in a corral of stone and noise. They're creatures of the open lands – the frozen wastes, the untamed jungles, the endless prairies where their kin roam free and hunt wild.

In the heat of a scuffle, that's where the frontiersman truly shine. They can whip themselves into a frenzy, a wild rage that grants 'em the strength and tough hide of a bull. This ain't somethin'

they can call upon at every turn; after a few good bouts, they gotta rest their bones. But I tell ya, when they do let loose, whatever's standin' in their way best be ready to meet its maker.

## A Life of Trials

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Out on the frontier, a cowboy's worth is measured by the mettle in their chest and the steel in their resolve. A frontiersman, now, they're the shield for their kin and the marshal when the drums of war start beatin'. Life in the untamed expanses is about as safe as a scorpion in your boot – you got rival gangs, storms that'll snatch the hat right off your head, and critters so mean they'd scare the devil himself. But it's the barbarians who spur their horses straight into the fray, lettin' the folks back home sleep soundly under the stars.

It's their boldness that makes 'em natural-born adventurers. Driftin' from place to place is as natural to 'em as ridin' the range, and settin' down roots ain't never been their style. Sure, some might pine for the warmth of their clan's hearth or the familiar weight of their tribe's duties, but soon enough, they weave new bonds as strong as rawhide with the partners they ride with on the trail of adventure.

## Creating a Frontiersman

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When creating a frontiersman character, think about where your character comes from and his or her place in the world. Talk with your DM about an appropriate origin for your barbarian. Did you come from a distant land, making you a stranger in the area of the campaign? Or is the campaign set in a rough-and-tumble frontier where frontiersmen are common?

What led you to take up the adventuring life? Were you lured to settled lands by the promise of riches? Did you join forces with soldiers of those lands to face a shared threat? Did monsters or an invading horde drive you out of your homeland, making you a rootless refugee? Perhaps you were a prisoner of war, brought in chains to another land and only now able to win your freedom. Or you might have been cast out from your people because of a crime you committed, a taboo you violated, or a coup that removed you from a position of authority.

### **QUICK BUILD**

You can make a frontiersman quickly by following these suggestions. First, put your highest ability score in Strength, followed by Constitution. Second, choose the outlander background.

Level	Proficiency Bonus	CLASS Features	Rushes	Rush Damage
1st	+2	Unarmored Defense, Adrenaline Rush	2	+2
2nd	+2	Reckless Ambush, Danger Sense	2	+2
3rd	+2	Frontier Lodge	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Double Down, Texas Two-Step	3	+2
6th	+3	Lodge Feature	4	+2
7th	+3	Feral Instinct	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	Lodge Feature	4	+3
11th	+4	Relentless Rush	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 die)	5	+3
14th	+5	Lodge Feature	5	+3
15th	+5	Persistent Rush	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 die)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	Unlimited	+4

## Class Features

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### Hit Points:

**Hit Dice:** 1d12 per Frontiersman level

**Hit Points at 1st Level:** 12 + your Constitution modifier

**Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per Frontiersman level after 1st

### Proficiencies:

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, martial weapons, black powder weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

**Skills:** Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

### Equipment:

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

- (a) a greataxe or (b) any martial melee weapon
- (a) two handaxes or (b) any simple weapon
- An explorer's pack and a longbow with 20 arrows

### Unarmored Defense:

When you're ridin' through the badlands with no iron on your back, your grit's gotta be your shield. Your Armor Class is 10 plus the quickness of your draw (that's your Dexterity modifier) plus the toughness of your hide (your Constitution modifier). Now, if you're fancyin' a shield, well that's just fine – you'll still get this here benefit.

### Adrenalin Rush:

On your turn, you can whip yourself into a wild fury faster than a jackrabbit in a coyote chase, just by snappin' up a bonus action. When you're bareback without any heavy armor weighin' you down, you get these boons while the fury's burnin':

- You're as sturdy as an oak in a windstorm giving you advantage on Strength checks and savin' throws.
- Swingin' a melee weapon with all your might, you pack an extra wallop on that damage roll.
- You're tough as a two-dollar steak, shruggin' off blows like they're just pesky flies, which means you got resistance to the batterin', pokin', and slicin' kind of harm.

- This adrenaline rush lasts a full minute, but it'll peter out quicker than a rain puddle in the desert if you get knocked out cold, or if you ain't swung at a varmint or been nicked since your last go-around. You can also rein in this fury on your turn with a bonus action, if you're so inclined. Once you've hollered yourself hoarse the number of times listed in the Rushes column of your Frontiersman table, you gotta bed down for a long night's rest 'fore you can hoot and holler into a fury again.

#### **Reckless Ambush:**

Kickin' off at 2nd level, you can chuck caution to the tumbleweeds and go all in with a desperate onslaught. When you first draw iron on your turn, you can opt to throw down with a reckless abandon. This choice has you swingin' with the might of a stampede, grantin' you the upper hand on melee weapon attack rolls fueled by brute Strength for the turn, but it leaves you open to retaliation, givin' any owlhoot that aims at you the same advantage until your next turn.

#### **Danger Sense:**

Come the time you hit 2nd level, you've picked up a knack for sniffin' out trouble like a bloodhound on the scent, which gives you a quick draw when sidesteppin' harm's way. You're sharp as a prickly pear on Dexterity savin' throws against dangers you can lay your eyes on, like snares set by varmints or those fancy spellcaster tricks.

#### **Frontier Lodge:**

At 3rd level, you choose a lodge that shapes the nature of your adrenaline rush. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

#### **Ability Score Improvement:**

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

#### **Double Down:**

Startin' at 5th level, when the heat's on and the lead's flyin', you can let loose two attacks instead of just one each time you hunker down for the Attack action on your turn.

#### **Texas Two-Step:**

Come 5th level, you'll find your boots are lighter and your steps quicker by a country mile. Your pace picks up an extra 10 feet, long as you ain't bogged down by any of that heavy armor.

#### **Feral Instinct:**

By the time you hit 7th level, your senses are sharp as a hawk's eye. You're quick on the draw, givin' you an edge when it's time to roll for initiative. Plus, if some low-down varmint catches you off guard at the start of a skirmish and you ain't flat on your back, you can jump right into the

fray on your first turn, just as long as you kick into your adrenalin rush before stirrin' up any other dust.

### **Brutal Critical:**

Startin' at 9th level, when your blade or fist finds its mark just right, you can toss in another weapon damage die on top when you're calculatin' the extra hurt from a critical hit with a hand-to-hand scuffle. This here boon bumps up to two extra dice come 13th level, and by the time you're sittin' pretty at 17th level, you'll be rollin' three additional dice for those crits that really ring a fella's bell.

### **Relentless Rush:**

Kickin' off at 11th level, your adrenalin rush is like havin' a wild stallion's heart poundin' in your chest, keepin' you standin' even when you're takin' a lickin'. If you're caught in a rush and your grit's worn down to 0, but you ain't pushin' up daisies just yet, you can muster up a DC 10 Constitution savin' throw. Make it, and you're hangin' on with 1 hit point, tough as a boot. Mind you, each time you pull off this stunt again, the DC ratchets up by 5. But after you've had a spell to catch your breath, be it a short sit-down or a night under the stars, that DC settles back down to a cool 10.

### **Persistent Rush:**

Startin' at 15th level, your adrenalin rush is fiercer than a prairie fire with a tailwind – it'll only peter out if you're knocked colder than a well digger's boots, or if you decide it's time to rein it in yourself.

### **Indomitable Might:**

Comin' into your own at 18th level, if you ever find yourself comin' up short on a feat of strength, and the tally for your Strength check is lower than your actual Strength score, well then, you can just use that brawny score instead of the measly total.

### **Primal Champion:**

At the grand ol' level of 20, you're the spittin' image of the untamed frontier itself. Your Strength and Constitution are beefed up by a hefty 4 points. That means, partner, your new ceiling for those mighty scores is a sky-high 24.

## Frontier Lodges

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Frontiersmen pursue many different lodge ideals for what drives them. Here are specialist options you can choose from at 3rd level.

### Lodge of Ancestry

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Some of them rough-and-tumble cowpokes hail from lineages that hold their forebears in high regard, honorin' the trailblazers and sharpshooters of days gone by. These families reckon that the spirits of them old gunslingers still roam the land, offerin' wisdom and protection to the livin'. When a frontiersman from the Lodge of Ancestry kicks up an adrenalin rush, they're reachin' across the veil to parley with these ghostly guardians for a bit of help.

Frontiersmen callin' on their ancestral spirits are a sight better at shieldin' their kinfolk and travelin' companions. To keep their bond with these spectral ancestors strong, members of this lodge go about adornin' themselves with tattoos tellin' the tales of their kin's grand exploits. These marks are more than skin deep; they're stories etched in ink, spinnin' yarns of high-noon duels with fearsome critters and showdowns with the toughest outlaws.

### Lodge of Ancestry Features

Frontiersman Level	Feature
3rd	Slingers of Old
6th	Spiritual Bulwark (2d6)
10th	Ancestral Guidance, Spiritual Bulwark (3d6)
14th	Wrathful Forebears, Spiritual Bulwark (4d6)

### Slingers of Old

*3rd-level Lodge of Ancestry feature*

Startin' when you mosey down this trail at 3rd level, ghostly sharpshooters appear outta thin air whenever you stir up your adrenalin rush. While you're all fired up, the first varmint you manage to land a hit on each turn gets marked by these spectral gunmen. They're a pesky bunch, makin' it tough for that target to land a solid hit on anyone but you. Until your next go-around, that ornery target's gonna find themselves at a disadvantage when aimin' at anyone else, and if they do manage to hit another soul, well, that unlucky fella's gonna find the hurt a bit less stingin'.

thanks to some otherworldly protection. Now, if your rush calms down sooner than expected, this spooky help vanishes just as quick.

### **Spiritual Bulwark**

*6th-level Lodge of Ancestry feature*

Kickin' off at 6th level, them guardian spirits hitchin' a ride with you can lend a ghostly hand in protectin' your posse. If you're in the middle of a rush and some poor fella or gal within shootin' distance – say, about 30 feet – gets winged, you can jump in quick as a wink. With a snap of your fingers, you can use your reaction to take the sting out of that hurt, knockin' it down by a solid 2d6.

Once you've been ridin' this road for a spell and hit certain milestones in your journey, your ability to soften the blows for your companions gets even mightier. At 10th level, you can pare down that damage by a hefty 3d6, and by the time you're sittin' tall at 14th level, you're slashin' it by a whopping 4d6.

### **Ancestral Guidance**

*10th-level Lodge of Ancestry feature*

At 10th level, you gain the ability to commune with your ancestral spirits. When you do so, you cast the augury or clairvoyance spell, without using a spell slot or material components. Rather than creating a spherical sensor, this use of clairvoyance invisibly summons one of your ancestral spirits to the chosen location. Wisdom is your spellcasting ability for these spells.

After you cast either spell in this way, you can't use this feature again until you finish a short or long rest.

### **Wrathful Forebears**

*14th-level Lodge of Ancestry feature*

At 14th level, your ancestral spirits become potent enough to retaliate. When you use your Spiritual Bulwark to lessen the damage of an attack, the attacker takes an amount of force damage equal to the damage that your Spiritual Bulwark prevents.

## **Lodge of Jumping the Gun**

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Known as "Leroys" in the common tongue, frontiersmen that follow a lawless frontier life and end up taking the Lodge of Jumping the Gun specialize in wearing rough, reinforced leather and



throwing themselves into combat, striking with their fists and the butt of their guns, giving themselves over to the fury of battle.

Only those hardened by life on the edge of civilization can follow the Lodge of Jumping the Gun. The Leroy fills a particular role in the rugged frontier society and culture.

### Lodge of Jumping the Gun Features

Frontiersman Level	Feature
3rd	A Leroy's Gear
6th	Reckless Abandon
10th	Jenkins' Charge
14th	Toughened Retribution

#### A Leroy's Gear

*3rd-level Lodge of Jumping the Gun feature*

When you mosey on down this path at 3rd level, you get savvy enough to turn your reinforced duds (you know, the “Reinforced Clothing”) into a weapon of sorts.

While you're decked out in your toughened threads and caught up in a rush, you can take a quick bonus action to swing a punch or a kick, usin' that hardened gear of yours, at any varmint standin' within spittin' distance – let's say about 5 feet. If your swing lands true, you'll deal a solid 1d4 bludgeonin' damage. For both the swing and the wallop, you'll be relyin' on your Strength to get the job done.

Plus, when you're fixin' to grapple a critter usin' the Attack action, if you manage to get a good hold on 'em, they'll feel the hurt right away, takin' 2 bludgeonin' damage as soon as your grapple check comes up roses.

#### REINFORCED CLOTHING

Reinforced clothing is a special type of light armor made by frontier folk. It consists of a heavy coat and trousers covered with reinforced patches usually made of animal hide.

**Cost:** 50 gp

**AC:** 11 + Dexterity modifier

**Stealth:** Normal

**Weight:** 20 lb.

### **Reckless Abandon**

*6th-level Lodge of Jumping the Gun feature*

Startin' at 6th level, when you throw caution to the wind and use Reckless Attack while you're all riled up in a rush, you also muster up some extra grit in the form of temporary hit points, equal to your Constitution modifier (gotta have at least one, partner). Just remember, these here bonus hit points mosey on out the door if any are still hangin' 'round when your rush calms down.

### **Jenkins' Charge**

*10th-level Lodge of Jumping the Gun feature*

Come 10th level, when you're fired up in a rush, you can hightail it with the Dash action lickety-split, usin' it as a bonus action, faster than a jackrabbit in a coyote chase.

### **Toughened Retribution**

*14th-level Lodge of Jumping the Gun feature*

Startin' at 14th level, if some no-good varmint up close – say, within 5 feet of ya – tries to land a blow on you with a melee attack, they're in for a surprise. If you're all fired up in a rush, ain't laid out flat, and are wearin' your reinforced duds, that ornery attacker's gonna feel the sting of their own mischief, takin' 3 bludgeonin' damage for their trouble.

## **Lodge of the Beast**

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Frontiersmen who saddle up with the Lodge of the Beast, they draw their rush from a fierce, untamed spirit burnin' deep in their souls. When they're caught up in a rush, that spirit bursts out like a wild mustang, givin' the frontiersman the traits of the critters of the wild.

A frontiersman of this sort might be bearin' the spirit of some legendary creature, or maybe they come from a long line of warriors who take after the totems of the animal kingdom. You can pick where your raw power's comin' from, or let fate decide by rollin' the dice on the Origin of the Beast table.

### **Origin of the Beast**

d4	Origin
1	One of your ancestors was a skinwalker, and you've inherited a fraction of their shape-shifting curse.
2	You are descended from a frontier shaman and inherited the ability to adopt the aspects of beasts.
3	A spirit of the wild frontier gifted you with the ability to take on the attributes of different animals.
4	An ancient beast's spirit dwells within you, guiding you on this path.

### Lodge of the Beast Features

Frontiersman Level	Feature
3rd	Manifestation of the Beast
6th	Beastly Soul
10th	Rampant Fury
14th	Rally the Pack

### Manifestation of the Beast

*3rd-level Lodge of the Beast feature*

When you kick up your heels and dive into your rush, you can let loose the wild power bubblin' up inside ya. Till the dust of that rush settles, you'll be sportin' a physical trait of some critter of the wilds. This part of you, it's as good as a simple melee weapon, and you tack on your Strength modifier to your swings and the hurt you deal, just like you're used to.

You get to pick what this animal attribute looks like every time you stir up a rush:

**Fangs.** Your chompers transform into the fierce bite of a predator of the wild. They pack a punch with 1d8 piercin' damage on a hit. Each time you're out there on your turn and you sink these newfound fangs into a varmint, you heal up a bit, gainin' back hit points equal to your proficiency bonus – that's only if you're beat up to less than half your full strength when you land the bite, mind you.

**Claws.** Your mitts turn into somethin' fierce, like the claws of a mountain lion. If your hand's free of any iron, you can use these here claws to tear into trouble. They'll deal 1d6 slashin' damage when you land a hit. And here's the kicker: once every turn when you swipe at a fella with a claw as part of your Attack action, you can throw in another claw attack for good measure, all in the same motion.

**Tail.** You sprout a whippin', stout tail, tougher than a bullwhip, dishin' out 1d8 bludgeonin' damage on a hit and it's got some reach to it, too. Now, if some troublemaker within spittin' distance – let's say about 10 feet – takes a shot at you, you can snap to with a reaction, lash out with your tail, and roll a d8. Whatever number comes up, add it to your AC like a quick dodge, which might just make their attack miss you by a hair.

### **Beastly Soul**

*6th-level Lodge of the Beast feature*

The wild spirit roarin' inside ya grows mightier, makin' those natural weapons you get from your Manifestation of the Beast as magical as a shaman's charms. That means they're good for breakin' through resistances and ignorin' immunities to the usual nonmagical scuffles and scrapes.

Plus, you can tweak your form to fit the lay of the land. When you've had yourself a short spell or a night under the stars, pick one of these boons to carry with you until your next rest:

### **Scrambling**

You get the knack for climbin' as fast as you can walk, slicker than a cat on a hot tin roof. You can scramble up tricky surfaces, even hangin' upside down on ceilings like a bat in a barn, without havin' to sweat over any ability check.

### **Bounding**

When you're leapin' like a jackrabbit, you can flex those muscles with a Strength (Athletics) check and stretch your jump by a stretch of land equal to what you rolled. Mind you, you can only pull off this high-flyin' stunt once each go-around.

### **Swimming**

You're as slick in the water as a trout in a stream, with a swimmin' speed matchin' your boots-on-the-ground pace. Plus, you can breathe under the waves just as easy as you do in the open air.

### **Rampant Fury**

*10th-level Lodge of the Beast feature*

When you land a blow on some poor critter with them natural weapons of yours while you're all riled up in a rush, the wild beast stirrin' inside you can unleash a heap of untamed fury on your target. That varmint has to make a Wisdom savin' throw (the difficulty bein' 8 plus your Constitution modifier plus your proficiency bonus) or they're gonna get a taste of one of these effects, whichever you fancy:

- That varmint's gotta use its quick reaction to take a swing with a melee attack at another critter of your choosin', just as long as it's one you can lay your eyes on.
- That troublemaker takes a hard hit of 2d12 psychic damage, like a sharpshooter's bullet straight to the mind.

You can rustle up this trick a number of times equal to your proficiency bonus, and you'll get all them uses back after you've had yourself a good night's rest under the stars.

### **Rally the Pack**

*14th-level Lodge of the Beast feature*

The wild spirit inside you's grown so powerful that you can spread a bit of its raw grit to your compadres, and draw some extra strength when they join in on your hunt. When you kick into your rush, you can pick a posse of willin' folks you can spot within 30 feet of you, up to the number your Constitution allows (at least one soul, mind you). For each one who's game to join, you gain 5 temporary hit points.

Till your rush runs its course, each of these chosen cowpokes gets a chance once every turn to add a little extra oomph to their attack. When they land a hit and deal damage, they can roll a d6 and add that number to the hurt they dish out.

You can call on this pack mentality a number of times equal to your proficiency bonus, and you'll lasso all them uses back after you've bedded down for a long rest.

### **Lodge of the Deliverer**

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For some hard-ridin' frontiersmen, a rush ain't just a rush – it's a sharp tool, as good for dolin' out swift and sure justice as a sheriff's star. The Lodge of the Deliverer, that's a path trodden with unyielding resolve, slick as a saddle with the sweat of hard work. When you stir up the Deliverer's rush, there's a kind of joy in knowin' you're ridin' for the right side, throwin' caution to the wind without a care for your own hide or well-bein'.

## Lodge of the Deliverer Features

Frontiersman Level	Feature
3rd	Righteous Fervor
6th	Unshakable Resolve
10th	Terrifying Authority
14th	Swift Retribution

### Righteous Fervor

*3rd-level Lodge of the Deliverer feature*

Startin' when you saddle up with this Lodge at 3rd level, you can whip yourself into a righteous fervor as soon as you kick into a rush. Choose to do so, and for as long as your rush lasts, you can throw in a single melee weapon attack as a bonus action on each of your turns followin' this one. But once your rush winds down, the toll of your exertions hits you like a sack of horseshoes, leavin' you saddled with a level of exhaustion.

### Unshakable Resolve

*6th-level Lodge of the Deliverer feature*

Startin' at 6th level, when you're caught up in the heat of a rush, you can't be sweet-talked or spooked by any means. And if some snake manages to charm or scare you before you kick into your rush, well, that trickery gets put on hold for the duration of your rush.

### Terrifying Authority

*10th-level Lodge of the Deliverer feature*

Startin' at 10th level, you can use your action to put the fear of the wild in your enemies with nothin' but your gritty, commanding presence. When you do this little number, pick out a critter you can see within 30 feet of you. If this varmint can see or hear you, it's gotta make a Wisdom savin' throw (the number to beat is 8 plus your proficiency bonus plus your Charisma modifier) or be quakin' in its boots, scared stiff of you till the end of your next turn. On your followin' turns, you can use your action to keep that fear ridin' high in the frightened creature until the end of your next turn again. This effect skedaddles if the critter manages to get out of your sight or strays more than 60 feet away from you.

If the creature keeps its wits about it and makes the savin' throw, you can't try this particular brand of intimidation on that same creature again for a full 24 hours.

## Swift Retribution

*14th-level Lodge of the Deliverer feature*

Startin' at 14th level, when some no-good varmint deals you damage and they're close enough to spit at – say, within 5 feet – you can snap into action with your reaction and make a melee weapon attack right back at 'em. Out here in the wild west, justice is served up quick and to the point, and as a card-carryin' member of the Lodge of the Deliverer, you're the livin' embodiment of that there law of the land.

## Lodge of the Cyclone

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Every frontiersman's got a storm brewin' inside 'em. Their rush fills 'em with might, toughness, and quickness. Those who join the Lodge of the Cyclone, well, they harness that rush and whip it up into a tornado of raw energy that whirls around 'em. In the thick of a fury, a Cyclone frontiersman draws on the untamed elements of the Wild West to unleash powerful forces of nature.

Folks in the Cyclone Lodge are often the cream of the crop gunslingers, trainin' side by side with wardens, rangers, and other guardians of the wilds. Others fine-tune their skills in lodges found in places kissed by twisters, atop frostbitten mountain peaks, or smack in the middle of blisterin' deserts.

### Lodge of the Cyclone Features

Frontiersman Level	Feature
3rd	Cyclone Aura
6th	Cyclone Soul
10th	Shielding Wind
14th	Raging Cyclone

### Cyclone Aura

*3rd-level Lodge of the Cyclone feature*

Startin' at 3rd level, you stir up a whirlwind of magical energy around you when you're rushin'. This aura whirls out 10 feet all around you, but it won't pass through solid cover.

This here aura kicks up a storm when you start your rush, and you can stir it up again each turn as a bonus action. You get to choose whether it's like a desert, a river, or a mountain. The way your aura acts depends on the terrain you pick, as laid out in the details below. You can change your mind about this environment choice whenever you notch up another level in this class.

Now, if your aura's got any tricks that require a critter to make a savin' throw, the number they gotta beat is 8 plus your proficiency bonus plus your Constitution modifier.

**Desert.** When you kick this trick into gear, every other critter caught in your aura gets singed for 2 fire damage each. And as you get more seasoned in your ways, that burn gets hotter. The damage ramps up to 3 at 5th level, 4 at 10th level, a searin' 5 at 15th level, and a downright blisterin' 6 at 20th level.

**River.** When you fire up this here effect, you can set your sights on one other varmint you can see in your aura. That poor soul's gotta make a Dexterity savin' throw. If they ain't quick enough, they'll take a chillin' 1d6 cold damage, or half that if they manage to dodge the worst of it. As you grow tougher and more weathered, that cold bite gets meaner, rising to 2d6 at 10th level, a frosty 3d6 at 15th level, and a freezin' 4d6 at 20th level.

**Mountain.** When you rev up this little number, each critter you pick in your aura gets a tough boost of 2 temporary hit points, like the spirits of the Wild West themselves are toughenin' 'em up against harm. These rough-and-ready hit points get beefier as you ride higher in your ways, bulkin' up to 3 at 5th level, 4 at 10th level, a hearty 5 at 15th level, and a solid 6 at 20th level.

### **Cyclone Soul**

*6th-level Lodge of the Cyclone feature*

At 6th level, the spirits of the Wild West bless you with some extra grit even when your aura's takin' a breather. The perks you get depend on the kind of terrain you picked for your Cyclone Aura.

**Desert.** You're tough as nails against fire damage, and the searing heat of the high noon sun don't bother you none, just like it says in the Dungeon Master's Guide. Plus, as quick as a rattlesnake strike, you can use an action to lay hands on any flammable thing not held or worn by someone else and spark it right up into a blaze.

**River.** You're as tough as a wintered buffalo against cold damage, and you can breathe underwater as easy as you can in the open air. Plus, you can swim like a fish in a creek, boasting a swimming speed of 30 feet.



**Mountain.** You're as unshakable as a mountain against thunder damage, and the thin air up at high altitudes don't bother you none, just like it's written in the Dungeon Master's Guide. Plus, quicker than a jackrabbit, you can use an action to get ahold of some loose stone or dirt and shape a 5-foot cube of it into any form you fancy, lasting for a solid minute. Mind you, this trick won't work if there's a critter in that cube.

### **Shielding Wind**

*10th-level Lodge of the Cyclone feature*

At 10th level, you've learned to wrangle your mastery of the cyclone to shield others. Every critter you choose gets the same damage resistance you got from your Cyclone Soul feature, so long as they're standing within your Cyclone Aura.

### **Raging Cyclone**

*14th-level Lodge of the Cyclone feature*

Come 14th level, the cyclone power you're channelin' gets mightier than a prairie storm, lashin' out at any varmints that cross you. The kind of whoopin' it gives depends on the terrain you picked for your Cyclone Aura.

**Desert.** Right after some no-good varmint in your aura lands a hit on you, you can snap into action with your reaction to make that troublemaker roll a Dexterity savin' throw. If they're not quick on their feet and fail that save, they'll end up takin' fire damage equal to half your frontiersman level.

**River.** When you land a hit on a critter in your aura, you can quick as a flash use your reaction to make 'em roll a Strength savin' throw. If they don't muster the strength and fail that save, they're knocked flat on their backside, just like bein' swept away by a swift river current.

**Mountain.** Whenever you fire up the effect of your Cyclone Aura, you can set your eyes on one varmint you can see in that aura. That poor soul's gotta make a Strength savin' throw, or find themselves stuck faster than a tumbleweed in mud, with their speed slashed to 0 'til the start of your next turn, all thanks to those magical gusts buffeting 'em.

## **Lodge of the Spirit Guide**

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The Lodge of the Spirit Guide is like trekkin' a path of deep spiritual kinship, where a frontiersman forges a mighty close bond with a spirit critter that's there to guide, protect, and

spark inspiration. When the dust kicks up in battle, your spirit animal stokes the flames of your frontiersman rush with some otherworldly might.

Out in some frontier settlements, a spirit animal's seen as the mark of a particular group or clan. Usually, it's mighty rare for a cowpoke to connect with more'n one spirit animal, but now and then, there's an exception to that rule.

### Lodge of the Spirit Guide Features

Frontiersman Level	Feature
3rd	Spirit Whisperer, Spirit Animal
6th	Spirit of the Beast
10th	Spirit Messenger
14th	Spirit Attunement

#### Spirit Whisperer

*3rd-level Lodge of the Spirit Guide feature*

Your trail's one that aims for a smooth rapport with the natural world, grantin' you a deep-rooted link to the critters of the wild. At 3rd level, when you mosey into this lodge, you gain the knack to cast the beast sense and speak with animals spells, but only as rituals, just like it's laid out in the Spellcasting section.

#### Spirit Animal

*3rd-level Lodge of the Spirit Guide feature*

At 3rd level, when you saddle up with this lodge, you pick yourself a spirit animal and reel in the boons it offers. You gotta fashion or find yerself a physical charm – somethin' like a necklace or the like – decked out with fur, feathers, claws, chompers, or bones of your spirit critter. If it suits your fancy, you can even start showin' subtle traits mimickin' your spirit animal. Say, if your spirit's a bear, you might get all shaggy and tough-skinned, or if you're hitched to the eagle, your peepers might shine a sharp gold.

Now, your spirit animal might be kin to the ones listed here but more fitting to the lands you hail from. Like, you could opt for a hawk or buzzard in place of an eagle.

**Bear.** While you're in the heat of your rush, you're tough as nails against all manner of harm 'cept for that mind-twistin' psychic damage. It's the spirit of the bear bolsterin' you up, makin' you sturdy enough to take whatever punishment comes your way.

**Eagle.** While you're all fired up and rushin', other critters find it tougher to land a lick on you with them opportunity attacks, and you can hightail it with the Dash action as a quick draw bonus action on your turn. The spirit of the eagle's done turned you into a speedy hunter, slick as greased lightning, movin' across the battlefield like it's your own backyard.

**Elk.** When you're all riled up and rushin', and ain't bogged down by heavy armor, your boots'll carry you 15 feet faster per stride. It's the spirit of the elk bestowin' upon you a swiftness that's mighty extraordinary.

**Cougar.** While you're all fired up in your rush, you can stretch your long jump by an extra 10 feet and boost your high jump by 3 feet. That's the spirit of the cougar lendin' a paw, makin' your leaps mightier than ever.

**Coyote.** While you're caught up in your rushin', your posse gets the upper hand in scrappin' with any varmint within spittin' distance of you that's lookin' for trouble. That's the spirit of the coyote for ya, turnin' you into a true leader of the pack.

### **Spirit of the Beast**

*6th-level Lodge of the Spirit Guide feature*

At 6th level, you're blessed with a bit of magic, courtesy of your chosen spirit animal. You can stick with the critter you picked at 3rd level or wrangle up a different one for this new blessing.

**Bear.** You're as strong as a grizzly now. Your ability to tote, heave, and hoist is doubled, like you're haulin' a feather instead of a boulder. Plus, when it comes to pushin', pullin', liftin', or bustin' through stuff, you've got the upper hand, like a bear clawin' through a log.

**Eagle.** You've got the eyes of an eagle, partner. You can spot a critter or a no-good varmint up to a mile away, clear as day, like they're just a stone's throw away. Plus, when the light gets low and things start to hide in the shadows, it ain't no hindrance to your sharpshooter's gaze.

**Elk.** Whether you're ridin' your trusty steed or hoofin' it on your own two boots, your travel pace is as quick as a jackrabbit in a brush fire. And it ain't just you, partner; up to ten of your compadres can keep pace with you, as long as they're within 60 feet and you ain't laid out flat. That elk spirit's got you coverin' ground across the open plains like a tumbleweed in a windstorm.

**Cougar.** You get savvy in a pair of skills from this here list: Athletics, Acrobatics, Stealth, and Survival. That cougar spirit sharpens your know-how for survivin' and thrivin' out in the wild frontier.

**Coyote.** Yer skills get a boost in two areas, pick 'em from this lineup: Athletics, Acrobatics, Stealth, and Survival. It's that cougar spirit, see, givin' ya the edge you need for stayin' sharp and alive in the untamed lands.

### **Spirit Messenger**

*10th-level Lodge of the Spirit Guide feature*

Come the time ya hit 10th level, you got the knack to conjure up the commune with nature spell, though only in the way of a ritual. When you do, a ghostly critter, one of them animals you picked for Spirit Animal or Spirit of the Beast, appears right out of the ether to deliver the lowdown you're after.

### **Spirit Attunement**

*14th-level Lodge of the Spirit Guide feature*

At 14th level, you rustle up some mighty fine magic, all thanks to a spirit animal of your choosing. Whether you stick with the same critter you picked before or wrangle a different one, you're in for a powerful boon, partner.

**Bear.** While you're stirrin' up a dust storm with your rush, any varmint within 5 feet of you that's got a mind to harm ya finds their aim all shaky-like when targetin' anyone but you or another buckaroo with this same knack. Now, a critter's immune to this here trick if it can't lay eyes or ears on you, or if it's too ornery to be spooked.

**Eagle.** While you're kickin' up a ruckus with your rush, you gain the ability to soar like a hawk, with a flyin' speed equal to your current walkin' pace. But remember, this trick's only good for short hops; you'll come tumblin' down like a shot pheasant if you end your turn up in the blue and ain't got nothin' else holdin' you up.

**Elk.** While you're stirrin' up a storm with your rush, you can take a bonus action in the midst of your move to barrel right through the space of any critter Large or smaller. That varmint's gotta make a Strength savin' throw (DC 8 + your Strength bonus + your proficiency bonus) or get knocked flat on their backside, takin' a wallop of bludgeoning damage equal to 1d12 + your Strength modifier.

**Cougar.** While you're hootin' and hollerin' in your rush, if you high-tail it at least 20 feet straight toward a target no bigger than Large, right before hittin' it with a melee weapon attack, you can use a bonus action to land another melee weapon smack on that same varmint.

**Coyote.** While you're all fired up in your rush, you can use a bonus action on your turn to send a Large or smaller critter tumblin' to the ground when you land a hit on 'em with a melee weapon attack.

## Lodge of the Devout

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Out in the vast wilds, some spiritual entities spur their followers to dive headfirst into a rip-roarin' battle frenzy. These hardy frontiersmen hail from the Lodge of the Devout — tough warriors who channel their rush into powerful displays of spiritual might.

There's a whole slew of spirit guides out there in the realms, guiding their followers down this path. Take the Warrior Spirit of the Forgotten Canyons, the Iron Tyrant of the Ghost Plains, or the Blood God of Grey Mesa, for instance. Generally, the entities egging on the Lodge of the Devout are spirits of battle, destruction, and sheer violence. They ain't all bad to the bone, but don't expect 'em to be the kind-hearted sort neither.

### Lodge of the Devout Features

Frontiersman Level	Feature
3rd	Sacred Fury, Warrior of the Spirits
6th	Devout Focus
10th	Devout Aura
14th	Fury Beyond Death

#### Sacred Fury

*3rd-level Lodge of the Devout feature*

Right from the get-go, when you saddle up with this lodge at 3rd level, you can funnel holy fire into your weapon blows. While you're in the thick of a rush, the first varmint you strike each turn with a weapon attack takes extra hurt equal to 1d6 plus half your frontiersman level. This extra sting is either necrotic or radiant; you get to pick what sort of pain you're dishing out when you first join up with this feature.

#### Warrior of the Spirits

### *3rd-level Lodge of the Devout feature*

At 3rd level, your spirit's branded for never-ending skirmishes. If a spell, something like raise dead, has the lone purpose of bringin' you back to the land of the livin' (and not as some walkin' corpse), the spell-slinger don't need no fancy trinkets or materials to cast that spell on you.

### **Devout Focus**

#### *6th-level Lodge of the Devout feature*

Startin' at 6th level, the spiritual might that fires up your rush can be your saving grace. If you botch a saving throw while you're in the heat of a rush, you can give it another go, and you're obliged to stick with what you roll this time 'round. Mind you, you can only pull off this stunt once per rush.

### **Devout Aura**

#### *10th-level Lodge of the Devout feature*

At 10th level, you've mastered the art of stirrin' up a ruckus with a purpose. With a bonus action, you let loose a battle holler charged with spiritual might. Up to ten critters of your choosing within 60 feet of you that can catch wind of your yell gain the upper hand on their attack rolls and saving throws until your next turn rolls around.

Once you've used this trick, you gotta cool your heels until you've had a good long rest before you can use it again.

### **Fury Beyond Death**

#### *14th-level Lodge of the Devout feature*

Now, listen here, at 14th level, the spiritual might that powers your rush lets you stare down the grim reaper himself.

While you're in the thick of your rush, bein' down to 0 hit points ain't enough to put you in the dirt. Sure, you're still in a tight spot, needin' to make them death saving throws, and takin' more licks while you're down ain't doing you any favors. But here's the kicker: even if you're supposed to cash in your chips from failin' them saving throws, you ain't punchin' your final ticket until your rush calms down. And even then, you only bite the dust if you're still flat out at 0 hit points.

### **Lodge of the Wild West**

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Various corners of the wild, untamed multiverse, like the Mystic Canyons or the Higher Plains, are chock-full of natural wonders, raw feelings, and untamed mystical energies. These lands of natural power have a mighty influence on folks, shaping them in profound ways. Frontiersmen, being the sort of folks who wear their hearts on their sleeves, are particularly prone to the raw influence of these wild places. Some of them get downright transformed by the magic of the wilderness, taking the path of the Lodge of the Wild West. Elves, tieflings, aasimars, and genasi frontiersmen are often drawn to this trail, eager to show the earthly magic passed down from their ancestors.

### Lodge of the Wild West Features

Frontiersman Level	Feature
3rd	Mystic Awareness, Wild Surge
6th	Empowering Magic
10th	Unstable Backlash
14th	Controlled Surge

#### Mystic Awareness

*3rd-level Lodge of the Wild West feature*

As an action, you can widen your senses to the presence of powerful mystic forces. Until your next turn wraps up, you'll know the whereabouts of any spell or magical doodad within 60 feet of you, long as it ain't hidden behind solid cover. When you get a whiff of a spell, you'll figure out which school of magic it hails from.

You can call on this ability a number of times equal to your proficiency bonus, and you'll get all your uses back after you've had yourself a good, long rest.

#### Wild Surge

*3rd-level Lodge of the Wild West feature*

The magical power simmerin' inside you sometimes bursts out in a show of force. When you kick into your rush, you gotta roll on the Wild West Magic table to figure out what kind of otherworldly shenanigans you stir up.

If whatever happens calls for a saving throw, the number to beat is 8 plus your proficiency bonus and your Constitution modifier.

## Wild West Magic

d8	Effect
1	Shadows in the form of coiling ropes whip around you. Each creature of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take 1d12 necrotic damage. You also gain 1d12 temporary hit points.
2	You blink up to 30 feet to an unoccupied space you can see. Until your rush ends, you can use this effect again on each of your turns as a bonus action.
3	An ethereal spirit, resembling a coyote or a raven (your choice), appears within 5 feet of one creature of your choice that you can see within 30 feet of you. At the end of the current turn, the spirit explodes, and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 1d6 force damage. Until your rush ends, you can use this effect again, summoning another spirit, on each of your turns as a bonus action.
4	Magic suffuses one weapon of your choice that you are holding. Until your rush ends, the weapon's damage type changes to force, and it gains the light and thrown properties, with a normal range of 20 feet and a long range of 60 feet. If the weapon leaves your hand, the weapon reappears in your hand at the end of the current turn.
5	Whenever a creature hits you with an attack roll before your rush ends, that creature takes 1d6 force damage, as magic lashes out in retribution.
6	Until your rush ends, you are surrounded by multicolored, protective auroras; you gain a +1 bonus to AC, and while within 10 feet of you, your allies gain the same bonus.
7	Desert flowers and tumbleweeds temporarily grow around you; until your rush ends, the ground within 15 feet of you is difficult terrain for your enemies.
8	A beam of radiant sunlight shoots from your chest. Another creature of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take 1d6 radiant damage and be blinded until the start of your next turn. Until your rush ends, you can use this effect again on each of your turns as a bonus action.

## Empowering Magic

*6th-level Lodge of the Wild West feature*



You can harness your wild magic to bolster yourself or a buddy. As an action, you can lay a hand on someone (and that someone can be you) and bestow one of these boons, your choice:

- For 10 minutes, that fella can toss a d3 whenever they're making an attack roll or an ability check and add the number they roll to their d20.
- Roll a d3. The one you touched gets back one used-up spell slot, the level of which is equal to or less than the number you rolled, their pick. Once a soul gets this gift, they can't get it again until they've had a good long rest.

You can do this as many times as your proficiency bonus says you can, and you get all them uses back after you've had yourself a long rest.

### **Unstable Backlash**

*10th-level Lodge of the Wild West feature*

When you're in a tight spot durin' your rush, the magic stirrin' inside you can strike out like a rattlesnake; right after you take a lickin' or botch a saving throw while in the throes of your rush, you can use your reaction to roll on the Wild West Magic table and conjure up the effect you roll right then and there. This new magic trick takes the place of whatever Wild West Magic you had goin' before.

### **Controlled Surge**

*14th-level Lodge of the Wild West feature*

Whenever you take a gander at the Wild West Magic table and roll the dice, you get to roll 'em twice and pick which of the two happenings you want to let loose. Now, if you end up rollin' the same number on both them dice, you can just ignore that number and pick any ol' wild magic effect from the table you fancy.