

PREHISTORIC WEST

TERAGOSIA

Teragosa, a vast desert continent within the realm of Surya, is a land of stark contrasts and resilient inhabitants. Its landscape is dominated by expansive, sun-baked deserts, punctuated by deep ravines and the occasional verdant oasis. These oases, vital lifelines in the arid expanse, are closely guarded by a mysterious order known only as the Shimmers. Their presence is a constant reminder of the delicate balance between the people of Teragosa and the harsh environment they inhabit.

The primary inhabitants of Teragosa are a hardy people known for their unique relationship with the local dinosaur population. These individuals, referred to as Scalebinders, have honed the art of dinosaur wrangling, turning these prehistoric beasts into trusted companions and valuable resources. The sight of a Scalebinder astride a dinosaur is a common one in Teragosa.

The history of Teragosa is etched into the very sand and stone of the desert, the Teragosians, in their resourcefulness, have built settlements that blend seamlessly into it. The influence of the Shimmers and the Scalebinders permeates every aspect of Teragosian life. From the careful stewardship of the oases to the respectful utilization of the dinosaur population, their presence is a constant reminder of the unique symbiosis between the people and the land. Despite the harsh conditions, Teragosa is an example of supreme resilience and ingenuity of its people, a beacon of life in the heart of the desert.

THE SHIMMERS

The Shimmers, or the Order of the Oasis, are a group of druids with a profound connection to the oases they guard. These oases are more than mere water sources; they are sacred, vibrant hubs of life and magic, and the Shimmers are their dedicated guardians.

The Shimmers perceive the oases as the lifeblood of Teragosa, vital entities with their own spirits. They commune with these spirits, understanding their needs and acting as their voice. The illusions they employ for protection are extensions of the oases' spirits, shaped by the Shimmers' magic. When an oasis is threatened, its spirit can manifest as a fearsome beast, a water barrier, or even a sandstorm, deterring potential harm.

Their bond with the oases grants the Shimmers a deep understanding of the desert's ecology. They predict rainfall, track dinosaur migrations, and identify sustainable harvests. This wisdom guides the Teragosians, ensuring their survival in the harsh desert.

However, this connection comes with a responsibility. The Shimmers feel the pain of the oases when the land is violated and will fiercely defend it. This protective stance often leads to tensions with the Teragosians, who may view the Shimmers' actions as restrictive. But for the Shimmers, it's a necessary sacrifice to safeguard the heart of Teragosa.

THE LOCALS

Teragosians have adapted to their harsh homeland, utilizing the abundant dinosaur population for transportation and companionship. This unique culture venerates skilled dinosaur wranglers, known as Scalebinders, who tame and train these beasts.

Gunslinging is another Teragosian hallmark. Firearms, used for defense, hunting, and order, are common. Gunslinging has even been incorporated into traditional dances and celebrations, leading to the formation of Gunslinger Guilds, groups of skilled marksmen offering protection and law enforcement.

Resource scarcity has spurred the formation of factions among Teragosians. Led by skilled Scalebinders and gunslingers, these factions claim and defend territories. Despite harsh conditions and resource struggles, Teragosians are bound by loyalty and camaraderie. They are a resilient people, proud of their survival and prosperity in one of Surya's harshest environments.

SUBCLASSES

LONE STAR RANGER

QUICK DRAW

Upon choosing this archetype at 3rd level, your keen senses and swift reflexes begin to keep you a step ahead of danger. You gain a bonus to your initiative rolls equal to your Wisdom modifier. In addition, you can't be surprised while you are conscious and at the start of combat, before anything else happens, you can use your reaction to make one firearm attack against an enemy you can see.

FIREARM PROFICIENCY

Starting when you choose this archetype at 3rd level, you gain proficiency with firearms, allowing you to add your proficiency bonus to attacks made with firearms.

Gunslinger DC = 8 + your proficiency bonus + your wisdom Modifier

GUNSMITH

Upon choosing this archetype, you gain proficiency with Tinker's Tools. You may use them to craft ammunition at half the cost, repair damaged firearms, or even draft and create new ones (DM's discretion). Some extremely experimental and intricate firearms are only available through crafting.

FIREARM PROPERTIES

Firearms are a new and volatile technology, and as such bring their own unique set of weapon properties. Some properties are followed by a number, and this number signifies an element of that property (outlined below). These properties replace the optional ones presented in the Dungeon Master's Guide. Firearms are ranged weapons.

Reload. The weapon can be fired a number of times equal to its Reload score before you must spend 1 attack or 1 action to reload. You must have one free hand to reload a firearm.

Misfire. Whenever you make an attack roll with a firearm, and the dice roll is equal to or lower than the weapon's Misfire score, the weapon misfires. The attack misses, and the weapon cannot be used again until you spend an action to try and repair it. To repair your firearm, you must make a successful Tinker's Tools check (DC equal to 8 + misfire score). If your check fails, the weapon is broken and must be mended out of combat at a quarter of the cost of the firearm.

Creatures who use a firearm without being proficient increase the weapon's misfire score by 1.

Explosive. Upon a hit, everything within 5 ft of the target must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier) or suffer 1d8 fire damage. If the weapon misses, the ammunition fails to detonate, or bounces away harmlessly before doing so.

AMMUNITION

All firearms require ammunition to make an attack, and due to their rare nature, ammunition may be near impossible to find or purchase. However, if materials are gathered, you can craft ammunition yourself using your Tinker's Tools at half the cost. Each firearm uses its own unique ammunition and is generally sold or crafted in batches listed below next to the price.

NOTE:

I thought about writing my own rules for firearms here, but as you might be able to tell, these are the rules included with the Matthew Mercer Gunslinger. Due to the fact that I allow that subclass at my table. I didn't want to have two separate rulesets for each subclass. You can find the rules for the Matthew Mercer Gunslinger on DnD Beyond for free and I highly recommend using that to accompany this subclass if you plan to play in the Prehistoric West!

MERCY OF THE LAW

Starting at 7th level, once per turn when you hit a creature with a firearm attack, you can choose to make it a Merciful Shot. Instead of dealing its usual damage, the attack embeds a piece of disabling shrapnel in the target. The creature struck must make a Dexterity saving throw against your Gunslinger save DC. On a failed save, it suffers an impairment to one of its abilities. The creature has disadvantage on ability checks and saving throws made with an ability score chosen when you make this attack.

This effect lasts until the creature takes a long rest. A creature may also spend one minute performing an Intelligence check (Medicine) against your Gunslinger DC to remove this impairment or remove the effect by casting Lesser or Greater Restoration.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses after completing a long rest.

DANCE FOR ME

At 11th level, you can opt to swiftly empty the remaining ammunition in their firearm in a rapid-fire barrage. As an action, choose an enemy within range of your firearm, the targeted enemy must make a Dexterity saving throw against your Gunslinger DC. On a failed save, they take damage equivalent to the firearm's damage die rolled a number of times equal to 2 plus the number of bullets expended. On a successful save, they take half as much damage. After this action, the firearm's current ammunition is fully expended.

However, the intensity of this action strains the firearm. If this ability is used more than once per day, each subsequent use carries a cumulative 20% chance that the firearm will break, requiring it to be replaced or extensively repaired.

UNCHAINED

At 15th level, your familiarity with imprisonment and restraints renders you nearly impervious to effects that would seek to restrain your movement. When you are targeted by a spell or ability that would impose conditions to reduce or restrict your movement (such as grappled, restrained, paralyzed, or any effect that would reduce your speed), you can use your reaction to become immune to these conditions.

This immunity lasts until the start of your next turn, allowing you to move unhindered in spite of these effects. You can use this ability a number of times equal to half your proficiency bonus (rounded down). You regain all expended uses when you finish a long rest.

CIRCLE OF THE OASIS

DESERT SHIMMER

Starting at 2nd level, you can use your connection to the oasis to create a rippling fluid like reflection of your allies. As an action, you can expend one use of your Wild Shape feature to cast the *mirror image* spell without requiring material components, targeting up to 3 creatures within 30 feet of you that you can see.

ALPHA DRUID:

If using the Alpha Druid as recommended in the AwkwardDM Rules PDF, this instead has 3 uses that you recover upon completing a long rest.

OASIS CRITTERS

Starting at 6th level, you learn to summon the ancient critters that roam your sacred Oasis to aid you. You can perform a ritual that lasts 10 minutes summoning a swarm of Oasis Critters. The critters disappear after 8 hours, or if they move further than 60 feet from where you performed this ritual. While the ritual is active, your critters perform one of the following activities, at any time before this effect ends you may command your critters to change to a different task:

Patrol. The critters spread out and alert you to the presence of any creatures that enter the area other than those you designate when you give this command. If you are asleep within range of the ritual, the critters wake you when a creature enters the area instead.

Clean. The critters work for an hour to erase signs of your passage from a recently inhabited site, making it more difficult to track you. Creatures trying to track you through this area or discern who was once there have disadvantage on all checks made to do so.

Gather. The critters burrow and forage, creating a small pond of fresh water and gathering enough food to sustain up to 8 individuals for one day.

DISORIENTATING DISPLAY

Starting at 10th level, you learn to project deceptive mirages that will distract your foes cause them to believe they are under assault. As a bonus action choose one enemy that you can see and force them to make an Intelligence saving throw against your spell save DC or be forced to use their reaction to make an attack against the mirage. Alternatively if you use this ability against a creature concentrating on a spell, you can force them to make an Intelligence saving throw against your spell save DC or lose concentration on the spell.

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

OASIS RESURGENCE

Starting at 14th level you learn to bring forth a remnant of your Oasis to the battlefield. As an action, you can summon a beautiful pillar adorned with pieces of your home. This pillar remains for 1 minute. During this time, allies within 5 feet of it can use their bonus action to draw upon its power gaining the benefits of the invisible condition. This effect ends on an invisible creature if they move

more than 30 feet from the pillar, make an attack, cast a spell, or when the pillar disappears. You regain the use of this ability when you finish a short or long rest.

GRAND INCARNATION

Starting at 18th level you master the art of creating vast illusionary landscapes that echo the grandeur of your homeland's Oasis. You can cast *mirage arcane* once without expending a spell slot. While within the area of your own *mirage arcane*, you gain resistance to psychic damage and advantage on saving throws against abilities and effects that would cause you to become charmed or frightened. In addition, you can cast the *major image* spell without requiring concentration or expending a spell slot while within the area of your *mirage arcane*.

You regain the use of this ability when you finish a long rest.

ALPHA DRUID:

If you are using the Alpha Druid, i've added this 18th level ability, as that re-work of the Druid removes the Wild Shape feature as a core feature and expands upon each subclass a little further.

SPELLS

STAMPEDE

5th-level conjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (a small bone from a large beast)

Duration: 1 round

You conjure hundreds of spectral beasts that charge forwards in an area in front of you. The area is 25 feet wide and 40 feet long. Each creature in that area when the spell is cast, or that ends its turn in the area, must make a Dexterity saving throw. On a failed save, a creature takes 5d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Classes: Druid, Ranger, Warlock

MAGIC ITEMS

SADDLE SLINGERS

Wondrous item, rare

This unassuming saddle, upon closer inspection, reveals a series of small, intricate runes etched along its straps and buckles. Designed to accommodate a variety of firearms, it features adjustable brackets and a magical resizing capability.

When you place this saddle on a creature, it magically adjusts to fit a creature of Large size or larger. The brackets can securely hold either two one-handed firearms or one two-handed firearm.

As a bonus action while mounted on the saddle, you can activate a lever with your foot, causing the saddle to fire a mounted firearm. Make an attack roll as if you were firing the weapon yourself.

Additionally, when you take the Attack action on your turn, you can replace one or more of your attacks with an attack from a firearm mounted on the saddle, freeing your hands for other tasks.

Firearms mounted to the saddle must be loaded before they can be fired, and the saddle does not provide any automatic reloading capabilities.

NOTES:

This weeks theme was heavily inspired by the art book *Dinosaurs of the Wild West* by Shaun Keenan. I highly recommend you check out the pieces of art included in that book to use as inspiration for running this content at your table.

I'd also like to thank Shaun Keenan for being supportive of this project and giving the go ahead!