

SIX HALLOWEEN THEMED SUBCLASSES

BY: ANDREW CEASAR



BARBARIAN - PATH OF THE REVENANT

For some Barbarians rage is more than just hardness and the ability to bring their mighty strength to bear. For some it's a means to cheat death itself. The Path of the Revenant is a road few can brave and even fewer can survive. You learn to wield your fading life essence as a weapon and to keep going when you should have long since fallen.

PATH OF THE REVENANT FEATURES

Barbarian Level	Features
3rd	<i>Undying Rage, Rebuff Death</i>
6th	<i>Death's Caress</i>
10th	<i>Fueled by Pain</i>
14th	<i>Revenant</i>

UNDYING RAGE

Starting at 3rd level, you can stave off death while raging and turn your own fading essence into a weapon.

When you are reduced to 0 health, you can expend a use of your rage and be reduced to 1 Hp instead. Additionally, until the end of your next turn, you deal an additional 1D10 Necrotic Damage with your Melee Attacks.

REBUFF DEATH

Starting at 3rd level, you require 4 failed death saving throws before you die.

REJECT DEATH'S CARESS

Starting at 6th level, you gain resistance to Necrotic damage and gain advantage on saves versus Diseases.

FUELED BY PAIN

Starting at 10th level, when you make a melee attack, you can expend one hit die to deal extra damage equal to the die you spend. The damage is Necrotic.

REVENANT

Starting at 14th level, the damage from your Undying Rage becomes 2D10, you gain one extra use of your Rage ability, and you become immune to Necrotic Damage.

BARD - COLLEGE OF THE DIRGE

Bards of the College of the Dirge use their haunting voice to control undead and inflict devastating despair upon their foes. Some are humble funeral singers that do what they can to help the mourning. Others are grave robbers and charlatons that have turned their trade into a weapon.

COLLEGE OF THE DIRGE FEATURES

Bard Level	Features
3rd	<i>Bonus Proficiencies, Words of Despair, Danse Macabre</i>
6th	<i>Spells of the Dead</i>
14th	<i>Song of the Damned</i>

BONUS PROFICIENCIES

When you join the College of the Dirge at 3rd level, you gain proficiency in Performance. If you already have proficiency with Performance, you instead gain Expertise.

WORDS OF DESPAIR

When you join the College of the Dirge at 3rd level, you harness the ability to turn your sorrowful words and song into a weapon.

As an Action, you can expend one of your uses of Bardic Inspiration to force a creature within 60 feet to make a Wisdom saving throw against your Spell Save DC. On a failed save, they take 3D6 Necrotic damage and have disadvantage on their next melee attack as its heart mourns for those it has lost.

The damage increases at certain levels in this class, becoming 4D6 at 5th level, 6D6 at 10th level, and 10D6 at 15th level.

This attack does not affect undead or constructs.

DANSE MACABRE

Starting at 3rd level, you learn to manipulate the undead with your haunting melody.

By expending a use of your Bardic Inspiration you may target an undead creature within 30ft. The undead creature makes a Charisma saving throw versus your spell save DC. If it fails, the undead begins to dance becoming incapacitated.

At the end of each of its turns, and each time it takes damage, the target can make another Charisma save. The target has advantage on the saving throw if it's triggered by damage. On a success, the ability ends.

SPELLS OF THE DEAD

Starting at 6th level, you add Animate Dead, Fear, Gentle Repose, and Speak with the Dead to your spells known. These spells do not count against your total number of spells known.

SONG OF THE DAMNED

Starting at 14th level, you learn a haunting ballad that conjures forth hideous mockeries of life.

You can cast the Create Undead spell once a long rest. You do not need the material components to use this spell. The undead appear within 30 ft of you.

The level of the spell increases to 7th at level 16, 8th at level 18, and 9th at level 20.

DRUID - CIRCLE OF THE JACK-O-LANTERN

The circle of the Jack-O-Lantern was formed to lay low vile undead. Combining traditions from several sources, the Circle of the Jack-O-Lantern devised abilities that are devastating to their foes. Druids of this circle are able to conjure powerful Jack-O-Lanterns that rain fire upon their enemies while protecting their allies. These druids strike fear into the hearts of their enemies, living or dead. Some members of this circle even worship an unknown entity known simply as the Pumpkin Queen.

CIRCLE OF THE JACK-O-LANTERN FEATURES

Druid Level	Features
2nd	<i>Conjure Jack-O-Lantern</i>
6th	<i>Pumpkin's Rage</i>
10th	<i>Terrifying Visage</i>
14th	<i>Jack-O-Lantern Form</i>

CONJURE JACK-O-LANTERN

Starting at 2nd level, you can call forth a nature spirit of flame and vegetation to fight for you. As a bonus action, you can expend a use of your wild shape and summon a Jack-O-Lantern to a point you can see within 30 ft of you. The Jack-O-Lantern creates an aura in a 10-foot radius around it. The Jack-O-Lantern counts as neither a creature nor an object, though it seems corporeal.

As a bonus action, you can move the Jack-O-Lantern to a point you can see within 30 feet.

The Jack-O-Lantern persists for 1 minute, until it is dismissed, or until you are incapacitated.

While within the Jack-O-Lantern's radius, undead have disadvantage on attacks against you and your allies. On your turn, you can use a bonus action to bestow temporary hit points equal to your level to yourself or an ally within the Jack-O-Lantern's radius.

On your turn, you can use a reaction to have the Jack-O-Lantern attack a creature within 60 feet of it. The attack uses your Spell Attack and deals 1D6 plus your wisdom modifier fire damage.

The damage increases at certain levels in the class, becoming 2D6 at 5th level, 4D6 at 11th level, and 6D6 at 17th level.

PUMPKIN'S RAGE

Starting at 6th level, when your Jack-O-Lantern hits with an attack against an undead, the attack deals additional damage equal to your proficiency bonus.

TERRIFYIN VISAGE

Starting at 10th level, you can call forth a twisted Jack-O-Lantern visage that strikes terror into the hearts of your foes.

Enemies within a 15-foot cone from you must make a Wisdom saving throw against your spell save DC. On a failed save they are frightened for 1 minute.

While frightened by this ability, a creature must use its turn to take the Dash action and move away from you by the safest available route, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make another Wisdom saving throw. On a successful save, the ability ends and the creature cannot be affected by this ability again for 24 hours.

Once you use this feature, you cannot use it again until after you have finished a short or long rest.

JACK-O-LANTERN FORM

Starting at 14th level, you can assume the form of the Pumpkin Queen. Your head becomes a Jack-O-Lantern, your skin becomes bark-like, and vines coil around your body.

This form lasts for 1 minute. You gain several benefits while in this form: Your size becomes large.

All of your attacks deal fire damage equal to your Wisdom modifier. You gain temporary hit points equal to twice your level.

The ground around you in a 10-foot radius becomes difficult terrain as thick vines erupt from the ground around you.

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



FIGHTER - THE REAPER

All Reapers have something in common, death. Whether their brush with death was fleeting or they have been returned to life by divine means, they are forever marked. Fighters with this martial archetype learn to harness this experience and turn it into a weapon. As a Reaper grows in power, they begin to resemble the fabled Grim Reaper.

REAPER FEATURES

Fighter Level Features

3rd	<i>Reaper's Scyth, Essence of the Dead</i>
7th	<i>Reaper's Sense</i>
10th	<i>Reaping</i>
15th	<i>Wings of the Reaper</i>
18th	<i>Grim Reaper</i>

REAPER'S SCYTHE

Starting at 3rd level, you use death's power to conjure a scythe black as night that trails wisps of ethereal energy in its wake.

As a bonus action on your turn you create a scythe. The scythe deals 1D12 slashing or necrotic damage and has the two-handed and heavy properties. The scythe disappears if it leaves your hands.

ESSENCE OF THE DEAD

Starting at 3rd level, you are empowered by the death of those around you and use it to ravage your enemies.

Whenever a hostile creature is reduced to 0 Hit Points within 10 feet of you, you gain a point of essence. This essence lasts for 1 minute. You can have a maximum number of essence points equal to your proficiency bonus.

Once per turn, when you hit a creature with a melee attack, you can expend 1 point of Essence to deal an extra 1D10 Necrotic damage to the target. Every point of Essence spent beyond the first adds an additional 1D10 damage.

REAPER'S SENSE

Starting at 7th level, you can hear the reaper calling.

As a bonus action, you can study a creature within 30 feet and determine if it's above or below half Hit Points. In addition you can see invisible creatures within 30 feet of you as long as they are under half Hit Points.

REAPING

Starting at 10th level, each point of essence you expend deals 2D10 Necrotic Damage.

WINGS OF THE REAPER

Starting at 15th level, you can sprout massive bone wings from your back and take flight.

As a bonus action, bone wings erupt from your back, and you gain a Fly Speed equal to your Movement Speed. You can dismiss the wings as a bonus action.

GRIM REAPER

Starting at 18th level, you become the very essence of death and assume the form of a grim reaper.

As a bonus action, your form shifts as you are cloaked in black robes and your face takes on the visage of a skull. While in this form you gain several benefits.

You gain three points of Essence. Only while in this form may your Essence exceed your Proficiency bonus.

Whenever a creature is reduced to 0 Hit Points within 10 feet of you, you gain temporary Hit Points equal to twice your level plus your Constitution modifier.

Spending a Point of Essence deals 3D10 Necrotic Damage.

This Form lasts for 1 Minute. Once you use this feature, you can't use it again until after you finish a long rest.



ROGUE - THE RIPPER

You are a brutal killer that excels at eliminating your foes with your chosen weapon, the dagger. Rogues that follow this archetype are leg breakers, thugs, murderers, or thrill seekers. Your unique abilities allow you to devastate your foes with expertly placed strikes and intimidate those that bare witness to your gorey display of skill. Your reputation is so fearsome that your name alone has a tendency to prevent fights before they begin.

RIPPER FEATURES

Rogue Level Features

3rd	<i>Bonus Proficiencies, Master of Daggers</i>
9th	<i>Horrifying Display</i>
13th	<i>Killer's Swagger</i>
17th	<i>Dagger God</i>

BONUS PROFICIENCIES

Starting at 3rd level, You gain Proficiency in Intimidate. If you already have Proficiency in Intimidate, you gain Expertise.

MASTER OF DAGGERS

Starting at 3rd level, you learn to use daggers with brutal efficiency, be it hitting the weak spot of a foe or flinging the dagger to catch a fleeing enemy.

You deal an extra 1D6 damage when Sneak Attacking with a Dagger.

You increase the range of the Dagger to 40/80.

HORRIFYING DISPLAY

Starting at 9th level, when you kill a foe, the sight of it instills terror in the hearts of those that witness it.

When you reduce a creature to 0 Hit Points, you can use a bonus action and force all enemies that can see you to make a Wisdom saving throw. The DC is equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature has disadvantage on all attacks and ability checks until the end of their next turn.

KILLER'S SWAGGER

Starting at 13th level, your fearsome presence makes your enemies hesitant to attack you.

Creatures have disadvantage on all attacks to hit you until you are successfully hit by any attack.

DAGGER GOD

Starting at 17th level, you have reached a nearly divine level of skill with daggers.

You deal 1D6 damage with daggers, instead of 1D4. When Sneak Attacking with a Dagger, your Sneak Attack dice turn into D8s.

WARLOCK - THE PUMPKIN QUEEN

Your patron is a mysterious entity known simply as the Pumpkin Queen. The Pumpkin Queen is given praise at harvest time and is believed to ward off evil spirits. She despises evil undead, yet she offers safety to intelligent undead that fight against their evil nature and wish for redemption. Those she has granted power to are tasked with hunting down mindless and evil undead in order to protect nature from their taint.

THE PUMPKIN QUEEN FEATURES

Warlock Level Features

1st	<i>Pumpkin Bomb</i>
6th	<i>Trick or Treat</i>
10th	<i>Gourd Guard</i>
14th	<i>Pumpkin Queen's Revolt</i>

PUMPKIN BOMB

Starting when you Choose this Patron at 1st level, you gain the ability to hurl flaming pumpkins.

You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 60 feet. You are proficient with it and add your Charisma modifier to its attack and damage rolls. Its deals a 1D12 fire damage.

The damage increases by 1D12 when you reach 5th, 11th, and 17th level.

TRICK OR TREAT

Starting at 6th level, you can call forth illusions to trick your foes or dispense healing magic to treat your allies.

As an Action, you can cast the Mirror Image spell or Heal one creature within 30 feet for 2D6 + your warlock level.

Once you use this feature, you cannot use it again until after you have finished a short or long rest.

GOURD GUARD

Starting at 10th level, you can incase yourself in a large pumpkin that protects you.

As a Reaction, you become immune to damage until the start of your next turn. Once you use this feature, you must finish a long rest before you can use it again.

PUMPKIN QUEEN'S REVOLT

Starting at 14th level, you can call upon the might of the Pumpkin Queen. Pumpkins rain down from the sky as a wave of lush vegetation explodes outward from you.

As an Action, you call down a rain of explosive pumpkins. All hostile creatures in a 60 foot radius centered on you must make Dexterity saving throws against your spell casting DC. On a failed save, they take 4D6 Fire damage and 2D6 Bludgeoning Damage.

All normal plants in a 100 foot radius centered on you become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the abilities area from being affected.

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<http://homebrewery.naturalcrit.com/>

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