

ICONS OF HORROR

SUBCLASSES FOR
THE HALLOWEEN SEASON



DRAGONROC RPG DESIGN

Take on the essence of horror villains to strike
fear in everything that dares cross your path.



“BECOME A WALKING NIGHTMARE...”

The most frightening entities from cinematic history come to the forefront of our minds when we think of Halloween and the essence of horror. Their ability to make a lasting, and often terrifying, impression allows for their chilling memories to linger each subsequent autumn. Whichever of them may haunt your personal nightmares may be considered your “favorite”, but it’s undeniable that each one has impacted any and all who know their story.

Take on aspects of several of cinema’s most infamous villains to harrow your foes with your spine-chilling presence. Using your supernatural abilities, you can better shape the world or sow inescapable discord. Whatever you may use your powers for, it’s inevitable that someone will soil themselves trying to stand in your way...

It’s your turn to be what is feared – to become what lurks in shadows – to become what bumps in the night.

ABOUT THE CONTENT

These subclasses were created with “fun” and “Halloween” in mind. While we believe these subclasses are adequately balanced and would fit in any adventure or campaign, we recognize that some of these subclasses may be best suited to themed games and one-shots. We encourage you to unleash your inner horror icon and embody their essences to incite fear in your adversaries. Whether it be with your ability to control and play with their minds, become a frightening visage, corner them with traps, or simply be seemingly unstoppable, your character will make even the bravest soul shake in their graves.



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PATH OF THE CEASELESS

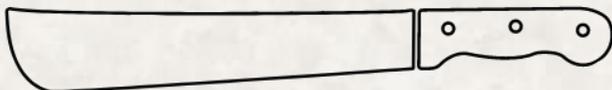
Those who follow this path are often considered to be revenants — as a matter of fact, most of them may actually be revenants. They trudge forward, seemingly unfazed by anything that stands in their way, often called “The Unstoppable Force”. Being able to rise from sure-fire finishing blows as if they’re simply papercuts, these behemoths are built to last. And if you think they’re hard to kill, you should see their mothers.

PATH OF THE CEASELESS FEATURES

Barbarian Level	Feature
3rd	Impermeable, Rise in Anger
6th	Firm Resolution
10th	Vicious Tenacity
14th	Unflinching

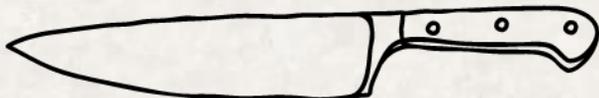
IMPERMEABLE

Starting when you choose this path at 3rd level, your skin hardens into a carapace. As a bonus action, you can grant yourself temporary hit points equal to your Barbarian level. You can do this an amount of times per long rest equal to your Constitution modifier.



RISE IN ANGER

At 3rd level, death does not knock on your door; you make it wait patiently for you to be ready to accept it. You make death saving throws at the start of your turn. Whenever you make a death saving throw, you return to life when you roll a 15 or higher. When you do so, instead of rising to 1 hit point, you gain hit points equal to your Rage damage.



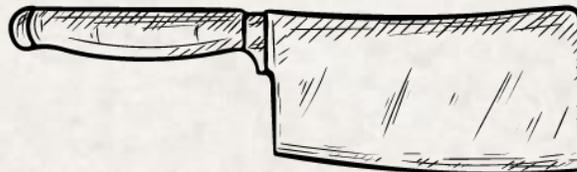
FIRM RESOLUTION

Starting at 6th level, your ability to stay on your feet is significantly increased. Whenever an effect attempts to make you prone, pushed back, stunned, grappled, or restrained, you have advantage on the check or saving throw in order to resist it. While raging, you gain a bonus to these saves equal to your Rage damage.

VICIOUS TENACITY

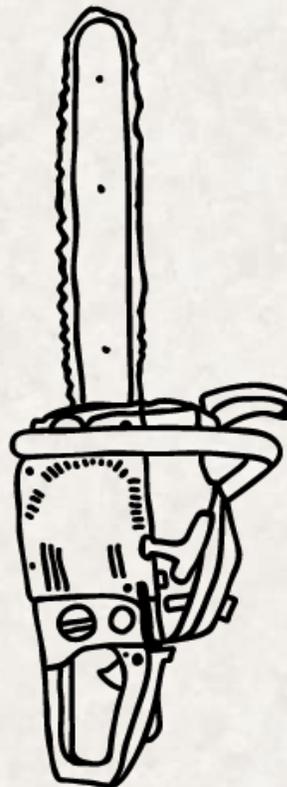
At 10th level, your inability to be stopped strikes fear into the hearts of many; your strides exude supernatural confidence. You are immune to being frightened.

Also, when a creature within 60 feet hits you with an attack that deals damage of a type to which you are resistant, that creature must make a Wisdom saving throw (DC equal to 8 + your proficiency modifier + your Constitution modifier) or become frightened of you for 1 minute or until they successfully hit you with another attack. If a creature successfully hits you while frightened in this way, the creature is immune to the effect for the next 24 hours.



UNFLINCHING

Starting at 14th level, your body has grown to become adaptive in taking damage. You are resistant to bludgeoning, piercing, and slashing damage from non-magical attacks. While raging, you gain resistance to acid, cold, fire, lightning, poison, psychic, and thunder damage.



COLLEGE OF CLOWN

The art of clowning has been a staple of performance for many years and is often a core training method for every fledgling entertainer. However, over time, there has been a shift in the perception of the clown from fun, jubilant, and playful tricksters to unsettling, distorted, and creepy creatures. The College of Clown embraces this new perspective, using one's fear to influence their audience. Crafting terrifying masks and make-up, frightening costumes, and practicing the manipulation of the mind, clown bards tap into the nightmares and phobias of those who gaze upon them.

COLLEGE OF CLOWN FEATURES

Bard Level	Feature
3rd	Frozen in Fear, Eerie Visage
6th	Harrow the Enemy
14th	Embodiment of Horror

FROZEN IN FEAR

When you join the College of Clown at 3rd level, you gain the ability to cause your foes to trip over themselves. As a bonus action, you can expend a Bardic Inspiration to make a dreadful performance. When you do so, choose a number of creatures that you can see within 60 feet, up to a number equal to your Charisma modifier (minimum of one). Each creature must make a Wisdom saving throw against your spell save DC or become frightened by you and have their movement speed reduced by 5 times the amount rolled until the start of your next turn.

EERIE VISAGE

Starting at 3rd level, you begin to hone your mastery of devilish clowning. You gain proficiency with the disguise kit and your proficiency bonus for disguises made with the kit is doubled. You also learn the spell *cause fear*. It counts as a bard spell for you but does not count against your number of spells known.

HARROW THE ENEMY

By 6th level, the bewitching magic of your clowning can curse a foe of your choice. You can cast *hex* without expending a spell slot and without requiring to maintain concentration.

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

EMBODIMENT OF HORROR

Starting at 14th level, you've become incredibly adept at tapping into the greatest fears of creatures. As an action, you can assume the form of a monstrosity whose challenge rating is one third your level, rounded down, for 10 minutes. You revert to your normal form early if you fall unconscious, drop to 0 hit points, or die. You transform into an average example of that creature, one without any class levels or the spellcasting trait.

Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you, and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions in your new form.

You assume the hit points and Hit Dice of the new form. When you revert to your normal shape, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak.

When you transform, your equipment merges into your new form and has no effect in that state.

Once you use this ability, you cannot do so again until you finish a long rest.



WAY OF THE DREAMWEAVER

The Way of the Dreamweaver teaches those within their monasteries to harness the power of unconscious thought. Those devoted to this tradition not only gain greater control of their own subconsciousness, but also their enemies'. A dreamweaver is patient and focused in their meditations, able to push their mental connections beyond normal limitations. Using what they call "the mindscape", they can protect themselves and afflict brain-wracking damage.

Some monks of this tradition have been known to plague the minds of their foes to such a degree where they are constantly providing them nightmares.

WAY OF THE DREAMWEAVER FEATURES

Monk Level	Feature
3rd	Subliminal Expanse
7th	Cognitive Jam
11th	Visions of the Mind
17th	Cerebral Command

SUBLIMINAL EXPANSE

Starting when you choose this tradition at 3rd level, you can spend 2 ki points to cast *dissonant whispers*, *detect thoughts*, *mind spike*, or *phantasmal force* without providing material components.

You also gain resistance to psychic damage.

COGNITIVE JAM

Starting at 6th level, you can exploit the ability to stun your opponent. Once per turn, when you spend a ki point to perform a stunning strike, the target of the attack makes their saving throw at disadvantage. You can do this a number of times equal to your Wisdom modifier per long rest.

Also, whenever a target fails their save against your stunning strike, they take additional psychic damage equal to your half your monk level rounded down.

VISIONS OF THE MIND

By 11th level, you have achieved a greater grasp on infiltrating the minds of others. You can spend 5 ki points to cast *dream*, *modify memory*, or *telepathic bond*.

Also, when you spend a ki point to perform a Flurry of Blows, if both attacks hit a single creature, the target must make a Wisdom saving throw against your ki save DC. On a failure, the creature is frightened of you until the end of your next turn.

CEREBRAL COMMAND

Starting at 17th level, you have mastered guarding your own mind, while pummeling that of your opponents. You gain immunity to psychic damage.

Whenever you score a critical hit, you cause the target to suffer one level of exhaustion.



THE CONFECTIONER

Many centuries ago, a gnomish village was raided and conquered by a warring band of dwarves seeking to extend their reach amongst the realms. The dwarves forced the gnomes into their coal mines. As years went on, the gnomes began to push their way out of the mines and into society; to be treated as equals.

There was one gnome who drew the eye of the reigning shieldmaiden. Opening his own confectionary, the gnome began selling sweets that no one had seen before. The shieldmaiden's uncle assigned a spy to tail her at every turn. One night the spy followed and caught a glimpse of them; "making sweets" is often what is said.

The next day, the gnome was dragged into the streets by the dwarves. Beaten until barely alive, they removed the right hand of the confectioner, replacing it with a pickaxe to remind the other gnomes where the dwarves believed the gnomes belonged. Their final act of torture was to remove the confectioner's apiary, shattering it and then burying him in the honey and honeycomb where the bees proceeded to sting him to death.

The legend says that the spirit of the Confectioner returned to haunt the dwarves, exacting incorporeal vengeance for himself and his people. As dwarves are often very superstitious, they took to this poorly and abandoned the gnomes; taking with them as much as their rushing arms and carriages could carry.

The Confectioner appears to spurned or betrayed lovers who are in languid relationships, taking them into his fold and granting them power. The Confectioner is known to focus on charm and domination as well as his connection to insects that sting and swarm. Those who have followed have noted fugue states and waking up to find a bloody mess.

THE CONFECTIONER FEATURES

Warlock Level	Feature
1st	Come with Me, Expanded Spell List
6th	Traitorous Deflection
10th	Ward of the Swarm
14th	Mental Shatter

EXPANDED SPELL LIST

The Confectioner 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.



THE CONFECTIONER EXPANDED SPELLS

Spell Level	Spell
1st	<i>bane, sleep</i>
2nd	<i>levitate, web</i>
3rd	<i>conjure animals, stinking cloud</i>
4th	<i>compulsion, giant insect</i>
5th	<i>dominate person, insect plague</i>

COME WITH ME

Starting at 1st level, your patron bestows the ability to bewitch another person to your will. As an action, you can cause a creature within 30 feet of you to make a Charisma saving throw against your warlock spell save DC. If the creature fails their saving throw, it is charmed by you until the end of your next turn. While charmed in this way, it performs any command you give it as long as it is worded in a reasonable manner. Asking the creature to inflict direct harm onto itself ends the effect. The command must not have a condition. If a creature succeeds, it is immune to this effect for the next 24 hours.

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

TRAITOROUS DEFLECTION

Starting at 6th level, you can use your wiles to force your enemies to harm their allies. When a melee attack roll is made against you, before you know whether it hits or misses you can use your reaction to potentially stop the incoming blow. Use your spell attack bonus to roll a contested check against the attack roll. If you succeed, the attacker must use their movement, if necessary, to instead attack one of their closest allies and continue to do so until the end of your next turn.

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

WARD OF THE SWARM

Beginning at 10th level, your patron grants you the protection of a yellow and black swarm. As a bonus action, you can call upon bees of any type to surround your form to keep you safe from incoming attacks for 1 minute. You are granted half-cover from ranged attacks and those who make a melee attack against you must make a Dexterity saving throw against your warlock spell save DC or take poison damage equal to half your warlock level (rounded down).

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

MENTAL SHATTER

Starting at 14th level, you can force a creature to descend into madness. As an action, choose a creature you can see within 60 feet of you. It must make a Charisma saving throw against your warlock spell save DC. On a failed save, it is frightened and paralyzed for 1 minute or until your concentration is broken (as if you are concentrating on a spell). This effect ends early if the creature takes any damage other than psychic.

Until this madness ends, the creature hears taunting voices which tear away at its psyche. The creature takes 2d6 psychic damage each round. At the end of each of its turns, the creature can repeat the saving throw in order to end this effect.

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

THE ENTRAPPER

The most effective way to catch prey is to know them; learn their habits, their regular paths, and where they spend their time. Whether following a beast, humanoid, or monster, the Entrapper is a calculating individual who is patient and lies in wait for their prey of choice to stumble upon their well-designed, magically infused devices.

THE ENTRAPPER FEATURES

Artificer Level Feature

3rd	Entrapper Spells, Swiftsnare, Tool Proficiency
5th	Arcane Rigging
9th	Improved Swiftsnare
15th	Trapcast

TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with an additional artisan's tool of your choice.

ENTRAPPER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Entrapper Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

ENTRAPPER SPELLS

Artificer Level Spell

3rd	<i>ensnaring strike, silent image</i>
5th	<i>cordon of arrows, find traps</i>
9th	<i>hypnotic pattern, slow</i>
13th	<i>confusion, hallucinatory terrain</i>
17th	<i>contagion, planar binding</i>

SWIFTSNARE

Beginning at 3rd level, you can craft a devastating trap. Using tinker's tools or smith's tools, you can take an action to create a small mechanical trap in an unoccupied space on a surface within 5 feet of you.

You can't create more than one trap of each type until you finish a long rest.

The trap is a small magical object. It has an AC of 15 and hit points equal to your Artificer level. It is immune to poison damage, psychic damage, and all conditions. If it is forced to make an ability check or saving throw, treat all scores as 10 (+0). It disappears if it is reduced to 0 hit points or after 1 hour. You can dismiss it early as an action, and if you do so you may use that trap again. In order to notice it, a creature must make a Wisdom (Perception) check against your spell save DC.

When you craft a trap, you decide what spring effect it has, choosing from the options on the Swiftsnare table.

SWIFTSNARE EFFECTS

Trap	Spring Effects
Snapmaw	This elongated hunting trap is crafted to look like the powerful jaws of a crocodile, which snaps closed when stepped upon. When sprung, the trap deals 2d8 piercing damage to the creature who steps onto it and that creature must make a Strength saving throw against your spell save DC or be grappled. A grappled creature can use its action to make a Strength (Athletics) check against your spell save DC to escape the grapple.
Whip-Catch	This snare must be placed within at least 15 feet of an elevated surface. What appears to be a simple hoop of spun metal, becomes a disorienting snare or net, which is sprung when a creature steps into it. When sprung, the creature who steps into it must make a Dexterity saving throw or be pulled by their ankle, hitting their head on the ground, to hang 15 feet in the air. On a failure, the creature is stunned for 1 round and restrained. An ensnared creature can use its action to make a Dexterity (Acrobatics) check against your spell save DC to escape the trap.
Malicious Kiss	This pedal trap has two small nozzles on each side that send a plume of muted yellow Malice up into the area of the creature that steps upon it. When sprung, the creature who steps onto it must make a Constitution saving throw or take 2d8 poison damage and become poisoned for 1 minute.
Element Coil	This coil of brass rests atop a plunger which connects the components inside of it triggering the arcane effect and burning, freezing, or shocking the creature who steps upon it. When sprung, the creature must make a Dexterity saving throw or take 2d8 fire, cold, or lightning damage. On a successful save, a creature takes half damage. The damage type is determined when the trap is set.



ARCANE RIGGING

Starting at 5th level, when crafting your Swiftsnare, you can choose to infuse your tinker's tools in order to perform greater feats in a shorter time. You can expend a spell slot of 1st level or higher to create an additional trap, even if it's a trap you've already created since your last long rest.

If you expend a spell slot of 2nd level or higher, up to a maximum of 5th level, you can increase the size of the trap you can lay. Each level of spell slot expended above 1st increases the area of effect by 5 feet. For example, if you expend a 3rd level spell slot, the area of effect is increased to a 15 ft square.

When you deploy a trap, you can choose to install a remote trigger and you can use your reaction to spring your trap when you find it most advantageous. Traps with a remote trigger do not have the ability to be sprung when stepped in or on.

IMPROVED SWIFTSNARE

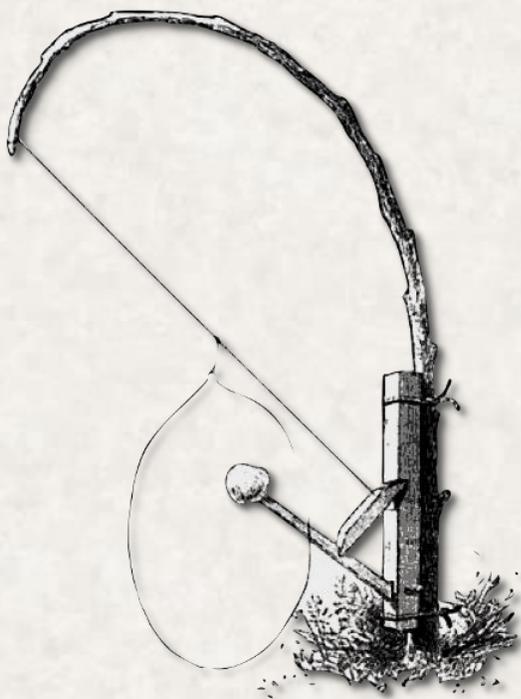
Starting at 9th level, your traps become deadlier and more powerful, your traps that deal damage increase by 1d8.

Also, you are now able to set your traps at range. You can throw your trap up to 20 feet instead of having to be within 5 feet of it.

TRAPCAST

Starting at 15th level, your proficiency to craft magical traps as well as cast spells has become a unified ability. You can choose to infuse a trap with a spell you know by expending a spell slot of the appropriate level instead of its normal Swiftsnare effect. If the spell has a target, it targets the creature standing in or on the trap. If the spell affects an area, the area is centered on the trap. If the spell requires concentration, it lasts until the end of its full duration no concentration required. Traps infused with a spell using this feature are not increased in size by the Arcane Rigging feature.

For example, if you infuse a Swiftsnare with the *dispel magic* spell it only targets the creature in the area of the trap. However, if you infuse *faerie fire* into it, the spell area of effect is centered on the trap laid.



ABOUT DRAGONROC RPG DESIGN

A noble Roc spent his days working as a delivery agent and on his route lived a charming Dragon. For months they shared many brief, but pleasant interactions at the entrance to the Dragon's lair. During one such exchange something caught the Roc's keen eye, the Dragon was wearing a T-shirt with the words "Jocks Machina" emblazoned across the chest. Smiling, the Roc said, "Nice shirt" and the dragon replied, "Thanks... Critter?" From that moment a budding friendship grew, their conversations becoming more than could be contained to their brief meetings. A handwritten letter and a few emails later, and they were off to becoming closer than kin...

This is the story of how René met Daniel. Beginning with a shared love of a show featuring some "nerdy ass voice actors", they soon found they had far more in common, both in and outside the world of Dungeons & Dragons. Sharing their "homebrew" musings with one another transformed into a deeply rewarding collaborative partnership of writing new ones together. Under the name of **DragonRoc RPG Design** they are beginning to share the fruits of their labors with the TTRPG community in hopes that others may enjoy playing with their creations.

René can often be found on the [Fabled42](#) Twitch channel as a player and as the DM for the Mythical Melee.

