

SPIRIT OF HALLOWEEN

RANGER: TRICK OR TREAT CONCLAVE

In the true spirit of Halloween, I have designed special subclasses specifically for the occasion. Scare up some interesting role playing, spurred by the spirit of Halloween.

This subclass is specifically designed to embrace the spirit of Halloween. Enjoy, but do not be too afraid.

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GO TO YOUR HALLOWEEN PARTY DRESSED AS YOUR FAVORITE *DUNGEONS & DRAGONS* CHARACTER THIS YEAR. TRY NOT TO GO OVERBOARD THOUGH.



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TRICK OR TREAT CONCLAVE

The joy in dressing up, collecting candy, and enjoying an extended curfew for those still concerned about such things. Halloween is a special time for all. Rangers of the Trick or Treat Conclave embrace all fundamental aspects of the holiday.

POWER OF HALLOWEEN

The Trick or Treat Conclave is more powerful during the week of Halloween. You gain double experience points during this week. You also have one extra spell slot of your highest level available per long rest during this time.

TRICK OR TREAT MAGIC

You learn an additional spell when you reach certain levels in this class. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3 rd	Armor of Agathys
5 th	Alter Self
9 th	Fear
13 th	Phantasmal Killer
17 th	Bigby's Hand

JUMP SCARE

Beginning at 3rd level, you have learned to perfect the jump scare. When wearing one of your masks, you can make a standing Jump (Athletics) check to surprise an opponent in which you are not already engaged in melee combat (DC 8 + ½ the distance of the attempt). If the Jump check is successful, you can move up to your Strength score in feet away from your current position, engaging another opponent in combat, not incurring any attacks of opportunity along the way. If you fail your Jump check, any foes between you and your target, including any you are actively engaged with, are allowed an Attack of Opportunity if they have a reaction available to them.

Your new target must succeed on an Insight check, opposing your Jump check (regardless if you succeeded on the standing Jump check). Failure indicated that the new target was surprised by your wild action. They are Frightened until the end of their next turn.

MASKED MADNESS

Also, at 3rd level, you can channel the monsters of Halloween through specially designed masks. As an action, you don one of your masks, gaining specific abilities depending on the mask worn. The conferred powers persist for as long as the mask is donned:

Ranger Level	Mask	Conferred Power
3 rd	Lycanthrope	Resist non-silver bludgeoning, slashing, & piercing
7 th	Ogre	+2 Strength (Max 22)
11 th	Ghost	Etherealness
15 th	Prince/Princess	Comprehend Languages & Tongues
20 th	Tarrasque	Reflective Carapace



CANDY BASKET

At 7th level, you have learned to craft a satchel in which to carry sweets gathered from any and every town or homestead visited. You have even managed the task of candying your own brand of fruits and nuts. Once per long rest, you may consume one of the sweets from your basket. Doing so confers a brief sugar high, granting your 1 temporary Hit Point for every odd level you have obtained. Just remember, do not overdo it with sweets.

MONSTER MASH

Leaning on your Masked Madness ability, once per long rest once you have reached 11th level, you may draw on the conferred powers of a different mask than the one you are wearing. You must still meet the level requirements for the mask's power. Doing so requires a bonus action on your part and lasts until the end of your next turn.

NIGHTWALKER

The night is your ally. Beginning at 15th level, you move more swiftly under the night sky. You gain Freedom of Movement, but only at night.

