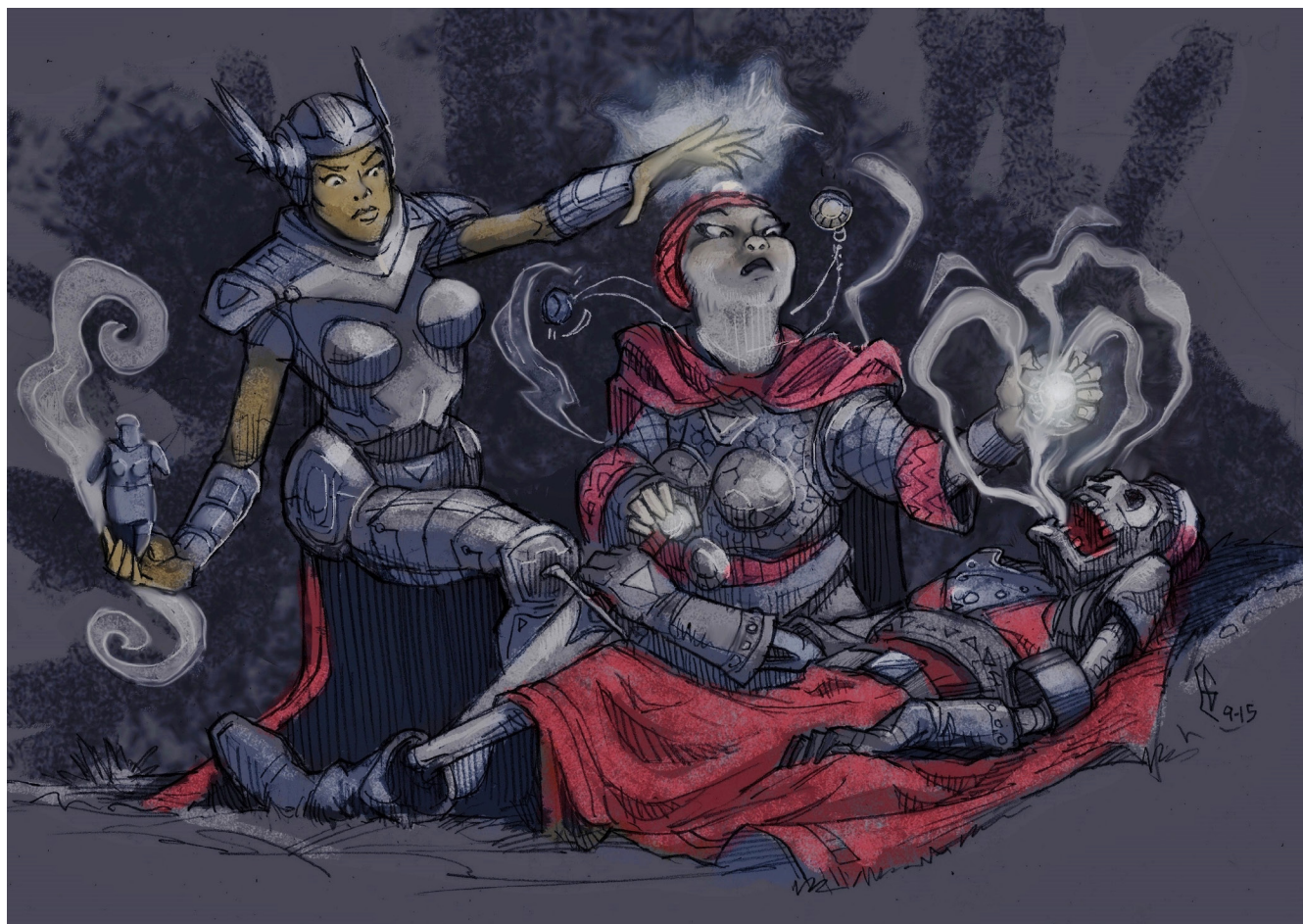


I AIN'T AFRAID OF NO GHOST

SUBCLASSES FOR HUNTING EVIL



A FAMILY OF COMMONERS COWERS IN THEIR cellar as their youngest daughter thrashes against the wooden door, possessed by a vengeful spirit. A whole village of terrified people retreats into a church, hoping the walls of their gods will protect them from the shambling evil that lurks outside. A trio of women scream as flames lick their feet as the cowardly town elders put them to the torch, accusing them of witchcraft.

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These are the unique threats and challenges of a horror-driven fantasy game, and they require a unique kind of hero.

This article introduces three new player options for the cleric, paladin, and rogue to combat and drive back the things that go bump in the night. They’re perfect for a horror-themed campaign or one-shot filled with ghosts, vampires, witches, and other Evil-aligned, Halloween-themed monsters, but are versatile enough to use in any fifth edition game.

Clerical Divine Domain: Spirit

The Spirit domain is one of righteous protection against the most unholy of forces: undeath. It channels the power of Good- and Neutral-aligned deities to guide wayward souls and ghosts into the next plane of existence, helping them leave the material plane. When those spirits are uncooperative, or worse, are evil and malign, adherents of this domain are given the power to punish them and banish them to the depths of the hells or abyss. The Spirit Domain is available to followers of deities that oversee the process of life and death, but see undeath as abhorrent.

Spirit Domain Spells

Cleric Level	Spells
1st	<i>detect evil and good, searing smite</i>
3rd	<i>phantasmal force, see invisibility</i>
5th	<i>remove curse, speak with dead</i>
7th	<i>banishment, death ward</i>
9th	<i>contact other plane, hold monster</i>

Divine Sense

When you choose this domain at 1st level, you gain the paladin’s Divine Sense feature.

Banish Undead

At 2nd level, your Channel Divinity: Turn Undead power is improved. The range of Turn Undead is extended to 60 feet, and the time undead creatures are turned is improved to 1d4 minutes.

Undead Knowledge

At 6th level, you gain the ability to see the undead as they truly are. If you spend at least 1 minute observing or interacting with an undead creature outside of combat, you intuitively know what kind of undead creature it is and how powerful it is compared to you. The Game Master must tell you three of the following of the undead creature’s characteristics: its armor class, its hit point total, its highest ability score, its damage vulnerabilities, resistances, or immunities.

Shatter Undead

Starting at 8th level, you can command an undead creature to release its hold on the world in the name of your god. As an action, you can remove all resistances and immunities from any one undead creature that you can see or hear. The undead creature only retains the immunities and resistances it had when it was alive. This effect lasts for a number of rounds equal to your Wisdom modifier. You cannot use this feature again until you complete a short or long rest.

At 14th level, Shatter Undead lasts for a number of rounds equal to 1d4 + your Wisdom modifier.

Past the Veil

By 17th level, you have learned much about the powers of undeath, and are assured in your faith in your deity. Each day, you are immune to a number of points of necrotic damage equal to your cleric level x 5. You regain this amount of necrotic damage immunity after taking a long rest.

PALADIN'S SACRED OATH: COURAGE

The Oath of Courage is an oath seldom taken, for it elevates a devoted woman or man above just the station of being a paladin. They become an ideal; a clarion call in the darkness capable of bolstering those who are frightened. To swear this oath is to make yourself an enemy of all who would use terror to manipulate and harm the frightened. Just as you can sense evil and undeath, undeath and evil can sense you. The armor and appearance of these paladins is often simple and utilitarian; whatever gets the job done. What's different about them is their voice: strong, compassionate, and inspiring. It is the voice of a leader in the darkest of times.

TENETS OF COURAGE

The Oath of Courage has few tenets, but they serve as constant reminders about a paladin's purpose. Often, paladins will repeat these tenets to themselves in a crisis to strengthen their resolve.

- ▶ **Fight the Fear.** Fear exists for only one purpose: to be conquered. You must fight the fear in your own heart before you can fight the fear in others.
- ▶ **Bolster the Timid.** Agents of fear—undead and otherworldly horrors—will try to break your compatriots with terror. Do not let them. Your courageous example will make your allies courageous as well.
- ▶ **Inspire the Meek.** You have taken this oath, but the common person hasn't. They will be afraid when monsters come to their door. It is your duty to give them the hope, the confidence, and the tools to fight alongside you.
- ▶ **Fortify Your Surroundings.** To survive the long and terrifying night, you must be prepared. Always be on the lookout for ways to make your surroundings more secure, safe, and defensible. You may be able to survive a night raid, but those you look after may not.

Oath Spells

Paladin Level	Spells
3rd	<i>bless, protection from evil and good</i>
5th	<i>branding smite, calm emotions</i>
9th	<i>beacon of hope, create food and water</i>
13th	<i>banishment, death ward</i>
17th	<i>banishing smite, dispel evil and good</i>

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Courageous Words. As an action, you can call out to your allies and give them the courage to succeed, or you can call out to one ally in particular and almost guarantee their success with your courage, using your Channel Divinity. You grant an ally that can see or hear you a Courage die, a d6. Once within the next 10 minutes, that ally can roll the d6 and add the number rolled to one ability check, attack roll, or saving throw that they make. The ally can wait until after they roll the d20 before deciding to use the Courage die. Once the Courage die is rolled, it is lost. An ally can have only one Courage die at a time.

Rousing Speech. As an action, you can use your commanding voice and presence to dissuade enemy creatures from advancing against you or your allies, using your Channel Divinity. Each hostile creature that can see or hear you must make a Wisdom saving throw against your spell save DC. On a failure, the creature is no longer hostile, stopping any attempt to attack you or your companions for a number of rounds equal to half your level (rounded down). This effect ends if affected creatures are attacked during this time.

Aura of Courage

At 7th level, you emanate an Aura of Courage earlier than other paladins. At 10th level its range is improved to 30 feet, and further improves to 50 feet at 18th level.

Protecting Touch

At 15th level, your Lay on Hands feature is improved dramatically in order to not only heal,

but also protect your allies on the battlefield. When you use Lay on Hands on a creature, that creature gains a +2 bonus to AC for 1 hour, provided they continue to fight courageously. Any attempt to move away from, flee from, or hide from an enemy in combat negates this +2 bonus to AC. A creature healed using Lay on Hands cannot receive this bonus to AC more than once within the hour.

Fearless Champion

At 20th level, you may assume the form of a holy avatar of courage. You have the ability to wrest the fear from those around you and inspire them towards greatness. Using your action you undergo a transformation. For 10 minutes, you gain the following benefits:

- ▶ Your features become like that of a lion. You gain a Roar attack that, as an action, deals 3d6 thunder damage to all Evil creatures within 30 feet of you that can hear you.



- ▶ All allies that can see or hear you are immune to being frightened or charmed.
- ▶ All allies within 15 feet of you have advantage on attack rolls against undead and fiends and advantage on saving throws to resist effects and spells undead and fiends.

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

ROGUISH ARCHETYPE: WITCH HUNTER

You are versed in the secret ways of ousting and destroying witches and other evil creatures that hide amongst civilization. You know how to spot them, how to make them give up their secrets, and how to hunt them when they run. In addition to features that improve your ability to sense these creatures and fight them with ranged weapons, you also learn useful new interrogation rituals designed to unmask the minions of evil.

Bonus Proficiencies

When you take this archetype at 3rd level, you gain proficiency with shortbows, longbows, and all forms of crossbow. If your game supports it, you become proficient with weapons with the Entangling property such as the bolas.¹

Immobilizing Shot

Starting at 3rd level, you are able to stop creatures from fleeing from you. When you hit a creature with a ranged weapon attack, you can use a bonus action to have shot the creature in the legs or feet. The creature suffers from the restrained condition and the attack deal half damage. If attacking with an Entangling weapon, the DC of the Strength (Athletics) or Dexterity (Acrobatics) saving throw is increased to 14.²

¹ Connors, "As Good As His Blade," *EN World*

EN5ider. <https://www.patreon.com/posts/3008132>

² *Ibid*.

Interrogation Rituals

At 9th level, you gain access to three interrogation rituals. These are supernatural techniques used to gather information from evil creatures masquerading as ordinary people, such as hags, witches, doppelgangers, and other shapeshifters. These rituals must be performed within 1 hour of being set up, or their power is wasted.

Boiling Tincture. While the creature is bound, you funnel a boiling solution of sacred herbs and spices down their throat to burn away the evil within. A Boiling Tincture requires 1 hour to set up, and 75 gp worth of consumable materials. This ritual forces the creature to make Wisdom checks at disadvantage in order to maintain their disguise. These are contested by your Charisma (Intimidation) checks.

Salt and Iron Dousing. While the creature is captive, you splash their faces and bodies with brew of salt water and cold iron shavings. A Salt and Iron Dousing requires 20 minutes to set up, and 25 gp worth of consumable materials. Successful completion of this ritual creates the effects of a *zone of truth* spell, with the captive creature making their Charisma saving throw at disadvantage.

Cleansing Fire. While the creature is bound, you pile rosewood at their feet and set it ablaze, burning them. Cleansing Fire requires 1 hour to

set up, and 50 gp of consumable materials. This ritual is risky, as it ousts the evil from a cursed or similarly afflicted creature, who then must be saved from the flames before they are consumed. This ritual creates the effects of a *remove curse* spell, with the captive creature making a Wisdom saving throw at disadvantage to resist the effects. The captive creature takes 1d6 fire damage each round until the flames are extinguished.

Silvering Ammunition

At 13th level, you have dealt with enough supernatural forces that you understand the impact that silvered weapons can have, and have developed a method of silvering arrowheads and crossbow bolts that is fast and relatively inexpensive.

During a short rest or preceding a long rest, you can apply this process to a number of projectiles equal to your level. Each silvered piece of ammunition requires 4 gp worth of silver.

Supreme Detection

At 17th level, you are an expert at noticing evil in all of its many forms. As an action, you can focus your senses towards detecting evil. You sense evil creatures as if you had cast *detect evil and good*. Once you have used this feature, you can't use it again until you have finished a short rest.