

# WARLOCK - THE GHOST TOWN

Rumors of ghost towns instill anxiety in the vast fields of the far west. These once prosperous places now lay in ruin, marked by massive bloodshed and malevolent spirits. However, there are those who have walked into ghost towns and survived, now infused by their vile powers. These heralds now exert control over the restless spirits populating these ruins.

## Expanded Spell List

At 1st level, The Ghost Town 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.

### GHOST TOWN EXPANDED SPELLS

| SPELL LEVEL | SPELLS                      |
|-------------|-----------------------------|
| 1st         | bane, detect evil and good  |
| 2nd         | augury, phantasmal force    |
| 3rd         | bestow curse, phantom steed |
| 4th         | death ward, faithful hound  |
| 5th         | cone of cold, hallow        |

## Spectral Ally

At 1st level, you can tap into the town's powers to summon one of its deceased citizens. As an action, you can call upon it, when it appears, choose between Crafter, Cowboy, Outlaw, or Sheriff. The ghost takes on the appearance of a citizen of that kind, which determines certain traits in its stat block.

The citizen appears in an unoccupied space of your choice that you can see within 10 feet of you. It is friendly to you and your companions and obeys your commands. See this creature's game statistics in the **Spectral Citizen** stat block, which uses your proficiency bonus (PB) in several places. You determine the citizen's appearance.

In combat, the citizen shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the citizen keeps taking actions as normal.

The citizen manifests for 1 hour until it is reduced to 0 hit points, until you use this feature to summon the citizen again, or until you die.

You can summon a citizen a number of times equal to a third of your warlock level (rounded down, minimum of 2) and you regain all expended uses when you finish a long rest.





## Empowered Specters

By the 6th level, your specters have gotten stronger. Each citizen gains an additional ability from the ones below, based on the citizen summoned:

- **Craftsman.** Any creature within 5 feet of the citizen proficient in the same skill or artisan's tools as the citizen can add double their proficiency bonus to any ability check that uses that skill or set of tools.
- **Outlaw.** Once per turn, the citizen can deal an extra 1d6 damage to one creature it hits with an attack if it has advantage on the attack roll or if the target is within 5 feet of an allied creature. This damage increases to 2d6 at the 10th level.
- **Sheriff.** When a creature under the effect of lawman's protection takes damage as part of a spell or ability that forced it to make a saving throw, the citizen may spend its reaction to halve that damage.
- **Wrangler.** When the citizen successfully grapples a creature with its lasso, that creature is also restrained until the grapple ends.

## Otherworldly Bond

At the 10th level, the bond between you and the town has strengthened, leading the citizens to protect you at all costs. If you fall to 0 hit points and you control a spectral citizen, you may have the citizen give its life for yours, as it dies and you fall to 1 hit point instead.

Once you've used this ability, you can't do so again until you finish a short or long rest.

## Ghost Town Triumph

When you reach the 14th level, your control over the ghosts of the past becomes stronger than ever before. Your spectral citizen doesn't vanish if you use your spectral ally feature again, as long as you summon a different type of citizen.

In addition, all your summoned citizens gain the following ability:

**Possession (Recharge 6).** One humanoid that the citizen can see within 5 feet of it must succeed on a Charisma saving throw (DC = your spell save DC) or be possessed by the citizen; the citizen then disappears, and the target is incapacitated and loses control of its body. The citizen now controls the body but doesn't deprive the target of awareness. The citizen can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics but

doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the citizen ends it as a bonus action, or the citizen is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the citizen reappears in an unoccupied space within 5 feet of the body. The target is immune to this citizen's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

### SPECTRAL CITIZEN

Medium undead (ghost), any alignment

**Armor Class** 10 + your PB

**Hit Points** 5 + five times your warlock level

**Speed** 0 ft., fly 30 ft. (hover)

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 16 (+3) | 14 (+2) | 14 (+2) | 16 (+3) | 12 (+1) |

**Damage Immunities** necrotic

**Condition Immunities** charmed, frightened, grappled, prone, restrained

**Senses** darkvision 60 ft., passive Perception 13

**Languages** understands the languages you speak

**Crafting Prowess (Craftsman).** The citizen is proficient in one skill and one set of artisan's tools of your choice. Its proficiency bonus is equal to yours.

**Ethereal Sight.** The citizen can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal.** The citizen can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

### ACTIONS

**Withering Touch.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d4 + PB necrotic damage.

**Lasso (Wrangler).** *Melee Weapon Attack:* your spell attack modifier to hit, range 15/60 ft., one target. *Hit:* 1d6 + PB necrotic damage. If the target is a creature, it is grappled (escape DC = your spell save DC). Until this grapple ends, the citizen can't use its lasso on another target.

**Lawman's Protection (Sheriff).** The citizen adds a bonus equal to your PB to the AC of a creature within 10 feet until the start of its next turn.

### BONUS ACTIONS

**Ghostly Nimbleness (Outlaw).** The citizen can take the Disengage or Hide action as a bonus action on each of its turns.

