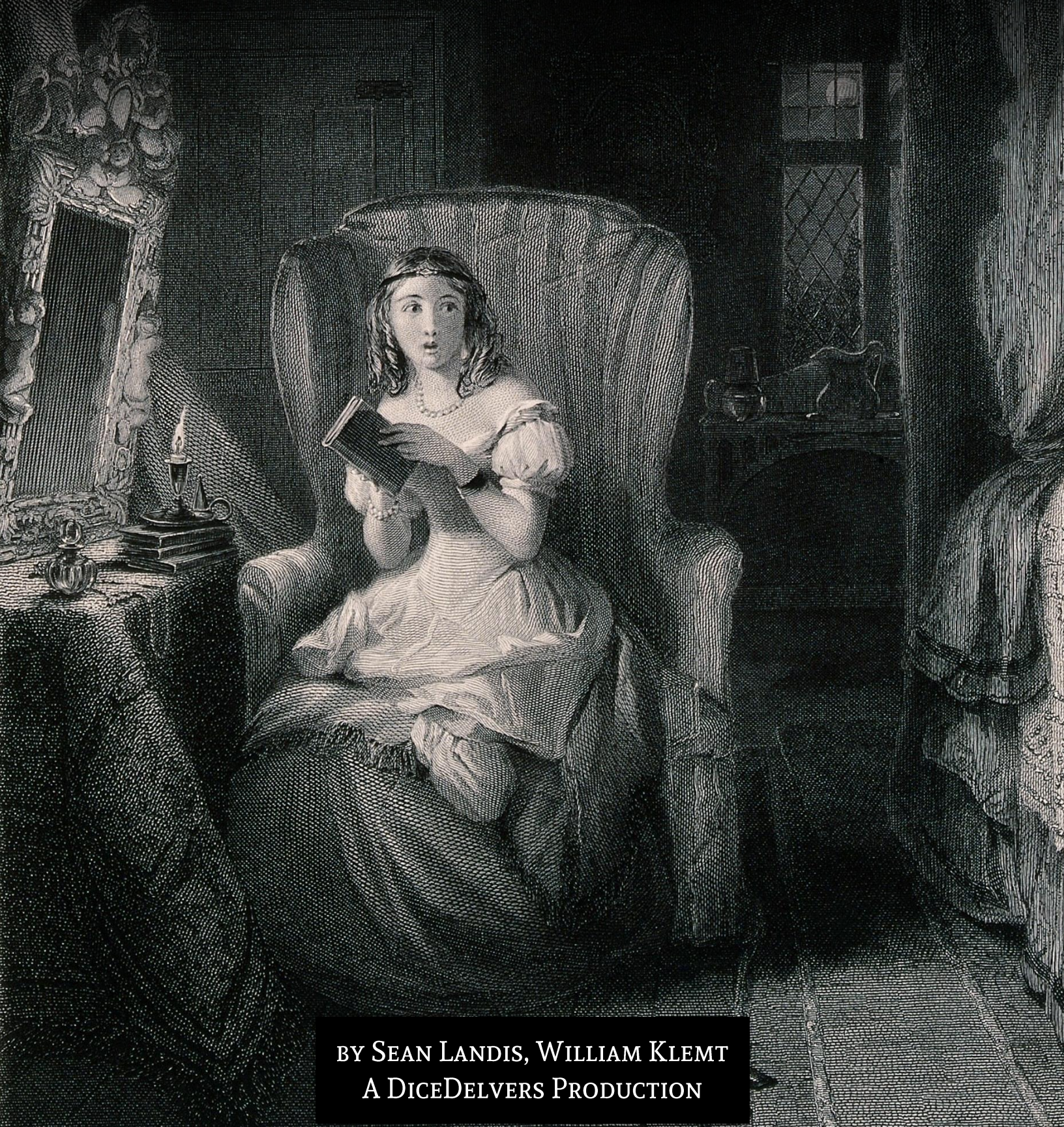


# THE APPARITION

*AN OTHERWORLDLY PATRON FOR WARLOCKS*



BY SEAN LANDIS, WILLIAM KLEMT  
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# THE APPARITION

Your patron is an Apparition, the lingering essence of a powerful being that has died but has managed to stave off true death. The motivations of these entities can vary widely. Some wish to continue or complete work undertaken in life, others wish to simply remain in the material world as long as possible, avoiding the afterlife that awaits them. Unlike other patrons, which are external from the warlock, apparitions inhabit those they make pacts with, becoming an ever present whisper in the back of the mind.

## EXPANDED SPELL LIST

The Apparition 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.

### Apparition Expanded Spells

Cleric Level	Spells
1st	<i>false life, inflict wounds</i>
2nd	<i>levitate, phantasmal force</i>
3rd	<i>feign death, phantom steed</i>
4th	<i>arcane eye, phantasmal killer</i>
5th	<i>animate object, telekinesis</i>

## ETHEREAL SLUMBER

Starting at 1st level, you do not become unconscious when you sleep during a long rest. While asleep, instead of dreaming, your consciousness enters the Border Ethereal. Your mental form has all the equipment you had when you fell asleep. You can interact with beings on the Ethereal Plane normally, however you cannot move more than 30 feet away from your body. If a creature uses their action to rouse you or your body takes damage, you immediately re-enter your body and awake. If you take damage while on the

Ethereal Plane, regardless of the damage type, you take psychic damage, and are immediately awoken.

## POSSESSED MOVEMENT

Starting at 6th level, you gain the ability to move across horizontal and vertical surfaces for a brief period. On your turn, you can choose to move on any solid surface as if it was normal ground. If the horizontal or vertical surface would be considered difficult terrain, your movement is halved as normal. At the end of your turn, if you are not on a flat surface, you fall as normal.

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

## SPECTRAL FORESIGHT

Beginning at 10th level, your patron whispers words of warning in your mind, giving you advantage on initiative rolls.

## GHOSTLY POSSESSION

At 14th level, you gain the ability to project your spirit out of your physical form and possess the body of another humanoid. Choose a creature within 5 feet of you that you can see. The targeted creature must make a Charisma saving throw against your warlock spell save DC. On a failed save, the target creature is possessed by you. While possessed, the target is incapacitated and you have complete control over the creature's body. You retain your alignment, personality, Intelligence, Wisdom, and Charisma scores, but use the possessed creature's physical statistics and senses. You do not have access to the creature's proficiencies, class abilities, or knowledge. The possession can last up to 8 hours. If the possessed creature or your body take

damage, the possession ends and you are immediately returned to your body. Additionally, you can be forced out of the possessed creature by a Cleric's Turn Undead ability, a remove curse spell, or similar magic. The target is immune to your possession ability for 24 hours after succeeding on the saving throw or after the possession ends.

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

