

## GHOSTWELL

Some souls are tethered to the Material Plane even beyond death. These souls are more corporeal and cognizant of their existence, capable of creating a semblance of life, becoming what are known as ghostwell. The way a ghostwell forms can range from dubious to divine, as they can both be summoned from necromantic rituals by powerful liches, or graciously given a second chance at life by a benevolent Sorcerer.

Regardless of their formation, ghostwell can often only mentally visualize their past in a distant, hazy fashion, but feelings of déjà-vu and strongly connected emotions can sometimes surface, causing an overwhelming sense of emotional jubilation or distress. Some ghostwell seek to embrace their former life by returning to where they died or were working toward a goal, while most others look to move on from their past existence, embracing a new future as an undead being.

Ghostwell can typically live indefinitely. However, age altering magic still affects their remnants of life and can significantly weaken them if subjected to such effects.

### GHOSTWELL TRAITS

**Creature Type:** Undead

**Size:** Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

**Speed:** 30 feet walking, 30 feet flying while not wearing medium or heavy armor

As a Ghostwell, you have these special traits.

**Darkvision.** You have Darkvision with a range of 60 feet.

**Incorporeal Movement.** You can use your Bonus Action to become incorporeal and can move through other creatures and objects as if they were Difficult

Terrain. You take 1d10 Force damage if you end your turn inside an object or creature.

You can use this trait a number of times equal your Proficiency Bonus and regain all expended uses when you finish a Long Rest.

**Ghostly Protection.** You have the following benefits being so close to the border of life and death:

**Resistances.** You have Resistance to Necrotic or Poison damage (choose when you select this species). If you choose Resistance to Poison damage, you also have Advantage on saving throws you make to avoid or end the Poisoned condition. If you choose Resistance to Necrotic damage, you have Advantage on Death Saving Throws.

**Famished.** You don't need to eat, drink, or breathe.

**Sleepless.** You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a motionless state, during which you retain consciousness.

**Minor Possession.** You can attempt to magically possess a Humanoid, giant, or monstrosity. You must touch the target throughout a Short Rest, or the attempt fails. At the end of the rest, the target must succeed on a DC 14 Charisma saving throw or be possessed by you (the target can willingly fail this saving throw), which causes you to disappear with everything you are carrying and wearing. Until the possession ends, you have the Incapacitated condition, and the only action you can take is a Bonus Action to end the possession.

The possession lasts until either the body first takes damage, you end this as a Bonus Action, or you are forced out of the body by an effect such as the *Dispel Evil and Good* spell. When the possession ends, you reappear in an unoccupied space within 5 feet of the body. If the host body dies while it is possessed by you, you reappear in an unoccupied space within 5 feet of the body and have the Stunned condition until the end of your next turn.

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