

PACT OF THE PUMPKIN KING

Inspired by [@patroness.of.lore on TikTok](#), we stan a killer D&D Queen.

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You aren't sure how but that Pumpkin King with the skeleton grin found you in your dreams. They offer you a deal, a chance at a power you had never even considered. Sure you enjoy a good scare just like anyone else, life's not fun without a few of them. You had never thought that you could be the one to provide those. A pact with this being would allow you to tap into levels of fear you'd never even considered.

Being connected to such power can cause changes in your behavior and beliefs. You might find yourself playing tricks or pranks that take on a slightly sinister or deadly twist to them. At times you might begin to lose touch with feelings not sure how they function anymore. But you are always very aware of the fact that it's never too late to spread a little good scare, that's your job now after all.

PACT OF THE PUMPKIN KING FEATURES

Class Level	Feature
1st	Expanded Spell List, Spooky Best Friend, Ghost Like Charms
6th	An Unlife, Headless Jack
10th	Hallowed Town
14th	Surprises At Night

EXPANDED SPELL LIST

The Pumpkin King lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock list for you.

Spell Level	Spells
1st	<i>false life, inflict wounds</i>
2nd	<i>gentle repose, phantasmal force</i>
3rd	<i>animate dead, protection from energy</i>
4th	<i>black tentacles, phantasmal killer</i>
5th	<i>hallow, seeming</i>

BONUS - NEW SPELL!

HALLOW TOWN

5th-level conjuration

Casting Time: 1 action

Range/Area: 120 ft (cube)

Components: S, M, V (a piece of bone, copper wire, a raven feather, and a small gem)

Duration: 24 hours

You conjure a portal that when stepped thru is a twisted version of the area you cast the spell in. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side and is magically secure. The spell lasts for the duration or until you use an action to dismiss it. Creatures may enter or exit the space during this time with your permission but should you leave it will end the spell early. While active the pocket dimensional as the following features:

- Sound can't pass through to or from the area it was cast in.
- Planar travel is blocked.
- Creatures in the area can't be targeted by divination spells.

The space can provide the following things determined when casting, they appear in the open and arranged as you would prefer:

- Bedrolls, tents and fire enough for a group of 5 people.
- Bedroom furniture with a single bed, chairs, a chest, bookshelves, and a fireplace.
- Furniture for a study with desks, workspaces, scrolls, and reference books.
- A space to commune with your Patron, furniture determined by you.
- Lounging furniture resembling a living room.
- A large tub full of steaming water and the items needed to bath.

Within the space it is always warm and dry regardless of what the weather of the area the spell was cast in. Any furniture created disappears when the spell ends, and anything left in the space will reappear on casting when calling forth that set. When the spell ends any creatures that are in the space are dropped back into the environment that the spell was cast in.

SPOOKY BEST FRIEND

When you make the pact at 1st level, you gain the find familiar spell. This familiar is a ghost version of the animal and considered undead for the purposes of spell effects and saves. As the pact is sealed you the new familiar appears, any other recastings or changes to appearance needs to use the spell as written.

Additionally, the spirit familiar can pass through other creatures and objects as if they were difficult terrain. It takes 2 (1d4) force damage if it ends its turn inside an object.

GHOST LIKE CHARMS

Starting at 1st level, you have ghost-like charms and are irresistible to the monstrous or undead. As an action, you can attempt the enthrall spell against a target that is considered undead. If the target fails the enthralled undead regards you as a trusted friend to be heeded and protected. While it isn't mind controlled by you it does want to please you and will follow any orders given to it. On a success the target is immune to another attempt for 24 hours. You can enthrall a number of times equal to your Charisma modifier (minimum 1) before needing to finish a short rest to regain this ability.

At 10th level, any undead you are attempting to enthrall roll with disadvantage against the save.

AN UNLIFE

At 6th level, your body starts drastically changing. Limbs begin to elongate as your form becomes more skeletal. You are now considered undead when it comes to spells, effects, or saves. As an undead you no longer need to eat or drink, you do not need to breath air, or rest in a normal way.

In order to complete a long rest you only need 4 hours in a trance like state. When resting you can still keep moving at half of your movement speed in this trance like state. You do not hear or see in a normal way during this trance but you do have advantage on anyone trying to surprise you or sneak up on you.

HEADLESS JACK

Starting at 6th level, the things you can do to your body cause terror and horror in others. As an action, you can remove your own head. Any who see this must make a save against your spell DC. On a failure, they are considered frightened of you until your head is replaced. On a success, they are merely horrified and their next attack against you is at a disadvantage.

While your head is removed it can still hear, see and function as normal. The head is considered a small creature and has a number of hit points that you assign to it from your current pool before being removed. It can move by rolling with a speed of 10 ft, however it can not be more than 30 ft from you before it begins to lose 2 (1d4) hit points for every minute it is out of range. If your head loses all of its hit points it is destroyed and you must wait 1d6 days for it to regrow. During which time you are considered to be both deafened and blinded. If retrieved it takes another action to reattaching it, at which time any remaining hit points the head retains are readded to your health pool.

This feature can be used a number of times equal to your Charisma modifier (minimum 1) after which you will need to finish a long rest before using this feature again.

HALLOWED TOWN

Beginning at 10th level, you have access to a pocket dimension provided by your patron. This place takes on a spooky horror version of whatever area you are in when you call it forth. It functions as a private sanctum but can also be used for a safe rest in unfriendly areas. As an action you can cast hallowed town once per day without using a spell slot, you must finish a long rest before using this feature again.

SURPRISES AT NIGHT

When you reach 14th level, you are able to call forth surprises in the dead of night. As an action, you can call from the darkness spirits that take the form of the undead and appear in unoccupied spaces that you can see within range. Choose one of the following options that the shadows form into:

- One of CR 2 or lower
- Two of CR 1 or lower
- Four of CR ½ or lower
- Eight of CR ¼ or lower

These shadowed spirits are considered undead, and will disappear in a burst of shadow when it drops to 0 hit points or when the sun rises. This feature can only be used once per day, you must finish a long rest before using this feature again. Additionally any spirits you had pulled from the darkness that still remain will disappear when you use this feature again.

