

The Haunting

*A Warlock
patron for 5th
Edition D&D*



The Haunting

Your patron is a spirit. This can be a loved one with a strong attachment to you, an old enemy holding a grudge, someone's essence trapped inside a cursed object, or any other someone who might feel the need to haunt you. In gaining your connection with this spirit, you've discovered abilities that you can channel from them. Think about who your patron may be, what their connection to you is, and what your current relationship is with them now that you are bound together.



Expanded Spell List

The Haunting 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.

Haunting Expanded Spells

Spell Level	Spells
1st	Dissonant Whispers, False Life
2nd	Bestow Curse, Spiritual Weapon
3rd	Feign Death, Glyph of Warding
4th	Death Ward, Greater Invisibility
5th	Awaken, Dominate Person

The Haunt

Starting at 1st level, you can cast the Unseen Servant spell as if it were a cantrip, summoning your patron spirit forth to help you. The spirit functions as the spell normally would, though it requires no material components unless your patron is bound to an object, in which case you will use the object as your spellcasting focus for the spell. The servant's hit points and strength are all multiplied by the level of your Warlock spells, and the same level is added to its armor class.

Additionally, when used in conjunction with the Spiritual Weapon spell, the servant can wield said weapon, allowing them to use it to attack, and allowing you to control them together with a single bonus action. This also increases the servant's speed to 20, to match that of the weapon. If the servant is destroyed, the weapon remains unless dispelled.

Spiritual Rebuke

Starting at 6th level, your patron will retaliate to any harm given to you. As a reaction from taking damage from an attack, you can compel your patron forth to attack them, casting the Chill Touch spell without expending a spell slot. This feature can only be used once per long or short rest.

Undead Guardian

At 10th level, you gain resistance to necrotic damage. If the creature inflicting the damage is undead, it must make a wisdom saving throw against your Warlock spell save DC to avoid receiving the full damage of its attack in return. Additionally, any necrotic damage that you deal ignores resistances, and immunities against it function instead as resistance.

Haunting Confusion

At 14th level, you can call upon your patron to disorient your foes. As an action, you can send out your patron to haunt a 10 foot radius for the duration of your turn. Any hostile creature within this radius must succeed on a Wisdom saving throw against your Warlock spell save DC or take 5D10 psychic damage and 5D10 necrotic damage. Failing this save also imposes disadvantage on any checks, saves, or attack rolls the creature makes until your next turn.

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