Samhain

Warlocks seek hidden knowledge in the multiverse. The spirit of Samhain is a patron who offers glimpses into the Otherworld, and power over death and rebirth. However, it is also an entity that appreciates devilry. Those who seek patronage from it would do well to cater to its mischief-making, lest they become targets of pranks themselves.

Your patron embodies the very spirit of Samhain — both a symbol of death and rebirth. It often appears in the days that coincide with the end of the harvest season and the start of the winter season. During this three-day period when the line between two worlds is blurred, a warlock may be offered patronage by this being which delights in death and playing supernatural tricks.

Grim Hollow Shaman Ritual 5e

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Artist: Leanna Crossan

Expanded Spell List

Your patron lets you choose from an expanded list of spells when you learn a warlock spell. In keeping with the theme of this time of year, the spells are ones that cause chaos, darkness, death, and blight. The following spells are added to the warlock spell list for you.

Samhain Expanded Spells

Spell Level	Spells

1st	*disguise self*, *silent image*
2nd	*arcanist's magic aura*, *darkness*
3rd	*speak with dead*, *spirit guardians*
4th	*blight*, *phantasmal killer*
5th	*raise dead*, *seeming*

Creatures of the Gateway

Starting at 1st level, you can use a bonus action to magically summon supernatural creatures from the Otherworld. The appearance of these creatures reflects the spirit of Samhain. For example, they could be goblins, ghosts, magical wildcats, a herd of pigs, or a three-headed vulture. The creature arrives through a magical gateway and appear in unoccupied spaces that you can see within 60 feet of you. It remains for 1 minute or until you use this feature to summon another gateway creature.

On the turn the creatures appear you can make a melee spell attack against one creature within 10 feet of it. On a hit, the target takes 1d8 necrotic damage. When you reach 10th level, the damage increases to 2d8.

As a bonus action on your turn, you can move the creature up to 30 feet and repeat the attack. You can summon a gateway creature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Deathly Force

Starting at 6th level, you gain the ability to siphon life force to heal your wounds. When an attack roll you make is a critical hit, you can regain hit points equal to 1d8 + your Constitution modifier (minimum of 1 hit point).

Once you use this feature, you can’t use it again until you finish a long rest.

Fairy Mound

Beginning at 10th level, when you hit a creature with an attack, you can use this feature to cause of fairy mound to spring up beneath the creature and instantly transport the target to the House of the Dead, an isle in the Otherworld where the recently deceased roam.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not undead, it must succeed on a Wisdom saving throw against your warlock spell save DC or be frightened by you for 1 minute or until the creature takes any damage. For every turn it is frightened by you, it takes 1d10 psychic damage as it comes to terms

with its own mortality.

Once you use this feature, you can’t use it again until you finish a long rest.

Jack out of the Box, Grim Hollow 5e
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Artist: Andreia Ugrai

Haunting Form

Starting at 14th level, you can take a bonus action to magically alter yourself into a form that is complementary to some aspect of Samhain. For example, your appearance can take on the form of a headless rider, a horse skull mummer, or even a creepy clown (if your GM will allow it). You gain the following benefits while transformed:

Fear aura. Any creature hostile to you that starts its turn within 30 feet of you must make a Wisdom saving throw against your spell save DC, unless you are incapacitated. On a failed save, the creature is frightened until the start of its next turn.

Fearless. You are immune to the frightened condition.

Finger of Death. You may cast *Finger of Death* once as a Warlock spell while transformed.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action. You can transform a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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