Haunting

Rules for player characters · D&D 5e 2014

English translation of the current French rules. This is not a new rules edition. French reference checked against the site backup of November 11, 2026.

At the table

Use this booklet for the complete rules and the final quick reference for reminders. Only acquired gifts and weaknesses apply to your character. The separate fillable sheet records choices and resources; it does not calculate rules.

Read the complete rules online

Contents

Overview and progression	2
A presence attaches itself	3
Shared rules	3
Coexistence and magic	4
Gifts of the presence	5
Gifts of the bond	6
Gifts of vigilance	7
The eight weaknesses	8
Sealing or release	9
Dungeon Master's guide	10
Quick reference	12

Overview and progression

You are no longer alone. A conscious presence attaches itself to you: the echo of someone who died, a fiendish fragment, or a fey imprint. You keep your race, creature type, class, alignment, and decisions. It does not replace your soul, make you undead, or make your body incorporeal.

A supernatural reward. Haunting adds abilities to your character. Its weaknesses do not precisely offset its benefits: the DM takes this into account when rewarding the party. No powers from a bestiary are added to the traits described here.

Stage	Name	Min. character level	Max. essence	Gifts / weaknesses
1	Haunted	1	2	1 / 1
2	Inhabited	5	3	2 / 2
3	Vessel	11	4	3 / 3
4	Sovereign Host	17	5	4 / 4

Method 1: choose together. Agree with the DM on one of the following two methods. At stage 1 and at each ascension, choose one gift and one weakness with the DM independently: their numbers do not pair them together. Keep your traits, without duplicates. Each gift immediately gains the improvements for your stage. Levels in all your classes count.

Method 2: roll the dice. Roll 1d8 for the gift and 1d8 for the weakness separately on the lists numbered 1 to 8, without adding the results together. Reroll only the die that produces a duplicate or an ineligible trait. Agree on exclusions with the DM before rolling, without changing them after an unwelcome result. Exclude traits entirely negated by a permanent feature and choose constraints that matter in your campaign. Here, a haunting 'gift' does not replace an Ability Score Improvement.

No. (1d8)	Gift	Weakness
1	Borrowed Knowledge	Material Anchor
2	Hand from Beyond	Painful Echo
3	Spectral Bulwark	Indiscreet Voice
4	Dread Gaze	Foreign Shadow
5	Guided Step	Shared Rest
6	Reading Echoes	Sacred Shock
7	Detached Eye	Intrusive Echoes
8	Second Will	Susceptibility to Exorcism

Essence and save DC. Maximum: stage + 1. A long rest restores spent points, except as specified by Material Anchor. All gifts share this reserve; speaking to the presence costs nothing. At stage 1, permanently choose Wisdom or Charisma: haunting save DC = 8 + your proficiency bonus + the chosen modifier. This ability is also used to cast Hand from Beyond. No rite or change of stage restores essence.

Finding the rules. The bond begins: 'A presence attaches itself'. Shared rules: 'Shared rules'. Magical interactions: 'Coexistence and magic'. Gifts: 'Gifts of the presence', 'Gifts of the bond', and 'Gifts of vigilance'. Weaknesses: 'The eight weaknesses'. Rites: 'Sealing or release'. DM guidance: 'Dungeon Master's guide'. Play aid: 'Quick reference'.

A presence attaches itself

A lasting bond • A relationship to roleplay • One character under your control

Source and trigger. The DM identifies a specific supernatural source and chooses its trigger: touching its object for 1 minute, remaining in its location for 10 minutes, or taking part in a 10-minute séance that calls it. An ordinary object, a corpse, or a simple conversation is not enough. When triggered, make a DC 13 Charisma saving throw. You can choose to fail if you accept the bond.

The attempt. Success protects you from this source for 24 hours. Failure begins a 24-hour anchoring period. The source binds only one host at a time, starting from the beginning of that period. Further exposure neither extends the timer nor adds a presence. Only a living creature other than an undead or construct can receive this curse.

A 24-hour anchoring period. You perceive whispers or apparitions without yet gaining the gifts, weaknesses, or essence of the stages. At the twelfth hour, make a DC 12 Wisdom saving throw: failure imposes disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks until anchoring ends. At the twenty-fourth hour, you reach unstable stage 1. Completing a sealing earlier immediately brings you to this stage and makes you stable.

Your initial reserve. Choose your first traits and haunting ability when you reach stage 1. Your essence is full the very first time you reach this stage. After a release followed by a new anchoring, apply the rule under 'Shared rules'. An anchoring interrupted before stage 1 has not yet given you a reserve.

Instability: 72 hours. The timer starts when you reach stage 1. After 72 hours without a sealing or purge, your gifts are suspended as described under 'Shared rules'; the presence and weaknesses remain. Sealing restores access to your gifts without restoring essence. You never change stage automatically and can remain at any given stage indefinitely.

Defining the presence. With the DM, record its name, origin, an important memory, and a specific wish. Its origin is permanently a deceased person, a fiend, or a fey. For the interactions specified in this booklet, these correspond to undead, fiend, and fey. They do not change your type or provide a creature stat block. A new presence after release can have a different origin.

One voice, one character. The presence can communicate mentally with you in a language you understand. It does not communicate directly with others. You can lend it your voice and gestures, but you decide your actions, movement, and what information is revealed. The DM can roleplay its words; its mood does not justify arbitrarily taking away your gifts.

What it knows. It shares only what you consciously perceive and the memories defined with the DM. It does not keep watch while you sleep, read others' thoughts, or know every secret of its past. It grants no additional language, proficiency, or spell outside the gifts. Its opinions can be wrong; its memories are not constant divination.

Progression in the story. As the Haunted, you first perceive a presence. As the Inhabited, you can lend it your voice. As a Vessel, its image sometimes overlaps your body. As a Sovereign Host, you fully channel your gifts. These manifestations describe the relationship; they add no power or transformation beyond the rules you have acquired.

No ordinary transmission. You cannot divide the presence or pass it on through an attack, touch, or your will alone. Releasing it creates neither a familiar nor an allied monster. A new bond or an independent NPC is a story event decided by the DM, not a power of your character.

Shared rules

Your body, your actions, and your concentration • A shared reserve

A single set of actions. The presence is not a separate creature: it has no initiative, HP, actions, or concentration of its own. It cannot Help, carry an object, or cast a spell for you unless a gift expressly describes such an ability. You gain none of a ghost's resistances and cannot possess another body. Possession by an outside entity remains possible under its normal rules.

Gifts and manifestations. Except for Hand from Beyond, which has you cast a spell, the gifts are magical but are not spells. An activation requires the stated action and the full cost. It is accompanied by a signature chosen at anchoring: a second voice, an overlapping shadow, or altered eyes. This manifestation imposes no additional mechanical consequence except through an acquired weakness.

Actions and reactions. Being incapacitated also prevents bonus actions and reactions. The presence does not bypass this rule. Spectral Bulwark, the active bonus from Borrowed Knowledge, and Second Will compete for your reaction. Guided Step uses your bonus action. Activating a gift that does not cast a spell does not trigger restrictions tied to casting a spell as a bonus action.

A single concentration. Concentration required by a gift follows the 2014 rules for concentrating on a spell, including incompatibility with Rage. You can maintain only one gift or spell requiring this concentration. Damage can interrupt it; being incapacitated or dying ends it. You can stop it at any time without an action. Gifts that require neither concentration nor spellcasting remain usable during Rage if their other requirements are met.

When gifts are suspended. Their passive benefits become unavailable, their ongoing effects end, and you can no longer activate them or cast Hand from Beyond through this gift. Effects that have ended do not resume when the suspension ends. Your other sources of abilities or spells continue under their own rules. Suspension refunds no resources.

Other transformations. Your gifts are suspended while an effect replaces your statistics with those of another creature, including Wild Shape, *Polymorph*, or the Pooka's Animal Transformation. Weaknesses continue to apply. A simple disguise, illusion, or change in size that retains your statistics does not suspend your gifts.

Antimagic. An antimagic field suspends all effects of the bond, including the presence's voice and the weaknesses, without curing it. Timers continue to run. The rule for interrupting gifts above applies: effects that have ended do not resume on leaving. This interruption is a rule specific to the module; your character's other magical effects follow their normal rules.

Death and timers. Falling to 0 HP does not release the presence. Death pauses anchoring and the 72 hours of instability; they resume on return to life if the bond remains. Power durations and 24-hour immunities continue to elapse. The presence does not hold your soul or add any requirement to spells that restore life. *True Resurrection* provides a way to release it (see 'Sealing or release').

Release followed by a new anchoring. Start again at stage 1 with the same haunting ability, the same order of gifts and weaknesses, and the same permanent choices within those traits, even if the presence changes. Essence returns to its value before release, capped at the new maximum; it is full if you have completed a long rest since that release. Existing immunities and the limit on Reading Echoes are not reset by release alone.

Coexistence and magic

Explicit exceptions for this haunting • Other 2014 effects keep their rules

A presence, not a targetable creature. Its origin serves only the interactions provided here. It changes neither your creature type nor your home plane. Haunting is not the Possession action of a bestiary ghost; it grants none of that creature's immunities, movement modes, or control over a host. Possession by an outside entity remains possible under its own rules.

2014 effect	Effect on the bond
Protection from Evil and Good	While the spell lasts, prevents a new anchoring. If one has already begun, grants advantage on its twelfth-hour Wisdom saving throw. Does not purge the bond or suspend gifts. An explicit homebrew extension.
Magic Circle	If the origin matches a chosen type, protects a host inside in the same way. An inverted circle protects a host outside only against a source within the cylinder. Does not imprison the host merely because of the bond.
Hallow	If the origin is not excluded from its protection, prevents a new anchoring in the area and purges an unsealed bond when the host enters. After sealing, neither purges nor suspends this bond: a homebrew exception. The spell's additional effects still apply.
Dispel Evil and Good	The Break Enchantment option directly purges an unsealed bond; after sealing, it is used in the release rite. It requires casting the spell, then using the touch action that ends it. The Dismissal option does not target the presence separately.

2014 effect	Effect on the bond
Turning creatures	Target neither the presence nor the host merely because of the bond. Susceptibility to Exorcism is the exception (see 'The eight weaknesses'). Your preexisting traits still apply; haunting grants no challenge rating.
Banishment	Can target the host normally. The bond goes with them; its origin does not change the host's home plane. The presence is not a separate target.
Speak with Dead	Does not question the presence through a living host. Cast on its former corpse, the spell reveals only the information its own text allows.

Detecting the bond. *Detect Magic* reveals a necromancy aura on a visible bearer, within the spell's limits. An effect that detects only certain creature types does not detect the presence separately. This does not prevent detecting the host's actual type or another creature that is actually present.

Dispelling and countering. *Dispel Magic* can end the hand created by Hand from Beyond, but removes neither the haunting nor its other gifts, which are not spells. *Counterspell* can interrupt the casting of that hand, not its later control or the activation of another gift. The ways to end the bond are collected under 'Sealing or release'.

Gifts of the presence

Gifts 1 to 4 • A passive effect spends no essence

1 • Borrowed Knowledge

Passive. You gain a proficiency you do not already have: choose one skill from Arcana, History, Medicine, Nature, Religion, and Survival, or a tool of your choice. This choice is permanent. The same proficiency is never added twice.

Stage	Improvement
2	Choose a second proficiency under the same rules.
3	After failing a check that uses one of these proficiencies, but before its consequences, you can spend your reaction and 1 essence to add 1d6 to the result, potentially succeeding. Only one use per check.
4	The added die becomes a d8.

Limits of the knowledge. The gift does not grant expertise. The active die adds to the result already rolled, does not replace the d20, and costs essence even if the check still fails. It applies to neither a saving throw nor an attack.

2 • Hand from Beyond

At-will spell • no essence. You learn *Mage Hand* (2014), cast using your haunting ability. Casting: one action, verbal and somatic components, duration 1 minute, no concentration. The hand resembles that of your presence. You use your action to control it and move it up to 9 meters.

Limits of the hand. Range and maximum distance from you: 9 meters; maximum load: 4.5 kilograms. The hand can neither attack nor activate a magic item. This gift does not, by itself, grant pickpocketing, the use of tools, or the Help action. Your independent features, such as those of the Arcane Trickster, still apply according to their text. The spell's other limits remain in effect.

Stage	Improvement
2	You can make the hand invisible when you cast the spell.
3	You can control it with a bonus action instead of an action.

Stage	Improvement
4	Its range and maximum distance become 18 meters; its carrying capacity becomes 9 kilograms.

Controlling versus casting. The stage 3 bonus action controls an already created hand; it does not cast the spell. At stage 4, each movement of the hand remains limited to 9 meters. Casting *Mage Hand* again, from any source, makes your previous hand disappear; your other sources do not create an additional hand.

3 • Spectral Bulwark

Reaction • 1 essence. When an attack would deal damage to you or a creature you can see within 9 meters, reduce that damage by 1d6 + your stage, to a minimum of 0. Decide after the damage is determined but before applying it to HP and before resistances or vulnerabilities. If more than one damage type is present, divide the reduction among them.

Stage	Improvement
2	Reduction: 2d6 + your stage.
3	Reduction: 3d6 + your stage.
4	Reduction: 4d6 + your stage.

Limits of the bulwark. One creature, one attack, all damage types eligible. The gift does not protect against an effect that is not an attack, such as most breath weapons and spell areas. It creates neither an obstacle nor HP for the presence. The order of effects triggered by damage appears under 'The eight weaknesses'.

4 • Dread Gaze

Action • 1 essence • concentration, up to 1 minute. Choose a creature you can see within 9 meters that can see you. It must succeed on a Wisdom saving throw against your haunting save DC or be frightened of you. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Limits and progression. After succeeding on the initial saving throw or after the effect on it ends, a target is immune to your Dread Gaze for 24 hours. The gift causes no aging. Stage 2: range 18 meters. Stage 3: up to two targets. Stage 4: up to three. Each target makes its own saving throws. A new activation replaces the previous one; targets freed in this way gain their immunity.

Gifts of the bond

Gifts 5 and 6 • Travel with the presence and uncover an echo of the past

5 • Guided Step

Bonus action • 1 essence • instantaneous. You teleport, with your worn and carried equipment, to an unoccupied space you can see within 3 meters. This movement takes no other creature with you except through the stage 3 improvement. It leaves no body behind. Rules that prevent teleportation apply normally.

Stage	Improvement
2	Maximum distance: 6 meters.
3	Maximum distance: 9 meters. For 2 essence instead of 1, you can take a willing companion of Large size or smaller within 1.5 meters with you.
4	Maximum distance: 12 meters. Taking a companion still costs 2 essence.

A guided journey. With a companion, choose two distinct, unoccupied destination spaces you can see, within range of your starting position and within 1.5 meters of each other. Each space must accommodate its creature; each brings its

worn and carried equipment. You can never take more than one companion. The normal rules for willingness apply: being unconscious does not automatically make a creature willing.

Teleportation to a visible destination. This movement does not use your speed or provoke opportunity attacks. It makes no one incorporeal and does not open the Ethereal Plane. An unseen destination is ineligible. Physical restraints and magical effects follow their own rules: the gift does not override a prohibition on teleportation.

6 • Reading Echoes

1 minute of continuous contact • 1 essence, spent at the start. Touch an object that is neither worn nor carried by another creature. Choose: who last touched it, excluding you; the last act of violence within 3 meters; or how it was last damaged. At the end of the minute, perceive a 6-second visual and audible fragment of the most recent matching event in the previous 24 hours.

Performing the reading. You must maintain contact and remain able to act for the entire minute. If initiative is being tracked, this activity uses your action each turn; it requires no concentration. An interruption causes the reading to fail without restoring essence. You can attempt to read a given object only once between long rests, even if the attempt fails or you change your question.

A limited witness. You perceive the scene from the object's position at the time of the event. The obstacles, lighting, disguises, invisibility, and illusions present at that time limit the fragment as they would an ordinary witness's sight and hearing, without any special senses. It provides no unknown name, translation, thought, or magical property. The DM describes perceptible clues, not an omniscient solution.

No matching event. If no matching event exists within the period, you learn that and the essence remains spent. An impression can be real but incomplete: a muffled voice, a figure seen from behind, a dark room. This limit does not permit arbitrarily concealing a detail that would have been clearly perceptible.

Stage	Available period
1	24 hours
2	7 days
3	30 days
4	1 year

An imprint, not a conversation. Extending the period does not change the fragment's 6-second duration. This gift summons no deceased person, does not converse with the object, and gives it no conscious memory.

Gifts of vigilance

Gifts 7 and 8 • Perceive from afar and resist an influence

7 • Detached Eye

Action • 1 essence • concentration, up to 10 minutes. Your presence projects a visible, 5-centimeter light in your space; it floats without illuminating its surroundings. Your body is not projected and does not become incorporeal through this gift. You see and hear from the light using your sight, hearing, and any darkvision you have, without other special senses. You are then blinded and deafened to your own surroundings.

Moving the eye. Your action moves the light up to 9 meters. It must remain within 9 meters of your body and on the same plane. It passes through openings at least 5 centimeters wide, never through solid matter. It touches, carries, and activates nothing. A creature that can see it within 1.5 meters can use its action to disperse it without a roll, ending the gift. The light is neither a creature, an ally, nor cover.

Observe, do not act through the eye. You cannot cast a spell, activate another gift, or make an attack during this observation. Effects already active follow their own rules. The light is never a point of origin for an effect. You can move your body normally, but without perceiving its surroundings through its senses; the DM applies ordinary obstacles and hazards. Ending concentration immediately restores your normal perceptions.

Stage	Maximum distance between eye and body
1	9 meters
2	18 meters
3	36 meters
4	60 meters

Ending the projection. The gift ends if concentration ends, the light is dispersed, the maximum distance is exceeded, or the eye and body are no longer on the same plane. A new activation creates a new light. It does not keep watch independently while you sleep.

8 • Second Will

Reaction • 1 essence. Permanently choose Intelligence, Wisdom, or Charisma. After failing a saving throw using that ability and before its consequences, you can make that saving throw again against the same DC, with the same modifiers and advantage or disadvantage conditions. Use the new result. Only one use per saving throw; the new roll cannot trigger this gift again.

Stage	Improvement
2	Permanently choose a second ability from Intelligence, Wisdom, and Charisma.
3	All three abilities become eligible.
4	Also add 1d4 to the new roll's result. This d4 does not modify the initial roll.

Having a reaction available. A condition you are trying to avoid has not yet been applied, so it does not remove the reaction needed for this attempt. Being incapacitated beforehand blocks it normally. The gift can also be used for a later saving throw to end an effect, if its ability qualifies and you can react. It does not create a saving throw against an effect that allows none.

Example of a turn. You can end Detached Eye without an action, then act with your normal perceptions. This does not let you target from the light: Spectral Bulwark still requires you to see the companion from your character. If you have already used your reaction, the presence does not grant you a second one.

The eight weaknesses

All acquired weaknesses remain active except where suspension is expressly stated

1 • Material Anchor

Choose a nonmagical personal object you can carry: a locket, doll, ring, notebook, or other keepsake. If this object has not remained within 3 meters of you for your entire long rest, that rest restores only half your maximum essence, rounded down, without exceeding that maximum. Your remaining points do not decrease. An object in an extradimensional space does not count as nearby.

Replacing the anchor. A 1-hour rite with 25 gp in consumed offerings transfers the anchor to a new object. It works even if the old object is lost or destroyed; that object then ceases to be an anchor. This rite does not count as a rest or restore essence. The object contains no second pool of HP, and its destruction does not kill you.

2 • Painful Echo

Once per turn, when an effect would deal psychic damage to you, add your proficiency bonus to that damage before reductions, resistances, and vulnerabilities. This additional damage is itself psychic. It creates no vulnerability and does not bypass immunity to psychic damage.

3 • Indiscreet Voice

Every gift activation, including casting Hand from Beyond and the active expenditure for Borrowed Knowledge, requires a clearly spoken phrase, audible within 9 meters under normal conditions. You choose the phrase; it is part of the action or reaction, without an additional action. You cannot activate the gift without speaking it, including while silenced or gagged.

What requires no new phrase. Passive gifts, maintaining an effect, controlling an already created hand, and moving an already created eye require no new phrase. Subtle Spell does not remove this requirement imposed by the weakness when you activate a gift.

4 • Foreign Shadow

Your shadow and reflection constantly reveal a different or overlapping silhouette. You have disadvantage on Charisma (Deception) checks to conceal your bond from an observer who can see this anomaly. Your other social interactions are unchanged. An ordinary disguise is not enough; an illusion that actually conceals the anomaly works normally.

5 • Shared Rest

Your long rest requires 1 hour more than its normal duration for your character. This hour is spent sleeping, trancing, or engaging in light activity that soothes the presence. It grants no additional benefit and does not change the normal limit of one beneficial long rest per 24-hour period. Short rests are unchanged.

6 • Sacred Shock

After actually taking radiant damage, you cannot spend essence until the end of your next turn; outside initiative, for 6 seconds. Passive gifts, effects already active, and activations that require no essence continue normally. A new injury renews the duration. The shock does not retroactively cancel the Spectral Bulwark used against the attack that triggered it.

7 • Intrusive Echoes

While your essence reserve is empty, you have disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks. Regaining at least 1 essence immediately ends this disadvantage. The echoes do not compel you to take any action.

8 • Susceptibility to Exorcism

When Turn Undead, or a similar feature that normally forces turned creatures to move away, targets your presence's type, apply its requirements for range, perception, and excluded targets. If those other requirements include you, make a Wisdom saving throw against its DC. Failure suspends your gifts for 1 minute. Repeat the saving throw at the end of each of your turns, ending the suspension on a success; outside initiative, repeat it every 6 seconds.

Limits of turning. The origin must match: a deceased person for turning undead, a fiend or fey for turning those types. This weakness does not frighten you, force you to flee, destroy you, or purge the bond. If the turning also affects you because of your own traits, a single Wisdom saving throw resolves its consequences and this weakness. *Banishment* and the Dismissal option of *Dispel Evil and Good* do not trigger it; they follow 'Coexistence and magic'.

Order of damage. Determine the damage, add Painful Echo, then apply Spectral Bulwark if the effect is an attack. Resistances and vulnerabilities come next, followed by temporary HP and HP. Sacred Shock follows only radiant damage actually taken. Damage absorbed by temporary HP is still taken; reducing radiant damage to 0 prevents the shock.

Sealing or release

Homebrew rites • Defined ways out • No rite restores essence

Shared rules. A willing officiant, who can be the bearer, conducts the rite beside them. The bearer remains conscious and willing throughout their participation. No spellcaster level is required, except for the stated final spell. An interruption longer than 1 minute requires starting over; a shorter pause does not count toward the required duration. Offerings are consumed only on success. Rites are not rests.

Sealing. 1 hour, 25 gp. During anchoring, immediately reach stable stage 1. Afterward, the rite stabilizes the bond and restores access to gifts suspended by instability. No trait is rerolled. Set the terms of coexistence: they add no power and do not take control away from the PC.

Early purge. 1 hour, 25 gp. Before sealing, the rite detaches the presence, even after the 72 hours of instability. *Remove Curse*, *Greater Restoration*, or the Break Enchantment option of *Dispel Evil and Good* also suffices, without a rite. The consent required for the rite is not added to the requirements of a spell that does not demand it. *Hallow* follows 'Coexistence and magic'.

Ascension. A stable bearer performs an 8-hour rite to reach the next stage, with the required level and at least one long rest completed since they last reached a new stage. No stage is skipped. Gain a new gift and a new weakness using the agreed method, then apply the improvements. The essence maximum increases without restoring points.

Stage reached	Minimum level	Offerings
2	5	100 gp
3	11	1,000 gp
4	17	5,000 gp

Release after sealing. Perform an 8-hour rite. At its end, an officiant applies the required spell or effect listed below, with its normal casting rules, actions, spell slot, and components. Their costs are in addition to the offerings. *Greater Restoration* can replace *Remove Curse* at stages 1 and 2. At any stage, the Break Enchantment option of *Dispel Evil and Good* can replace the listed spell.

Current stage	Offerings	Required spell, 2014 version
1	100 gp	Remove Curse
2	500 gp	Remove Curse
3	1,500 gp	Greater Restoration
4	5,000 gp	Greater Restoration

A homebrew exception. After sealing, these three spells break the haunting only as part of this release; their other normal effects remain available. A release removes all traits and effects of this curse, without losing class levels or refunding resources. It creates no allied NPC by itself.

Completing the story. At sealing, the player and DM can agree on a specific, achievable condition for release, tied to the presence's wish: returning bones to a tomb, restoring an identity, or righting a wrong. Once fulfilled, it allows a 1-hour release without offerings or a spell, at any stage. Fulfillment alone does not remove the traits; the ordinary method remains available.

Return to life and Wish. Death alone and ordinary returns to life, including *Reincarnate*, do not purge the bond. *True Resurrection* (2014) purges it when it brings you back to life, even after sealing. Do not confuse it with *Greater Restoration*. *Wish* can duplicate the final spell of a rite; a direct release without a rite is one of its exceptional uses.

Dungeon Master's guide

Prepare the relationship, clues, and constraints • Observe the character's contribution

Additional support. The reserve of two to five points must cover protection, movement, investigation, and willpower. No transformation cost reduces it. The two passive or at-will gifts, Borrowed Knowledge and Hand from Beyond, remain useful without essence. Consider all the party's rewards rather than seeking exact compensation through weaknesses.

The presence remains a relationship. The DM can give it a personality, opinions, and a wish. Avoid making it an omniscient voice or permission to take over the PC. The group's goals should not depend on obeying its demands. The player decides whether to lend it their voice; a weakness does not force them to reveal a secret chosen by the DM.

Concrete clues. For an important object, prepare the last person who touched it, the last nearby act of violence, and the last damage it suffered. Choose the fragment based on the question. Describe what could be perceived from that location, including incomplete clues. A successful reading must provide the information actually contained in the scene, even if it greatly helps the investigation.

Choosing a relevant weakness. Indiscreet Voice and Shared Rest come into play often; Foreign Shadow and Susceptibility to Exorcism depend more on the scenario. With the latter, the origin changes which turning effects apply: the deceased are exposed to ordinary cleric turning, unlike fiends and fey. The origin is therefore not purely decorative in every case.

Method 2: the two d8s. With the rolling method, roll one d8 for the gift and another for the weakness at each stage. Reroll duplicates, a gift that remains useless even with its future improvements, or a weakness entirely negated by a permanent feature. Before rolling, exclude for all PCs any weaknesses that would always be ineffective or constantly prevent participation in the campaign. Partial overlap is not enough to allow a reroll.

No stacking within this collection. A character cannot combine haunting with another playable curse from this collection. Remove the first before contracting the second. Other curses, spells, and effects follow their normal rules. The balance of combining several of these progressions has not been established.

Examples of rulings. Using Guided Step as a bonus action lets you cast a spell with your action afterward: the gift is not a spell. Controlling an already summoned hand does not cast a spell either. Dread Gaze and Detached Eye, however, each require your concentration: they cannot be maintained together.

Useful playtesting. Over three to five sessions, record essence spent on each gift, damage actually prevented, companions saved by Guided Step, and information obtained. Track the table time devoted to the spirit and the eye so the other players stay involved. A weakness that never arises and a rarely useful ability should first prompt a discussion about the campaign.

Rules status and credits. Original creation by Shuji; AI-assisted writing and mechanical analysis. Homebrew content for D&D 2014, without approval from Wizards of the Coast. Theoretical checks do not replace playtesting in your campaign.

Quick reference

Using this aid. Decisions during a turn and information to record. The full rules above give every condition.

Reference	Rule
Essence / DC	Maximum = stage + 1; recover on a long rest, except for Material Anchor. DC = 8 + proficiency bonus + the chosen Wisdom or Charisma modifier.
Reaction	Spectral Bulwark, Borrowed Knowledge's active bonus, or Second Will: only one reaction available at a time.
Bonus action	Guided Step; at stage 3, controlling an existing hand. This does not cast a spell.
Concentration	Dread Gaze or Detached Eye: only one at a time, also incompatible with a concentration spell and with Rage.
Hand from Beyond	One action to cast the 2014 spell, with V and S components. Only one hand; duration 1 minute.
Guided Step	3 / 6 / 9 / 12 m by stage; visible destination. Stage 3: one companion for a total of 2 essence.
Reading Echoes	1 minute, 1 essence, one attempt per object between long rests. A 6-second fragment.
Detached Eye	At most 10 minutes; concentration; visible and dispersible. No attack, spell, or other gift activation while observing.
Long rests	At most one beneficial long rest per 24 hours. Shared Rest adds one hour to your usual duration.

Bulwark against a radiant hit. You still have your reaction and essence. The Bulwark reduces the attack first. If you actually take radiant damage afterward, Sacred Shock then blocks essence expenditure; it does not cancel the protection already used. Temporary HP do not prevent this shock.

Material Anchor: example. At stage 3, your maximum is 4. If the anchor has not remained close enough throughout the rest, that rest restores 2 points: from 1, you reach 3; from 3, you reach 4. Existing points are not reduced.

The bond. Character: _____ Level: _____ Stage: _____
Presence: _____ Origin: _____
Memory: _____
Wish / condition for release: _____
_____

Resources. Ability: Wisdom / Charisma · DC: _____
Essence: _____ / _____ · Reaction available: yes / no
Gifts: _____
Weaknesses: _____

Effects to track. Concentration and end: _____
Targets immune to Dread Gaze, deadlines: _____
Objects already read since the long rest: _____
Anchoring / instability, if applicable: _____