

DIRE PRESS

Chains of the Phantom

Eighteen phantasmal feats for ghosts



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Some ghosts prefer deceit over destruction, control over corruption. Their power lies in the strength of their mind, though not over matter. They view telekinesis as a mere parlour trick, a wild talent fit only for barbarians accustomed to throwing and breaking things. Instead, they use their power to affect the minds of others, altering the perception of reality itself to mislead and influence.

Chains of the Phantom provides eighteen new feats specifically designed for such ghosts; those who desire to beguile the mind, deceive the senses, and wield hallucination like a fine blade.

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Written and Illustrated by Doug Rau

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Chains of the Phantom

The following feats possess the [Ghost] descriptor, and may only be taken by ghosts or other appropriate incorporeal creatures. Where applicable and unless otherwise noted, these are supernatural abilities. Using a supernatural ability is usually a standard action which cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

Dream [Ghost]

You can enter the dreams of the living to send a phantasmal message.

Prerequisites: Int 13, Phantasms.

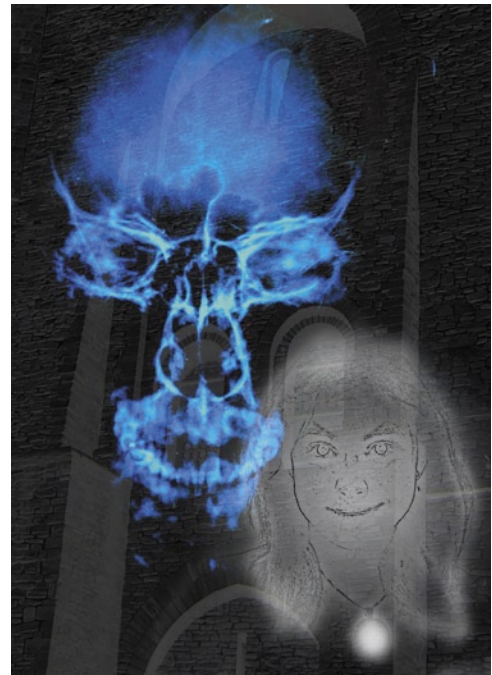
Benefit: You can enter the dreams of a creature to deliver a message, as the spell *dream*. The recipient must be known – either by name or by some title that leaves no doubt as to identity – and on the same plane of existence as you or one coexistent with it. (For example, if you are on the Ethereal Plane, you can enter the dreams of a creature on the Material Plane.) You can use this ability once per night.

Horrific Phantasm [Ghost]

You can create horrific phantasms which shock the living.

Prerequisites: Cha 13, Phantasms, Major Phantasm.

Benefit: When you use your horrific phantasm against a creature, it must succeed on a Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. The effect is instantaneous, and does not require concentration. The damage dealt by this effect is phantasmal, existing only in the mind of the affected creature. A creature that successfully saves against the effect immediately recovers half of any damage it may have taken from previous uses of your horrific phantasm and remains immune to your ability for 24 hours.



Improved Phantasmal Charm [Ghost]

You can charm other types of creatures.

Prerequisites: Phantasms, Phantasmal Charm, Diplomacy 8 ranks.

Benefit: Three times per day, you can use your phantasmal charm ability to charm any type of living creature.

Special: You may take this feat multiple times, each time it grants three uses of the ability per day.

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