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Shroud of the Aether

A ghostly casualty class



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The death of a character. These words strike dread into players and DMs alike. At best, the party has a cleric with *raise dead* prepared, and the game can continue. At worst, the player is sidelined for the rest of the adventure, until the party can return to town. But what if there were some way to keep the character in the game and the player involved? What if... she became a ghost?

The problem, of course, is that the ghost template grants a sudden and major increase in ability. Pretty quickly, everyone will want to be one. And what if they decide that they'd rather remain ghosts? Where do they go from there?

Introducing Shroud of the Aether. Undeath, *with class!*

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Written and Illustrated by Doug Rau

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The full text of the ghost casualty class and that of all ghost feats is designated Open Game Content.

Introduction

A casualty class is like a prestige class, in that you must meet certain requirements before you can take a level in one. In this case, the prime requirement is that your character is dead. Snuffed out, answered the final summons, shuffled off this mortal coil, crossed over, and joined the choir invisible. But you have plans other than resting in peace...

Casualty classes allow your character to continue on, whether in a new, permanent state of existence or just until they're magically raised or reincarnated. They combine the features and abilities of an undead template with hit dice and attack and save bonus progression to make those abilities effectively available, in part or in whole, to any character or creature.

You may not take levels in more than one casualty class unless your DM chooses to allow otherwise. A casualty class does not count against you when determining experience point penalties for multiclassing.



Becoming a Ghost

Since it rarely happens that a character gains a level just as they die, some special mechanics are required to enter this class. Upon dying, a character who wishes to become a ghost and meets the class requirements immediately gains one level of the ghost casualty class and a permanent negative level. This negative level can only be removed when she would gain a new level, and is removed in lieu of gaining the level. It cannot be removed by any other means, including by a *restoration* spell.

For example, Briana is a 4th level monk who dies in the course of an adventure and becomes a ghost. She immediately gains one level of ghost and a permanent negative level. She is still effectively a 4th level character, a monk 4/ghost 1/negative -1. After completing the adventure, she gains enough XP to advance to 5th level. She can either advance a level as a monk or a ghost, or remove her permanent negative level. She chooses to remove the permanent negative level, and becomes a monk 4/ghost 1.

A negative level gives a character a -1 penalty on attack rolls, saving throws, skill checks, and ability checks. The character loses 5 hit points, and takes a -1 penalty to their effective level or Hit Dice (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from the highest spell level she can cast.

Otherwise, the character's ghost appears on her next turn after she died, in the same square as her corpse (or in the square she died in, if her corpse is completely destroyed, shifted to another plane, etc.). Her current hit points are set to half her maximum hit points. Her ghost is not affected by any physical effect (such as physical ability damage or drain, fatigue or exhaustion, disease, poison, sleep effects, stunning, or paralysis) which affected the character before her death. Other effects (such as mind-affecting effects) remain in force.

Ghost Advancement

A ghost can gain levels in the ghost casualty class, or in nearly any other normal class or prestige class. She cannot gain additional levels in any other transformational class or prestige class – ones which eventually change her type, such as the dragon disciple prestige class.

Ghost

"I have too many foes yet to put beneath my feet, before I can rest among them."

– The ghost of Vilnius Trajan, human ranger

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves. Ghosts exist on the Ethereal Plane, but are able to manifest themselves as incorporeal apparitions on the Material Plane. They generally appear as they did when they died, including clothing, equipment, and wounds. Many ghosts take on some small characteristic which reflects their nature, such as a faintly glowing aura, bloody fingers, rattling chains, or hollow eyes.

Becoming a Ghost

The most significant requirement for a character to become a ghost is to die. In most cases, they must also possess sufficient strength of personality to maintain their soul independent of a living body.

Requirements

Type: Aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or plant.

Charisma: A creature must have a Charisma score of at least 6 to become a ghost.

Condition: Dead.



Optional Requirements

A DM may choose to add other requirements to becoming a ghost in their campaign. Some suggestions are provided below.

Type: Only the souls of specific types of creatures, usually humanoids, can become ghosts. Constructs do not have souls and can never become ghosts. Outsiders and elementals do not have souls separate from their bodies and can never become ghosts.

Intelligence: Only the souls of intelligent creatures can become ghosts. A creature must have an Intelligence score of at least 6 to become a ghost.

Alignment: Creatures of good alignment respect that the living world belongs to the living. Only the souls of non-good creatures can become ghosts.

Alignment: Creatures of lawful alignment respect that the souls of the dead properly belong in the Outer Planes. Only the souls of non-lawful creatures can become ghosts.

Tragic Death: A creature must have died violently (in combat, murdered, etc.) or because of a betrayal to become a ghost.

Sacrifice: A character who sacrifices herself to help another can become a ghost, remaining in the material world to act as a guardian and mentor.

Death Ritual: Upon dying, a cleric or other living being may perform a ritual to bind the departing soul to the Material Plane, making the character a ghost. This may be a blessing or a curse.

Defeat Death: Upon dying, a character finds herself an incorporeal soul standing near her corpse, with Grim Death waiting to bring her to the Outer Planes. To become a ghost, she must defeat death through cunning, deceit, or trickery.

Haunt: Upon becoming a ghost, a character must declare a specific area as her haunt. This area may be no larger in radius than she can normally move in a single round, and is typically centered on the spot where she died. Other common haunts are homes or places of emotional attachment.

Purpose: Upon becoming a ghost, a character must declare an unfulfilled purpose or objective which she will pursue as a ghost. When her purpose is completed, her spirit can finally rest and the character is retired from the game.

Revenge: Upon becoming a ghost, a character must declare vengeance upon a single arch-enemy responsible in some way for her death. When her arch-enemy is killed, her spirit can finally rest and the character is retired from the game.

Advancement

Table 1-1: Ghost

Hit Die: d12

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Ghost Traits, Bonus Feat
2nd	+1	+0	+0	+3	Bonus Feat
3rd	+1	+1	+1	+3	Ethereal Creature, Manifest
4th	+2	+1	+1	+4	Bonus Feat
5th	+2	+1	+1	+4	Undead Creature
6th	+3	+2	+2	+5	Bonus Feat
7th	+3	+2	+2	+5	Force of Spirit +2
8th	+4	+2	+2	+6	Bonus Feat
9th	+4	+3	+3	+6	Force of Spirit +4
10th	+5	+3	+3	+7	Bonus Feat
11th	+5	+3	+3	+7	
12th	+6	+4	+4	+8	Bonus Feat
13th	+6	+4	+4	+8	
14th	+7	+4	+4	+9	Bonus Feat
15th	+7	+5	+5	+9	
16th	+8	+5	+5	+10	Bonus Feat
17th	+8	+5	+5	+10	
18th	+9	+6	+6	+11	Bonus Feat
19th	+9	+6	+6	+11	
20th	+10	+6	+6	+12	Bonus Feat

Class Skills: The ghost's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at each Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: Ghosts gain no new proficiency with weapons, armor, or shields.

Ghost Traits: A 1st level ghost is an apparition – a disembodied soul which exists on the Material Plane. She retains her existing type and gains the incorporeal subtype. She no longer has a Strength score, and cannot physically manipulate other objects. She does not breathe, eat, or sleep. She cannot tire and is immune to fatigue and exhaustion effects. She is also immune to disease and poison.

A ghost gains a fly speed of 30 ft., unless she already has a higher fly speed, with perfect maneuverability. She gains a +8 racial bonus on Hide checks.

Bonus Feat: At 1st level, a ghost gains a bonus ghost feat. She gains an additional bonus ghost feat at 2nd level and every two ghost levels thereafter. These bonus feats must possess the [Ghost] descriptor. A ghost must still meet all prerequisites for a bonus feat.

Ethereal Creature: Upon attaining 3rd level, a ghost permanently shifts her existence to the Ethereal Plane and becomes an ethereal creature. She has two home planes, the Material Plane and the Ethereal Plane, and is not considered extraplanar on either. She does not have the incorporeal subtype on the Ethereal Plane, and regains her Strength score on that plane.

Manifest (Su): At 3rd level, a ghost gains the ability to partly enter the Material Plane and manifest herself as an apparition. Her apparition gains the incorporeal subtype. She still remains partly on the Ethereal Plane, where she is not incorporeal and can interact normally with other ethereal creatures and objects.

Using this ability is a standard action. Dissolving an apparition and returning fully to the Ethereal Plane is also a standard action.

Undead Creature: Upon attaining 5th level, a ghost severs the last of the metaphysical ties to her former existence and becomes an undead creature. Her type changes to undead. All current and future Hit Dice become d12s, and she must re-roll her hit points. She retains her existing base attack bonus, saves, and skill points.

She can no longer be affected by *raise dead* or *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect her, turning her back into a living creature (see Ex-Ghosts).

Force of Spirit (Ex): A ghost gains a +2 bonus to her Charisma score at 7th level. This bonus increases to +4 at 9th level.

Ex-Ghosts

A ghost who is raised, reincarnated, or resurrected becomes a living creature again. She loses all levels in the ghost casualty class, and her permanent negative level if it has not already been removed. Her experience point total is set to the midpoint of her new level. She regains her original type, Hit Dice, and hit points. She loses all ghost traits and ghost class abilities, and any ghost feats. She retains any other feats and skill ranks she gained while a ghost.

The means of a ghost's return to the living may incur additional costs. For example, if a ghost is restored by *raise dead*, she still loses one level, applied after losing her ghost levels.

Playing a Ghost

Death tends to have some impact on one's outlook. Some ghosts experience an epiphany; a sudden realization of something important which they'd missed in life. Some welcome the chance to improve upon their lives, others resent their condition and curse those still living.

A character of good alignment might consider being a ghost as a chance to continue their works as they did in life, or as a final chance to complete unfinished business. Neutral ghosts tend to view their condition as a natural next stage of their existence, an opportunity to experience the world on a completely different level. Evil spirits are most likely to be angry and hateful, and to use their new abilities to exact revenge, continue their crimes, and expand the scope of their wickedness.

In general, characters whose focus is on physical attributes, Strength in particular, will lose some effectiveness in combat. They can compensate by wielding a *ghost touch* weapon or by gaining ghost attacks, such as Corrupting Touch or similar abilities. Characters with high Charisma scores make powerful ghosts, since many ghost abilities are dependent on that attribute. Spellcasters will need to take the Eschew Materials feat to continue casting spells with material components.

Barbarians face particular challenges as ghosts. Your rage ability can't give you a Strength bonus if you have no Strength score, and undead ghosts lose their Constitution score as well. Still, barbarians have an excellent base attack bonus, and you need only a *ghost touch* weapon or incorporeal touch attack to be effective in combat. Otherwise, consider taking feats such as Telekinetic Rage which build upon your strengths.

Bards generally make excellent and enthusiastic ghosts. Charisma is the primary ability score for both bards and ghosts, and affects a broad set of their class skills and abilities. Bards who perform with a musical instrument will likely need to take the Ghost Gear feat to retain it, whereas singers and poets have no such concern. Many bardic spells do not require material spell components, and the Eschew Materials feat allows you to cast most of those which do.




Clerics, unless they worship a deity of death or the undead, are less likely than characters of other classes to become ghosts. A ghost cleric will need to take the Ghost Gear feat to retain her holy symbol for spellcasting and turning undead. An undead creature cannot channel positive energy, and so a ghost cleric of good alignment cannot advance beyond 4th level in the ghost casualty class without losing her ability to turn undead.

Druids rarely become ghosts, and those who do become guardian spirits of nature remain on the Material Plane. They rarely advance beyond 2nd level in the ghost casualty class, after which a ghost becomes an ethereal creature. When a ghost druid uses her wild shape ability to turn herself into an animal or elemental, she may choose whether to remain incorporeal or become a corporeal creature for the duration of the wild shape.

Fighters make good ghosts, with a broad array of strengths and abilities. Ghost fighters who are already heavily specialized with a particular type of weapon may wish to take either the Ghost Gear or Ghost Touch Item feat to retain their existing weapon. Those with more general interests and capabilities might prefer to explore the new attack forms available to them as ghosts.

Monks, more than others, are likely to view being a ghost as simply another possible state of being. They are happy to move beyond the physical realm, and so tend to shun feats of the coil (feats which allow a ghost to manipulate the physical world; see Chains of the Coil). A monk who can use a flurry of withering touch attacks is a truly formidable opponent.



Paladins rarely become ghosts, except to complete a holy quest or to become the spiritual guardian of someone important to them. Like ghost clerics, their spellcasting ability is limited without some means of carrying and using a divine focus, and they lose any ability to turn undead if they advance beyond 4th level in the ghost casualty class. Like ghost fighters, they need only some means to attack to remain effective combatants. Ghost paladins shun feats of corruption, dread, or malevolence.

Rangers usually become ghosts to continue fighting their enemies. They are happy to explore the new attack forms available to them as ghosts, and seek advantages in combat. A few, however, are tempered by the experience of death, and lay down their pursuits to become guardian spirits of nature. Such spirits, like ghost druids, rarely advance beyond 2nd level in the ghost casualty class.

Rogues make good ghosts, although being incorporeal abridges some of their class strengths. Being able to pick open a lock is less useful when you can simply fly through the vault door, and are unable to carry out whatever is inside anyway. On the other hand, getting into a flanking position in combat becomes much easier.

Sorcerers generally make excellent ghosts. Charisma is the primary ability score for both sorcerers and ghosts, and affects a broad set of their class skills and abilities. Like other ghost spellcasters, a ghost sorcerer will likely want to take the Eschew Materials feat to continue casting spells with minor material components.

Wizards generally make good ghosts, although their spellbooks can be a problem. A ghost wizard will likely need to take the Ghost Gear feat to retain their spellbook and perhaps a quill and ink as well. They will also likely want to take the Eschew Materials feat to continue casting spells with minor material components. Despite these difficulties, many wizards enjoy being a ghost. They are less vulnerable in combat, and can usually acquire any solitude and time they require for their research by withdrawing to the Ethereal Plane.

As a ghost, you can gain levels in the ghost casualty class, or in nearly any other normal class or prestige class. You cannot gain additional levels in any other transformational class or prestige class – ones which eventually change your type, such as the dragon disciple prestige class. Advancement in such classes changes your physical nature, and its too late for that for you.

If you are planning on being raised or resurrected at some point, you might prefer to gain any levels in your normal class, since you will lose any ghost levels you've gained when you are raised (see Ex-Ghosts). If you advance to 5th level in the ghost casualty class and become an undead creature, *raise dead* will no longer affect you, and you can only be resurrected.

Ghosts in the World

"I killed you once, I can do it again. I only regret that this time I do it for no gold."

– Serrak, hobgoblin monk/assassin

In most campaign settings, ghosts have a difficult time in the world. Most people are fearful of them, and clerics are prone to turn first and *speak with dead* later. Ghosts have no social or legal protection in society, and adventurers consider their former possessions to be fair game. Although the ghost of an adventurer may continue to associate with their adventuring party, most ghosts tend to be loners.

In campaigns where ghosts are more common, ghosts may be treated less fearfully, though still kept at a distance. They may have some social, if not legal, protection; and have established guilds or similar organizations.

A campaign or scenario in which every creature which meets the class requirements automatically becomes a ghost can be interesting. Perhaps its simply the nature of the world, and ghosts are a common and normal part of society, with their own rights and status. Or, a powerful entity may have closed the gates which departing souls normally use to travel to the outer planes, and the goal of the campaign becomes to correct the situation.

Ghost Lore

Characters with Knowledge (religion) can research ghosts to learn more about them.

DC 10: Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves. A ghost may be tied to the world by a place of strong emotions, an unfulfilled purpose, or for vengeance. Ghosts are incorporeal, and cannot be affected by normal means.

DC 15: Some ghosts are ethereal creatures. They can be seen on the Ethereal Plane by *see invisibility* and *true seeing*. They can be affected on that plane by force effects, such as *wall of force* and *magic missile*, which extend from the Material Plane into the Ethereal Plane.

DC 20: More powerful ghosts are undead creatures, and are immune to a wide range of attacks and effects. They may use a wide range of supernatural attacks themselves – the mere appearance of a ghost can induce terror and panic in a living creature, and their touch can corrupt and wither flesh. Poltergeists are able to hurl objects without touching them.

Ghost Superstitions

The following superstitions, while not generally true of ghosts, may be encountered by a character researching ghosts or gathering information about a particular ghost.

The body of a dead person must be carried out feet first, or their ghost will return.

Closing the eyes of a dead person will keep their spirit from wandering.

Crossroads and areas near owls nests are often haunted by ghosts.

A lantern which appears to have eyes and a long tongue has become inhabited by a ghost.

A candle which burns dim, or which burns blue, indicates that a ghost is near.

A child born at midnight can see ghosts.

Ghost lights are an omen of death, appearing halfway between your home and your grave.

A ghost can spread disease by casting its shadow upon you.

Ghosts can only appear at night.

If you bury a person's shadow before their death, their ghost will be bound to that place.

A ghost cannot follow you across running water.

You can pin a ghost in place with a wooden post.

Chalcedony, obsidian, and amulets made of red thread protect against harm from ghosts.

Throw dust from your footprint at a person to release them from possession.

Salt strewn across a threshold will keep ghosts and evil spirits away.

Growing violets around your home will keep wandering ghosts away.

If you walk around a ghost nine times, it will disappear.

Ghosts in the Game

Ghosts are often the keepers of secrets and lost knowledge. A party planning an expedition to the stronghold of the master villain might learn that, of all those who had ventured there before, only one ghost NPC had ever returned. Or, the ghost may have learned too much, and seeks the party's protection against the Knights of the Argent Blade, the villain's henchmen who pursue him.

For a PC, being a ghost may be a new, permanent state of existence for them, or just a convenience to keep them involved in the story until such time as they can be magically raised or reincarnated. A ghost is less vulnerable to most hazards and attacks, but also has less ability to affect the material world. You will likely need to adjust some encounters for this, but not necessarily more than making sure that a hobgoblin shaman has *magic missile* prepared. Ghost characters generally rely more on their own abilities, and much less on equipment and acquired magic items.

Optional Disadvantages

A DM may choose to add one or more disadvantages or weaknesses to the ghost casualty class for their campaign. Any such disadvantage should be gained at 1st level, when the character becomes a ghost, or at 5th level, when she becomes an undead creature. Some suggestions are provided below.

Disturbing Appearance (Ex): A ghost's appearance reflects the violent manner in which she died, and is disturbing to look at. The ghost takes a -4 penalty on Diplomacy, Gather Information, and Perform checks made when interacting with living creatures, but gains a +4 bonus on Intimidate checks. This disadvantage can be overcome by taking the Disguise Apparition feat.

Shade (Ex): Ghosts are mere shades of their former existence, and it is difficult for them to learn things that they did not know in life. All skills are cross-class skills for a ghost, regardless of what class it gains a level in.

Silver Vulnerability (Ex): Silver is traditionally effective against many supernatural creatures. Any silvered weapon, even a non-magical one, can affect an incorporeal ghost, but the ghost has a 50% chance of ignoring any damage from a silvered weapon unless it is also a *ghost touch* weapon.

Sunlight Powerlessness (Ex): Ghosts are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A ghost caught in sunlight cannot attack and can take only a single move action or standard action in a round.

Tormented (Ex): A ghost experiences painful memories of its death. When facing a monster of the same type (for example, aberrations) as that which killed it, a ghost is automatically shaken. A shaken creature takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. This disadvantage can be overcome by taking the Iron Will feat.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a ghost at a distance of 30 ft. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Ghost Feats

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.

Most of these feats are organized into Chains by theme. Chains of the Aether collects feats which allow a ghost to use the Ethereal Plane in various ways. Feats which allow you to create a banshee of myth are collected into Chains of the Banshee. The feats within Chains of the Coil allow a ghost to manipulate physical objects, by telekinesis or other means. Those within Chains of Corruption grant a ghost the ability to wield a corrupting energy which harms living creatures. Chains of Dread collects feats which allow a ghost to terrorize others with her appearance. Finally, those feats which grant the ghost's most fearsome power, the ability to possess another creature, are collected into Chains of Malevolence.



Corpse Candle [Ghost]

You can cause ghostly lights to appear in the air.

Benefit: You can use *dancing lights* at will. Your caster level for this effect is equal to your Hit Dice.

Ghost Gear [Ghost]

You carry some of the items you possessed in life.

Prerequisite: This feat may only be taken as a 1st level ghost, and not at any other time.

Benefit: You may retain up to 4 items that were in your possession when you died and became a ghost. The items vanish from your corpse and become incorporeal objects, which can be carried and used normally by your apparition. Mundane armor and weapons pass harmlessly through material objects or creatures, but are effective against other incorporeal creatures. Magic weapons of +1 or better enhancement can affect material creatures, but any attack with one only has a 50% chance to deal damage unless it is a *ghost touch* weapon.

Upon attaining 3rd level, your ghost gear shifts to the Ethereal Plane with you, and you can use it normally on that plane. Your ghost gear manifests on the Material Plane with you when you use that ability, and is effective as described above.

If you are destroyed as an apparition (a 1st or 2nd level ghost), your ghost gear is destroyed along with you. If you are destroyed as an ethereal ghost (a ghost of 3rd level or higher), your ghost gear is dropped on the Ethereal Plane. If you are raised or resurrected, your ghost gear appears on your body and becomes corporeal again.

Ghost Mount [Ghost]

Your mount can manifest as a dread apparition.

Prerequisite: Special mount ability.

Benefit: Your mount gains the incorporeal subtype when summoned to you on the Material Plane. If you summon your mount on the Ethereal Plane, it gains the ability to manifest on the Material Plane as an incorporeal apparition. In addition, when riding your ghost mount, you gain a +4 bonus to the DC for all saving throws against your dread appearance or horrific appearance (see Chains of Dread).

Normal: Your summoned mount is a corporeal creature, summoned to you on either the Material Plane or the Ethereal Plane.

Ghost Rage [Ghost]

Your rage strengthens your psyche and sharpens your faculties.

Prerequisite: Rage ability.

Benefit: By spending a rage, you temporarily gain a +4 bonus to Wisdom and a +4 bonus to Charisma, but take a -2 penalty to Armor Class. Using this ability is a free action. This effect lasts for a number of rounds equal to 3 + your (newly improved) Charisma modifier, and may be dismissed at any time as a free action.

Ghost Senses [Ghost]

Your senses have become keener than they were in life.

Benefit: You gain a +4 racial bonus on Listen, Search, and Spot checks.

Ghost Sound [Ghost]

You can cause ghostly noises.

Benefit: You can use *ghost sound* at will. Your caster level for this effect is equal to your Hit Dice.

Improved Ghost Senses [Ghost]

Your senses have become much keener than they were in life.

Prerequisite: Ghost Senses.

Benefit: Your racial bonus on Listen, Search, and Spot checks increases to +8.

Lifesense [Ghost]

You can sense living creatures.

Prerequisites: Wis 13, Spot 8 ranks.

Benefit: You notice and locate living creatures within 30 ft., as if you possessed the blindsight ability. You also sense the strength of their life force automatically, as the spell *deathwatch*.

Rejuvenation [Ghost]

You are difficult to destroy through simple combat.

Prerequisite: You must haunt a specific area.

Benefit: Whenever you are destroyed, you may make a level check (1d20 + your Hit Dice) against DC 16. If successful, you restore yourself within your haunted area 2d4 days later.

Revenant [Ghost]

Your hatred of your enemy gives you advantage over them.

Prerequisite: You must have declared vengeance upon an archenemy.

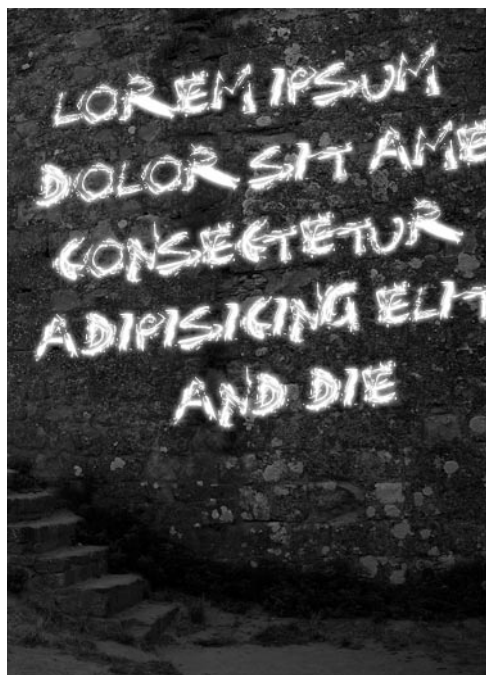
Benefit: You gain a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against your archenemy or their minions. You get the same bonus on weapon damage rolls against the same.

Turn Resistance [Ghost]

You are less easily affected by the turning ability of clerics or paladins.

Prerequisite: Undead creature (ghost level 5th).

Benefit: You gain a +4 bonus to your Hit Dice when resolving turn, rebuke, command, or bolster attempts. This is an extraordinary ability.



Written in Blood [Ghost]

You can write a message in blood.

Benefit: You can write a message of any length upon any surface, in dripping blood or any appearance you choose. The message may be visible to anyone, invisible to anyone, or visible only to creatures you choose and invisible to everyone else. *Detect magic* reveals the presence of an invisible message, and *see invisibility* or *true seeing* allows the caster to read one.

The message lasts indefinitely, or until you dismiss the effect. If placed on a living creature, the message fades in about a day. It cannot be dispelled, but can be removed by an *erase* spell.

Chains of the Aether

The Ethereal Plane hovers above the material world like an echo, a formless void of swirling mists and never-seen dangers, the province of ghosts. Ghosts who dwell there learn to cross its boundary and exist in both the Ethereal Plane and Material Plane at once. Other ghosts learn to dance at its edge, using the plane's amorphous nature to alter their own apparitions, or to instantly leap across space.

Apport [Ghost]

You can teleport small objects to you.

Prerequisites: Ethereal Step.

Benefit: You can summon a single object of a general type (for example, a flower or a dagger) to you. The object must be unattended, non-magical, weigh no more than 5 lb., and be of no more than 50 gp in value. It appears instantly in your square, whether on the Material Plane or the Ethereal Plane. You can dismiss the object at any time as a free action, otherwise it automatically returns to its original location when you use this ability to apport another object. You can use this ability up to three times per day.

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

Disguise Apparition [Ghost]

You can alter the appearance of your apparition.

Benefit: You can make yourself – including clothing, armor, weapons, and equipment – look different. You can seem up to 1 foot shorter or taller, thinner or stouter, but cannot change your body type. You could add or obscure a minor feature or wounds, or look like an entirely different person. If you use this ability to create a disguise, you gain a +10 bonus on your Disguise check. Using this ability is a standard action, or a free part of using your manifest ability. You can use this ability at will.

Normal: Your apparition appears as you did when you died, including clothing, equipment, and wounds.

Ethereal Door [Ghost]

You can teleport other creatures through the Ethereal Plane.

Prerequisites: Int 13, Ethereal Step, Ethereal Leap.

Benefit: You can bring along other willing creatures when you use your ethereal leap ability. You can bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) per three Hit Dice. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures (four Medium creatures), and so forth. All creatures to be teleported must be within five feet of you.

Ethereal Leap [Ghost]

You can teleport further through the Ethereal Plane.

Prerequisite: Ethereal Step.

Benefit: You can instantly move yourself from your current location to any other spot within 400 ft., as the spell *dimension door*. An incorporeal ghost can move into a space occupied by a solid body or object without harm or fail. You can use this ability up to three times per day.

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

Ethereal Shunt [Ghost]

You can teleport an unwilling creature through the Ethereal Plane.

Prerequisites: Int 13, Ethereal Step, Ethereal Leap.

Benefit: You can use your ethereal leap ability to move an unwilling creature, along with all of its carried gear. You must first make a successful unarmed touch attack against the target, and they may resist your ability with a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier).

If you move a creature into a solid object, both take 1d6 points of damage and the creature is shunted to the nearest open space within 100 ft. of the intended location. If there is no free space within 100 ft., both take an additional 2d6 points of damage and shunt effect fails.

Ethereal Step [Ghost]

You can vanish from one spot and appear in another, moving instantly through the Ethereal Plane.

Benefit: You can instantly move yourself from your current location to any other spot within 30 ft. that you can see. You can bring along any items you are carrying, but not other creatures.

Hypnotic Apparition [Ghost]

You can make your apparition shift hypnotically.

Prerequisite: Disguise Apparition.

Benefit: You can use your disguise apparition ability to make your apparition shift hypnotically. All creatures within 60 ft. of you must succeed on a Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or become fascinated for 2d4 rounds. A fascinated creature stands or sits quietly, taking no actions other than to pay attention to you. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. A creature must be able to see you to be affected, and ceases being fascinated if it loses sight of you. This is a mind-affecting compulsion effect.

Hypnotic Suggestion [Ghost]

You can make a suggestion to a creature which is under your hypnosis.

Prerequisites: Cha 13, Disguise Apparition, Hypnotic Apparition.

Benefit: You can make a suggestion (as the spell) to a single creature which is already fascinated by your hypnotic apparition. The subject may resist your suggestion with a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier). This is a sonic language-dependent mind-affecting compulsion effect. Your caster level for this effect is equal to your Hit Dice. Using this ability does not break the creature's fascination, nor does it allow a new saving throw against the effect.

Indistinct Apparition [Ghost]

You can make your apparition faint, and difficult to spot.

Prerequisite: Disguise Apparition.

Benefit: You can use your disguise apparition ability to make your apparition fainter and less distinct. While so affected, you gain the ability to hide in plain sight, and can use the Hide skill even without cover or concealment. If others are observing you, even casually, you can't hide.

While using this ability, you cannot use any ability which relies on your appearance, such as hypnotic apparition (see above) or a dread appearance (see Chains of Dread).

Invisible Apparition [Ghost]

You can make your apparition completely invisible.

Prerequisites: Disguise Apparition, Indistinct Apparition, Hide 8 ranks.

Benefit: You can use your disguise apparition ability to make your apparition invisible, as the spell *invisibility*. As with the spell, the effect ends if you attack any creature. While using this ability, you cannot use any ability which relies on your appearance, such as hypnotic apparition or a dread appearance.

Luminous Apparition [Ghost]

You can make your apparition glow with bright light.

Benefit: You can make your apparition shed light. You can control the amount of light, from none at all to as much as a lantern (bright light in a 30 ft. radius, shadowy light to an additional 30 ft.). Using this ability is a standard action, or a free part of using your manifest ability. You can use this ability at will.



Manifest Voice [Ghost]

You can manifest just your voice on the Material Plane.

Prerequisite: Ethereal creature (ghost level 3rd).

Benefit: You can manifest your voice on the Material Plane while remaining on the Ethereal Plane. You can speak to creatures on the Material Plane, but cannot use sonic attacks, cast spells, or affect the Material Plane in any other way.

You do not gain the ability to hear creatures on the Material Plane, though you can attempt a Spot check to read lips. Because things on the Material Plane appear indistinct and ghostly, the base DC for this check is 25. (Reading lips is normally a DC 15 Spot check.)

Shape Apparition [Ghost]

You can greatly alter the appearance of your apparition.

Prerequisites: Int 13, Disguise Apparition.

Benefit: You can use your disguise apparition ability to make yourself look like a different type of creature, up to one size category smaller or larger than yourself. This ability changes your appearance only – you do not gain or lose any abilities because of your new shape.

Shift Item [Ghost]

You can shift objects between the material and ethereal worlds.

Prerequisite: Ethereal creature (ghost level 3rd).

Benefit: You can shift an object from the Material Plane into your possession on the Ethereal Plane. The object must be in your square, unattended, and weigh no more than you can carry. You can also drop an object from the Ethereal Plane into the Material Plane. You must be manifested to use either ability. You can use this ability up to three times per day.

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

Swift Manifestation [Ghost]

You can manifest your apparition more quickly.

Prerequisites: Ethereal creature (ghost level 3rd), Int 13.

Benefit: You can manifest as a swift action, or dissolve your apparition as an immediate action. You can use this ability up to three times per day.

Normal: Manifesting or dissolving your apparition is a standard action.

Chains of the Banshee

A banshee is a spirit of myth, the ghost of a beautiful woman who appears as a harbinger of death. Her cry is sad and mournful, surely the sound of doom.

Banshee Keen [Ghost]

Your cries can deafen and damage creatures.

Prerequisites: Undead creature (ghost level 5th), Haunting Moan, Frightful Moan.

Benefit: Three times per day, you can emit a ear-splitting cry, as the spell *shout*. Unlike the spell, your banshee keen only affects creatures, not objects. The DC for saving throws against this ability is equal to 10 + one-half your Hit Dice + your Charisma modifier. This is a sonic effect.

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

Banshee Wail [Ghost]

Your terrible scream is powerful enough to slay the living.

Prerequisites: Undead creature (ghost level 5th), Haunting Moan, Frightful Moan, Banshee Keen.

Benefit: When you use your banshee wail, a single living creature within 30 ft. must succeed on a Fortitude saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or die. This is a sonic necromantic death effect. You can use this ability once per day.

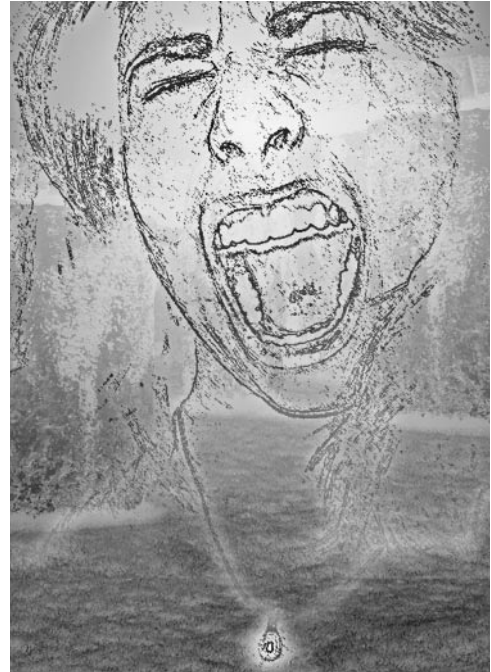
Special: You may take this feat multiple times, each time it grants one use of the ability per day. Even so, after using your banshee wail, you must wait 1d4 rounds before being able to use it again.

Frightful Lament [Ghost]

Your moans join to become a terrible lament, filling the living with dread.

Prerequisites: Haunting Moan, Frightful Moan, Perform (sing) 4 ranks.

Benefit: The effects of your frightful moan (panicked or shaken) last for as long as a creature hears you sing and for 5 rounds thereafter. Using this ability requires concentration.



Frightful Moan [Ghost]

Your moan fills the living with panic.

Prerequisite: Haunting Moan.

Benefit: When you use your frightful moan, all living creatures within a 30 ft. spread must succeed on a Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or become panicked for 2d4 rounds. A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against your frightful moan remains immune to your moan for 24 hours.

Frightful Music [Ghost]

Your frightful lament is empowered by your performance.

Prerequisites: Bardic music ability, Haunting Moan, Frightful Moan, Frightful Lament, Perform (sing) 4 ranks.

Benefit: By spending a use of bardic music, you can use the result of a Perform (sing) check as the DC for saving throws against your frightful lament.

Greater Banshee Keen [Ghost]

Your cries can shatter crystalline objects and creatures.

Prerequisites: Undead creature (ghost level 5th), Haunting Moan, Frightful Moan, Banshee Keen.

Benefit: Your banshee keen ability can affect crystalline objects and creatures.

Greater Frightful Moan [Ghost]

Your haunting cry fills the living with dread.

Prerequisites: Haunting Moan, Frightful Moan.

Benefit: Creatures which successfully save against your frightful moan become shaken for 2d4 rounds, but remain immune to further uses of your moan for 24 hours. A shaken creature takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. This is a sonic necromantic mind-affecting fear effect.

Haunting Moan [Ghost]

Your moan fills the living with fear.

Benefit: When you use your haunting moan, all living creatures within a 30 ft. spread must succeed on a Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or become shaken for 2d4 rounds. A shaken creature takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against your haunting moan remains immune to your moan for 24 hours.

Chains of the Coil

Many ghosts exist because of something which binds them to the mortal coil, so it should come as no surprise that they might wish to continue to interact with it. Most do so through telekinesis, the ability to move and manipulate physical objects through sheer power of will. Others achieve the ability to manifest more completely into the Material Plane, or to drag objects or even other creatures into their incorporeal world.

Animate Weapon [Ghost]

You can wield a light weapon through sheer will.

Prerequisite: Ghost Hand.

Benefit: You can use your ghost hand ability to pick up and wield a light melee weapon. You can pick up an unattended weapon or draw a weapon carried for you by an ally within range as a move action. Once wielded, you can direct the movement and attacks of the weapon. It gains your ghost fly speed, though it must remain within the range of your ghost hand ability, and you can make attacks with it using your normal attack bonus. Apply your Dexterity modifier to attack rolls, and do not apply any ability modifier to damage.

Your weapon can be targeted for attacks. Its Armor Class is equal to 10 + its size modifier + your Dexterity modifier, and its hardness and hit points are determined normally for its type. It is otherwise considered to be attended or wielded by you for effects that target items.

Combat Telekinesis [Ghost]

You can use your telekinetic power to attack other creatures.

Prerequisites: Ghost Hand, Telekinesis.

Benefit: You can use your telekinesis ability to perform a variety of combat maneuvers. Your caster level for this effect is equal to your Hit Dice. Where applicable, use your Charisma modifier in place of your Strength or Dexterity modifier. After using your telekinesis ability (telekinesis, combat telekinesis, or violent telekinesis), you must wait 1d4 rounds before being able to use it again.

Dematerialize Object [Ghost]

You can drag objects into your incorporeal world.

Prerequisites: Int 13.

Benefit: You can make a single unattended object within your reach become incorporeal, allowing you to pick it up and move it. The object must be non-magical, and can weigh up to 5 lbs. You can only carry one affected object at a time. If you drop the object or dissolve your apparition, the object becomes corporeal again.

If an object becomes corporeal within another solid object, both take 1d6 points of damage and the object is shunted to the nearest open space within 100 ft. If there is no free space within 100 ft., both take an additional 2d6 points of damage and the object is shunted to the nearest open space within 1000 ft. If there is no free space within 1000 ft., both take an additional 4d6 points of damage and the object remains incorporeal until it enters an open space.

Disembody Other [Ghost]

You can drag creatures into your incorporeal world.

Prerequisites: Int 15, Dematerialize Object.

Benefit: Three times per day, you can make an incorporeal touch attack which causes your target, along with all of its carried gear, to become incorporeal. An unwilling creature may resist your disembody attack with a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier). Otherwise, the creature remains incorporeal for a number of rounds equal to your Hit Dice, or until you dismiss the effect.

If a creature becomes corporeal within a solid object, both take 1d6 points of damage and the creature is shunted to the nearest open space within 100 ft. If there is no free space within 100 ft., both take an additional 2d6 points of damage and the creature is shunted to the nearest open space within 1000 ft. If there is no free space within 1000 ft., both take an additional 4d6 points of damage and the creature remains incorporeal until it enters an open space.

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

Ghost Hand [Ghost]

You can move small objects through sheer will.

Benefit: You can use *mage hand* at will. Your caster level for this effect is equal to your Hit Dice.

Ghost Touch Item [Ghost]

You can imbue a single object with the ghost touch ability.

Benefit: Choose one specific item which you possess. This item functions in all respects as if it were a *ghost touch* item while it remains in your possession. If you lose the item or it is destroyed, you may imbue a new item with this ability at a cost of 40 XP.

If you take this feat as a 1st level ghost, you may choose an item that was in your possession when you died and became a ghost. In this case, the item vanishes from your corpse and becomes an incorporeal object. Upon attaining 3rd level, your item shifts to the Ethereal Plane with you.

If you are destroyed as an apparition (a 1st or 2nd level ghost), your item drops on the Material Plane and becomes corporeal again. If you are destroyed as an ethereal ghost (a ghost of 3rd level or higher), your item drops on the Ethereal Plane. If you are raised or resurrected, your item appears on your body and becomes corporeal again.

Special: You may take this feat multiple times, each time it applies to a new object.

Gust [Ghost]

You can cause a gust of wind.

Benefit: You can create a moderate wind at will. The wind fills an area 30 ft. in radius, and is just enough to extinguish candles and make torch flames dance wildly. Three times per day, you can create a severe blast of air, as the spell *gust of wind*. The DC for saving throws against this ability is equal to 10 + one-half your Hit Dice + your Charisma modifier.

Improved Animate Weapon [Ghost]

You wield your animated weapon with greater effectiveness.

Prerequisites: Ghost Hand, Animate Weapon.

Benefit: When using your animate weapon ability, you may apply your Charisma modifier to both attack and damage rolls.

Normal: You apply your Dexterity modifier to attack rolls, and do not apply any ability modifier to damage.

Mass Disembody [Ghost]

You can drag several creatures into your incorporeal world.

Prerequisites: Int 15, Dematerialize Object, Disembody Other.

Benefit: When you use your disembody other ability, you can affect a number of creatures equal to 1 + your Charisma bonus. You do not need to touch the creatures you wish to affect, but all must be within 30 ft. of you.

Material Flight [Ghost]

You retain the ability to fly, even when you manifest as a physical being.

Prerequisite: Material Manifestation.

Benefit: When you use your material manifestation ability, you do not lose your ghost fly speed.

Material Manifestation [Ghost]

You can make your apparition take on physical substance.

Benefit: You can manifest as a corporeal creature, and your apparition loses (or does not gain) the incorporeal subtype. You regain your Strength score, and any items you carry are treated as corporeal items. You lose your ghost fly speed, and your apparition is limited to normal modes of movement.

Using this ability is a standard action, or a free part of using your manifest ability. You can remain in this state for up to 1 round per Hit Die, unless you choose to dismiss the effect or dissolve your apparition sooner. You can use this ability up to three times per day.

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

Rapid Telekinesis [Ghost]

You recover your ability to use telekinesis more quickly.

Prerequisites: Ghost Hand, Telekinesis.

Benefit: The amount of time you must wait after using your telekinesis ability before you can use it again is reduced by 1 round, to a minimum of 1 round.

Telekinesis [Ghost]

You can move substantial objects through sheer will.

Prerequisite: Ghost Hand.

Benefit: You can use *telekinesis*, but only to exert a sustained force. Your caster level for this effect is equal to your Hit Dice. The DC for saving throws against this ability is equal to 10 + one-half your Hit Dice + your Charisma modifier. After using your telekinesis ability (telekinesis, combat telekinesis, or violent telekinesis), you must wait 1d4 rounds before being able to use it again.

Telekinetic Rage [Ghost]

You can hurl objects or creatures through sheer rage.

Prerequisite: Rage ability.

Benefit: By spending a rage, you gain the ability to use *telekinesis*, as the spell. Your caster level for this effect is equal to your Hit Dice. Where applicable, use your Charisma modifier in place of your Strength or Dexterity modifier. The DC for saving throws against this ability is equal to 10 + one-half your Hit Dice + your Charisma modifier.

Telekinetic Shield [Ghost]

Your telekinetic power acts instinctively to deflect weapons targeted at you.

Prerequisites: Ghost Hand, Telekinesis.

Benefit: The deflection bonus you gain as an incorporeal creature improves by +1.

Normal: An incorporeal creature gains a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

Violent Telekinesis [Ghost]

You can use your telekinetic power to hurl an object or creature.

Prerequisites: Ghost Hand, Telekinesis.

Benefit: You can use your telekinesis ability to exert a violent thrust. Your caster level for this effect is equal to your Hit Dice. Where applicable, use your Charisma modifier in place of your Strength or Dexterity modifier. The DC for saving throws against this ability is equal to 10 + one-half your Hit Dice + your Charisma modifier. After using your telekinesis ability (telekinesis, combat telekinesis, or violent telekinesis), you must wait 1d4 rounds before being able to use it again.

Chains of Corruption

Some ghosts, whether through arcane lore or their own evil natures, wield a corrupting energy which harms living creatures. The mere touch of such a creature can cause flesh to rot or the mind to recoil and wither. A few ghosts can even cause such effects with nothing more than a glance.

Corrupting Form [Ghost]

You can imbue your apparition with corrupting energy.

Prerequisites: Cha 13, Corrupting Touch.

Benefit: Whenever a living creature makes a natural or unarmed attack against you, it must succeed on a Fortitude saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or take 1d6 points of damage.

Corrupting Gaze [Ghost]

You blast any living creature who meets your gaze.

Prerequisites: Undead creature (ghost level 5th), Cha 15, Lesser Corrupting Gaze.

Benefit: Your corrupting gaze takes effect automatically whenever a living creature meets your gaze, as a normal gaze attack.

Corrupting Touch [Ghost]

Your touch corrupts the flesh of the living.

Benefit: You gain an incorporeal touch attack which deals 1d6 points of damage against living creatures.

Making an incorporeal touch attack is an attack action that does not provoke attacks of opportunity. Against ethereal opponents, add your Strength modifier to attack and damage rolls. Against non-ethereal opponents, add your Dexterity modifier to attack rolls only. Incorporeal touch attacks ignore material armor, including natural armor and shields, unless it is made of force (such as *mage armor* or *bracers of armor*) or has the *ghost touch* ability.

You cannot apply more than one type of damage (for example, corrupting touch and withering touch) to a touch attack.



Draining Touch [Ghost]

Your touch can wither the flesh or faculties of the living permanently.

Prerequisites: Undead creature (ghost level 5th), Withering Touch.

Benefit: Choose an ability score for which you have already taken Withering Touch. Your withering touch attack drains 1d4 points from that ability against living creatures.

Special: You may take this feat multiple times, each time it applies to a new ability score.

Greater Corrupting Touch [Ghost]

Your corrupting touch deals more damage.

Prerequisite: Corrupting Touch.

Benefit: The damage dealt by your corrupting touch increases to 2d6.

Improved Draining Touch [Ghost]

You gain strength by withering your foes.

Prerequisites: Undead creature (ghost level 5th), Withering Touch, Draining Touch.

Benefit: Whenever you make a successful draining touch attack, you heal 5 points of damage to yourself.

Lesser Corrupting Gaze [Ghost]

You can blast a living creature with a glance.

Prerequisite: Undead creature (ghost level 5th).

Benefit: You can make an active gaze attack against a single living creature within 30 ft. Your opponent must succeed on a Fortitude saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or take 2d10 points of damage and 1d4 points of Charisma damage.

Paralyzing Touch [Ghost]

Your touch can paralyze your foe.

Prerequisite: Corrupting Touch.

Benefit: Whenever you make a successful corrupting touch attack, you can paralyze your opponent for 1d4 rounds in addition to dealing damage. Your opponent can resist your ability with a successful Fortitude saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier). After using your paralyzing touch, you must wait 1d4 rounds before being able to use it again.

Poison Touch [Ghost]

Your touch can poison and decay the flesh of the living.

Prerequisites: Undead creature (ghost level 5th), Corrupting Touch, Withering Touch (Constitution).

Benefit: Your withering touch attack deals 1d10 points of Constitution damage against living creatures and another 1d10 points of Constitution damage 1 minute later. Each instance of damage can be negated by a successful Fortitude saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier). You can use this ability up to three times per day.

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

Rotting Touch [Ghost]

Your corrupting energy lingers for several seconds.

Prerequisite: Corrupting Touch or Withering Touch.

Benefit: Whenever you make a successful corrupting touch or withering touch attack, the effect deals half as much damage again 1 round later.

Vampiric Corruption [Ghost]

You gain strength by corrupting your foes.

Prerequisites: Undead creature (ghost level 5th), Corrupting Touch

Benefit: Whenever you make a successful corrupting touch attack, you heal 1d6 points of damage to yourself.

Withering Touch [Ghost]

Your touch can wither the flesh or faculties of the living.

Prerequisite: Undead creature (ghost level 5th).

Benefit: Choose an ability score. You gain an incorporeal touch attack which deals 1d4 points of damage against that ability against living creatures.

Making an incorporeal touch attack is an attack action that does not provoke attacks of opportunity. Against ethereal opponents, add your Strength modifier to attack and damage rolls. Against non-ethereal opponents, add your Dexterity modifier to attack rolls only. Incorporeal touch attacks ignore material armor, including natural armor and shields, unless it is made of force (such as *mage armor* or *bracers of armor*) or has the *ghost touch* ability.

You cannot apply more than one type of damage to a touch attack.

Special: You may take this feat multiple times, each time it applies to a new ability score.

Chains of Dread

A ghost is evidence that even death can go wrong, and the sight of one is enough to fill a living creature with dread and dismay. Some ghosts can amplify this effect, empowering their appearance with supernatural energy to induce a crippling terror. Truly powerful ghosts may cause such dread simply by charging into battle, or even by their mere presence.

Baneful Aura [Ghost]

Your presence fills your enemies with fear and doubt.

Benefit: Any enemy that comes within 50 ft. of you must succeed on a Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or take a -1 penalty on attack rolls and saving throws against fear effects. The penalty lasts as long as they remain within your aura. This is a mind-affecting fear effect. A creature that successfully saves against the effect remains immune to your baneful aura for 24 hours. This ability is always active.

Dread Appearance [Ghost]

Your appearance induces terror and dismay in the living.

Benefit: Choose a physical ability score, either Strength, Dexterity, or Constitution. When you use your dread appearance, all living creatures within 30 ft. of you must succeed on a Fortitude saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or take 1d4 points of damage to that ability. A creature must be able to see you to be affected. A creature that successfully saves against the effect remains immune to your appearance for 24 hours.

Dread Aura [Ghost]

Your mere presence induces terror and dismay in the living.

Prerequisites: Cha 15, Dread Appearance, Intimidate 12 ranks.

Benefit: Any living creature that comes within 30 ft. of you at any time during a round is automatically affected by your dread appearance. A creature must be able to see you to be affected. A creature cannot be affected by your dread appearance more than once in any given round. A creature that successfully saves against the effect remains immune to your appearance for 24 hours. This ability is always active, but may be suppressed until your next turn as a standard action.

Dread Presence [Ghost]

Your hostile presence induces terror and dismay in the living.

Prerequisites: Cha 13, Dread Appearance, Intimidate 8 ranks.

Benefit: Your dread appearance takes effect automatically whenever you attack, charge, or fly overhead. A creature must be able to see you to be affected. A creature cannot be affected by your dread appearance more than once in any given round. A creature that successfully saves against the effect remains immune to your appearance for 24 hours.

Horrific Appearance [Ghost]

Your appearance shocks the living.

Prerequisites: Undead creature (ghost level 5th), Dread Appearance.

Benefit: When you use your horrific appearance, all living creatures within 30 ft. of you must succeed on a Fortitude 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. A creature must be able to see you to be affected. A creature that successfully saves against the effect remains immune to your appearance for 24 hours.

Horrific Presence [Ghost]

Your hostile presence shocks the living.

Prerequisites: Undead creature (ghost level 5th), Cha 15, Dread Appearance, Dread Presence, Horrific Appearance, Intimidate 12 ranks.

Benefit: Creatures affected by your dread presence take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage.

Nauseating Aura [Ghost]

Your presence fills your enemies with nausea.

Prerequisites: Baneful Aura, Sickening Aura.

Benefit: Enemies affected by your baneful aura become nauseated. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn. The condition lasts as long as they remain within your aura. A creature that successfully saves against the effect remains immune to your baneful aura for 24 hours.

Sickening Aura [Ghost]

Your presence fills your enemies with revulsion.

Prerequisites: Baneful Aura.

Benefit: Enemies affected by your baneful aura become sickened. Sickened creatures take a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. The condition lasts as long as they remain within your aura. A creature that successfully saves against the effect remains immune to your baneful aura for 24 hours.

Widen Dread [Ghost]

Your appearance affects a wider area.

Prerequisite: Dread Appearance.

Benefit: When you use your dread appearance or horrific appearance, you affect all living creatures within 60 ft. of you.

Chains of Malevolence

Of all the supernatural abilities of a ghost, perhaps none is so well-known or so much feared as its power of malevolent possession.

Chronic Malevolence [Ghost]

Creatures which you have possessed are more likely to fall victim again.

Prerequisites: Ephemeral Malevolence, Malevolence.

Benefit: A creature which has failed a saving throw against your malevolence ability in the last month takes a -4 penalty on such saving throws.

Ephemeral Malevolence [Ghost]

You can momentarily possess another creature and cloud their mind.

Benefit: To use this ability, your apparition must move into the target's space; moving into your target's space to use a malevolence ability does not provoke attacks of opportunity. The creature must make a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or be dazed for 1 round. A dazed creature cannot take any actions, but takes no penalty to AC. This is a mind-affecting compulsion effect. A creature that successfully saves against the effect remains immune to your malevolence for 24 hours.

Extended Malevolence [Ghost]

You can possess another creature for a longer time.

Prerequisites: Ephemeral Malevolence, Malevolence.

Benefit: When you use your malevolence ability to possess a creature, the creature remains possessed for a number of hours equal to your Hit Dice, until you dismiss the effect, or until it is killed.

Normal: You can possess a creature for a number of minutes equal to your Hit Dice.

Improved Malevolence [Ghost]

You can possess additional types of creatures.

Prerequisites: Ephemeral Malevolence, Malevolence.

Benefit: Choose a type of living creature, either aberration, animal, dragon, elemental, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, outsider, plant, or vermin. You can use your malevolence ability to possess creatures of this type. You cannot possess a non-living or mindless creature.

Normal: You can only possess creatures of the same type as your original type.

Special: You may take this feat multiple times, each time it applies to a new type of creature.

Malevolence [Ghost]

You can temporarily possess another creature and control their actions.

Prerequisites: Ephemeral Malevolence.

Benefit: To use this ability, your apparition must move into the target's space; moving into your target's space to use a malevolence ability does not provoke attacks of opportunity. You can only use this ability against creatures of the same type as your original type. For example, the ghost of a humanoid creature can only possess other humanoid creatures, and not aberrations or dragons. You cannot possess a non-living or mindless creature.

The creature must make a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or become possessed. This effect is similar to that of the *magic jar* spell, except that it does not require a receptacle. Your apparition vanishes into the target's body, and the target's mind becomes unconscious. The creature remains possessed for a number of minutes equal to your Hit Dice, until you dismiss the effect and leave its body, or until it is killed. A creature that successfully saves against the effect remains immune to your malevolence for 24 hours.



Malevolent Confusion [Ghost]

You can momentarily possess another creature and confuse them.

Prerequisite: Ephemeral Malevolence.

Benefit: Creatures affected by your ephemeral malevolence are confused for 2d4 rounds. A confused creature acts randomly or babbles incoherently. This is a mind-affecting compulsion effect. A creature that successfully saves against the effect remains immune to your malevolence for 24 hours.

Malevolent Leech [Ghost]

You gain strength by draining life from your host.

Prerequisites: Undead creature (ghost level 5th), Ephemeral Malevolence, Malevolence.

Benefit: You can deal 10 hit points of damage to a possessed host and heal 5 hit points of damage to yourself.

Malevolent Power [Ghost]

A creature you possess gains supernatural strength.

Prerequisites: Ephemeral Malevolence, Malevolence.

Benefit: When you use your malevolence ability to possess a creature, the creature gains a +4 enhancement bonus to Strength and Constitution for the duration of your possession.

Malevolent Touch [Ghost]

You can move between hosts by touch.

Prerequisites: Dex 13, Ephemeral Malevolence, Malevolence.

Benefit: When possessing a creature, you can use your malevolence ability against another creature by making an unarmed touch attack against them. If your attack is successful, the target must make a successful Will saving throw (DC 14 + one-half your Hit Dice + your Charisma modifier) or become possessed. You leave the first creature and enter the second instantly. A creature that successfully saves against the effect remains immune to your malevolence for 24 hours.

Object Malevolence [Ghost]

You can temporarily possess an object and animate it.

Prerequisites: Cha 13, Ephemeral Malevolence, Malevolence.

Benefit: You can use your malevolence ability to possess any unattended object no larger than yourself. The object gains a Strength score equal to your Charisma score, a Dexterity score equal to your own, and your ghost fly speed. Its hardness and hit points are determined normally for its type. The object is considered to be animated and attended for the purpose of resolving attacks against it.

If the object is a melee weapon, you can make melee attacks using your normal attack bonus. You can also make disarm or sunder attacks, or trip attacks if the weapon type allows it.

If the object is a suit of armor or something similar, you can make bull rush, overrun, or trip attacks. If the armor includes gloves or gauntlets, you can also make unarmed and grapple attacks, as well as pick up and use normal weapons and other items.

Remote Malevolence [Ghost]

You can continue to control a host even after you have left them.

Prerequisites: Ephemeral Malevolence, Malevolence.

Benefit: When you leave a possessed humanoid host before the full duration of your malevolence, you can attempt to continue to control their actions (as the spell *dominate person*) for the remainder of that duration. The subject may resist your domination with a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier). This is a mind-affecting compulsion effect. A creature that successfully saves against the effect remains immune to your malevolence for 24 hours.

Glossary

The following information is open game content drawn from the System Reference Document. It is provided here for your convenience.

Apparition

An apparition is the incorporeal form of a ghost on the Material Plane. A 1st or 2nd level ghost exists only as an apparition. At 3rd level, a ghost shifts her existence to the Ethereal Plane, but retains the ability to manifest as an apparition on the Material Plane.

An apparition generally appears as the creature did when it died, including clothing, equipment, and wounds. Many ghosts take on some small characteristic which reflects their nature, such as a faintly glowing aura, bloody fingers, rattling chains, or hollow eyes. Some gain the ability to alter or shape their apparition, even induce terror in the living with their appearance.

Ethereal

Ethereal creatures exist on the Ethereal Plane, a transitive plane that is coexistent with the Material Plane. Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. See *invisibility* and *true seeing* reveal ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60 ft. radius, though material objects still block sight and sound. For example, an ethereal creature can't see through a material wall. An ethereal creature inside an object on the Material Plane cannot see. Things on the Material Plane appear gray, indistinct, and ghostly.

Ethereal creatures can move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them. They do not fall or take falling damage. Ethereal creatures pass through and operate in water as easily as in air.

An ethereal creature can't affect the Material Plane, not even magically. However, force effects extend from the Material Plane into the Ethereal Plane, so that a *wall of force* blocks an ethereal creature, and a *magic missile* can strike one (provided that the spellcaster can see and target the creature). Abjurations and gaze effects also extend from the Material Plane to the Ethereal Plane.

An ethereal creature interacts with other ethereal creatures and objects normally, the way material creatures interact with material creatures and objects.

Ghost

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves. They are often, though not necessarily, the result of a tragic or violent death. Others may be tied to the world by a place of strong emotions, an unfulfilled purpose, or for vengeance.

Some ghosts are merely apparitions, disembodied souls which linger on the Material Plane, while others act to sever the metaphysical ties to their former existence and become undead creatures.

Ghost Touch

An ability of magic armor and weapons to interact with ghosts and other incorporeal creatures.

Ghost touch armor can be picked up, moved, and worn by an incorporeal creature. The creature gains the armor's enhancement bonus (only; not its armor bonus) against both corporeal and incorporeal attacks. The creature remains incorporeal, and the item does not restrict its ability to enter and pass through solid objects.



Ghost touch weapons can be picked up, moved, and wielded by an incorporeal creature. The weapon may be treated as either corporeal or incorporeal at any given time, whichever is more beneficial to the creature. A *ghost touch* projectile or thrown weapon automatically becomes corporeal as soon as it leaves the creature's possession.

When used to make a corporeal attack, the creature applies its Dexterity modifier to the attack roll, and the attack is resolved against the opponent's normal AC (including natural armor, armor, and shield bonuses). If the attack hits, the creature does not apply any ability modifier to the damage dealt. The weapon may also be used to make disarm or sunder attacks. It cannot be used to make a trip attack, since incorporeal creatures have no Strength score and automatically fail Strength checks.

An ethereal ghost presents a special case, because they can exist partly on both the Material Plane, where they are incorporeal, and the Ethereal Plane, where they are not. A ghost which possesses and wields a *ghost touch* melee weapon on the Ethereal Plane can manifest and use the weapon to make a corporeal attack against an opponent on the Material Plane. In this case, the ghost applies its normal Strength modifier to both attack and damage rolls, and the attack is resolved against the opponent's normal AC. The ghost may use the weapon to make disarm or sunder attacks, or trip attacks if the weapon type allows it.



Incorporeal

An incorporeal creature has no physical body. It has no Strength score, and cannot physically manipulate other objects or exert physical force.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. Incorporeal creatures cannot see when their eyes are within a solid object. However, they have an innate sense of direction and can move at full speed even when they cannot see. An incorporeal creature hiding inside a solid object gets a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Incorporeal creatures pass through and operate in water as easily as in air. They cannot pass through force effects.

An incorporeal creature can sense the presence of creatures or objects within a square adjacent to its current location, but opponents have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see farther and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside it only has cover, so a creature outside with a readied action could strike at it as it attacks.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. Non-visual senses, such as blindsight and scent, are either ineffective or only partly effective against incorporeal creatures. Incorporeal creatures do not fall or take falling damage. They have no weight and do not set off traps that are triggered by weight.

An incorporeal creature applies its Dexterity modifier to both melee and ranged attack rolls, and does not apply any ability modifier to damage. Its attacks pass through and ignore material armor (natural armor, armor, and shields), unless the armor possesses the *ghost touch* ability or is made of force (such as *mage armor* or *bracers of armor*). Incorporeal creatures cannot take any physical action that would move or manipulate an opponent or its equipment, including bull rush, disarm, grapple, sunder, and trip attacks.

Incorporeal creatures are immune to all non-magical attacks. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids. They can only be harmed by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, supernatural and spell-like abilities, and spells. Even when hit by magic weapons or effects, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source (except for attacks made with *ghost touch* weapons, force effects such as *magic missile*, and positive or negative energy). Although it is not a magical attack, holy water can affect incorporeal undead, but the creature has a 50% chance to ignore any damage from holy water.

An incorporeal creature has no natural armor bonus but gains a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

Incorporeal creatures are not subject to critical hits, extra damage from being favored enemies, or from sneak attacks. Incorporeal creatures cannot be grappled or tripped.

Nonabilities

Some creatures may lack certain ability scores. This is not the same as having an ability score of 0 – they lack the ability entirely. The modifier for a nonability is +0.

Strength: Creatures with no Strength score cannot physically manipulate other objects, and cannot exert force. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to both melee and ranged attack rolls, and does not apply any ability modifier to damage rolls.

Constitution: Creatures with no Constitution score have no body or no metabolism. The creature automatically fails Constitution checks. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. It is also immune to ability damage, ability drain, and energy drain. A creature with no Constitution score cannot tire, and thus can run indefinitely without tiring, and is immune to fatigue and exhaustion effects.

Undead

An undead creature is not living, and does not have a Constitution score. Undead creatures do not breathe, eat, or sleep. They have darkvision out to 60 ft.

An undead creature applies its Charisma modifier to Concentration checks.

Undead creatures are immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. They are immune to ability damage to their physical abilities scores (Strength, Dexterity, and Constitution), ability drain, and energy drain, as well as to fatigue and exhaustion effects. They are also immune to disease, poison, sleep effects, stunning, paralysis, and death effects. Undead creatures are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Undead creatures are not subject to non-lethal damage or to critical hits. They are not at risk of death from massive damage, but when reduced to 0 hit points or less, are immediately destroyed.

An undead creature cannot heal damage on its own if it has no Intelligence score, although it can be healed. The fast healing special quality works regardless of the creature's Intelligence score. Negative energy (such as an *inflict* spell) can heal undead creatures.

They are not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.



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