

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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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.

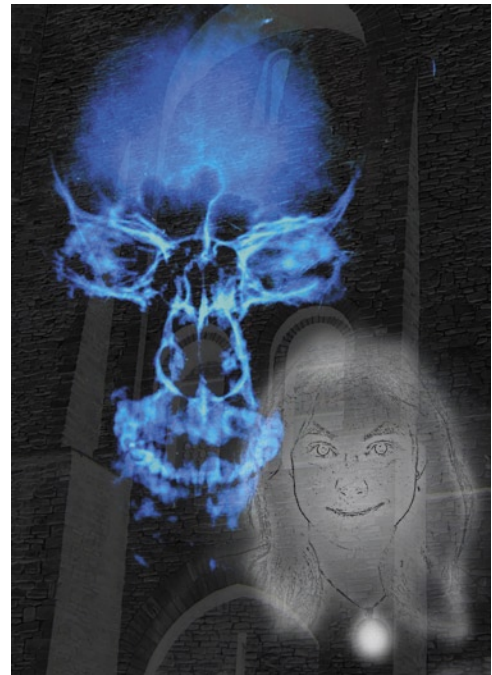
Benefit: You can enter the dreams of a creature to deliver a message, as the spell *dream*. The recipient must be known – either by name or by some title that leaves no doubt as to identity – and on the same plane of existence as you or one coexistent with it. (For example, if you are on the Ethereal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

Latent Phantasm [Ghost]

You can implant a phantasm into a creature to be triggered later.

Prerequisites: Int 13, Phantasms.

Benefit: Once per day, you can create a phantasm that activates when a specific condition occurs, as the spell *programmed image*. When the triggering condition is met, the subject must make a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or become affected by your phantasm. A creature which interacts with the phantasm may make a second Will saving throw (same DC) to disbelieve it. A latent phantasm can persist for no more than 3 rounds after being activated.

If you can affect more than one creature with this ability, by mass hallucination or similar abilities, the triggering condition and phantasm must be the same for all affected creatures. The activation and effects of the latent phantasm are handled separately for each affected creature.

Major Phantasm [Ghost]

Your phantasms can be more convincing.

Prerequisites: Cha 13, Phantasms.

Benefit: Three times per day, you can include sound, smell, and thermal components in your phantasms, as the spell *major image*. Unless disbelieved, your major phantasm persists as long as you concentrate on it + 3 rounds.

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

Mass Hallucination [Ghost]

You can affect multiple creatures with your phantasms.

Prerequisite: Phantasms.

Benefit: You can affect a number of creatures equal to your Hit Dice with your phantasms. No two of the creatures can be more than 30 ft. apart when you begin your phantasm, and all must be within 100 ft. of you. Moving further apart afterwards does not break the effect. All affected creatures experience the same general phantasm, although there may be some variations from creature to creature.

Nightmare [Ghost]

You can enter the dreams of the living to send an unsettling phantasmal vision.

Prerequisites: Int 13, Phantasms, Dream.

Benefit: When you use your dream ability, you can deliver an unsettling nightmare. The nightmare prevents restful sleep and causes 1d10 points of damage. It leaves the subject fatigued and unable to regain arcane spells for the next 24 hours. The subject may resist your nightmare with a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier).

Pandemic Hallucination [Ghost]

You can affect large numbers of creatures with your phantasms.

Prerequisites: Int 15, Phantasms, Viral Hallucination.

Benefit: The maximum number of creatures which can be affected by your viral hallucination ability is doubled.

Special: You may take this feat multiple times, its effects stack.

Permanent Phantasm [Ghost]

You can burn a phantasm permanently into the mind of a living creature.

Prerequisites: Cha 15, Phantasms, Major Phantasm.

Benefit: Once per day, you can make a phantasm which permanently affects a single creature. You cannot affect more than one creature with any given use of this ability, even by mass hallucination or similar abilities. The permanent phantasm can be static or follow a repeating pattern of actions, no more than three rounds in duration. If the target of your permanent phantasm interacts with it, they may make a Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier). If the save is successful, the effect is suppressed for 24 hours, but not negated.

Phantasmal Charm [Ghost]

You can use your phantasms to charm a living creature.

Prerequisites: Phantasms, Diplomacy 8 ranks.

Benefit: You can use your phantasms to charm a living humanoid creature, as the spell *charm person*. The range of this ability is that of your phantasms (normally 100 ft.). The DC for saving throws against this ability is equal to 10 + one-half your Hit Dice + your Charisma modifier. Once a creature has been charmed, it remains affected for 1 hour, and you do not need to concentrate on your phantasms to maintain the effect.

Phantasmal Maze [Ghost]

You can enter the dreams of the living to trap them in a maze.

Prerequisites: Int 15, Phantasms, Dream, Nightmare.

Benefit: When you use your dream ability, you can attempt to trap the mind of the recipient in a phantasmal maze. The subject must make a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or become trapped. While trapped, the subject remains sleeping and cannot be woken by normal means. If the subject is attacked or takes damage, they may immediately attempt another Will saving throw (same DC) to negate the effect. After each hour (which seems like no more than a few seconds to the subject), the subject may attempt a DC 20 Intelligence check to escape the maze. If the subject doesn't escape, the maze disappears after 24 hours, forcing them to awaken.



Phantasmal Mirage [Ghost]

You can encode a phantasm into a place.

Prerequisites: Cha 13, Phantasms, Major Phantasm.

Benefit: You can use your phantasms to make an area appear other than it is, as the spell *mirage arcana*. The area may be as large as your phantasms ability allows. If your phantasm includes more than appearance and minor sounds, you must spend one use of your major phantasm ability. Any creature which comes within 100 ft. of the area must make a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) or be affected by your phantasm. A creature which interacts with the area may make a second Will saving throw (same DC) to disbelieve it. Your phantasmal mirage persists as long as you concentrate on it + 1 hour.

Phantasms [Ghost]

You can create phantasms in the minds of the living.

Benefit: You can create an illusion of an object, creature, or force, as the spell *minor image*. Unlike the spell, the effect is a phantasm, which exists only in the mind of a single living creature. The subject must be within 100 ft. of you when you begin your phantasm, but moving further away afterwards does not break the effect. The subject must also be on the same plane as you, and the effect is immediately broken if either of you shifts planes. The phantasm cannot extend beyond four 10 ft. cubes. It can include visual components and some minor sounds, but not understandable speech. A creature which interacts with your phantasm may disbelieve it with a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier). Unless disbelieved, your phantasm persists as long as you concentrate on it.

Phantom Harrier [Ghost]

You can create a phantasmal ally flanking your opponent.

Prerequisites: Phantasms, Bluff 8 ranks.

Benefit: You can use your phantasms to create an ally which flanks a single opponent you are currently in melee with. You cannot affect more than one creature with any given use of this ability, even by mass hallucination or similar abilities. The phantasmal harrier distracts your opponent with its attacks, but it is incapable of dealing damage. If your opponent attacks the phantasmal harrier, they may disbelieve it with a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier). A creature that successfully saves against the effect is no longer flanked by your phantasmal harrier and remains immune to your ability for the remainder of the current encounter. Unless disbelieved, your phantasmal harrier persists as long as you concentrate on it + 3 rounds.

Phantom Memory [Ghost]

You can alter the memories of the living.

Prerequisites: Int 13, Phantasms.

Benefit: Once per day, you can use your phantasms to modify the memories of a living creature, as the spell *modify memory*. You can only change the details of an event the subject actually experienced, or implant a memory of an event the subject never experienced. The DC for saving throws against this ability is equal to 10 + one-half your Hit Dice + your Charisma modifier.

Selective Apparition [Ghost]

You can selectively delete yourself from the minds of the living.

Prerequisites: Phantasms, Hide 8 ranks.

Benefit: You can use your phantasms to make yourself invisible to a living creature who would otherwise see you. If you interact with the target of your phantasm, they may disbelieve the effect with a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier). If you attack the target of your phantasm, the effect ends immediately. Using this ability is a standard action, or a free part of using a manifest ability.

Viral Hallucination [Ghost]

Your phantasms spread from creature to creature by touch.

Prerequisites: Int 13, Phantasms.

Benefit: A creature affected by your phantasms may spread the effect to any other living creature it touches. Each touched creature may resist the effect with a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier). Otherwise, an affected creature which interacts with your phantasm may make a second Will saving throw (same DC) to disbelieve it. The maximum number of creatures which can be affected at any given time is equal to your Hit Dice. You can selectively dismiss the effect for some creatures so that others can be affected, doing so is a free action. All affected creatures experience the same general phantasm, although there may be some variations from creature to creature.

Widen Phantasm [Ghost]

You can create larger phantasms.

Prerequisite: Phantasms.

Benefit: The maximum size of your phantasms is doubled.

Special: You may take this feat multiple times, its effects stack.

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