

Ectomancer

Ectomancers aren't wizards; rather, they are a strange kind of cleric, a bridge to the afterlife. They can use friendly ghosts, spirits, and other strange creatures as fighters or subterfuge, and can also show the dead to their final resting place. Ectomancers are very highly in tune with the dead, both humanoids and other creatures. While most ectomancers are dour, somber individuals, they will protect the sanctity of death with religious fervor.

An ectomancer can wear **chain armor** or less, and can wield any **swords/daggers** and **bows/crossbows**. Ectomancers can **turn undead** as a cleric of their level, and can cast spells as below.

Ectomancers' lend truth to the abilities of ghosts: **spiritus veritas** makes any spells involving ghosts or undead -2 to resist. In exchange for the help of an ectomancer, spirits will lend their assistance, resulting in a **divine blessing**, a +2 bonus to all saves, and an **aura of protection** that gives a +1 bonus to AC and a +1 bonus to saves against evil. To True Seeing, Detect Good, and Detect Magic, the character seems to be wrapped in the arms of a battle-scarred warrior. With long years of staring past the veil of death, ectomancers can **perceive intentions** of anyone with charisma less than the ectomancer's wisdom.

Finally, if an ectomancer were to **perform spiritual ritual** by spending an hour with the spirits roaming the earth, the ectomancer regains a spell slot, though only one slot of each level can be regained in this way each day.

lvl	XP	Title
1	0	Undertaker
2	1200	Ghost Whisperer
3	2400	Spiritualist
4	4800	Apparitionist
5	9600	Psychic
6	19200	Medium
7	38400	Phantasmologist
8	75000	Mystic
9	175000	Exanimus
10	275000	Pale Seer
11	375000	Spectral Arcanist
12	475000	Spiritmage
13	575000	Ectomancer
14	675000	Arch Ectomancer

Level 1	Level 2	Level 3	Level 4	Level 5
Confuse Undead	Distracting Ghost	Bogeyman	Create Water	Atonement
Cure Light Wounds	Bless	Continual Light	Cure Serious Wounds	Commune
Detect Evil	Hold Person	Directed Hallucination	Dispel Magic	Dispel Evil
Light	Deanimate	Feign Death	Divination	Flame Strike
Personal Ghost	Hallucination	Glyph of Warding	Neutralize Poison	Ghostly Warrior
Protection from Evil	Panic Undead	Haunted Ground	Prot. from Evil, Sust.	Invisible Nightmare
Rigor Mortis	Silence 15' radius	Remove Curse	Smite Undead	Quest*
Sanctuary	Speak with Animals	Return to Death	Mass Hold Undead	Restore Life and Limb
Screamer	Spiritual Weapon	Speak with Dead	Open Grave	Strength of Mind
Ward Undead	Spooky Ground	Striking	Tongues	True Seeing

Custom Spells:

Personal Ghost

Divine 1; Duration (until saved against); illusion (ghost); Range 60'
visual (9), limited image (x.75), 10' cube (x2), infinite (x3.25), saving throw (x.5), range 60' (x1),
divine (x1.5) = 9

The caster causes a silent ghost to appear and harass any target within 60' by blocking vision, drawing attention, and illuminating the area. Once cast, the ghost will haunt the target forever, until the target successfully disbelieves it with a saving throw against spells; the target has the opportunity to save each turn. The caster does not have any control over what the ghost does.

Distracting Ghost

Divine 1; Duration (until saved against); illusion (ghost); Range 30'

The caster causes a “cartoony” ghost to appear and harass any target within 30' by blocking vision, drawing attention, illuminating the area, as well as moaning, screaming, and making all sorts of noise. Once cast, the ghost will haunt the target forever, until the target successfully disbelieves it with a saving throw against spells; the target has the opportunity to save each turn. The caster does not have any control over what the ghost says or does.

visual/audible (12), obviously fake (x.2), 10³ (x2), infinite (x3.25), saving throw (x.5), range 30'
(x.75), divine (x1.5) = 9

Screamer

Divine 1; Duration (until saved against); illusion (ghost); Range 60'

The caster causes an invisible ghost to appear and harass any target within 60' by moaning, screaming, and making all sorts of noise. Once cast, the ghost will haunt the target forever, until the target successfully disbelieves it with a saving throw against spells; the target has the opportunity to save each turn. The caster does not have any control over what the ghost says.

audible (3), dynamic (x1), 1³ (x1), infinite (x3.25), no saving throw (x1), range 60' (x1), divine (x1.5)
= 10

Spooky Ground

Divine 2; Duration (until saved against); Range (touch range)

Through touch, the caster can cause an area of land, cave, building, or other terrain 40' by 40' by 40' to reveal a frightening visage; blood will drip from the walls, the earth will toss and shake, and brush and trees will strain towards anyone approaching; colors in that area will take on a sinister hue. Apart from rough size, the caster cannot directly control the images. The terrain will remain “spooky” until disbelieved by someone; saves are available each turn. The illusion only affects visuals; sounds, smells, etc. will be unaffected.

visual (9), 1 type (terrain) (x.7), 40³ (x2.4), infinite (x3.25), saving throw (x.5), range 0' (x.5), divine
(x1.5) = 18

Haunted

Divine 3; Duration (until saved against); Range 0'

Through touch, the caster can cause an area of land, cave, building, or other terrain 40' by 40' by 40' to reveal a frightening visage; blood will drip from the walls, the earth will toss and shake, and brush and trees will strain towards anyone approaching; colors in that area will take on a sinister hue; moans, screams, and other sounds will fill the air. Apart from rough size, the caster cannot directly control the images or sounds. The terrain will remain haunted until disbelieved by someone; saves are available each turn. The illusion only affects visuals and sounds; smells, etc. will be unaffected.

visual/audible (12), 1 type (terrain) (x.7), 40³ (x2.4), infinite (x3.25), saving throw (x.5), range 0'

(x.5), divine (x1.5) = 25

Bogeyman

Divine 3; Duration concentration; Range 30'

The caster can cause a malicious ghost to appear and chase anyone within 30'. The ghost will resemble a creature from the target's nightmares, and will only be visible to the target. If the ghost is successfully attacked, it will vanish; similarly, if the target successfully disbelieves the ghost (save vs. spells), the ghost will vanish. However, the ghost attacks as a creature of 4HD; on a successful attack, the target immediately dies of fright! The ghost does not affect unintelligent creatures.

phantasmal killer (130), 1 type (ghost)(.7), 1 creature (1), 30' (.75), concentration (1), save (.5), expire if attacked (.75) = 26

Hallucination

Divine 2; Duration (until target is attacked); Range 30'

The caster can cause one creature to begin hallucinating; the creature will see, hear, smell, even feel the illusion, though it will be the only one. Sights, sounds, smells, etc. will be dark and frightening, translating what actually is there into a twisted, nightmarish scene. If the target is attacked, moves more than 30' from the caster, or saves vs spells, the hallucination will vanish.

multisensory (15), dynamic (1), 1 creature (1), 30' (.75), infinite (3.25) expires if target attacked (.9), saving throw (.5) = 17

Directed Hallucination

Divine 3; Duration 1 day; Range 30'

The caster can cause one creature within 30' to begin hallucinating; the caster has full control over what the creature sees, hears, smells, even touches. If the target is attacked, moves more than touching distance from the caster, or saves vs spells, the hallucination will vanish.

multisensory (15), controlled (2), 1 creature (1), 30' (.75), 1 day (3), expires if target attacked (.9), saving throw (.5) = 30

Invisible Nightmare

Divine 5; Duration Concentration+4 rounds; Range 0'

The caster can cause a malicious ghost to appear and chase someone at melee range. The ghost will resemble a creature from the target's nightmares, and will only be visible to the target. If the target is successfully attacked, or if the target successfully disbelieves the ghost (save vs. spells), the ghost will vanish. After the caster ends concentration, the ghost will vanish in four rounds. The ghost attacks as a creature of 4HD; on a successful attack, the target immediately dies of fright! The ghost does not affect unintelligent creatures.

phantasmal killer (130), 1 type (nightmare) (.7), 1 creature (1), 0' (.5), concentration+4 (1.4), save (.5), divine (1.5) = 48

Ghostly Warrior

Divine 5; Duration (until ignored); Range 60'

The caster summons a warrior of old near anyone in a 60' radius. The 8' tall warrior clad in shining armor holds a huge weapon (+5AC, attacks and damage bonus as a fighter of the caster's level; weapon does 1d8 dmg). The warrior will engage the nearest creature, laughing and attacking. Successful attacks seem to hit, but do no damage. The damage done by the ghost is imaginary, though it seems real at the time; the person attacked will realize they were not injured at the end of the battle or 1 turn, whichever comes first. If the target turns to flee or otherwise moves away, the ghostly warrior will vanish. Otherwise, he will remain locked in melee.

multi-sensory (15), dynamic (1), 10' cube (2), infinite (3.25), 60' (10), expires if target moves (.5), no save (1) = 49

Return to Death

Divine 3; Duration instant; Range 30' sphere

The caster deanimates 1 undead per caster level, least HD first, in a 30' sphere. There is no saving throw.

de-animate skeleton/zombie (27), 1/lvl in 30' (5), least HD first (.5), 30' (.6), instant (1), no saving throw (1), cleric (1.5), cleric vs undead (.5) = 30

Deanimate

Divine 2; Duration instant; Range 150'

The caster deanimates a single undead within 150'. There is no saving throw.

de-animate skeleton/zombie (27), 1 creature (1), 150' (1), instant (1), no saving throw (1), cleric (1.5), cleric vs undead (.5) = 20

Confuse Undead

Divine 1; Duration 6 turns; Range 30'

The caster confuses either 1 undead creature of any HD, or 3d6 creatures of 4HD or less each in a sphere of 30' around the caster, starting with the creatures with the least HD. The confusion lasts an hour (6 turns). Intelligent undead can make a saving throw against spells.

confuse (11), 3d6 creatures less than 4HD (2.25), only undead (.75), least HD first (.5), 30' (.8), 6 turns (1.2), save if INT (.6), divine (1.5), vs undead (.66) = 10

Rigor Mortis

Divine 1; Duration 6 turns; Range 60'

1d4 undead of any HD within 60' to freeze in place, unable to move, starting with the lowest HD first. Intelligent undead get a saving throw against Paralysis.

hold (36), 1d4 any HD (1.5), only undead (.75), lowest HD first (.5), 60' (1), 6 turns (1.2), save if intelligent (.6), divine (1), vs undead (.66) = 10

Panic Undead

Divine 2; Duration instant/30 rounds; Range 60'

The caster causes 3d6 undead under 4 HD to panic and flee for 30 rounds, starting with those of the lowest HD first; intelligent undead get a save vs fear.

panic (40), 3d6 creatures under 4HD (2.25), only undead (.75), lowest HD first (.5), 60' (1), instant (1), save if INT (.6), divine (1.33), vs undead (.66) = 18

Mass Hold Undead

Divine 4; Duration concentration; Range 480'

As long as the caster concentrates, all undead of any HD within a 480' sphere are held immobile by the grip of death!

hold (36), 480' sphere (8), only undead (.75), 0' (.4), concentration (1), save if INT (.6), divine (1), vs undead (.66) = 38

Ward Undead

Divine 1; Duration 6 turns; Range 10'

The caster causes a glowing circle of 10' radius to appear around him; undead cannot cross or

otherwise enter the circle, though ranged weapons can.

ward vs undead (6), 10' radius (1.75), self (.75), 6 turns (1.33) = 10

Open Grave (blast, earth)

Divine 4; duration instant; Range 60'

The caster causes the earth to leap up, attempting to return the dead to their graves. It does 1d6+1 damage per of the caster, for a maximum of 4d, to all creatures in a 15' sphere centered around the caster's choice of location. The effects are instant and there is no save.

(1d6+1)/lvl (33), max 4d (.5), earth (1), 15'dia sphere (1.5), 60' (.7), Instant (1), no save (1), Divine (2.25) = 39

Ectomancer details:

fighter 1a: 500xp

narrow weapons (swords/daggers, bows/crossbows)

broad armor

1 fighting style

+2 custom powers

thief 1: 200xp

+3 powers

cleric 2: 500xp

turn undead

full cleric

saves as cleric

fortified church: 5d6x10 0th level, 1d6 1st-3rd level

powers (5):

spiritus veritas (spells involving ghosts or undead are -2 to resist)

aura of protection (+1 ac and +1 saves vs evil)

divine blessing (+2 all saves)

perceive intentions (cha>wis are immune)

perform spiritual ritual (regain a spell slot)