

Custom Spells:

Personal Ghost

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

visual (9), limited image (x.7), 10' cube (x2), infinite (x3.25), saving throw (x.5), range 30' (x.75), divine (x1.5) = 9

The caster causes the form of a wraith to appear and harass targets by blocking vision, drawing attention, and illuminating the area. Once cast, the ghost will haunt the area forever, unless it is successfully attacked with silver or magic, or until the target successfully disbelieves it with a saving throw against spells. The caster does not have any control over what the ghost does.

Distracting Ghost

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

The caster causes a "cartoony" ghost to appear within 60'. The ghost harasses any target within 40' cube by blocking vision, drawing attention, and moaning, screaming, and making all sorts of noise. Once cast, the ghost will haunt the area forever. Viewers have the chance to save vs. Spells to disbelieve the ghost; once disbelieved, they can no longer hear or see it. The caster does not have any control over what the ghost says or does.

visual/audible (12), obviously fake (x.2), 40' cube (x2.4), infinite (x3.25), saving throw (x.5), range 60' (x1), divine (x1.5) = 10

Screamer

Divine 1; Duration (until saved against); illusion (ghost); Range 0'

The caster causes an invisible ghost to appear at his location. The ghost will harass any target within 480', including through walls/floor/ceiling, by moaning, screaming, and making all sorts of noise. Once cast, the ghost will haunt the area for a full day. The caster does not have any control over what the ghost says.

audible (3), dynamic (x1), 480' sphere (x8.5), 1 day (x3), no saving throw (x1), range 0' (x.5), divine (x1.5) = 8

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), static (.7) 1 creature (1), 30' (.75), concentration (1), save (.5), expire if attacked (.75) = 27

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