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GHOSTS

The INCORPOREAL UNDEAD

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GHOSTS – THE INCORPOREAL UNDEAD

The undead are a class of monsters that were alive at one time, but through foul magic or by dying at the hands of another undead type, have risen again powered by the unnatural energies of the Negative Energy Plane. Incorporeal undead – *ghosts* – are the souls of the dead animated solely through this energy, having no true physical body present on the Material Plane.

There are two broad groups of ghosts, lesser ghosts and greater ghosts. Lesser ghosts are weaker, only able to generate a *fear* attack through an enervating touch, and are usually created through tragic violence, by mortals being slain by another more powerful ghost. Lesser ghosts include presences, apparitions, and lost souls.

Greater ghosts are more powerful, able to *drain life force* through a cold-based touch, and usually result from the soul of an evil being rising again after a violent death; through a tragic death where a major life goal remained unfulfilled; or otherwise through treachery, evil magic, or the worship of dark gods. Greater ghosts include wraiths, haunts, spectres, spirits, wyrds, phantoms, and geists.

Ghosts can also, through experience, rise in power among the ghostly ranks, though generally it is only those of the most evil, avaricious, and power-hungry sort that rise above the ennui of their existence to grow more powerful in the dark energies of the Negative Energy Plane. Both types of undead can have additional ghostly powers beyond those common to their specific sub-type; refer to the Ghostly Special Abilities section.

Each ghost is unique or nearly so in its origin; sometimes groups of ghosts, known as *scares*, arise en masse when there is mass murder, battle, or other wanton and horrific slaughter. These ghosts often have commonalities in abilities, such as the ghosts of a party of adventurers who were all slain by the same dragon; or the ghosts of a family caught in a volcanic explosion; or the ghosts of a band of vikings who all sank with their ship in a storm; and so on.

Other ghosts, otherwise unrelated and often of different types, group together for mutual defense, profit, power, or other personal reasons. Often these ghosts are led by a single domineering ghost, or a powerful necromancer, or other monstrous creature powerful in magic or steeped in dark energies.

Finally, the most potent ghosts – especially wraiths, spectres, and geists – often gather around them small armies of ghosts, monsters, humanoids, and evil men and demi-humans. Sometimes these ghosts and their ghostly servants are continuing their ancient ways of life, seeking to dominate the descendents of those who overthrew them when they were living. Other times they seek to build an entirely new realm, dominated by ghosts and other undead.

It must be remembered that all ghosts – even *Friendly Ghosts* – are still undead creatures powered by the energies of the Negative Energy Plane. They are not merely the souls of the dead – they are the *corrupted* souls of the dead, and act accordingly, with creepy goals, eerie thought processes, and weird reasoning beyond mortal ken. To assign normal mortal motivations and methods to a ghost is to invite death at the hands of the dead... with a significant chance of joining them in the dreadful undead afterlife!

HARDCORE VERSUS CASUAL RULES: There are two major ways to determine durations of effects and the effects of damage in this supplement. In hardcore games, which emulate the more “basic” and classic style of gaming, certain effects are longer-lasting or permanent; in casual games, of more “advanced” and modern style of play, certain effects are often much shorter-term and possibly impermanent.

The first of these effects affected by this rule are *Fear Effects*, whether through the 1st level clerical *cause fear* spell, the 2nd level magic-user *scare* spell, the 4th level magic-user *fear* spell, or engendered through a ghost’s surprise, touch attack, or other special ability. Under classic hardcore rules, these effects usually last one full turn (10 minutes) per level of the caster or hit die of the ghost. Under the more modern casual rules, these effects last one round per level or hit die, a significantly shorter amount of time. In either case, the Fear Effects Table should be used with these rules.

A potential middle ground would be to base the length of the *fear* effect on the relative level or hit dice of the target versus the level or hit dice of the fear’s source. If the target’s level or hit dice is less than that of the fear’s source, the fear effect is in turns (10 minute/60 round periods). If the levels or hit dice are equal, the effect is in minutes (6 round periods). If the target’s level or hit dice are greater than the fear’s source, the duration is in rounds (10-second periods).

The second element affected by this is the *Life Drain* ability of greater ghosts, which drains one to three experience levels/hit dice from the victim. Under classic hardcore rules, this drain is permanent, barring application of a *restoration* spell or greater restorative magic. Under casual rules, the victim gets a saving throw versus Death for each level thusly lost. The saving throw occurs only at the end of a full day’s bed rest, one day per level, and is rolled based on the victim’s current level. If the saving throw is successful, the lost level is regained; if the saving throw fails, the loss of the level is permanent.

Another possible system is to allow a victim who has lost levels to a life-draining ghost to “win” them back by destroying the ghost that drained the levels. As with the *restoration* spell, the victim must destroy the ghost before the victim rises to a new level based on further XP gain. If the victim destroys the ghost that drained its levels, the victim regains the lost levels; otherwise they remain lost.

FEAR ATTACK: Lesser ghosts (presences, apparitions, and lost souls) have a *fear*-based attack, rather than the life-draining attack of greater ghosts. The severity of the *fear* effect depends on how much the target failed their saving throw.

If the ghost wields a *ghost-touched* weapon, whether melee or thrown, the weapon deals its own physical damage in addition to the enervating touch damage, and also causes the *fear* effect. Ghosts cannot usually use missile weapons, not having the fine motor control needful to use such devices.

Fear Effects Table	
Failed by	Fear Effect
1 to 5	Shaken: A shaken character suffers a -2 penalty on attack rolls, saving throws, and Morale checks, but is otherwise able to act as it wishes.
6 to 10	Frightened: A frightened character has a 50% chance of dropping anything it holds, and then must flee from the source of its fear as best it can. If unable to flee, it may fight. A frightened character suffers a -2 penalty on all attack rolls, saving throws, and Morale checks, and a +2 penalty to Armor Class. A frightened character can use special abilities, including spells, to flee; indeed, the character <i>must</i> use such means if they are the only way to escape.
11 to 15	Panicked: A panicked character 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. It can't attack or take any other actions. In addition, the character suffers a -2 penalty on all saving throws and Morale checks, and a +2 penalty to Armor Class. If unable to flee or cornered, a panicked character cowers. A panicked character can use special abilities, including spells, to flee; indeed, the character <i>must</i> use such means if they are the only way to escape.
16-20	Paralyzed: A paralyzed character is frozen in terror and unable to move or act.
21+	Dies: In hardcore play, the character is so overwhelmed by fear he keels over and dies instantly; for casual play, the character is <i>paralyzed</i> as above, then when the paralysis ends must make another saving throw versus Spells; failure indicates the character has gone <i>insane</i> for a 1d6 days plus a number of days equal to the hit dice of the ghost. This usually results in catatonia, though other forms of insanity might emerge including hebephrenia, melancholia, paranoia, or even homicidal or suicidal mania.

Spawn Ghost: If a presence, apparition, or lost soul slays a creature while that creature is under the effect of its *fear* ability, the slain creature must make a saving throw versus Death or rise again 24 hours later as a ghost of hit dice equal to the level the being possessed when its slayer killed it, up to the same hit dice as its slayer. The new lesser ghost is generally free-willed and not under the control of its slayer, though it may be bullied by its slayer or other greater ghosts in the area.

INCORPOREAL: All ghosts share the following abilities, immunities, and weaknesses (counted as a single ability for XP value determination): Bodiless, Ectoplasm, Flight, Powerless in Sunlight, and Weapon Immunity.

Bodiless: Ghosts have no real physical body; they exist in pseudo-physical form on the Ethereal Plane, being an ectoplasmic construct formed by the extrusion of a matrix of energy from the Negative Energy Plane into the Ethereal Plane, touching or “manifesting” on the Material Plane in the form of a hazy emanation, misty vapor, or translucent entity.

There are three states of existence for a ghost – *manifested* on the Material Plane; *lurking* in the Near Ethereal Plane; and *hiding* in the Deep Ethereal Plane.

Manifested Ghosts: Ghosts can create an ectoplasmic pseudo-material form on the Material Plane; this is called a “manifestation.” While in this form they can use their touch attack and other special abilities that require their touch attack, as well as special attacks that do not require their touch attack. The pseudo-physical “touch” attack does not actually *touch* material objects, rather *passing through* the material object, with the pseudo-material body of the ghost affecting an enervating, chilling, or even directly lethal effect, including draining positive energy and life force from the living being “touched.”

As ghosts have no real physical body on the Material Plane, even when manifested they cannot touch or move physical objects with ease, unless they are using a ghostly special ability that allows them to do so (such as *Poltergeist* or *Shrouded Ghost*) or the object is *ghost touched* (see Eerie Enchanted Items).

Otherwise, a ghost can pick up and move or push a single object weighing no more than five pounds per hit die; however, it must concentrate to do so, to the exclusion of all else except movement, and must make a saving throw versus Spells when it first seeks to pick up the object; failure indicates that it cannot pick up the object at that time, and must try again next round. If it fails with a Natural 1, it cannot try to pick up or move any objects in this manner for 1d6 turns.

Such objects cannot be used to attack, though they can be dropped from a height; the classic maneuver is pushing over a brick, statue, or gargoyle to scare or hit living beings below.

If the ghost performs any action other than concentrating on carrying or pushing the object and/or moving, the ghost immediately drops the item or fails to push the item.

Being bodiless, even when manifested on the Material Plane, ghosts can move through physical objects, including wood, stone, and metal, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. Ghosts cannot move through, into, onto, under, or above holy ground (a consecrated area such as a temple or cemetery), even when in the Ethereal Plane; nor may they touch or affect holy or *blessed* objects.

Lurking Ghosts: Ghosts can retreat from the Material Plane to *lurk* in the Near Ethereal; this action counts as their movement for that round. They are invisible on the Material Plane while they are lurking in the Near Ethereal; they can, however, see just fine into the Material Plane while lurking.

Ghosts cannot use their physical touch attack, or any abilities that rely on their physical touch attack or on a manifested form, on targets in the Material Plane, nor (generally) be attacked by any form of physical attack from the Material Plane, while in the Near Ethereal.

Ghosts can use special abilities and attacks that do not rely on their touch attack or on manifested form to affect targets on the Material Plane while in the Near Ethereal, and can move and maneuver around and/or through things while in the Near Ethereal, returning to the Material Plane and appearing elsewhere, again as their movement for that round.

Boo! When a ghost de-lurks from the Near Ethereal into the Material Plane, there is a 4 in 6 chance that it surprises those on the Material Plane that are unaware of its presence; if it has surprise, it has the number of rounds rolled to perform actions before the victims can act. If the victims know the ghost is there, but aren't sure where, there is a 2 in 6 chance they are still surprised when the ghost de-lurks. If the victims can see the ghost in the Near Ethereal, through magic or mediumship or other means, there is no chance for surprise.

Hiding in the Deep Ethereal: Ghosts can retreat even further into the Ethereal Plane, into the Deep Ethereal Plane; this action counts as their movement for that round, whether it is from the Material Plane to the Deep Ethereal, from the Near Ethereal to the Deep Ethereal, or from the Deep Ethereal to the Near Ethereal. They can also travel directly from the Deep Ethereal to the Material Plane, though they must make a saving throw versus Spells when they do so; if the save fails, the ghost has appeared in a place other than where it wished to appear, is 1' distant from its target point per point of failure of the saving throw, and is facing a random direction.

Ghosts are invisible on the Material Plane while hiding in the Deep Ethereal, and in turn cannot see into the Material Plane, though they can see into the Near Ethereal. They cannot use their touch attack, nor can they be physically attacked by, anyone on the Material Plane. They also cannot communicate

with anyone on the Material Plane, or use any of their special abilities to affect targets on the Material Plane from the Deep Ethereal, though their touch attack and special abilities will affect any being within range that is in the Near Ethereal or Deep Ethereal Plane.

If they are attacked on the Ethereal Plane by another being that is also on the Ethereal Plane, whether in the Near or Deep Ethereal, ghosts have an Armor Class of 8 and lose all weapon immunities.

Healing: Ghosts do not heal through normal means, as they are undead. They can be healed on the Material Plane through application of *cause wounds* spells, which heal them rather than harm them, as it provides them with negative energy. They can also heal by retreating to the Deep Ethereal; for every night they spend in the Deep Ethereal they heal 1 point of damage.

Possession: Any ghost who reduces a victim to 0 hit points or fewer through touch damage (not *life level drain*) can, if it so chooses, possess the victim rather than kill the victim with that last blow. The target is stabilized at 0 hit points, and is possessed, as per the *Possess the Living* ghostly special ability (q.v.). If the ghost later abandons the body, or is *exorcized* or otherwise cast out, the victim must make a saving throw versus Death; failure indicates that he is reduced to -1 hit point and begins dying. Otherwise he remains stabilized and unconscious at 0 hit points.

Ectoplasm: The pseudo-physical manifestation of ghosts in the Material Plane sometimes leaves behind *ectoplasm*, an ethereal material of varying qualities and potentialities. Sometimes it takes the form of slimy goo or viscous ichor, and other times as a rubbery mass or gauze-like substance. If exposed to sunlight the ectoplasm immediately fades away into nothingness.

Ectoplasm can be used in the casting of spells to empower them and strengthen them, and can be used directly to enable other magical effects. Refer to *Uncanny Ectoplasm* as well as the individual *Ghostly Special Abilities* for special ectoplasm abilities. Use of ectoplasm in this manner is not innately considered an Evil act, though many practiced magic-users and clerics consider it a stupidly *dangerous* act...

Flight: All ghosts fly; as they do not require a physical ground to stand on, and as they can actually fly into and through the ground, ground movement is irrelevant. Many ghosts appear to walk along the ground, as that was the way they usually moved in life, but they are not required to do so. They can hover without concentration and spin around on a dime.

Powerless in Sunlight: Ghosts cannot stand the light of the sun; under its rays they fade to nothingness, fleeing from the Material Plane and retreating directly into the Deep Ethereal. When banished by the sun they can only return to the Material Plane at the point at which they left it, and thus must wait until the sun has gone down to return to the Material Plane.

Ghosts may remain active day and night in subterranean areas and in parts of buildings where sunlight does not reach or is weak. If exposed to weak sunlight, such as through a heavily-curtained window, a ghost must make a saving throw versus Death; failure indicates the ghost is forced into the Deep Ethereal until the sun sets.

Ghosts are also slightly weakened while in the area of effect of a *light* or *continual light* spell, including the light shed by a magical sword. While in the area of effect of one or more such spells, a ghost suffers a -1 penalty to hit, to saving throws, and to Morale, and a +1 penalty to Armor Class, and on their first round after entering or being exposed to the effect must make a Morale check before any other actions. If they fail their Morale check, they flee, into the Deep Ethereal if there is nowhere else they can flee. Torches, lanterns, and other mundane lights have no such effect.

Weapon Immunity: Ghosts are resistant or immune to most non-magical physical attack forms. They can be harmed only by other incorporeal creatures; sometimes by silver weapons, usually by magical weapons; and by many spells or spell-like abilities.

Though they are immune to most forms of physical attack, ghosts can usually be attacked by magical energy attacks, such as fire, force, and lightning. A torch has no effect on a ghost, but a *burning hands* spell can harm it; natural icicles might pass through a ghost, but an *ice storm* spell can hit it.

Ghosts with the *Life Draining Touch* ability are immune to natural and magical cold effects. Some individual ghosts have immunity to other energy effects, but not all.

Refer to the *Spooky Spells* section of this work for a complete listing of how spells interact with ghosts.

LIFE DRAINING TOUCH: Greater ghosts have the ability to *drain life force* from living beings with a mere touch. The touch of the ghost is cold as the grave, causing cold damage in the form of hit point loss, and also *draining* one to three levels of life energy, depending on the hit dice of the ghost. If the ghost wields a *ghost-touched* melee weapon, the weapon deals its own damage as well as the cold touch damage, plus the level drain; the level drain effect does not transfer to thrown weapons, though these do cause the cold damage as well if they are made of metal or stone.

Characters drained of levels lose the hit dice and hit points gained from those levels, and must reduce other characteristics associated with the lost levels. After being drained of levels, a character will have the minimum number of experience points for the level to which he is reduced.

The loss of levels is (usually) permanent, though surviving victims can always increase in level through earning more experience points. The *restoration* spell can also restore lost levels, if applied in time.

There is a percentage chance equal to the number of levels a ghost has drained from a creature that the creature and the ghost develop a psychic link. If such a link develops, every night the victim must make a saving throw versus Death; if the save fails, he suffers nightmares about the experience, and may gain insight into the current activities and depredations of the ghost who drained him. These nightmares cease only when the ghost is destroyed or otherwise put to rest.

Note that a 1st level character drained of one level is not reduced to a 0-level character; he is slain, as he has lost his last hit die.

Spawn Ghost: When a ghost slays a living being through draining it of levels with its *Life Draining Touch* attack, the slain being invariably rises again 24 hours later as a ghost of hit dice equal to the level the being possessed when its slayer *first* drained it, up to half the hit dice of its slayer (rounded up). For example, if a 4 hit die wraith drains a 1st level fighter, the fighter rises again as a 1 hit die presence; if a 6 hit die spectre drains a 6th level fighter unto death, the fighter rises again as a 3 hit die lost soul.

In any case, the newly-risen ghost is under its creator's command. This command may be resisted over time in the same fashion as the effects of a *charm person* spell, though based on the being's Charisma score rather than Intelligence. If the controlled being breaks control, it must immediately flee, or its erstwhile master will seek to destroy it out of hand.

UNDEAD SPECIAL ABILITIES PACKAGE: All undead creatures share the following abilities, immunities, and weaknesses (counted together as a single special ability for XP purposes): Infravision, Mindless, Poison Immunity, Silent as the Grave, Susceptible to Turning.

Infravision: Undead can see with normal vision in lighted conditions and 60' with Infravision in darkness. As their attention can be focused, for they still see through the point at which their eyes *should* be, they have the normal potential to be surprised.

Mindless: Undead are unaffected by spells or psychic abilities that *charm person*, *sleep*, *hold person*, or that cause similar effects (unless the effect specifically affects undead). For full details on how specific spells affect or do not affect ghosts, refer to the *Spooky Spells* section at the end of this work.

Poison Immunity: All undead are immune to the effects of poison and paralyzation and similar effects.

Silent as the Grave: Undead do not make a sound when they move, unless they wish to, even when carrying large or noisy physical objects (such as chains or bags of coins). They can make noise when they move objects that are larger than them, or set in place, such as opening a screeching door, pushing over an ice sculpture, or dropping things down a well. Their personal movement and actions make no sound, but

actions upon and movements of other things *can...* when in doubt, go with what is more dramatic and likely, based on the circumstances.

Susceptible to Turning: Undead are susceptible to the turning effects of a cleric's *Turn Undead* ability. Treat ghosts as undead of their hit dice when reading the *Turn Undead* table; geists are turned as though they were infernal beings.

In the case of ghosts, if the cleric is in possession of an item upon which *light* or *continual light* has been cast, and presents that at the same time as her holy symbol, the cleric's turning level is effectively one greater.

Undead (including incorporeal undead) are affected by holy water, which burns them like acid (it is the positive energy in the water that affect the incorporeal ghosts). Physical undead suffer 2d4 points of damage when struck by a full vial of holy water. The splash of holy water from an aspergillum usually deals only 1d6 points of damage. Incorporeal undead suffer only half this damage (1d4 and 1d3 points, respectively) as only the positive energy of the holy water affects them. Ghosts who suffer damage from holy water must make a saving throw versus Death; failure indicates that they must flee to the Deep Ethereal for a number of rounds equal to the damage suffered.

Physical undead suffer damage when entering an area filled with the smoke of holy incense, such as that from an incense burner or thurible. They suffer 1d6 points of damage per round of exposure. Ghosts cannot purposefully enter or pass through an area filled with the smoke of holy incense; if exposed to the smoke such as through a wildly swinging thurible, they take 1d6 points of damage. Ghosts who suffer damage from holy incense must make a saving throw versus Death; failure indicates that they must flee to the Deep Ethereal for a number of rounds equal to the damage suffered.

Ghosts also have a weakness for the ringing of holy or *blessed* bells or chimes. If such are sounded within their range of hearing, they must make a saving throw versus Death each round the bells or chimes are rung; if the save fails, they must flee into the Deep Ethereal, and cannot return to that area as long as the bells or chimes continue to ring. They may move out of that area in the Deep Ethereal Plane and return to the Material Plane elsewhere, outside of the radius of the sound of the bells.

OTHER SPECIAL ABILITIES: Ghosts result from the death of a mortal being; this death is invariably tragic, often violent, and usually results from Evil actions (on the part of the ghost or the ghost's slayer). The nature of their death combined with the strange magic involved with the Negative Energy Plane, means that many ghosts have other unique special abilities.

Each ghost has a percentage chance equal to its hit points of having one or more special abilities. Check the *Ghostly Special Abilities Table* for more information.

Special Ability Notation: Entries in this work note that a creature has a special ability by including an asterisk next to the hit dice of the creature; the number of asterisks indicate the number of special abilities the creature possesses for XP determination purposes.

Additional special abilities add more XP to the ghost's total XP value. This must be determined after all additional special abilities have been determined and accounted for.

An asterisk next to a creature's name indicates that it is resistant or immune to non-magical weapons; this ability is included in the number of asterisks. In the case of ghosts, this is considered a part of their *Incorporeal* ability, and is subsumed in that ability for XP determination purposes.

Incorporeal Undead Summary Table

Name	HD	AC	Attacks	Special Defenses
Presence	1	4	1d4 hp plus Fear	½ damage from non-magical weapons, full damage from silver
Apparition	2	4	1d6 hp plus Fear	Minimal damage from non-magical weapons, full damage from silver
Lost Soul	3	3	1d6 hp plus Fear	Unharmd by non-magical weapons, full damage from silver
Wraith	4	3	1d6 hp plus 1 level	Unharmd by non-magical weapons, ½ damage from silver
Haunt	5	2	1d8 hp plus 1 level	Unharmd by non-magical weapons, minimal damage from silver
Spectre	6	2	1d8 hp plus 2 levels	Unharmd by non-magical weapons
Spirit	7	1	1d8 hp plus 2 levels	Requires +1 magical weapon or better to harm
Wyrd	8	1	1d10 hp plus 2 levels	Requires +1 magical weapon or better to harm
Phantom	9	0	1d10 hp plus 3 levels	Requires +1 magical weapon or better to harm
Geist	10	0	2d6 hp plus 3 levels	Requires +2 magical weapon or better to harm

SIXTH SENSE, SENSITIVES, AND MEDIUMS

SIXTH SENSE: Materialized ghosts, if insubstantial, are relatively easy to see, especially when they get in a character's face to scare them. Ghosts lurking in the Near Ethereal cannot usually be seen, heard, smelled, tasted, or touched, but sometimes can be *sensed*, through a sort of Sixth Sense that some people possess to a greater or lesser degree. Add together a character's Intelligence, Wisdom, and Charisma bonuses; if the total is a non-zero number, the character has a limited Sixth Sense when it comes to creatures lurking in the Near Ethereal.

Every time a creature is lurking in the Near Ethereal within 5' per point of a character's base Sixth Sense ability, the character gets a percentage chance roll to sense that a creature is lurking. The percentage chance is equal to the Sixth Sense score plus half the creature's hit dice (rounded up) or the number of special ability asterisks the creature has, whichever is greater. If the roll on d00 is equal to or less than the total, the character senses the presence of the creature lurking in the Near Ethereal and can find its general location. The creature still counts as *invisible*, but its location is known.

This basic use of Sixth Sense requires no concentration.

SENSITIVES: A small number of people are attuned to the presence of creatures lurking in the Near Ethereal; these are known as *sensitives*. To determine if a character is a sensitive, the first time after the character has a chance to sense the presence of a creature lurking in the Near Ethereal after one of the following events occurs, check for sensitivity.

The enabling actions include: gaining a new level during which the character encountered a ghost or other ethereal creature, or journeyed into the Ethereal Plane; surviving a near-death experience (reduced to 0 hit points or less); surviving being level-drained by a greater ghost; being *possessed* by a ghost or other ethereal being; and being *raised from the dead* or *resurrected*. Upon such an occurrence, roll d00 against the character's Sixth Sense score; if the roll is equal to or less than the Sixth Sense score, the character is a sensitive.

A sensitive *automatically* senses creatures lurking in the Near Ethereal within 5' per point of Sixth Sense without need for a roll, though sensing in this way does require concentration. The sensitive may make a Sixth Sense check to attempt to sense creatures in the Near Ethereal beyond the automatic range up to 10' per point of Sixth Sense.

If a sensitive has sensed a creature in the Near Ethereal, the sensitive can also hear the creature if it speaks within the Near Ethereal, though the sensitive cannot see a creature lurking in the Near Ethereal.

A sensitive's Sixth Sense score increases by one point for every level the character obtains after becoming a sensitive.

MEDIUMS: A small number of sensitives are *mediums*. Mediums are able to not only automatically sense creatures lurking in the Near Ethereal; they can also automatically see and hear them, regardless of distance (though limited by their usual vision and aural range).

Possession of *mediumship* is determined when sensitivity is first gained, and again whenever the sensitive has the same kind of experience that might grant the character sensitivity to ethereal creatures. The roll to determine if the sensitive is a medium is a percentage chance equal to his Sixth Sense score; if the d00 roll is less than or equal to the character's Sixth Sense score, the character is also a medium.

Mediums can automatically see, hear, and speak with creatures lurking in the Near Ethereal; such creatures will not know that the character is a medium until she takes some action that clues the ghost in, such as staring directly at the ghost or speaking to the ghost unexpectedly.

A medium's Sixth Sense score increases by two points for every level the character obtains after becoming a medium.

A medium has a chance to sense ghosts that are hiding in the Deep Ethereal when concentrating; this chance is equal to their Sixth Sense score, with a range of 5' per point of Sixth Sense.

Mediums have some resistance to possession by ghosts. If the medium is of an equal or greater level than the hit dice of the ghost, the medium can try to cast the ghost out of her body every 1d10 rounds; the ghost must make a saving throw versus Spells or be cast out of the medium's body. If the ghost has greater hit dice than the medium, the medium may attempt to cast the ghost out only once every 1d6 turns. The medium only gets a number of chances to cast the ghost out equal to her Sixth Sense score; if she fails at all these chances, the ghost can remain in possession of her body as long as it wishes or until otherwise cast out.

Mediums can also perform *séances* and *exorcisms*.

Séance: A *séance* is a ritual designed to summon forth a ghost. The *séance* usually requires that someone who knew the ghost when it was alive is present at the *séance*; the more people who knew the ghost in life who are present at the *séance*, the better the chance of summoning the ghost. The chance of summoning the ghost is a percentage chance equal to the Sixth Sense score of the medium, plus one for each participant of the *séance* who believes it will work, minus one for each participant in the *séance* who does *not* believe it will work. The point value increases to two for a sibling or parent, three for a lover or spouse.

Various trappings might help, though only if they are truly magical or were objects beloved by the soul in question when

alive (a magical *crystal ball*, for example, might grant +1d6 points to the final chance; a favored doll might grant +1d4 points). If the ghost that is being summoned haunts the local area (one mile radius per point of Sixth Sense of the medium), double the final chance of summoning the ghost.

If the individual went on to its final reward and is not a ghost, halve the final chance of summoning; if this is successful, the spirit of the ghost is summoned from beyond, in an angelic spirit form if from the celestial realms, in the form of a dreadful shade if from the nether realms or hell.

The medium can also try to summon ghosts of people whom the participants admired but did not personally know. The chance of successfully summoning such a ghost is half the normal score, rounded up; after all other prior factors are applied.

If the ghost wishes to resist the summoning, it may make a saving throw versus Spells; the final chance of being summoned is reduced by one point for every point by which the ghost succeeds this saving throw, though a successful saving throw does not guarantee that the summons is resisted. A medium knows when a summons is being resisted; the ghost can express its displeasure and specific reasons for resisting to her through private mental communications, and then the medium can end the ritual early if she so chooses or continue despite the ghost's reticence.

If the percentile roll for summoning any ghost during a séance is a 00, Something Bad Happens; usually a completely different, powerful, and inimical ghost, demon, or other similar extra-planar creature ends up arriving and pretending to be the summoned ghost... before slaughtering all the participants, or possessing the medium, or some other nasty, evil, awful thing.

A séance requires 1d6x5 minutes of ritual before the ghost, spirit, or shade arrives; if it does not arrive in that time, the medium knows that the ghost, spirit, or shade will not be answering the summons.

A séance is usually performed in a circle around a table; if the participants in the circle hold hands, they are protected as though by a *protection from evil* spell, provided the circle continues holding hands; if it is broken during the séance, the medium gets one chance to re-unite the circle when everyone holds hands again, if she makes a successful saving throw versus Spells; otherwise the circle is broken for the remainder of the séance.

When the ghost is successfully summoned, it appears from wherever it may have been and manifests nearby or within the circle. The medium makes a Reaction check when the ghost first arrives, with modifiers based on the participants, the nature and details of their relationship, and whether or not the ghost resisted the summons; if the ghost is friendly and wishes to remain and speak, it will do so, and readily answers most questions put to it, within reason.

Otherwise the ghost and the medium must each make saving throws versus Spells; if the ghost succeeds and the medium fails, the ghost may leave at any time it wishes, going back whence it came or remaining as it chooses, and may attack if the circle of hands is broken, depending on the Reaction check. Otherwise, the ghost must remain. Every time the ghost is compelled to remain, it must answer one question put to it truthfully, though it can remain evasive and speak in riddles. After it has answered the question, usually requiring 1d10 minutes, the ghost and the medium make another set of saving throws to determine who remains in charge. Note that if the medium ever rolls a Natural 1 on the control check, and the circle of hands is broken or the medium is not otherwise protected, the ghost can immediately possess the medium, even if it does not have the *Possess the Living* special ability.

If the ghost is not compelled to remain, but does so in order to wreak havoc or harm the medium or the participants, the medium can attempt to banish the ghost back whence it came each round. The ghost gets a saving throw versus Spells for each banishment attempt; if the save fails, it is sent back whence it came. Otherwise, it remains and does what it wishes. The medium gets a number of chances to banish the ghost equal to her Sixth Sense score; after so many attempts, the medium has no chance to banish the ghost, and must use other means to get rid of the new haunt.

Once the ghost has arrived, the medium may maintain the séance for no more than one turn per point of her Sixth Sense score. At the end of the séance, provided the medium maintained control the whole time, the summoned ghost, spirit, or shade is banished back whence it came. A medium must rest at least an hour after completion of a successful séance before she may attempt another séance.

Ghosts are known for producing ectoplasm at séances; every turn the ghost is present, it produces at least one ounce of ectoplasm, possibly more if things go awry...

Exorcism: A medium can attempt to perform an *exorcism*, though only on ghosts, as per the 4th level cleric spell *exorcise*. Only the levels a medium has attained since she gained mediumship count toward the success of the spell. A medium can continue an exorcism for a number of turns equal to her Sixth Sense score before exhausting her ability; if an *exorcism* fails against a specific ghost, the medium cannot attempt an *exorcism* against that ghost again until she attains another level.

SENSITIVE ANIMALS: Cats, dogs, and horses can all see creatures lurking in the Near Ethereal; most react with fear – dogs bark, cats hiss, horses bolt – but if the ghost is of a former friend or master, they act and can interact appropriately.

A cat's attacks can affect creatures in both the Material and Ethereal Planes; they effectively have *ghost-touched* teeth and paws. This is why ghosts as a rule do not like cats...

GHOSTS – LESSER AND GREATER

Ghosts are not real, in either the physical or spiritual sense. They are reflections of tragedy and evil, which occurred on the Material Plane, of such terror and horror that the psychic energies of the deceased blew through the Ethereal Plane into the Negative Energy Plane, and there engendered a node of negative energy. That node of negative energy tethers the soul of the deceased in the Ethereal Plane, keeping the soul from passing on to its final rest, whether that is in the Celestial Realms, the Netherworlds, or the Hells.

The existence of a ghost, then, is not real in the spiritual sense in that it is a blot on the record of the universe; ghosts should not exist, but they do, and so they exist in a kind of stasis. Even when not *Stuck in Time*, and forced to repeat their death or some other event over and over again, a ghost often *seems* to be stuck in time. It never grows, mentally or spiritually, though as the negative energy that feeds it grows, it can grow in power. It remains, as the memory it is, stuck with certain goals, ideas, and behaviors.

And so ghosts haunt the place they died, or places they lived in and enjoyed, as they know of no other way of existence, and cannot even comprehend any other way. Whether this is the ghostly presence of a child haunting its nursery and always seeking to play with anyone who comes by, or the ghost is the Geist of a mighty and powerful wizard who sought world domination, and thus through its great resources continues to try to build a kingdom of the dead – all ghosts merely try to repeat the lives they led.

When confronted by the living, ghosts generally react with hatred and loathing, as the living remind them not only of what they have lost, but also that they really are little more than a memory. Most ghosts attack the living upon sight, though exceptions exist, notably *Friendly Ghosts*, ghosts that are *Stuck in Time*, and other ghosts with ghostly special abilities that limit or direct their reactions.

Subtract the hit dice of the ghost from 20. Roll a d20; if the result is less than or equal to this number, the ghost attacks the living on sight. This attack can take many forms, from the bothersome to the frightful to the deadly, depending on the nature and motivations of the ghost.

If a ghost does not immediately attack, roll a standard Reaction check. Unless the ghost is friendly or immediately attacks, it tends to ignore interlopers, or otherwise seeks from them something that is core to its being. A *Drunken Ghost* asks for alcohol; a *Hungry Ghost* asks for food; a *Butler Ghost* asks if it may be of service; and so forth.

If the living being ignores the ghost's requests, the ghost reacts accordingly, often transforming from its normal form into its more horrible, frightful form, then attacking.

APPEARANCE: Most ghosts have two basic forms, its normal form and its horrific form. In its normal form, within the guidelines established by the ghost's basic type, the ghost generally looks much as it did in life, complete with clothes, to a greater or lesser extent, also depending on ghostly special abilities and limitations (notably *Shrouded Ghost*).

When the ghost attacks, however, it transforms from this fairly normal appearance into a horrific appearance. Hands turn into claws, teeth into fangs, the body transforms into a ragged parody of life; the face distends with the eyes blazing with anger, the hair flies up and writhes with rage, and so forth. With a *Frightful Ghost*, this transformation can cause magical *fear*; with other ghosts, only 0-level NPCs must make a Morale check when a ghost transforms to horrific form. If the check fails, the NPC reacts accordingly, usually fleeing the scene with full dispatch.

ORGANIZATION: Ghosts tend to be loners, except in cases where multiple people died in the same incident, and thus became ghosts together. Some ghostly types are more likely to be gregarious among other ghosts than other types; the lesser ghosts and lower-ranked greater ghosts are the most likely to gather in groups, most especially lost souls, who are the most sociable of all the ghosts.

ECOLOGY: Ghosts are not a natural part of the world; they are a stain upon its very existence. However, as they do not really exist physically, they have little to no effect on the world around them, save in the case of living beings who go out of their way to find them, or happen upon them accidentally.

While some believe that ghosts make certain areas inhospitable, such as ruins and lonely moors, it is the very natural loneliness and desolation of these locales that are appealing to ghosts, as they have little to remind the ghosts of their living life, and thus ghosts tend to gravitate toward them.

TREASURE: Treasure that a ghost possesses from its living life or from slaying the living has a temporary form of the *ghost touch* trait. The ghost who owns the treasure can hold and manipulate as much treasure at a time as it can hold in two hands; this way the ghost can move the treasure around and arrange it to suit its sense of fashionable display.

RANGE: Ghosts can be found just about anywhere humans, demihumans, and humanoids with souls can be found, and in many cases, in areas where such beings would have a hard time surviving.

COMBAT: Ghosts tend to lack subtlety, beyond the over-use of their *Boo!* ability to duck into the Near Ethereal and reappear elsewhere on the Material Plane to surprise their foes. Their combat strategy is pretty straightforward – attack, attack, attack! If they have a ghostly special ability that affords them advantage in combat, they rarely hesitate to use it.

PRESENCE*

No. Enc.:	1d4* (1d4*)
Alignment:	Chaotic (Evil)
Movement:	N/A
Fly:	240' (80')
Armor Class:	4
Hit Dice:	1***
Attacks:	1 Touch
Damage:	1d4 plus Fear
Save:	F1
Morale:	12
Hoard Class:	VI
XP:	19

A presence is the weakest of all the incorporeal undead, with the most tenuous hold on its former existence as living being. This is reflected in its appearance, which is usually little more than a nebulous aura, vaguely humanoid in shape, with a crude face etched upon the front of the head; other times a presence appears as a large wisp of fog atop which is found a gross, leering caricature of a head.

Presences rarely speak, save to roar and holler, gibber and groan, whimper and shriek. They have little to low intelligence, usually seeking little more than to grasp at physical things and beings and tear, rend, or throw them.

Presences usually arise from weak-willed and petty beings who liked to resolve disputes using physical threats and bullying. Murdered children also often end up as presences, not having the will or resolve to maintain a greater hold on the Material Plane.

ORGANIZATION: The asterisk after the Number Encountered denotes that, if any number other than a 1 is rolled, re-roll the die; if on the second roll the same number is rolled, that number of presences are encountered. Otherwise only a single presence is encountered. This reflects that fact that presences are usually loners. Usually found singly, groups or *mobs* of presences who all met the same horrible or tragic end are not unknown. Presences, even when found in groups, generally operate singly, sometimes even competing with one another over victims. When a mob operates as a group, the most powerful presence (or a more powerful ghost) invariably leads as the boss-ghost.

TREASURE: Presences do not generally gather treasure. Treasure found in the area is usually incidental, from slain victims, or even from the bodies of the original mortal forms of the presences themselves.

RANGE: Presences tend to haunt the location where they died, and only very rarely end up wandering far from their bodies. This is more through lack of will or interest than due to being cursed to remain in the area of their death.

COMBAT: Presences are violent, but not terribly strong. They generally seek to use their wispy touch to flail at any being nearby, and like to push or drop objects when possible.

FEAR ATTACK (*): Any being struck by a presence must make a saving throw versus Spells or be affected by the *fear* spell.

Spawn Ghost: If a presence slays a creature while that creature is under the effect of its *fear* ability, the slain creature must make a saving throw versus Death or rise again 24 hours later as a presence.

INCORPOREAL (*): All incorporeal undead share the following abilities, immunities, and weaknesses: Bodiless, Ectoplasm, Flight, Powerless in Sunlight, and Weapon Immunity (see below for specifics for the presence).

Weapon Immunity: Presences suffer only half damage from non-magical weapons; all damage suffered from such weapons is fully regenerated at the end of the round in which the damage was dealt if the presence is not reduced to 0 hit points. If dealt a total amount of damage in one round from non-magical weapons equal to their hit points, a presence is disrupted, and disappears, seemingly destroyed. However, it merely retreats into the Deep Ethereal, where it regenerates 1 hit point of damage per round, returning again at the same spot when it reaches full hit points.

Presences suffer full damage from silver and magical weapons, and do not regenerate damage from such weapons.

POLTERGEIST (+*): 5 in 6 presences are *Poltergeists* (see *Ghostly Special Abilities*, below). Presences otherwise have the usual chance of rolling on the Ghostly Special Ability Table to determine if they have a special ability.

UNDEAD (*): All undead creatures share the following abilities, immunities, and weaknesses: Infravision, Mindless, Poison Immunity, Silent as the Grave, and Susceptible to Turning.

APPARITION*

No. Enc.:	1d4 (1d8)
Alignment:	Chaotic (Evil)
Movement:	N/A
Fly:	240' (80')
Armor Class:	4
Hit Dice:	2***
Attacks:	1 Touch
Damage:	1d6 plus Fear
Save:	F2
Morale:	12
Hoard Class:	VI
XP:	47

Apparitions are generally more powerful and intelligent than presences, having a stronger will in life or, perhaps, merely a more tragic and thus more powerful death. Apparitions appear much as they did in life, complete with clothing (often horrendously out of date by modern standards); the appearance of clothing is an indication of a weaker will than a lost soul, which being stronger is more malleable in form than an apparition.

ORGANIZATION: Apparitions are more commonly encountered in groups than presences, as the events that created apparitions often include mass murder, group suicide, total party kills, or other crowded events. A group of apparitions is known as a *party*.

Apparitions are often *Stuck in Time* together, and repeat tragic and horrific historical events, not bothering those watching unless someone interferes with their reenactment of their deaths or other actions.

TREASURE: Apparitions do not generally gather treasure. Treasure found in the area is usually incidental, from slain victims, or even from the bodies of the original mortal forms of the apparitions themselves.

RANGE: Apparitions tend to haunt the location where they died, and only very rarely end up wandering far from their bodies. In many cases, this is because they are *Stuck in Time*; in other cases, it is because of a lack of will or interest.

COMBAT: Apparitions are not generally tactical in combat, merely flailing at those disturbing their eternal cycle of ritual. Those whose ritual includes various martial or magical abilities might also be able to bring those to bear; this is indicated by the existence of a special ability, such as *Armored Ghost* or *Ghost Magician*.

FEAR ATTACK (*): Any being struck by an apparition must make a saving throw versus Spells or be affected as by the *fear* spell.

Spawn Ghost: If an apparition slays a creature while that creature is under the effect of its *fear* ability, the slain creature must make a saving throw versus Death or rise again 24 hours

later as a presence (0th or 1st level) or apparition (2nd level or greater).

INCORPOREAL (*): All incorporeal undead share the following abilities, immunities, and weaknesses: Bodiless, Ectoplasm, Flight, Powerless in Sunlight, and Weapon Immunity (see below for specifics for the apparition).

Weapon Immunity: Apparitions suffer only minimal damage from non-magical weapons (the minimal roll on the die possible plus any Strength bonuses); all damage suffered from such weapons is fully regenerated at the end of the round in which the damage was dealt if the apparition is not reduced to 0 hit points. If dealt a total amount of damage in one round from non-magical weapons equal to their hit points, an apparition is disrupted, and disappears, seemingly destroyed. However, it merely retreats into the Deep Ethereal, where it regenerates 1 hit point of damage per round, returning again at the same spot when it reaches full hit points.

Apparitions suffer full damage from silver and magical weapons, and do not regenerate damage from such weapons.

LIFELIKE GHOST (+*): 5 in 6 apparitions are *Lifelike Ghosts* (see Ghostly Special Abilities, below). Apparitions otherwise have the usual chance of rolling on the Ghostly Special Ability Table to determine if they have a special ability.

STUCK IN TIME (L): 5 in 6 apparitions are *Stuck in Time* (see Ghostly Special Abilities, below); if the first apparition in a group is *Stuck in Time*, all are stuck in the same vignette. Apparitions otherwise have the usual chance of rolling on the Ghostly Special Ability Table; if another special ability is indicated, there is a 5 in 6 chance that a group of apparitions *Stuck in Time* together all share the same special ability.

UNDEAD (*): All undead creatures share the following abilities, immunities, and weaknesses: Infravision, Mindless, Poison Immunity, Silent as the Grave, and Susceptible to Turning.

LOST SOUL*

No. Enc.:	1d8 (1d20)
Alignment:	Chaotic (Special)
Movement:	N/A
Fly:	240' (80')
Armor Class:	3
Hit Dice:	3***
Attacks:	1 Touch
Damage:	1d6 plus Fear
Save:	F3
Morale:	10
Hoard Class:	XXI
XP:	95

Lost souls are the most powerful of the lesser ghosts. They are generally as intelligent as they were in life, though often a bit dim or befuddled, and are definitely not always up on current trends and fashions. They are powerful enough to be able to define their own appearance; some maintain the semblance they had in life, while others are more monstrous of mien. No few seem to enjoy taking on the wispy, misty, translucent, "sheet-like" form, mimicking a body covered loosely by a burial shroud, often with a fairly normal face where it should be; it is both a relaxing form (requiring no concentration or power to maintain), and they often consider it expected of them.

Lost souls are the most free-willed of the lesser ghosts. Most are able to wander at will, though they often stay close to home, or near the location they died. As locations with lots of living beings are strong in the energies of the Positive Energy Plane, most lost souls prefer to remain in or move to desolate, distant, abandoned areas, where the power of life and the living is weaker, though still close enough to haunt the living as opportunity permits. Many lost souls simply want to be left alone, to pursue their interests, simple or esoteric, whether that is puttering around their old manor house or wandering up and down the corridors of the dungeon in which they died.

ORGANIZATION: Lost souls often gather together in families, known as *frights*; these families of ghosts may or may not actually have been related in life, though they often were, even if they are only distantly related through odd lines of descent. An old manor house might be home to many lost souls of the same family line, each bickering with one another as family does, though banding together when their home is threatened by interlopers.

Other frights are formed when disparate lost souls come together through random chance, and take to calling each other brother and sister or cousin, aunt, or uncle, and acting in mutual interest. These ad-hoc families often have a few apparitions or presences among them, considered the "bumpkin cousins" of the lost souls.

Unlike other lesser ghosts who prefer to be left alone and more powerful ghosts who prefer to dominate those around them, lost souls are more likely to take part equally in the

society of the local monstrous population. They often form alliances and friendships with witches, devils, cultists, monsters, and so forth, to better further their own goals, or merely for mutual protection.

TREASURE: Lost souls like to collect treasure; often their treasure trove reflects their interests and hobbies that they pursued in life and continue to pursue in death. Coins and other treasures not related to their hobby are kept for trade with others in the local monstrous society, or even with passers-by, as lost souls are as likely to trade as they are to frighten, steal, raid, or murder.

RANGE: Lost souls have the widest range of all ghosts, as they are not as limited as lesser ghosts, and not as tied to specific locales and power structures as more powerful ghosts. They can be encountered anywhere humanoid life ranges, and many places where it cannot survive.

COMBAT: Lost souls prefer not to engage in combat unless it is necessary; many simply flee to the Deep Ethereal when faced with a dangerous foe. If needful, they attack with gusto; some who possess martial hobbies often wield *ghost-touched* weapons and attack thusly.

FEAR ATTACK (*): Any being struck by a lost soul must make a saving throw versus Spells or be affected as by the *fear* spell.

Spawn Ghost: If a lost soul slays a creature while that creature is under the effect of its *fear* ability, the slain creature must make a saving throw versus Death or rise again 24 hours later as a presence (0th or 1st level), apparition (2nd level), or lost soul (3rd level or higher).

FRIENDLY GHOST (+*): 2 in 6 lost souls are *Friendly Ghosts* (see Ghostly Special Abilities, below). Of other lost souls, half are Chaotic (Neutral), the remainder Chaotic (Evil). Lost souls otherwise have the usual chance of rolling on the Ghostly Special Ability Table to determine if they have a special ability.

INCORPOREAL (*): All incorporeal undead share the following abilities, immunities, and weaknesses: Bodiless, Ectoplasm, Flight, Powerless in Sunlight, and Weapon Immunity (see below for specifics for the lost soul).

Weapon Immunity: Lost souls are unharmed by non-magical weapons, though they take full damage from silver and magical weapons.

UNDEAD (*): All undead creatures share the following abilities, immunities, and weaknesses: Infravision, Mindless, Poison Immunity, Silent as the Grave, and Susceptible to Turning.

WRAITH*

No. Enc.:	1d4 (1d6)
Alignment:	Chaotic (Evil)
Movement:	N/A
Fly:	240' (80')
Armor Class:	3
Hit Dice:	4***
Attacks:	1 Touch
Damage:	1d6 plus Drain 1 Level
Save:	F4
Morale:	11
Hoard Class:	XVIII
XP:	245

Wraiths are usually born of fear, anger, hatred, and violence. In life they were often warlords, kings, magicians, priests, or other mighty and powerful beings who coveted ever more wealth and power. They made deals with dark forces and, for their efforts, grew great in power, but even greater in evil... and when death came to claim them, they sought even to avoid that great equalizer, and lived on in the form of the dreaded wraith.

Wraiths usually appear as vaguely humanoid blotches of black or gray shadow, with ever darker ebon tendrils of dark energies coruscating within their bodiless form. Sometimes they hold the form and dress they knew best in life; other times, their form is wispy, misty, and indistinct. Most wraiths wear burial shrouds, usually black but more rarely white, that enable them to better interact with the material world. Such wraiths wear jewelry, wield weapons, or even wear armor, to better show off the dignity, wealth, and power they held in life and continue to claim in death.

ORGANIZATION: Wraiths are often well organized, whether a group of old nobles sharing a range of barrow hills or a troupe of servitor wraiths engaged in the machinations of their master. They operate well together, having pre-planned tactics to deal with interlopers and enemies, and often cooperate to an extent with other nearby monsters for mutual protection. If possible, they also have lesser servants of their own – lesser ghosts, monsters, humanoids, human renegades, and so forth, to do their bidding and operate as cannon fodder.

TREASURE: Wraiths in many cases, especially among barrow-wraiths, continue to exist merely to enjoy and dwell upon their hard-won treasures, both those won in mortal years and those taken from enemies since their transformation. Treasure is collected and well cared for; gold is polished and organized; weapons and armor are oiled and displayed upon racks; gems shine in open boxes of fine craftsmanship; coins are stacked or heaped in chests.

RANGE: There are two broad kinds of wraiths; self-risen barrow wraiths, who have cheated death itself, and often the demons or devils to which the deceased owed their soul; and servitor wraiths, created by more powerful undead by slaying powerful but still weaker mortal champions.

Barrow wraiths are encountered almost exclusively in their barrow, mausoleum, sepulcher, or other place of burial, or within the necropolis of barrows or graves where their burial is found. Those who remained properly unburied are often found wandering the halls of the dungeons, ruined keeps, or fallen palaces where they died. Barrow wraiths are not actually limited to this range; instead it is a self-chosen limitation, as they feel most powerful where the remnants and trappings of their mortal power are found.

The servitor wraith as the name implies serves a more powerful being, often a ghost, usually a wyrd, phantom, or geist, or other powerful magical master. It goes whither its master sends it on such missions as its master requires. Some are vigorous and zealous in their service; others less so and willfully operate with less punctilio and eagerness, and are thus more amenable to wheeling and dealing with potential victims.

COMBAT: Wraiths usually lack subtlety in their attacks, being certain in their own power and immunities, and thus wild frontal assault is preferred. Only when faced with an enemy clearly capable of dealing with them – armed with magical weapons, magical spells, or most especially, forms of magical light or open flame – do wraiths turn to clever and thought-out tactics.

SHROUDED GHOST (+*): 5 in 6 wraiths are *Shrouded Ghosts* (see Ghostly Special Abilities), and thus are able to wear and use material items with little or no operational errors due to their otherwise bodiless nature. However, this makes them deathly afraid of anyone wielding a significant open flame, which can quickly and easily destroy their shroud and limit their tactical abilities – and cause them no little social distress. When faced with a firmly wielded open flame, their Morale collapses from 12 to 8. Wraiths otherwise have the usual chance of rolling on the Ghostly Special Ability Table to determine if they have a special ability.

INCORPOREAL (*): All incorporeal undead share the following abilities, immunities, and weaknesses: Bodiless, Ectoplasm, Flight, Powerless in Sunlight, and Weapon Immunity (see below for specifics for the wraith).

Weapon Immunity: Wraiths are unharmed by non-magical weapons and they take only half damage from silver weapons.

LIFE DRAINING TOUCH (*): When a wraith touches a victim it inflicts 1d6 hit points of cold damage and drains one level.

Spawn Ghost: A creature slain by losing all levels to the life draining touch of a wraith rises again 24 hours later as a presence (0th or 1st level) or apparition (2nd level or higher) under the control of its slayer.

UNDEAD (*): All undead creatures share the following abilities, immunities, and weaknesses: Infravision, Mindless, Poison Immunity, Silent as the Grave, and Susceptible to Turning.

HAUNT*

No. Enc.:	1d4 (1d6)
Alignment:	Chaotic (Evil)
Movement:	N/A
Fly:	300' (100')
Armor Class:	2
Hit Dice:	5***
Attacks:	1 Touch
Damage:	1d8 plus Drain 1 Level
Save:	F5
Morale:	11
Hoard Class:	VI
XP:	650

Haunts are born of pain, suffering, loss, and tragedy. Most haunts shuffled off from the mortal coil with some great task or project uncompleted; this might be something as simple as finishing a journey to as complex and grandiose as building an empire. Whatever the original cause of their failures, they now blame life itself on their failure, and specifically, whatever living thing might be in their sight at the moment.

Haunts have a wide range of appearances. Some appear only as a shadowy hint of a figure; others as ghostly wisps in tattered rags, writhing with excitement and rage; still others appear exactly as they did in life, seemingly fully corporeal and alive, if a little wan and pale.

ORGANIZATION: Any haunts found together were working toward the same goal and died at the same time. They work together to try to complete that goal, plotting and planning, though with every sundown appearing again out of the ether, often little or no further toward completion of their task... and so they almost never get anywhere with their plans, until a mortal interloper comes by that can help them, willing or not.

Haunts gather around them weaker ghosts, to serve them in their plans and machinations. Haunts who have been in an area for decades are often surrounded by presences and apparitions that they have created or pressed into service. Some have other undead at their service, such as skeletons, zombies, and ghouls, though living beings are few and far between, as they prefer to possess them (if capable).

TREASURE: Haunts generally have incidental treasure, save perhaps for a singular or a handful of items, of little to great value that would be pertinent in their unfulfilled task. The value of said objects is entirely up to the Labyrinth Lord.

RANGE: Haunts are found just about anywhere where the plans of mice and men can go awry and end in tragic death. As it is the strength of their convictions that keep them from passing into the great beyond, any mortal of sufficient will can be counted among the ranks of the haunts. That said, they are most often found in their homes or hospitals, where they passed away of old age, sickness, or wounds ere they completed their mission; along the side of the road, where they were unable to complete their journey, being cut down as

they traveled; at a battlefield, where their glorious dreams ended in horrible violence; or in prisons, where they met a grisly end after being convicted and executed for attempting to perform a deed considered illegal or treasonous.

Beset by uncertainty, befuddled by a difficult memory, and weighted down by their own doubts, haunts rarely actually ever leave the place of their death, even if leaving is required to complete their long-incomplete mission. Even when things go their way, they often end up being their own worst enemies, sabotaging their own victories with self-defeating actions. And sometimes they even find that when they get a little further along toward meeting their goal – a kindly passer-by mistakes them as living, and gives them a ride, or they possess a body and actually get out of the dungeon – they fade away with the rise of the sun, returning again to their place of death at sundown, no further for all their struggle.

COMBAT: Haunts first seek to beseech the living to assist them in their mission; when that fails, as it usually does, they either then seek to possess them or to slay them, in vengeance for keeping them from their long-awaited goal.

CHAINED GHOST (L): 5 in 6 haunts are *Chained Ghosts* (see the Ghostly Special Abilities). 50% are chained to their *Earthly Remains*, 50% to their *Location*. Haunts otherwise have the usual chance of rolling on the Ghostly Special Ability Table to determine if they have a special ability.

INCORPOREAL (*): All incorporeal undead share the following abilities, immunities, and weaknesses: Bodiless, Ectoplasm, Flight, Powerless in Sunlight, and Weapon Immunity (see below for specifics for the haunt).

Weapon Immunity: Haunts are unharmed by non-magical weapons and they take only minimal damage from silver weapons.

LIFE DRAINING TOUCH (*): When a haunt touches a victim it inflicts 1d8 hit points of cold damage and drains one level.

Spawn Ghost: A creature slain by losing all levels to the life draining touch of a haunt rises again 24 hours later as a presence (0th or 1st level), apparition (2nd level), or lost soul (3rd level or greater) under the control of its slayer.

LIFELIKE GHOST (+*): 5 in 6 haunts are *Lifelike Ghosts* (see the Ghostly Special Abilities).

POSSESS THE LIVING (+*): 5 in 6 haunts can *Possess the Living* (see Ghostly Special Abilities).

TASKED GHOST (L): 5 in 6 haunts are *Tasked Ghosts* (see Ghostly Special Abilities).

UNDEAD (*): All undead creatures share the following abilities, immunities, and weaknesses: Infravision, Mindless, Poison Immunity, Silent as the Grave, and Susceptible to Turning.

SPECTRE*

No. Enc.:	1d4 (1d8)
Alignment:	Chaotic (Evil)
Movement:	N/A
Fly:	300' (100')
Armor Class:	2
Hit Dice:	6***
Attacks:	1 Touch
Damage:	1d8 plus Drain 2 Levels
Save:	F6
Morale:	11
Hoard Class:	XVIII
XP:	1,070

Spectres are essentially more powerful versions of wraiths – usually born out of hatred, anger, lust, or violence begotten of the desire for ever more wealth and power. Most spectres died a violent death – stabbed in the back by daggers, cut to pieces by blades, burned alive by magic, or even drained of life by other undead. This gives them great strength of will and unquenchable rage.

Being of stronger will and greater power, and often even more vain than wraiths, most spectres look much as they did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of its violent death is visible on its body and spectral clothing. When in its wrath and when draining life, a spectre becomes more spectral, the flesh-like portion of the vision fading in favor of the glowering memory of the skeletal structure within.

ORGANIZATION: Few if any spectres just happen to rise from the dead – most are made, through the terrible violence and evil of their lives and their deaths. Thus it is fitting that spectres are often found together in numbers; evil families, grasping nobles, mercenary lords, greedy merchants, and cabalistic wizards, all gather together for nefarious purposes, and often die together, slaughtering each other or slain by wrathful victims of their evil and perfidy.

Even in death, and even if they had slain each other, such groups of vile creatures – many damned to walk the Earth for eternity – stick together to commit ever more mayhem, grow greater in wealth and power, and rule the living with a ghostly fist. To that end, in addition to gathering ghostly minions, they bring together other monstrous creatures, humanoids, and vile humans. Often, entire dungeon complexes are run by a family of spectres hidden at the heart of the operation.

Some small domains and even entire nations are ruled by networks of spectres, hidden literally in the shadows of power, their undead fingers causing mortal lords, counts, and kings to dance like puppets. There are even some dreadful domains openly ruled by spectres and policed by the undead... these are usually in distant lands, behind high mountains or deep in shadowy forests.

TREASURE: Like wraiths, spectres are all about the treasure – though they are even more careful with it than their weaker cousins. Spectres like to hide their treasures and trap them, with physical and magical traps. Treasure is also often guarded, usually by hideous creatures that make even wraiths seem like walkovers. Unlike wraiths, spectres tend to eschew use of material weapons and the wearing of jewelry (though there are notable exceptions, especially those tied to potent magical items).

RANGE: Spectres, like barrow wraiths, tend to stay at home, whether home is a ruined palace, a tumbledown tower, a hidden subterranean sepulcher, or even a cold, moldy dungeon. The beauty of the haunt is not the important thing; the power they exude from it, not unlike a web constructed by a spider, is the important element.

COMBAT: Unlike wraiths, spectres prefer not to get into physical combat; that is what minions are for! However, when needful, spectres are not afraid to wade into battle, usually leading from the front, like good bloodthirsty leaders should. After all, they are immune to most weapons, and they slay with a mere touch! So they tend to be cocky when they do get into battle, a weakness that can be exploited by intelligent ghost-hunters...

DAMNED TO WALK THE EARTH (+*): 5 in 6 spectres are *Damned to Walk the Earth* (see Ghostly Special Abilities). Spectres otherwise have the usual chance of rolling on the Ghostly Special Ability Table to determine if they have a special ability.

GHOST SOVEREIGN (+*): 3 in 6 spectres are *Ghost Sovereigns* (see Ghostly Special Abilities).

INCORPOREAL (*): All incorporeal undead share the following abilities, immunities, and weaknesses: Bodiless, Ectoplasm, Flight, Powerless in Sunlight, and Weapon Immunity (see below for specifics for the spectre).

Weapon Immunity: Spectres are unharmed by non-magical weapons.

LIFE DRAINING TOUCH (*): When a spectre touches a victim it inflicts 1d8 hit points of cold damage and drains two levels.

Spawn Ghost: A creature slain by losing all levels to the life draining touch of a spectre rises again 24 hours later as a presence (0th or 1st level), apparition (2nd level), or lost soul (3rd level or greater) under the control of its slayer.

UNDEAD (*): All undead creatures share the following abilities, immunities, and weaknesses: Infravision, Mindless, Poison Immunity, Silent as the Grave, and Susceptible to Turning.

SPIRIT*

No. Enc.:	1d3* (1d3*)
Alignment:	Chaotic (Evil)
Movement:	N/A
Fly:	300' (150')
Armor Class:	0
Hit Dice:	7***
Attacks:	1 Touch
Damage:	1d8 plus Drain 2 Levels
Save:	F7
Morale:	11
Hoard Class:	XXII
XP:	1,490

Spirits are the malevolent ghosts of petty, treacherous, and cruel men and women who were slain through treachery by their allies, slaughtered by those they wronged, or killed themselves out of spite for the world around them.

A spirit usually appears as a translucent image of its former self, including clothing and wounds. They also often appear in the form of ghostly dancing lights, much like will-o-wisps.

Many spirits are *Chained Ghosts*, stuck to haunt the location where they died. They rarely if ever use ghost-touched items, eschewing such for their potent *fear*-generating abilities, which can often frighten victims to death!

ORGANIZATION: The asterisk after the Number Encountered denotes that, if any number other than a 1 is rolled, re-roll the die; if on the second roll the same number is rolled, that number of spirits are encountered. Otherwise only a single spirit is encountered. This reflects that fact that spirits are usually loners; they usually died alone, and prefer to remain alone, hating and loathing even other undead.

If more than one spirit is encountered, these spirits died together, and were erstwhile allies in evil and treachery during their lives. A duo is often a pair of lovers; a trio often siblings, sometimes a parent and children. More rarely other arrangements of family or friends die under such treacherous circumstances.

Likely, the spirits loathe each other in death, blaming each other for their untimely demise, but invariably, they end up cooperating against common enemies. However, their mutual enmity and hatred can be used to drive a wedge between them, weakening the group to the advantage of those who seek to destroy them.

TREASURE: Spirits, like most other greater ghosts, enjoy keeping treasure for its own sake. Their method of keeping the treasure depends on the nature of their demise and their current circumstances. Spirits who were drowned in a river, for example, keep only water-resistant treasures, often in plain sight in the river, as temptation to passers-by. Spirits who reside in a ruined tower or dungeon often keep their treasures

in a fine display; coins are kept in chests and sacks, often hidden in secret chambers and guarded still by ancient traps.

RANGE: Spirits, of all the ghosts, prefer the most desolate locales, and are rarely found near inhabited lands. If they arise in an inhabited area, it often quickly becomes un-inhabited, as the spirit -- especially those that are *Chained* to their location -- seeks to slay any living being that passes near its lair.

COMBAT: Most spirits have prodigious abilities to scare and even outright slay living beings, notably *Frightening* and *Keening*, in addition to their normal touch attack and life draining ability. They usually lurk about, waiting till they can catch the largest number of victims in their Keening attack, then let loose with their deadly scream while still lurking. After that, they appear in their most frightful form, hoping to scare victims to death, and mop up with their touch attack.

CHAINED GHOST [Location] (L): 4 in 6 spirits are *Chained Ghosts* (see Ghostly Special Abilities). Spirits otherwise have the usual chance of rolling on the Ghostly Special Ability Table to determine if they have a special ability.

FRIGHTENING GHOST (+*): 5 in 6 spirits are *Frightening Ghosts* (see Ghostly Special Abilities).

INCORPOREAL (*): All incorporeal undead share the following abilities, immunities, and weaknesses: Bodiless, Ectoplasm, Flight, Powerless in Sunlight, and Weapon Immunity (see below for specifics for the spirit).

Weapon Immunity: Spirits are unharmed by non-magical weapons, and are unharmed by magical weapons of less than +1 magical bonus to hit.

KEENING GHOST (+*): 5 in 6 spirits are *Keening Ghosts* (see Ghostly Special Abilities).

LIFE DRAINING TOUCH (*): When a spirit touches a victim it inflicts 1d8 hit points of cold damage and drains two levels.

Spawn Ghost: A creature slain by losing all levels to the life draining touch of a spirit rises again 24 hours later as a presence (0th or 1st level), apparition (2nd level), lost soul (3rd level), or wraith (4th level or greater) under the control of its slayer.

UNDEAD (*): All undead creatures share the following abilities, immunities, and weaknesses: Infravision, Mindless, Poison Immunity, Silent as the Grave, and Susceptible to Turning.

WARNING GHOST [White Lady] (+*): 2 in 6 spirits are *Warning Ghosts* (see Ghostly Special Abilities).

WYRD*

No. Enc.:	1d3* (1d3*)
Alignment:	Chaotic (Evil)
Movement:	N/A
Fly:	360' (120')
Armor Class:	1
Hit Dice:	8***
Attacks:	1 Touch
Damage:	1d10 plus Drain 2 Levels
Save:	F8
Morale:	12
Hoard Class:	XXII
XP:	2,060

Wyrds are to spectres as spectres are to wraiths – even more powerful and potent ghosts of the angry, powerful, unquiet evil dead sort. Wyrds, however, result specifically from powerful persons that enjoyed causing pain, suffering, and death in their lifetime; thus their strong and potent connection to the Negative Energy Plane that allows them to drain life force at a prodigious rate and often en masse.

Wyrds take the form of a nondescript humanoid aura, filled with darkness and inky ebon flames. Their original personality, whatever it may have been, has usually been overwhelmed by their desire to cause nothing but pain, suffering, and death.

Wyrds are the most likely of all the greater ghosts to seek out the living to cause pain and suffering. They are mass murderers, slaughtering all they can find, often with little regard to their own existence. Only the fact that most wyrds remain chained to their earthly remains keeps these creatures from reducing entire settlements to charnel houses.

ORGANIZATION: The asterisk after the Number Encountered denotes that, if any number other than a 1 is rolled, re-roll the die; if on the second roll the same number is rolled, that number of wyrds are encountered. Otherwise only a single wyrd is encountered. This reflects that fact that wyrds are usually loners; they usually died alone, and prefer to remain alone, though they have nothing against other undead *per se*, it's just that they can't cause them to feel pain and suffering.

A pair or trio of wyrds usually results from the near simultaneous deaths of two or three partners in crime. In death they are as apt to work together as they were in life, feeding off each other's murder and mayhem.

TREASURE: Wyrds collect treasure as mementoes of the pain they caused their victims. They display this treasure like a hunter displays his trophies, often mixed in with the skulls and bones of their victims.

RANGE: Wyrds tend to be found near ruined keeps, castles, and fortresses; in life they were often powerful lords, knights, nobles, torturers, or executioners. Wyrds found elsewhere may have arisen from serial killers, mass murderers, warriors and

mercenaries who enjoyed their job too much, or other maniacs who enjoyed causing pain and torment.

COMBAT: Wyrds are usually extremely dangerous, often possessing the ability to multiattack with *Ectoplasmic Blasts* and *Negative Energy Blasts*. Wyrds like to stay on the fringe of a battle, attacking at range, the better to cause more havoc among clustered living attackers. Wyrds also like to *Possess the Living*, then enter into towns and cities and slaughter masses of people, as they can use all their abilities while possessing the living.

CHAINED GHOST [Earthly Remains] (L): 5 in 6 wyrds are *Chained Ghosts* (see Ghostly Special Abilities). Wyrds that are chained can leave their earthly remains when they are in a *possessed* body; should the body die or they leave the body, they are instantly teleported back to their earthly remains. Wyrds otherwise have the usual chance of rolling on the Ghostly Special Ability Table to determine if they have a special ability.

ECTOPLASMIC BLAST (+*): 5 in 6 wyrds possess the *Ectoplasmic Blast* ability (see Ghostly Special Abilities).

INCORPOREAL (*): All incorporeal undead share the following abilities, immunities, and weaknesses: Bodiless, Ectoplasm, Flight, Powerless in Sunlight, and Weapon Immunity (see below for specifics for the wyrd).

Weapon Immunity: Wyrds are unharmed by non-magical weapons, and are unharmed by magical weapons of less than +1 magical bonus to hit.

LIFE DRAINING TOUCH (*): When a wyrd touches a victim it inflicts 1d10 hit points of cold damage and drains two levels.

Spawn Ghost: A creature slain by losing all levels to the life draining touch of a wyrd rises again 24 hours later as a presence (0th or 1st level), apparition (2nd level), lost soul (3rd level), or wraith (4th level or greater) under the control of its slayer.

MULTIATTACK (+*): 5 in 6 wyrds possess the *Multiattack* ability (see Ghostly Special Abilities).

NEGATIVE ENERGY BLAST (+*): 5 in 6 wyrds possess the *Negative Energy Blast* ability (see Ghostly Special Abilities).

POSSESS THE LIVING (+*): 5 in 6 wyrds have the *Possess the Living* ability (see Ghostly Special Abilities). A wyrd in possession of a body can make it appear to look like its own former body that it had in life; the appearance can change from that of the current body to the original body in an instant and at will.

UNDEAD (*): All undead creatures share the following abilities, immunities, and weaknesses: Infravision, Mindless, Poison Immunity, Silent as the Grave, and Susceptible to Turning.

PHANTOM*

No. Enc.: 1 (1)
Alignment: Chaotic (Evil or Good)
Movement: N/A
Fly: 360' (120')
Armor Class: 1
Hit Dice: 9***
Attacks: 1 Touch
Damage: 1d10 plus Drain 3 Levels
Save: F9
Morale: 11
Hoard Class: IX, XIX
XP: 3,100

Phantoms are born of the tragic and violent death of an innocent victim, usually one who was powerful, respected, and often much-loved, but was betrayed by his family, friends, and followers. The horrific experience causes the soul of the deceased to rise again as a phantom, often hateful now of all living things, with a burning desire to wreak vengeance upon those who turned on him. Thus, in many ways, they are more potent versions of haunts.

Phantoms take on the ghostly form they had in life, complete with fine clothing, jewelry, and whatnot; they are often very lifelike, and only recognized as a ghost when they do something extraordinary. Many phantoms quickly possess a living victim, one who often has much the same appearance, and try to live a somewhat normal... if often hidden or secluded life... in the body of their victim.

ORGANIZATION: Due to the nature of their death, phantoms are invariably loners, though they are not above retaining quiet and discreet servants, living or dead. Should they create a subservient ghost, they are as likely to dismiss the poor creature to its freedom as retain it in their service.

TREASURE: Phantoms, having usually been refined, rich, and powerful in life (or having sought such in life) keep a wide range of treasures. Their lair is usually set up like a normal home, with rich tapestries, paintings, books, musical instruments, and so forth, for their own enjoyment.

RANGE: Most phantoms are chained to their location – whether that is a palace, tower, or opera house – and are only able to leave it if they *possess* a living body. They rarely leave their location, preferring to remain there in solitude, leaving only to further their plans for revenge or to acquire some bit or bauble of treasure that they seek for their collection.

COMBAT: Phantoms prefer to use their environmental control powers, spectral music, or magical spells to deal with troublemakers and interlopers, only entering hand-to-hand combat if the target is one they seek to avenge themselves on up-close and personally. A phantom's lair is often filled with traps to catch unwary or foolhardy mortals; these take full advantage of all the phantom's knowledge and education.

CHAINED GHOST [Location] (L): 5 in 6 phantoms are *Chained Ghosts* (see the Ghostly Special Abilities). Phantoms that are chained can leave their location when they are in a *possessed* body; should the body die or they leave the body, they are instantly teleported back to their chained location. Phantoms otherwise have the usual chance of rolling on the Ghostly Special Ability Table to determine if they have a special ability.

ENVIRONMENTAL GHOST (+*): 5 in 6 phantoms are *Environmental Ghosts* (see the Ghostly Special Abilities). A phantom's environment is usually a palace, castle, tower, abbey, library, opera house, or other place of high-society, erudition, or power.

FRIENDLY GHOST (+*): 2 in 6 phantoms are *Friendly Ghosts* (see the Ghostly Special Abilities).

INCORPOREAL (*): All incorporeal undead share the following abilities, immunities, and weaknesses: Bodiless, Ectoplasm, Flight, Powerless in Sunlight, and Weapon Immunity (see below for specifics for the phantom).

Weapon Immunity: Phantoms are unharmed by non-magical weapons, and are unharmed by magical weapons of less than +1 magical bonus to hit.

LEARNED (+*): 5 in 6 phantoms have the d6: 1-2 *Ghost Magician*, 3-4 *Ghost Priest*, or 5-6 *Spectral Music* ability (see the Ghostly Special Abilities).

LIFE DRAINING TOUCH (*): When a phantom touches a victim it inflicts 1d10 hit points of cold damage and drains two levels.

Spawn Ghost: A creature slain by losing all levels to the life draining touch of a phantom rises again 24 hours later as a presence (0th or 1st level), apparition (2nd level), lost soul (3rd level), wraith (4th level), or haunt (5th level or greater) under the control of its slayer.

LIFELIKE GHOST (+*): 5 in 6 phantoms are *Lifelike Ghosts* (see the Ghostly Special Abilities).

POSSESS THE LIVING (+*): 5 in 6 phantoms have the *Possess the Living* ability (see the Ghostly Special Abilities). A phantom in *possession* of a body can make it appear to look like its own former body that it had in life; the appearance can change from that of the current body to the original body in an instant and at will.

UNDEAD (*): All undead creatures share the following abilities, immunities, and weaknesses: Infravision, Mindless, Poison Immunity, Silent as the Grave, and Susceptible to Turning.

VENGEFUL GHOST (L): 5 in 6 phantoms are *Vengeful Ghosts* (see the Ghostly Special Abilities).

GEIST*

No. Enc.:	1 (1)
Alignment:	Chaotic (Evil)
Movement:	N/A
Fly:	360' (120')
Armor Class:	0
Hit Dice:	10***
Attacks:	1
Damage:	2d6 plus Drain 3 Levels
Save:	F10
Morale:	10
Hoard Class:	IX, XIX
XP:	3,100

Geists are the most powerful of all the ghosts, and arise only from the most evil, vile, and despicable of men and women – kin-slayers, regicides, mass murderers, grand apostates, and cosmic blasphemers. As every ghost has a unique origin, so every ghost is unique in appearance and powers.

Geists can take on just about any sort of appearance they wish; often they take the form of a misty, silvery-black, shrouded figure with glowing eyes inside a black, empty hood. Sometimes they manifest a skull and skeletal hands; other times the shroud and hood seems empty. Unlike most other ghosts, geists embrace their undeath, and make the most of it.

ORGANIZATION: Some geists are loners; others are kings among their kind, ruling hordes of lesser ghosts, wraiths, spectres and the like, as well as armies of humanoids and vile humans, with a few nasty monsters thrown in for flavor. No two geists are ever alike in this respect, just as they are never alike in any other respect.

TREASURE: Some geists exist to gather treasure, while others eschew it completely, caring not a bit for anything of the material world. Most are somewhere in the middle, recognizing treasure as a useful thing, but not really having much use for it unless it is magical and thus imparts some special power.

RANGE: Geists can be found anywhere, but most prefer lonely, desolate regions; high cold moors; barren wastelands; and frigid tundra. Those with living servants still prefer these locations, as they cause pain and discomfort to their minions, whom they consider as little more than playthings.

COMBAT: Geists prefer to have their many disposable minions perform all the heavy work, including combat, but they are not afraid of going hand-to-claw with “great heroes” when the opportunity permits... though this is usually after all other avenues have been exhausted. Lone geists are the most aggressive, seeking out victims to drain of their life essence and youth... ah, sweet, sweet youth.

ANIMATE CORPSE (+*): 5 in 6 geists have the *Animate Corpse* ability (see Ghostly Special Abilities). Geists otherwise

have the usual chance of rolling on the Ghostly Special Ability Table to determine if they have a special ability.

DAMNED TO WALK THE EARTH (+*): 5 in 6 geists are *Damned to Walk the Earth* (see Ghostly Special Abilities).

ENTROPIC ATTACK (+*): 5 in 6 geists have the *Entropic Attack* ability (see Ghostly Special Abilities).

FRIGHTENING GHOST (+*): 5 in 6 geists are *Frightening Ghosts* (see Ghostly Special Abilities).

GHOST SOVEREIGN (+*): 3 in 6 geists are *Ghost Sovereigns* (see Ghostly Special Abilities).

INCORPOREAL (*): All incorporeal undead share the following abilities, immunities, and weaknesses: Bodiless, Ectoplasm, Flight, Powerless in Sunlight, and Weapon Immunity (see below for specifics for the ghost).

Weapon Immunity: Geists are unharmed by non-magical weapons, and are unharmed by magical weapons of less than +2 magical bonus to hit.

LIFE DRAINING TOUCH (*): When a ghost touches a victim it inflicts 2d6 hit points of cold damage and drains three levels.

Spawn Ghost: A creature slain by losing all levels to the life draining touch of a ghost that does not have its soul destroyed by the *Soul Ripper* ability rises again 24 hours later as a presence (0th or 1st level), apparition (2nd level), lost soul (3rd level), wraith (4th level), or haunt (5th level or greater) under the control of its slayer.

POSSESS THE LIVING (+*): 5 in 6 geists can *Possess the Living* (see Ghostly Special Abilities).

SOUL RIPPER (+*): 5 in 6 geists have the ability to utterly destroy the soul of those they drain to death with their life draining touch. They must choose to do this, as it costs them the permanent loss of a number of hit points equal to the level of the victim before the ghost started draining it. If the ghost chooses to do this, the victim gets a saving throw versus Death; if the saving throw fails, the soul of the victim is utterly and permanently destroyed, and the victim cannot be *reincarnated, raised from the dead, or resurrected*, even with a *wish*.

SPECTRAL SORCERY (+*): 5 in 6 geists are immune to all magical spells cast by spell-casters or items based in the Material Plane. Any spell cast or ability used by such a being has utterly no effect on a ghost with this power. Spells cast and abilities used by beings in the Ethereal Plane, on the other hand, affect the ghost as normal.

UNDEAD (*): All undead creatures share the following abilities, immunities, and weaknesses: Infravision, Mindless, Poison Immunity, Silent as the Grave, and Susceptible to Turning.

GHOSTLY SPECIAL ABILITIES

Ghostly Special Abilities	
D100	Ghostly Special Ability
01	Acid Ghost (*)
02	Alien Ghost (* or more)
03	Ancestral Ghost (*)
04	Animal Ghost (* or **)
05	Animate Corpse (*)
06	Armored Ghost (* or **)
07	Blinking Ghost (*)
08	Bloody Ghost (*)
09	Chained Ghost [Earthly Remains] (L)
10	Chained Ghost [Location] (L)
11	Child Ghost (*)
12	Create Remnants (*)
13	Cursed Ghost (L)
14	Damned to Walk the Earth (*)
15	Daywalker (*)
16	Demon Ghost (* or more)
17	Dream Killer (*)
18	Drowned Ghost (*)
19	Drunken Ghost (*)
20	Ectoplasmic Blast (*)
21	Ectoplasmic Touch (*)
22	Embodied Ghost (L)
23	Entropic Attack (*)
24	Environmental Ghost (*)
25	Fast Ghost (*)
26	Fiery Ghost (*)
27	Fortean Apportation (*)
28	Friendly Ghost (*)
29	Frightening Ghost (*)
30	Frost Ghost (*)
31	Ghost Lover (L)
32	Ghost Magician (* to ***)
33	Ghost Object (*)
34	Ghost Priest (* to ***)
35	Ghost Ship (L)
36	Ghost Sovereign (*)
37	Ghostly Head (L)
38	Guardian Ghost (L)
39	Headless Ghost (L)
40	Hungry Ghost (L)
41	Hypnoghst (*)
42	Keening Ghost (*)
43	Laser Ghost (*)
44	Lifelike Ghost (*)
45	Lightning Ghost (*)
46	Material Susceptibility (L)
47	Monster Ghost (* or more)
48	Multiattack (*)
49	Nanny Ghost (L)
50	Negative Energy Blast (*)

Ghostly Special Abilities	
D100	Ghostly Special Ability
51	Nightmare Ghost (*)
52	Object Animator (*)
53	Pipeweed Ghost (*)
54	Plague Ghost (*)
55	Poltergeist (*)
56	Poison Ghost (*)
57	Possess the Living (*)
58	Radioactive Ghost (*)
59	Robotic Ghost (*)
60	Shackled Ghost [Item] (L)
61	Shrouded Ghost (*)
62	Skull Thrower Ghost (*)
63	Special Immunity (*)
64	Spectral Music (*)
65	Spectral Steed (*)
66	Stuck in Time (L)
67	Tasked Ghost (L)
68	Teleport (*)
69	Thunder Ghost (*)
70	Trickster Ghost (*)
71	Unwitting Ghost (L)
72	Vengeful Ghost (L)
73	Wandering Ghost (L)
74	Warning Ghost [White Lady] (L)
75	Wind Ghost (*)
76-00	Roll Twice

Ghostly Special Abilities fall into two broad categories – Limitations (L) and Powers (one or more asterisks (*)); Limitations limit the ghost's power or range, while Powers grant the ghost special abilities that can often, but not always, be useful in combat. Limitations do not modify the ghost's experience point value; Powers add a number of special ability bonuses to the ghost's experience point value equal to the number of asterisks the Power is worth.

Note that there is no limitation on the “Roll Twice” option, so some ghosts may have two, three, or even more special abilities. The only limitation on combinations of special abilities is what the Labyrinth Lord wishes to unleash on his or her campaign.

If *Radioactive Demon Dragon Hypnoghsts* are not your thing, simply roll again or choose your ghost's special abilities.

Note that the demi-human races – dwarves, elves, gnomes, and halflings – and the humanoid races are not included on this list. As the special abilities of these races, such as they are, do not really cross over to the ghostly form with any real meaning, they are not included as a “special ability.” If you wish to have halfling ghosts, by all means, choose to make halfling ghosts.

After all, that's what *Pipeweed Ghosts* are there for...

Acid Ghost (*): This ghost met his mortal end through an unpleasant encounter with acid, such the breath of a black dragon, a large vat of acid in a wizard's laboratory, or some other similar toxic goo that burned and melted its mortal form. The ghost's manifestation, like the body in mortal form, is not a pretty sight, and seems malformed and melted even for a manifested pseudo-material form. The ghost's manifestation oozes very real acid, and the ghost deals 1d6 points of acid damage with every successful touch attack in addition to its normal damage. Any living being within 5' of the ghost suffers 1d3 points of acid splash damage per round.

The *Acid Ghost* can melt and burn items appropriately with its touch, or merely by passing over or through them, leaving behind a trail of nasty acid. The acid remains effective, coating the item or area and damaging anyone who touches it, for one turn per hit die of the ghost. *Acid Ghosts* are immune to acid damage.

Once per round it can also throw a ball of acid up to 20' plus 5' per hit die; the target gets a saving throw versus Spells. If the save fails, the target is struck for 1d6 points of damage plus one point per hit die of the ghost. Any living being within 5' of the target must make a saving throw versus Wands or suffer 1d3 points of acid splash damage.

An *Acid Ghost* can also spend a round extruding an ounce of ectoplasm (suffering the usual 1d4 points of damage from doing so); the next round it vomits this acid in a line shape, 5' wide and 60' long; those caught in the line must make a saving throw versus Breath Attacks. Failure indicates they suffer 1d6 points of acid damage per hit die of the ghost; success indicates they suffer only half damage.

Acid Ectoplasm: As the ectoplasm of an *Acid Ghost* is mixed with its acid, if the ectoplasm is imbibed within one turn per hit die of the ghost, the imbiber actually ingests acid; he suffers 1d6 points of acid damage per ounce consumed with no saving throw. If he dies through this damage, he rises again 24 hours later as an *Acid Ghost* with hit dice equal to half his level, rounded up.

When four ounces of acid ectoplasm are imbibed, the imbiber is able to vomit a line of acid similar to that produced by the ghost who provided the acid. Consumed this way, the ability to vomit the acid lasts for 1d6+6 turns before the ability fades. The imbiber must make a percentile roll against the total number of ounces of acid ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the acid burns the insides the imbiber, who suffers 1d6 points of damage per hit die of the ghost that provided the ectoplasm.

If he dies through this damage, he rises again 24 hours later as an *Acid Ghost* with hit dice equal to half his level, rounded up.

Alien Ghost (*): *Alien Ghosts*, also known as *Space Ghosts*, are ghosts of beings from worlds beyond the knowledge of mortal men. These are ghosts of beings from other worlds, where the bipedal form is unknown, skies are purple and water mauve, and motile flora harvests sessile fauna.

Suffice to say that *Alien Ghosts* are able to take on whatever form and have whatever special abilities the Labyrinth Lord chooses. Strange rays, eerie polymorphing abilities, madness-inducing forms – take whatever you like from your imagination or inspired by anything from Hanna-Barbera and H.R. Pufnstuf to H.P. Lovecraft and H.R. Giger and put it into this thing...

Alien Ectoplasm: This ectoplasm allows the imbiber to do whatever the *Alien Ghost* who provided it did, within the Labyrinth Lord's judgment. However, it is very dangerous to use. Every time it is imbibed, the imbiber must make a saving throw versus Spells; upon failure, he is *polymorphed* into the original alien species from whence the *Alien Ghost* arose. This process requires 1d6 turns, during which the victim is in extreme pain and unable to take any actions. If the alien species is unable to survive on this world, then the newly-formed alien dies... and rises again as an *Alien Ghost* with hit dice equal to half the level of the victim, rounded up.

Ancestral Ghost (*): This ghost haunts the members of its bloodline, including direct and indirect descendants, concentrating its efforts on the closest living relative. Unless it is also a *Friendly Ghost*, its mission is usually to bring death and destruction to its living relatives and descendants. This might be in vengeance; it might be a *curse* that can be lifted through some action.

The ghost always knows where its living relatives and descendants are, and where any ghostly or undead relatives and descendants might still be found. Relatives are at a disadvantage against this ghost; they always suffer a -1 penalty to hit and to damage; a -1 penalty to Morale; and a -1 penalty to any saving throws versus any abilities the ghost uses on them.

Ancestral Ectoplasm: Ectoplasm from this ghost, if consumed, grants the consumer a chance of discovering ancestral secrets and secrets of living relatives of the ghost. The chance of discovering a secret of random sort is 10% per ounce of ectoplasm consumed in one go. The imbiber then falls into a deep sleep for 1d6+6 turns, during which he (potentially) dreams of the secrets of the living and the dead. If the imbiber fails to gain any secrets, he must make a saving throw versus Death; if the save fails he remains stuck in the coma, having horrible nightmares of the ghost's ancestors and relatives, for a number of days equal to the hit dice of the ghost. At the end of this time another saving throw is required; failure indicates the victim dies, to rise again 24 hours later as a ghost with hit dice equal to half his level, rounded up.

Animal Ghost (*, ** if three or more attacks): This ghost is either the ghost of an animal, in which case it can only take on the form of an animal, or a humanoid ghost that can take on animal form, in which case it can take on humanoid, animal, and hybrid form. In animal and hybrid form the ghost has the attack forms of the animal type, dealing the animal's damage on each attack (if it is greater than the ghost's touch damage), with the most damaging attack (usually the bite) also dealing the *fear* or *life drain* effect of the ghost. The ghost can also summon 1d4 hit dice per hit die of living creatures of the animal type (and monstrous relatives) once per day (minimum one animal per summoning); thus a 10 HD dire wolf geist can summon 10d4 hit dice of wolves or dire wolves each day.

Animal Ectoplasm: Four ounces of animal ectoplasm enable the imbiber to *polymorph* into and out of the (living, non-ghost) animal form of the ghost that provided the ectoplasm for 1d6+6 turns. However, the imbiber must make a percentile roll against the total number of ounces of animal ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the save fails he is permanently *polymorphed* into the animal form.

Animate Corpse (*): This ghost can possess and animate the bodies of the dead. Once per day per hit die, this ghost can occupy the skeleton or corpse of a dead being, one at a time, and *animate* it as though it were a skeleton or zombie; the possession and animation of the body requires a full round.

The skeleton or zombie has its normal hit dice, plus a number of hit points equal to the hit dice of the ghost. The animated body has its normal attacks, with its normal attack damage or the ghost's touch damage, whichever is greater, which also deal *fear* or *life drain* damage as per the ghost's ability. The animated body shares the same weapon immunities as the ghost. The ghost can use any other special abilities it possesses while in the animated body, except of course the salient *Incorporeal* sub-abilities. If the body is harmed or destroyed, the ghost's hit points remain unaffected; when the body is destroyed, the ghost must immediately leave the body, an action which requires a full round.

Corpse Ectoplasm: Four ounces of corpse ectoplasm consumed allows the imbiber to cast the *animate dead* spell at a level equal to that of the hit dice of the ghost that provided the ectoplasm. However, every time this is done, there is a percentage chance equal to the hit points of the newly animated dead that the undead becomes occupied by its own *spawned ghost* (see the new *spawn ghost* spell in *Spooky Spells*), which automatically has the *Animate Corpse* special ability, among any others. This ghost has an unquenchable hatred of its creator, and seeks to slay him immediately. If the animated being is a zombie, there is a 50% chance that the creature inadvertently spawned is a *myrkridder* (a form of corporeal undead) rather than a ghost.

Armored Ghost (* for leather or chain or ** for plate, plus * for magic armor): This ghost takes the form of a suit of armor; the ghost is the armor, and the armor is the ghost. Roll on the Armored Ghost table to determine the form of armor:

Armored Ghost Table		
D100	Armor	AC
01-05	Padded (1)	8
06-10	Leather (1)	7
11-15	Studded Leather (2)	6
16-30	Scale Mail (2)	6
31-40	Chain Mail (3)	5
41-45	Splint Mail (4)	4
46-50	Banded Mail (4)	4
51-75	Plate Mail (5)	3
76-00	D6: 1-3 Shield, 4-6 Helmet (3)	-1

The number in parenthesis is the chance in 6 that the armor also comes with a shield.

The armor grants the ghost a number of hit dice equal to 9 less the Armor Class of the armor (including shield, if any). The armor (and shield) has a 5% chance of being magical per hit die of the ghost. Add the hit points of the armor to the hit points of the ghost; the hit dice of the armor do not count for any other purposes.

The ghost is also equipped with a *ghost-touched* weapon; when chain, splint, banded, or plate usually of a type used by a knight (long sword, mace, morning star, battle axe, etc), when leather usually the type associated with a thief or assassin (short sword, dagger). The weapon has a 5% chance per hit die of the ghost of being magical. The ghost attacks with the weapon, using the weapon's damage or its own touch damage, whichever is greater, as well as fear or life energy drain.

If the ghost is destroyed, the armor is likely destroyed, too; the chance is a percentage equal to the total hit points of damage the ghost suffered from spells ere it was destroyed. If the armor is magical, it is armor of etherealness (see *Eerie Enchanted Items*). The weapon remains unharmed, though it remains in whatever plane the ghost was in when it was destroyed.

Armor Ectoplasm: Four ounces of armor ectoplasm enables the imbiber to manifest ghostly armor around his body, providing an Armor Class commensurate to the armor type of the ghost that provided the ectoplasm. This armor lasts for 1d6+6 turns. Magic-users can use this armor without any ill effect on their spell-casting abilities. If the wearer of the armor is ever reduced to 0 hit points while wearing the ghost armor (or alternately, and/or if he ever fumbles or is critically hit, if such rules are used), he must make a saving throw versus Spells; if he fails, the armor and he and all he wears and carries are sucked into the Ethereal Plane...

Blinking Ghost (*): This ghost rapidly *blinks* in and out of the Material Plane and the Ethereal Plane. This ability operates in the same fashion as the *blink* ability of a blink dog. Thus if the ghost wins initiative, the defender rarely gets a chance to attack back. The blinking ghost can also change its form in between blinks, from normal to horrific form, in order to enhance the fear and horror of its victims; if it does so, victims who witness this must make a saving throw versus Spells; failure indicates that they suffer the effects of the *cause fear* spell (use the Fear Effects Table, above).

Blinking Ectoplasm: Four ounces of blinking ectoplasm are effectively a *potion of blinking*, cast at a level equal to 6 plus the HD of the ghost. Every time such is imbibed, however, the imbiber must make a percentile roll against the total number of ounces of blinking ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the final time the imbiber blinks away, he blinks straight to the Ethereal Plane and remains there...

Bloody Ghost (*): This ghost is covered in blood, and trails blood wherever it goes. It always leaves behind pools of blood, splotches of blood on walls and objects that it passes through, and handprints of blood on anything it “touches.”

A *Bloody Ghost* can create a 5' by 5' by 5' cube of blood and gore per hit die per round; the blood seems to flow out of the floor, walls, and ceilings, even in a sealed room. The blood is always stale and unpleasant; it smells like it has been bubbling and fermenting in a corpse for several days, and is filled with chunks of gore. *Bloody Ghosts* often fill a room with this blood, maintaining cohesion through its control of blood, trying to drown victims like rats in a barrel. The only way to stop this attack is to damage to the ghost, which must then make a saving throw versus Death; failure indicates that its concentration is broken, and the blood flows away like normal.

The ghost also has a special drowning attack. If it hits a target with its touch attack with a natural 18-20, it strikes the target in the mouth. In this case, it forgoes the usual *fear* or *life drain* effect, choosing instead to fill the victim's mouth, nose, throat, and lungs with blood. Each round thereafter that the ghost maintains its hold the victim must make a saving throw versus Death; failure indicates that it begins drowning.

On the first round of drowning, the round when a victim fails its saving throw, the victim falls unconscious; on the second, the victim is reduced to 0 hit points and is dying; on the third round the victim dies.

Victims slain through drowning by a *Bloody Ghost*, directly or indirectly, even if not slain through life energy loss, rise again 24 hours later as a *Bloody Ghost* under the control of their slayer.

Bloody Ectoplasm: Bloody ectoplasm is very useful in the *summon monster* spells; when bloody ectoplasm is used as a material component of these spells, every ounce of bloody ectoplasm used ensures that one hit die of the creatures summoned is at maximum. Thus, if eight ounces of bloody ectoplasm are used in a *summon monster I* spell, each of the eight 1 HD creatures will have 8 hit points per hit die. However, there is a percentage chance equal to the hit points of each creature that the *summoned* creature turns on the summoner and attacks him, rather than obeys him.

Bloody ectoplasm is also of use in the casting of *simulacrum*; if 20 ounces of bloody ectoplasm from the same ghost is used to create a simulacrum, the simulacrum is equivalent in memories and level to the ghost at the time it died its mortal death. Memories and level of ability are reduced 5% per ounce less than 20. There is a percentage chance equal to the hit points of the simulacrum that it knows that its true soul is out there, as a ghost, and thus goes mad; it seeks to destroy its creator and re-unite with its original soul.

Chained Ghost [Earthly Remains] (L): This ghost must remain near its earthly remains. It must remain within 60' of its body per hit die of the ghost. If its earthly remains are moved, it must follow them; if its earthly remains are split up, it must follow the skull. If a chained ghost's earthly remains are destroyed (cremated, crushed, disintegrated, *etc.*) and scattered to the four winds, it is freed from this limitation. A ghost with this limitation suffers a +10% chance to be *exorcized* if the spell is cast upon its earthly remains.

Chained Ghost [Location] (L): This ghost must remain near it's the site of its death. It must remain within 60' of the point at which it died per hit die of the ghost. The ghost has no connection to its earthly remains; casting an *exorcism* on its earthly remains has no effect on it. The *exorcism* spell can be cast on the site of the ghost's death, with the same effect as though the spell had been cast on its earthly remains.

Child Ghost (*): This ghost is the ghost of a child; note that while all ghosts with the *Child Ghost* special ability were children at the time of their death, not all children who become ghosts have the *Child Ghost* special ability, which is both a limitation of sorts as well as a special power.

This ghost upon first encounter usually seems quite normal and completely un-ghost-like; to all normal appearances, the *Child Ghost* looks like a young child age three to 12. The *Child Ghost* is always looking for a parent or guardian; mother or father, or perhaps an aunt or uncle, sometimes an older brother or sister. The child always asks if the encountered person is said parent, i.e., “Are you my mommy?” even if the gender and race of the one questioned is completely wrong. Answering affirmatively is the best possible answer; equivocal responses are usually OK; answering negatively and derogatively is always *bad*...

If the answer is a forceful negative, the *Child Ghost* then reveals itself in horrible fashion, transforming from an innocent young child to a horrible, hideous ghostly thing in an instant. Viewers must make a saving throw versus Spells with a penalty equal to the hit dice of the ghost; failure indicates that they are affected with fear, as per the *cause fear* spell (use the Fear Effects Table, above). Thereafter the *Child Ghost* attacks with unbridled fury, gaining a +2 bonus to hit and damage. When the *Child Ghost* thereafter is first struck and suffers damage, it must make a Morale check; if it fails, it flees, transforming into the child form again and weeping uncontrollably. Otherwise it continues to attack.

If the answer is equivocal and/or a kindly negative (“I am not your mommy, but maybe I can help you?”), the *Child Ghost* continues its line of questioning with others present, each in turn, until it gets a negative answer or positive answer. If all are questioned with no unequivocal answer, it must make a reaction check. A positive reaction indicates that it wishes to play with those it questioned; a negative indicates an attack as above; neutral means it skips away humming a wordless tune, and will leave those it questioned alone.

A positive answer, even if apparently impossible, means the *Child Ghost* latches onto the answerer as firmly as any child who has lost a parent possibly can. Provided the answerer acts in all ways as the parent or guardian, and follows the ghost’s advice about what the ghost knows, the ghost remains happy; the ghost will even act to protect the new guardian, if the guardian was protecting the *Child Ghost* and is grossly endangered when doing so, provided the *Child Ghost* makes a Morale check. If defending its new guardian, the *Child Ghost* gets a +2 bonus to hit and to damage with its attacks. The *Child Ghost* also uses its abilities to help and impress its guardian, often to the guardian’s detriment, embarrassment, or danger...

Acknowledging that the *Child Ghost* is dead and a ghost causes the *Child Ghost* no grief; being a child, it simply assumes this is the way of things. It even knows that it “sleeps” by day and fades away in daylight (it always expects stories and kisses when it is time to “sleep”). However, if at any time the new guardian *ever* lets on that he is not truly the proper guardian, then the *Child Ghost* must make a Morale check; failure indicates it realizes the ruse, and its own self deception, and immediately attacks its erstwhile guardian.

Child Ectoplasm: Four ounces of child ectoplasm acts as per a *potion of longevity* when imbibed. Each time child ectoplasm is consumed, however, the imbiber must roll percentile dice against the number of ounces of child ectoplasm he has consumed in his lifetime. If the roll is less than or equal to the total number of ounces consumed, all reversal of aging is undone; additionally, the imbiber must make a saving throw versus Death. If the save fails, the imbiber not only has all the reversal of aging undone, he also ages a like number of years! This reversal of aging happens instantly. If this aging then ages the imbiber to death, he rises again 24 hours later as a ghost with hit dice equal to half his level, rounded up.

Create Remnants (*): Remnants are the reflected memories of ghosts that once were, or of souls that left an impression upon death but were not strong enough of will, anger, or hatred to draw in enough negative energy from the Negative Energy Plane to exist as ghosts. Often, when people die en masse, one or more ghosts remain, with many, many remnants associated with those ghosts.

This ghost can call upon and evoke the remnants that were formed at the time of its death, by the destruction of its ghostly brethren, or by the subsequent death of its victims that did not rise again as ghosts. A ghost with this ability can manifest 1d4 remnants per hit die at a time. These remnants must remain within a 20’ diameter circle per hit die of the ghost, and the ghost can travel no further than 20’ distant from the outer edge of that circle, or the remnants vanish. If the ghost is an *Environmental Ghost*, the remnants can manifest anywhere within that ghost’s environment, regardless of distance from the manifestation of the ghost.

A remnant has no will of its own, has no ability to attack, has an Armor Class of 9, only 1 hit point, and otherwise operates much like a weak *unseen servant*. It takes on the form of the being it is based upon when it died, though the ghost that manifests the remnant can alter its appearance to suit its needs, within a narrow band of alteration from the original form. For example, remnants of royal guards can look like healthy, mortal royal guards; take on the form of the royal guard at death, with wounds and burns; take on the form of empty suits of armor; and so forth. Remnants act as though they were programmed illusions, with a little leeway based on the possibilities inherent in their type.

Any remnants that are destroyed cannot be created again for 24 hours; the ghost can otherwise dismiss and re-create them at will.

If the ghost is within the boundaries of the area of remnant manifestation, it can instantly switch places with any one of the remnants through a limited form of *teleportation*. Anyone viewing the sudden shift from remnant to ghost must make a saving throw versus Spells; failure indicates the viewer is stunned with surprise for 1d4 rounds, and cannot act. Having seen the ghost pull that stunt before, any other viewer gets a +2 bonus to save against the same effect by the same ghost.

Remnant Ectoplasm: Four ounces of remnant ectoplasm enables the imbiber to create 1d4 manifestations per hit die of the ghost, of the type appropriate to the ghost that provided the ectoplasm. The remnants act as *unseen servants*, doing the imbiber’s bidding for 1d6+6 turns.

Every time such ectoplasm is consumed however, the imbiber must make a saving throw versus Spells; failure indicates that the remnants turn against the imbiber and attack him, each possessing the combat abilities of a base-line presence (no additional special abilities).

Cursed Ghost (L): This ghost was created through the application of the *bestow curse* spell, cast upon the body of the deceased within one turn (10 minutes) of death. The ghost is in all respects the same as other ghosts, with the limitation that it cannot attack the caster of the curse that created it. *Cursed Ghosts* can also be created through the *cursed scroll of the unholy spirit*.

A *Cursed Ghost* can be released from its duress vile, allowing its soul to go on to its eternal reward, if a remove curse spell is cast upon the ghost. If the ghost then makes a successful saving throw versus Spells, the curse is lifted and the soul is freed.

Damned to Walk the Earth (*): This ghost is particularly difficult to destroy, as its mortal sins not only deny its soul refuge in the Celestial Realms, it is also accursed by the Netherworld, and is rejected by the Hells whenever it is returned by being destroyed on the Material Plane.

Whenever this ghost is destroyed, it simply rises again the next night, at full hit points and with full power. There is only one way to permanently destroy this ghost; each ghost has a unique prophecy, legend, or myth surrounding its one means of destruction. This information might be commonly known, even among the local peasantry, or it might be all-but-lost information, locked away in some half-rotting scroll in a moldering, ruined library.

The means of allowing the ghost's destruction are not impossible, merely often extremely difficult, or vaguely worded and thus readily misinterpreted. It might require the use of a specific weapon; it might require the last blow be delivered by the blood of the ghost's original killer; it might require that the ghost be "slain by the hand of no man born of woman," *etc.* If the means of destroying the ghost are fulfilled, then the ghost can be destroyed; sometimes the actions themselves destroy it, sometimes the actions merely allow it to be destroyed.

Damned Ectoplasm: Four ounces of damned ectoplasm provide the consumer with a limited form of immortality, should he survive consuming the ectoplasm. First, upon consuming the ectoplasm, the imbiber must make a percentile roll against the total number of ounces of damned ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Death. If the save fails, he dies, and rises again 24 hours later as a ghost with hit dice equal to half his level (rounded up).

If he passes through the percentile check without needing to make a saving throw, or if he succeeds in his saving throw, the next time he is slain, his soul does not go on to its eternal reward or damnation...

First, upon death, his body (not including any equipment) instantly warps itself into the Deep Ethereal, wreathed in a protective cocoon of ectoplasm. There it remains, floating and

bobbing, for a number of days and nights equal to the deceased's maximum hit points, healing 1 hit point per day and night.

Upon the night he reaches full hit points, the deceased bursts forth from the Ethereal Plane into the Material Plane, nude like a newly-born babe and covered in generic ectoplasm. He appears in whatever place he last considered the safest, whether that was his home, a castle, or an inn. He then loses a single life level. If this loss slays him he returns 24 hours later as a ghost with hit dice equal to half his original level (rounded up).

Those who are reborn through this effect add a number of points to their Sixth Sense score equal to their level, and automatically become *mediums*.

Daywalker (*): This ghost is equally at home in light and darkness, and does not fade into the Ethereal Plane in sunlight; it can move, act, attack, and use all its special abilities in daylight; and is otherwise unharmed by any form of light.

Daywalker Ectoplasm: This ectoplasm is of use mostly to other undead creatures, especially vampires, and other monsters that are ill affected by the light of the sun. Such creatures, if they consume four ounces of daywalker ectoplasm, can walk around in the sun and remain unharmed; they also retain all their special abilities that might otherwise fade away while in sunlight, and suffer no penalty to attacks, saving throws, or other effects due to sunlight. The effect remains for a number of hours equal to the hit dice of the ghost that provided the ectoplasm, plus 1d6 turns.

There is a percentage chance equal to the hit dice of the ghost that provided the ectoplasm that the imbiber ends up drunk on the power provided, and acts giddy, boisterous, and uncharacteristically happy during the duration of the effect. If this occurs, the imbiber must also make a saving throw versus Spells; if the save fails, during the duration of the effect, he also sparkles and glitters in the daylight.

Demon Ghost (* or more): This ghost is the ghost of a demon that delved too deeply into the Negative Energy Plane seeking dreadful power and eldritch wisdom. It was blasted by that power, with the tattered remnants of the demon's Chaotic soul impressed into the Material Plane as a ghost.

A *Demon Ghost* has most of the abilities of the demon type it was during its prior existence. They have a number of hit dice equal to their type of ghost, with a bonus to hit points equal to the hit dice of their demon type as well as any hit point bonus normally enjoyed by that demon type.

They have all their normal physical attacks as a demon; their strongest attack deals their fear or life drain attack. Roll a d10 for each of the special abilities that the demon possessed, including common demon abilities; if the number rolled is

equal to or less than the *Demon Ghost's* hit dice, counting each +3 bonus hit points or portion thereof as a hit die, it still possesses that special ability as a *Demon Ghost*.

Demon Ectoplasm: Imbibing four ounces of demon ectoplasm enables the imbiber to attempt to *gate* in a demon or demons appropriate to the type the demon could have itself *gated* (even if it lost this ability when it became a ghost). If the gate attempt is successful, the imbiber must make a saving throw versus Spells, with a modifier based on the relative hit dice of the summoned demon versus the hit dice of the ghost that provided the ectoplasm (a bonus equal to the difference if the ghost is of higher hit dice than the demon's hit dice, a penalty if reversed). If the saving throw is successful, the imbiber has control of the demon, and may order it to do his bidding for 1d6+6 turns, at the end of which the demon disappears, sooner if the imbiber dismisses him. If the saving throw fails, the demon is free to do as it wishes...

Dream Killer (*): This ghost can enter the dreams of sleeping victims, transform them to nightmares, and thereby kill its victims. The ghost, who must be in the Near Ethereal, must co-locate itself within the sleeping target; this is not *possession*, merely co-location. The target then gets a saving throw versus Spells; if the save fails, the ghost has entered the sleeping victim's dreams, and turned them into deadly nightmares. If the save succeeds, the ghost may try again the next round, but only gets one try per hit die per night (total, not per victim).

The ghost and the victim enter into a one-on-one battle in a landscape created by the ghost's will and the victim's nightmares. If the victim takes wounds in the dream world, the wounds are real on their body in the waking world; if the victim is slain during this combat, they die in real life. If the ghost is destroyed in the dream world, it gets a saving throw versus Spells; if successful, it is not destroyed, but cannot attack the same victim through dreams during the same night. Unless the ghost is destroyed, any wounds it suffers in the dream world are not real in the waking world.

The victim may not awaken of its own volition while the ghost is in its dreams; it must either defeat the ghost, succeed in hitting the ghost with a roll of Natural 20 (which ends the dream), or be shaken awake by someone in the waking world. This last still requires a successful saving throw versus Spells to waken each round the victim is being shaken.

The dream combat begins much like a normal dream of normal life; then things go quickly askew into a strange and weird dreamscape. The victim starts with only normal clothing and no weapons. Once the victim realizes it is in a dream and in danger, they can try to control a portion of the dream, to enable them to find armor, weapons, tools, and even allies. To find these, they must make a successful saving throw versus Spells for each item or person they seek to find. Allies can be found only if the ally is also asleep and dreaming; otherwise

they cannot be found, and if such an ally is "found" and is not sleeping, it is actually the ghost in disguise!

Any ally that joins in a dream combat operates under the same rules as the original target; if they are wounded in their dreams, they are wounded in the waking world, and if they die in their dreams, they die in the waking world!

Dream Ectoplasm: Imbibing four ounces of dream ectoplasm enables the imbiber to effectively become a *Dream Killer* ghost with their normal, everyday abilities, armor, weapons, and so forth. Their soul leaves their body in ethereal form, and the imbiber may then seek out and attack a sleeping target exactly as above. The imbiber gets a number of chances to initiate dream combat equal to the hit dice of the ghost that provide the ectoplasm. Unlike a true *Dream Killer* ghost, if the imbiber dies in the dream combat, he dies for real. And in such cases, rises again 24 hours later as a *Dream Killer* ghost with hit dice equal to half their level, rounded up.

Drowned Ghost (*): This ghost resulted from a violent and horrific drowning, usually as a form of murder, though sometimes by tragic accident. The ghost's manifestation form is always wet and dripping, trailing water and sometimes seaweed wherever it goes while on the Material Plane. The ghost is immune to any kind of water or ice attack.

A *Drowned Ghost* can create a 5' by 5' by 5' cube of water per hit die per round; the water seems to flow out of the floor, walls, and ceilings, even in a sealed room. The water is always murky and unpleasant, and not at all potable, smelling and tasting like it has been bubbling in a corpse for several days. *Drowned Ghosts* often fill a room with this water, maintaining cohesion through its control of water, trying to drown victims like rats in a barrel. The only way to stop this attack is to damage the ghost, which must then make a saving throw versus Death; failure indicates that its concentration is broken, and the water flows away like normal.

The ghost also has a special drowning attack. If it hits a target with its touch attack with a natural 18-20, it strikes the target in the mouth. In this case, it forgoes the usual *fear* or *life drain* effect, instead encasing its victim's head in a bubble of water, seeking to fill the victim's mouth, nose, throat, and lungs with water. Each round thereafter that the ghost maintains its hold the victim must make a saving throw versus Death; failure indicates that it begins drowning.

On the first round of drowning, the round when a victim fails its saving throw, the victim falls unconscious; on the second, the victim is reduced to 0 hit points and is dying; on the third round the victim dies.

Victims slain through drowning by a *Drowned Ghost*, directly or indirectly, even if not slain through life energy loss, rise again 24 hours later as a *Drowned Ghost* under the control of their slayer.

Drowned Ectoplasm: Imbibing four ounces of drowned ectoplasm enables the imbiber to create and control water as though the imbiber were a *Drowned Ghost* with the hit dice of the ghost that provided the ectoplasm. The effect lasts for 1d6+6 turns. Every time such is imbibed, however, the imbiber must make a percentile roll against the total number of ounces of drowned ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, water begins pouring out of the imbiber's mouth as his lungs fill. Each round for 1d6+6 rounds the imbiber must make a saving throw versus Death; failure indicates he begins drowning, as above. If he drowns, he rises again 24 hours later as a *Drowned Ghost* with hit dice equal to half his level, rounded up.

Drunken Ghost (*): This ghost died due to excessive drinking of alcohol, died while he was drunk, died by drowning in alcohol, or died while wishing he had one more drink of alcohol.

A *Drunken Ghost* leaves behind trails and pools of skunked beer, vinegary wine, or expired spirits wherever it goes; usually of a single type, the last type it drank, or the favorite type it had in life.

A *Drunken Ghost* starts out the night sober, a terrible place for a dead man to be, and always seeks out the nearest alcohol; the Drunken Ghost can sense the nearest alcohol within a number of miles equal to its hit dice. If needs be it will kill to get it, but as even Chaotic (Evil) *Drunken Ghosts* often prefer to drink in company, it will be happy if its victims merely "share the wealth."

The *Drunken Ghost* can "touch" a mug of beer, a jack of wine, or a shot of spirits; most prefer to life the glass, tip it back, and seem to "drink" it when doing so, with the fluid merely passing through its body and splashing onto the floor. By doing this it strips the fluid of its alcohol and its taste and cures itself of 1 point of damage, or, if already at its personal maximum hit points, temporarily gains 1 hit point.

It also becomes drunker for every such drink it thus "consumes" above its personal hit point maximum. When the ghost reaches a point where each drink makes its hit points rise to a certain point above its normal hit point limit, it begins to get drunk:

At 1 hit point per hit die above the norm, it is Topsy, and gets a +1 bonus to Morale.

At 2 hit points per hit die above the norm, it is Moderately Drunk, and gains a +2 bonus to Morale and a -1 penalty to hit in combat

At 3 hit points per hit die above the norm, it is Severely Drunk, and gains a +3 bonus to Morale and suffers a -3 penalty to hit in combat.

At 4 hit points per hit die above the norm, it "passes out" drunk, and "falls asleep," gliding off to some corner to snore until sunrise.

2 in 6 *Drunken Ghosts* are also *Friendly Ghosts*. Many others are at least *Cantankerous*, if not downright *Unpleasant*. Most are *Mean Drunks*...

Ecto-Nog: There is no magical benefit to be gained from imbibing Ecto-Nog, the ectoplasm left behind by a *Drunken Ghost*, beyond the pleasure of drinking the purest form of alcohol known to man (though it still falls short of the nectar of the gods). For that is what the ectoplasm of a *Drunken Ghost* is, pure, distilled alcohol, otherwise known as "Ghostshine," or "Haunted Hooch." A single small shot of one ounce of Ghostshine is as potent as 1d6 mugs of beer, glasses of wine, or shots of other spirits per hit die of the ghost who provided it.

Needless to say, Ecto-Nog can be lethal, if consumed in too great a quantity (or too great a quality). How this works depends on the method you use in your own campaign regarding alcohol. Generally, if more equivalents of mugs/glasses/shots of normal alcohol are consumed than the Constitution score of the imbiber, the imbiber must make a saving throw versus Poison; failure indicates that the imbiber passes out, drunk, instantly. Failure with a Natural 1 indicates that the victim dies of alcohol poisoning 1d6 turns later, and rises again immediately as a *Drunken Ghost* with hit dice equal to half their level, rounded up.

Ectoplasmic Blast (*): This ghost can shoot a line of slimy, sticky ectoplasm; sometimes the line is from the hands, often it is vomited forth from the mouth. Range is 10' plus 5' per hit die in a line 5' wide. All those caught within the line must make a saving throw versus Breath Attacks; failure indicates that they are struck by the line of ectoplasm and covered in the sticky slime.

Those covered in the sticky, slimy ectoplasm are effectively paralyzed for 1d6 rounds per hit die of the ghost; all they can do is writhe around and try to scrape the slime off. It is a form of mental compulsion, as the mind of the victim rebels at the unnatural stuff stuck to him. The time is halved for each companion who helps to scrape the slime off of the victim.

Ectoplasm created by an *Ectoplasmic Blast* is a lesser form of ectoplasm, not useful for magical purposes.

Blast Ectoplasm: Consuming four ounces of blast ectoplasm enables the imbiber to vomit forth a jet of sticky, slimy ectoplasm, with the same range and effect as per the ghost that provided the ectoplasm. The ectoplasm must be vomited forth within 1d6+6 turns of consuming the ectoplasm. Every time this ectoplasm is consumed, the imbiber must roll percentile dice against the total number of ounces of blast ectoplasm he has ever consumed; if the roll is equal to or less than the number consumed, he must make a saving throw

versus Spells. Failure of this saving throw indicates the imbiber suffers a number of points of damage internally equal to the number of rounds the slime would have paralyzed a target (1d6 to 10d6). If the ectoplasm slays the imbiber thusly, he explodes dramatically, showering all within 5' per hit die of the ghost with slimy, sticky ectoplasm (save versus Breath Attacks to avoid). If he dies thusly, the imbiber rises again 24 hours later as a ghost with a number of hit dice equal to half his level, rounded up; the new ghost possesses the *Ectoplasmic Blast* special ability.

Ectoplasmic Touch (*): This ghost's touch attack, in addition to hit point damage and *fear* or *drain life*, also covers the victim in ectoplasm, as per the *Ectoplasmic Blast*, above. A target struck by an *Ectoplasmic Touch* must make a saving throw versus Breath Attack; failure indicates that they must spend 1d6 rounds per hit die of the ghost effectively paralyzed, as per *Ectoplasmic Blast*.

Touch Ectoplasm: As per blast ectoplasm, above, but for a touch attack, and with all the usual possible downsides.

Embodied Ghost (L): This ghost is trapped in a material object; unlike a *Shackled Ghost*, who is tied to an item, the *Embodied Ghost* actually *is* the item, for all intents and purposes. An *Embodied Ghost* loses the *Bodiless*, *Ectoplasm*, and *Flight* aspects of its *Incorporeal* ability, though it retains the *Powerless in Sunlight* weakness and the *Weapon Immunity* ability. They retain all other salient ghost abilities.

Embodied ghosts are stuck in the object in which they are embodied; this might be an idol, medallion, statue, or other solid object; the object cannot ever have been alive, in the fleshy living sense. If the object is vaguely humanoid, such as a statue or idol, the Embodied Ghost can walk, albeit slowly (at 30' (10') at best); if the object is small, like a medallion, it can perhaps roll along at a slow pace. Most objects can move a little, if slowly, jerkily, via hopping here and there and not exactly in a straight line.

If the object is humanoid and has a mouth, or has a face with a mouth carved on it, or other similar orifice, the ghost can speak; it can also speak telepathically with anyone touching the object.

If the object has appropriate structures, such as limbs or rope or other members, the ghost can attack with its touch attack and other special abilities; if not, it can only use its *fear* and *drain life* abilities on those who willingly touch it, or who are touched by it, if handled by another being allied with the ghost.

Embodiment is a *curse* on ghosts, sometimes enforced by the gods, other times by necromancers, and more rarely by more powerful ghosts. Embodiment can be lifted by having *remove curse* cast upon the object; if the ghost then makes a successful saving throw versus Spells, the *curse* is permanently

lifted. Otherwise it is only lifted for 1d6 turns plus one turn per caster level, and then the ghost, wherever it is, is drawn back into the object at a rate of 1,200' (400') per round. If the *curse* is not lifted, the object the ghost is embodied in cannot be destroyed.

Some primitive tribes regard *Embodied Ghosts* as minor deities, and worship them as such. Other *Embodied Ghosts* can be found in wizard's lairs, where they serve as guards or informants; these, if in idol form, are often confused with living statues, gargoyles, and golems.

Entropic Attack (*): This ghost can choose, when it makes a touch attack, to deal aging damage rather than *fear* or *life drain* damage. If it does so, instead of causing *fear* or *draining* levels, the ghost ages the victim 1d4 years per hit die. Also, whenever the ghost surprises a victim, the victim ages 1 year per hit die of the ghost. If a victim reaches its maximum age, it dies of old age! Beings killed through being aged to death may not be *reincarnated*, *raised* or *resurrected*.

Entropic Ectoplasm: Four ounces of entropic ectoplasm is equal to a *potion of longevity*, with the salient differences being that the percentage checked each time entropic ectoplasm is consumed is equal to the number of ounces of entropic ectoplasm the imbiber has consumed in total, and that if the imbiber fails to reverse his aging and instead ages, if he dies he rises again as a ghost with hit dice equal to half his level, rounded up, and possessing the *Entropic Attack* ability.

Environmental Ghost (*): This ghost is inextricably tied with its local environment; this is both a limitation and a power, as, though the ghost cannot leave its environment, it grants the ghost certain potent abilities within its environment. The environment can be as limited as a single room, hut, or hovel; a house, palace, dungeon, or camp ground; or as large as a forest, lake, or mountain valley. The ghost knows everything that goes on within its environment, and knows where every being is within its environment, provided said being or actions are not shielded by magic. The ghost is able to *teleport* anywhere within its environment, instantly and without error.

The ghost can animate materials native to its environment – dolls in a nursery, suits of armor in a palace, dead trees in a forest – one such item at a time per hit die, with each such item having a number of hit points equal to the hit dice of the ghost. Such items do 1 point of damage if small, 1d3 if medium, and 1d6 if large, attacking once per round with the same hit dice as the ghost. If such an item is destroyed, the ghost must make a saving throw versus Spells; if the save fails, all such animated objects fall to the ground, and it cannot animate such items again until the next night.

Within its environment, the ghost can cause all the effects of the *guards and wards* spell to occur, one effect per round, at will. The effects remain until dismissed by the ghost or overcome normally, or the ghost is destroyed.

The weakness of this special ability is that if the environment of the ghost is harmed, the ghost is also harmed, and if the environment is destroyed, the ghost is almost certainly destroyed... and vice versa. If the environment takes a significant amount of damage, the ghost takes a similar amount of damage, commensurate with the amount of damage versus the size of the environment. Thus, if a forest fire destroyed half of the trees in the forest of a *Forest Ghost*, the ghost loses half its hit points. If a sledge hammer is used to knock down a supporting beam of a haunted longhouse, the ghost of the longhouse takes damage commensurate to that of a war hammer. And so forth...

If the environment is destroyed, the ghost must make a saving throw versus Death; if the save fails, the ghost is destroyed. If the ghost is destroyed, the environment must make the same saving throw versus Death, as per the ghost; if the save fails, the environment is also destroyed. Thus if a ghost whose environment is a manor house is destroyed, the manor house quickly falls to pieces, or is even sucked into the Ethereal Plane, wholly or piece by piece. If a *Forest Ghost* is destroyed, its forest withers and dies and rots in mere minutes, hours, or days. If a *Lake Ghost* dies, the lake drains away into the Ethereal Plane... and so forth.

Environmental Ectoplasm: Consuming four ounces of environmental ectoplasm allows the consumer to have the same abilities and powers... and *limitations*... as the ghost of that environment for 1d6+6 turns. Essentially, it sets up the imbiber as the anti-ghost of that environment. The imbiber is able to see that ghost, even if it is on the Deep Ethereal, and can attack it as though he were also on the Ethereal Plane (as he is, within the limits of the ghost's environment). If the environment suffers damage, so does the imbiber; however, if the imbiber dies, nothing happens to the environment. If the imbiber dies while under the effect of the ectoplasm, he rises again immediately as an *Environmental Ghost* tied to the same environment, of hit dice equal to half his level rounded up, and must make a saving throw versus Spells; failure indicates that he is under the control of the original ghost of that environment.

Fast Ghost (*): This ghost's movement speed is twice as fast as normal when manifesting on the Material Plane, five times as fast when exclusively in the Near Ethereal, and ten times as fast when exclusively in the Deep Ethereal.

Fast Ectoplasm: Four ounces of fast ectoplasm doubles the movement rate of the imbiber for 1d6+6 turns. Every time such is imbibed, however, the imbiber must make a percentile roll against the total number of ounces of fast ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, he quickly fades away from the Material Plane and shifts into the Ethereal Plane... it is a one-way trip, so hopefully he has some way of getting back!

Fiery Ghost (*): This ghost's mortal form died a fiery death, likely burnt at the stake, fried by a fireball, or charred to ashes by dragon's breath. When it manifests in the Material Plane, the ghost can immolate its form with fire. Anyone within 5' of the ghost automatically suffers 1d6 points of fire damage each round. In addition to its normal damage, its touch attack and all thrown weapon attacks deal 1d6 points of fire damage.

Anything it touches that is flammable bursts into flames, and continues burning as normal unless the fire is put out or runs out of fuel. The *Fiery Ghost* is immune to natural and magical fire.

Once per round it can also throw a fire dart up to 20' plus 5' per hit die; the target gets a saving throw versus Spells. If the save fails, the target is struck for 1d6 points of damage plus one point per hit die of the ghost.

A *Fiery Ghost* can also spend a round extruding an ounce of ectoplasm (suffering the usual 1d4 points of damage from doing so); the next round it throws this ectoplasm, which acts all respects like a *fireball* spell cast by a magic-user of a level equal to the ghost's hit dice.

Fiery Ectoplasm: When four ounces of fiery ectoplasm is imbibed the imbiber may cast a *fireball* equal to that of a magic-user with as many levels equal to the hit dice of the ghost that provided the ectoplasm. Consumed this way, the ability to cast the *fireball* lasts for 1d6+6 turns before the ability fades. The imbiber must make a percentile roll against the total number of ounces of fiery ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the ectoplasm burns the insides the imbiber, who suffers 1d6 points of damage per hit die of the ghost that provided the ectoplasm. If he dies through this damage, he rises again 24 hours later as a *Fiery Ghost* with hit dice equal to half his level, rounded up.

Fortean Apportation (*): This ghost is able to cause the sudden and inexplicable appearance of a rain of small objects or creatures. Each ghost has one or more types of objects or creatures that it can cause to come into being; these are usually based on its mode of death. The most common objects are small stones, broken bones, small knives, blood, frogs or toads, bird's eggs, fish, spiders, worms, bats, rats, or even the heads of cats, dogs, humans, and larger creatures.

The ghost can cause this rain to fall in an area 10 yards in radius per hit die (10' radius per hit die indoors). The rain can be innocuously if frightfully light to deadly heavy; if deadly heavy, all while within the area of effect suffer 1d6 points of damage plus one point per hit die of the ghost; victims who make a successful saving throw versus Breath Attacks each round suffer only half damage. Those who hide under awnings, overhangs, and the like suffer no damage.

The ghost can produce a Fortean apportionment once per night per hit die. The apportionment lasts for 1d6 rounds plus one round per hit die of the ghost.

Apportionment Ectoplasm: Four ounces of apportionment ectoplasm may be consumed to create a Fortean apportionment of the sort that the ghost that provided the ectoplasm can create. The rain has a radius, duration, and deals damage (if deadly) at the rate of the hit dice of the ghost that provided the ectoplasm. The apportionment must be affected within 1d6+6 turns of imbibing the ectoplasm. Every time this ectoplasm is consumed, the imbiber must roll percentile dice against the total number of ounces of apportionment ectoplasm he has ever consumed; if the roll is equal to or less than the number consumed, he must make a saving throw versus Spells. Failure of this saving throw indicates the imbiber has internalized the apportionment, and immediately begins vomiting the objects or creatures the apportionment was meant to summon; this vomiting continues for 1d6+6 rounds. The imbiber must then make a saving throw versus Death each round; failure indicates that he begins drowning on that round, as per *Drowned Ghost*, above.

Friendly Ghost (*): Though Chaotic, this ghost is not Evil, and does not seek to slay and scare the living; rather, it is Good, and seeks to befriend the living and try to live a normal life. *Friendly Ghosts* died a tragic and sometimes violent death, though during their lifetime they were not Evil, and quite Good, and though empowered by the Negative Energy Plane, have (as yet) resisted the eldritch Evil of that power.

The souls of *Friendly Ghosts* are, in fact, impressed upon by both the Negative Energy Plane and the Positive Energy Plane, placing their ethereal existence in a state of flux.

Lesser ghosts can choose to *cause fear* or *remove fear* with their touch; greater ghosts can choose to *drain life* or *restore life*, as per the *restoration* spell, with their touch. Or they can choose to do neither, and merely deal normal enervating/cold damage with their touch. Similarly, all of their Evil/death-oriented special abilities are balanced out by the reverse, a Good/life-oriented special ability (at the adjudication of the Labyrinth Lord)

Friendly Ghosts can sometimes be even more troublesome than normal, Evil ghosts, as they seek to engage in a normal life in a world that cannot accept their existence. Living folk who make a friend of a *Friendly Ghost* tend to have dangerous and often deadly adventures...

Friendly Ectoplasm: Consuming even a single ounce of this ectoplasm requires the imbiber to make a saving throw versus Spells; failure indicates that he suffers an immediate reversal of his current alignment. Chaotic (Evil) becomes Lawful (Good), Lawful (Evil) becomes Chaotic (Good), and so forth. Those who are aligned True Neutral must randomly determine a new and different alignment for their character.

Frightening Ghost (*): While all ghosts are scary, and lesser ghosts have innate *fear* attacks, a *Frightening Ghost* goes out of his way to try to frighten the living. They can quickly take on horrifying visages, make loud terrifying noises, and in general, cause fearful mayhem.

When a *Frightening Ghost* de-lurks from the Ethereal Plane and surprises a victim, the victim must make a saving throw versus Spells; failure indicates the victim is subjected to *cause fear*, with the appropriate results, in addition to the normal surprise.

When a *Frightening Ghost* transforms from its mundane form to its horrific ghostly form, the transformation is so sudden and horrific that viewers must make a saving throw versus Spells; failure indicates that they suffer from *cause fear*, as per *cause fear* (use the Fear Effects Table, above).

Touch attacks of greater ghosts who are *Frightening Ghosts* also have a chance to *cause fear*, as per the spell, in addition to its normal *level drain* effects.

A *Frightening Ghost* is also able to create a *cone of fear*, as per the magic-user spell, once per day per hit die, through keening, shrieking, moaning, groaning, or sepulchrous laughter.

The victims of any of the *Frightening Ghost's cause fear* and *cone of fear* attacks suffer a penalty to their saving throw equal to the hit dice of the ghost; powerful *Frightening Ghosts* can literally scare their targets to death! If the *Frightening Ghost* is also a *Keening Ghost*, this modifier does not apply to the save against the *Keening* attack.

Fear effects from a *Frightening Ghost's fear* abilities last for one hour per hit die of the ghost (hardcore) or one turn per hit die of the ghost (casual).

Frightening Ectoplasm: Four ounces of frightening ectoplasm enable the imbiber to cast a *cone of fear*, with the strength and effects of the ghost who produced the ectoplasm (including penalties to the saving throw). Every time such is imbibed, however, the imbiber must make a saving throw versus Spells, with the ghost's penalty to the saving throw; a failed save indicates that the imbiber himself suffers the effects of the *cone of fear* for ten times normal duration.

Frost Ghost (*): This ghost died of frostbite, or from an ice storm, or in the chilly stream of the breath of a white dragon. The ghost's horrific death molds it in undeath, as the ghost is even colder than the typical ghost. The ghost can surround itself with an aura of unearthly cold. Anyone within 5' of the ghost automatically suffers 1d6 points of cold damage each round. In addition to its normal damage, its touch attack and all thrown weapon attacks deal 1d6 points of cold damage (this is additional cold damage, in the case of greater ghosts).

Anything the ghost touches is frosted, covered in light snow, rimed, or iced, depending on its nature. The *Frost Ghost* is of course immune to all forms of normal and magical cold and ice.

Once per round it can throw an ice dart up to 20' plus 5' per hit die; the target gets a saving throw versus Spells. If the save fails, the target is struck for 1d6 points of cold damage plus one point per hit die of the ghost.

A *Frost Ghost* can also spend a round extruding an ounce of ectoplasm (suffering the usual 1d4 points of damage from doing so); the next round it blasts this ectoplasm from its hand or mouth in a cone shape, which acts all respects like an *cone of cold* spell cast by a magic-user of a level equal to the ghost's hit dice.

Frost Ectoplasm: Four ounces of frost ectoplasm enables the imbiber to cast a *cone of cold* at a level equal to that of a magic-user with as many levels as hit dice of the ghost who provided the ectoplasm. Consumed this way, the ability to cast the *cone of cold* lasts for 1d6+6 turns before the ability fades. The imbiber must make a percentile roll against the total number of ounces of frost ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the ectoplasm freezes the insides the imbiber, who suffers 1d6 points of damage per hit die of the ghost who provided the ectoplasm. If he dies through this damage, he rises again 24 hours later as a *Frost Ghost* with hit dice equal to half his level, rounded up.

Ghost Lover (L): Sometimes also known as a *Ghost Bride*, *Ghost Groom*, *Ghost Wife*, or *Ghost Husband*, this ghost died as a direct result of a love affair, whether licit or illicit, public or private, mutual or unrequited. Each *Ghost Lover* still seeks out his or her object of adoration, though they are likely to be long since dead, usually on to their final reward, sometimes also walking the earth still as a ghost.

The *Ghost Lover's* obsessions are such that they latch onto any being who even sometimes only vaguely resembles their beloved; they then seek to ensure that their "beloved" joins them in the afterlife. Of course, once they consummate this by slaying their beloved and transforming them into a ghost, they find that their "beloved" isn't who they thought they were...

Sometimes the *Ghost Lover* then abandons the new ghost, merely disappointed in its failure to find the right person. Other times it goes on a rampage and seeks to destroy the new ghost, as well as all the relatives, friends, and neighbors of its erstwhile victim. In any case the *Ghost Lover* does not have control over its newly-created "beloved," and so the new ghost is free to flee and seek help and allies, or simply to warn its loved ones that its creator is coming after them...

And then, of course, there is the chance that the new "beloved" is actually the old "beloved" reincarnated once again, to give the *Ghost Lover* a chance to make things right. The odds are long on that, but are after all, a non-zero number.

Things can get even more complicated, as the ghost will seek out someone who resembles themselves in their living life – physically, socially, and otherwise – possess them, and then seek to woo their "beloved" in this new body. This can lead to tragedy, horror, and a bit of comedy as well.

There's also the chance that the *Ghost Lover* is also a *Guardian Ghost*; in such cases it is likely that the ghost is required to protect the still-living erstwhile lover, at least until their unrequited love can again be requited. Again, offering opportunity for plenty of tragedy as well as comedy...

Ghost Magician (* to *)**: This ghost was a magic-user in life, and retains the ability to use magic spells in death. It has no need of spell books, regaining access to the complete suite of spells it has always known at sundown each night. A *Ghost Magician* has the spell-casting abilities of a magic-user equal in level to its hit dice, and makes saving throws as a fighter or magic-user of a level equal to its hit dice or magic-user spell-casting ability, whichever is best.

A 10 HD geist has a chance of having even greater magical abilities; roll a d6. On a 5-6, the geist has the spell-casting abilities of an 11th level magic-user. Continue to roll a d6 as long as you roll a 5-6, and add another level each time you do so, up to a maximum spell-casting ability of a 20th level magic-user.

If a *Ghost Magician* has magic items specifically useable by magic-users in their treasure, these items are ghost-touched, and can be used by the *Ghost Magician*.

The XP value of this ability depends on the spell levels the ghost can access. 1st to 3rd level spells are worth one asterisk; 4th to 6th level spells are worth two asterisks; and 7th to 9th level spells are worth three asterisks total.

Magician Ectoplasm: An imbiber of magician ectoplasm gains the ability to cast spells that the ghost that provided the ectoplasm could cast. Each ounce of ectoplasm is a spell level; imbibing one ounce grants access to one random 1st level spell; two ounces at once grants access to one random 2nd level spell; and so forth, up to the spell levels that the ghost

could cast. The spell remains available to cast for 1d6+6 turns; after that the spell fades. The spell is cast at the level of spell-casting ability possessed by the ghost that provided the ectoplasm.

Every time such is imbibed, however, the imbiber must make a percentile roll against the total number of ounces of magician ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the magic of the spell is internalized, and he suffers a number of d6s in damage equal to the level of the spell he sought to cast (no saving throw). If he dies through this damage, he rises again 24 hours later as a ghost with hit dice equal to half his level, rounded up.

Ghost Object (*): This ghost is tied to and able to use a single unique permanent magic item, usually a weapon, sometimes a suit of armor or shield, more rarely a wand, staff, rod, ring, or other miscellaneous magic item.

In addition to its normal abilities, the item is also *ghost touched*, and thus can be used by the ghost in both the Material and Ethereal Planes.

This object is both a boon and a bane to the living. If a living being is able to grab a hold of the object as it would normally be held, they can begin a battle for control of the item, and thus the ghost.

This is similar to an influence check for sapient swords (LL p. 121). The ghost's psyche is equal to its hit dice; roll as normal for Intelligence, if unknown (remember lesser ghosts are not very smart). Add one point per spell-like ability the item has and one point for each ghostly special ability the ghost possesses (including this one).

If the living wielder wins the check, the ghost and the item are his to command; otherwise the ghost possesses the attempted wielder of the item as though the ghost had the *Possess the Living* special ability.

If the living wielder wins the influence check, the ghost can fight his command as per the normal influence check rules.

Object Ectoplasm: Every ounce of object ectoplasm consumed increases the imbiber's willpower by one point for the next willpower check he has to make versus the ghost that provided the ectoplasm.

Every time such is imbibed, however, the imbiber must make a percentile roll against the total number of ounces of object ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the next time he and the ghost engage in an influence check, the imbiber automatically loses the influence check, and additionally fails all saving throws against the ghost's special attacks and abilities during the subsequent d6+6 turns.

Ghost Priest (* to *):** This ghost was a cleric in life, and retains that status after death. The ghost has no ability to turn or command undead, and can select from the usual mix of clerical spells every night at sundown. A Ghost Priest can only cast reversed forms of spells, unless the ghost is also a Friendly Ghost, in which case it can choose each time a spell is memorized whether it is normal or reversed.

A *Ghost Priest* has the spell-casting abilities of a cleric equal in level to its hit dice, and makes saving throws as a fighter or cleric of a level equal to its hit dice or cleric spell-casting ability, whichever is best

A 10 HD geist has a chance of having even greater magical abilities; roll a d6. On a 5-6, the geist has the spell-casting abilities of an 11th level cleric. Continue to roll a d6 as long as you roll a 5-6, and add another level each time you do so, up to a maximum spell-casting ability of a 20th level cleric.

If a *Ghost Priest* has magic items specifically useable by clerics in their treasure, these items are ghost-touched, and can be used by the *Ghost Priest*.

The XP value of this ability depends on the spell levels the ghost can access. 1st to 3rd level spells are worth one asterisk; 4th to 6th level spells are worth two asterisks; and 7th to 9th level spells are worth three asterisks total.

Priest Ectoplasm: An imbiber of priest ectoplasm gains the ability to cast spells that the ghost that provided the ectoplasm could cast. Each ounce of ectoplasm is a spell level; imbibing one ounce grants access to one random 1st level spell; two ounces at once grants access to one random 2nd level spell; and so forth, up to the spell levels that the ghost could cast. The spell remains available to cast for 1d6+6 turns; after that the spell fades. The spell is cast at the level of spell-casting ability possessed by the ghost that provided the ectoplasm.

Every time such is imbibed, however, the imbiber must make a percentile roll against the total number of ounces of priest ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the magic of the spell is internalized, and he suffers a number of d6s in damage equal to the level of the spell he sought to cast (no saving throw). If he dies through this damage, he rises again 24 hours later as a ghost with hit dice equal to half his level, rounded up.

Ghost Ship (L): This ghost and the ghost's fate are inextricably tied together with that of a *Ghost Ship*. If the ghost is a *Ghost Sovereign*, he is the Ghost Captain of the *Ghost Ship*; otherwise he is merely another ghostly crew member. Most *Ghost Ships* are crewed by undead pirates or vikings, though a few have military or mercantile origins.

Ghosts tied to a *Ghost Ship* cannot leave the ship for any significant amount of time. They may only leave the ship when engaging in battle, in looting, or in other piratical style activities, and may only remain off the ship thereafter for 1d6+6 turns before being irresistibly drawn back to the ship.

A *Ghost Ship* is a *ghost-touched* item; it and all items on it can be used by and can carry beings and items from both the Material and Ethereal Planes, and can switch between the two at the will of the Ghost Captain, though the changeover from one plane to the other takes 3d4 rounds. As it is a *ghost-touched* item, the *Ghost Ship* can also be home to the material living and the corporeal dead; most *Ghost Ships* have a crew made up of a mix of ghosts, skeletons, zombies, ghouls, and even wights, mummies, or vampires! *Ghost Ships* usually have a brig to hold living prisoners, for torture or for ransom.

Being tied to a *Ghost Ship* is a *curse*. The *remove curse* spell can be used on a single ghost to sever the tie; if the ghost then makes a saving throw versus Spells, the severance is permanent. Otherwise the severance only lasts for d6+6 hours, after which, as usual, the ghost is drawn back to the ship at fastest speed. *Remove curse* never works on the Ghost Captain, who is the heart and soul of the *Ghost Ship*.

There is a percentage chance equal to the Ghost Captain's personal maximum hit points that if he is destroyed, the ship is also destroyed. If this occurs, the *Ghost Ship* shudders and starts falling apart into rotting wood, moldered rope, tattered sails, shattered glass, and ectoplasm in a matter of 3d4 rounds. Any being, living or undead, material or incorporeal caught within the ship when it finally falls completely to pieces suffers 6d6 points of damage; any being caught atop the ship when it falls apart suffers 3d6 points of damage. There is no saving throw in either case. For ghosts tied to the ship, theirs is a potentially worse fate; they must make a saving throw versus Death when the ship finally falls to pieces. If the save fails, they are destroyed. If the save succeeds, they survive, but remain *cursed*, and must tie their fate to the next *Ghost Ship* they encounter.

If the *Ghost Ship* does not fall apart when the Ghost Captain is destroyed, then one of two things happens. First, the destroyer of the Ghost Captain must make a saving throw versus Spells; if he fails, he becomes the new Ghost Captain, whether he is living or dead, and takes on the curse of the *Ghost Ship*. If he makes his saving throw, then the next highest ranking crewmember becomes the new Ghost Captain.

As the *Ghost Ship* is a ghost, it follows all the normal rules of a ghost, including the *Incorporeal* and *Undead* abilities. It has a flying movement rate twice as fast as the rate of its material counterparts, and a maneuver ability one rank better than its material counterparts. Though the crew's labors help, especially with maintenance (such as it is) and moving around cargo, loot, and booty, under normal circumstances the *Ghost Ship* can be piloted merely by the will of the Ghost Captain. In inclement weather or during battle, however, all hands are needed on deck.

Ghost Sovereign (*): This ghost rules over and commands other ghosts with ease, either through legitimate royalty or nobility that carried over into undeath, or through sheer force of will and power. For every ghost type of a hit die type equal to or lower than the *Ghost Sovereign*, divide the ghost sovereign's hit dice by that ghost's hit dice, and round up. Roll a d6; if the number on the die is equal to or lower than the number determined for that hit dice of ghost types, that is the number of ghosts of that type that the *Ghost Sovereign* has under his current command.

A *Ghost Sovereign* may attempt to take command of any ghost, even those of greater hit dice. Whenever the *Ghost Sovereign* attempts to control other ghosts, consider the *Ghost Sovereign* to be a cleric of a level equal to its hit dice, and roll on the *Turn Undead* table to determine success; if the ghost is turned, it falls under the *Ghost Sovereign's* command.

A *Ghost Sovereign* can command a number of ghosts of each hit die type equal to the number generated above; of types of the sovereign's hit dice and above, the sovereign can control only one of each type. The *Sovereign* can dismiss a ghost from its service in order to add a new ghost to its ranks of minions.

A *Ghost Sovereign* also has a -2 bonus to all reaction checks with ghosts and other forms of undead.

Sovereign Ectoplasm: Sovereign ectoplasm operates as a *charm ghost* spell, exactly as per the *charm person* spell, but operable on ghosts (and only on ghosts). Upon consumption four ounces of the ectoplasm, the imbiber has 1d6+6 turns to attempt to *charm* a ghost; the maximum hit dice of the ghost he can charm is equal to the hit dice of the ghost that provided the ectoplasm. If the ghost fails a saving throw versus Spells, it is *charmed* by the imbiber, exactly as per the spell (roll random Intelligence if this is not known).

However, if the ghost makes a successful saving throw, the imbiber must in turn make his own saving throw versus Spells, or he is instead *charmed* by the ghost! In any event, only one attempt at charming a ghost is allowed per ectoplasmic consumption.

Ghostly Head (L): The counterpart of the *Headless Ghost* is, of course, the *Ghostly Head*, which is, as the name implies, a ghost who can only manifest as a head, or even just a face, and has no bodily form. The *Ghostly Head* attacks with a bite attack; it deals no more damage than a normal touch attack, but it is much less dignified an attack. A *Ghostly Head* also cannot manipulate even *ghost-touched* objects, as it has nothing with which to manipulate.

Unlike the *Headless Ghost*, which can steal the heads of the living, the *Ghostly Head* has no way to steal a body from the living.

Most *Ghostly Heads* are sad and pathetic, and are not invited to parties by other ghosts. Those with other special abilities, such as *Fiery Ghost*, *Poltergeist*, *Lightning Ghost*, or especially the interesting combination of *Ghostly Head* and *Skull Thrower Ghost*, tend to be the life of the party, as they use their other abilities to make up for their lack of a body.

Guardian Ghost (L): This ghost is *cursed* to act as the guardian of a person, place, or thing. The ghost must use all its abilities to protect the thing it guards, and cannot ever harm it, or cause it to be harmed. There may be other limitations and requirements, depending on the nature of the charge.

For example, the ghost of a cleric who defiled an enemy shrine might be *cursed* to guard the shrine from other defilers, but must allow all rightful worshipers to worship unmolested. The ghost of a wizard who stole scrolls from a library might be *cursed* to guard the library from all comers, or might be required to allow those with the proper password through. The ghost of a black knight who angered a powerful wizard might be *cursed* to guard a certain bridge, ensuring that none shall pass. And so forth...

As this is a *curse*, the *curse* may be lifted by the casting of a *remove curse* spell upon the ghost, though it will resist this with all its abilities, as this is considered harming its charge. If the ghost makes a saving throw versus Spells, the *curse* is lifted permanently; otherwise the *curse* remains.

Note that if the Guardian Ghost is also a Friendly Ghost, it might not be *cursed*, but act as a guardian out of the kindness of its heart. If the ghost is a Ghost Lover, it might not be *cursed*, but merely guarding the life of its erstwhile lover. Such things are up to the Labyrinth Lord.

Headless Ghost (L): This ghost lost his head in the process of dying and becoming a ghost. As this is a strike against the ghost's dignity, it of course seeks to gain a head, usually at the cost of the living...

A *Headless Ghost* suffers penalties to combat for not having a head, though as it is already dead, these are not as severe as those for a living being who is blind and deaf. The ghost suffers a -2 penalty to hit with its melee attacks and its targets get a +2 bonus to hit the ghost and to their saving throws against any special attacks from the ghost. These modifiers do not apply as long as it has a *borrowed* head...

A *Headless Ghost* can get a head through the simple expedience of slaying a living being and stealing his head. This never lasts long, however, for though the head thusly becomes *ghost touched*, and the ghost can use and wear it in both the Material and Ethereal Planes, it still rots, and becomes useless as a head within 1d4 weeks.

During that time, however, friends and family of the deceased will recognize the head atop the ghostly body, and must make a saving throw versus Spells when such is first encountered, with a penalty equal to the hit dice of the ghost; failure indicates the victim is affected by *fear*, as per the *cause fear* spell for a number of turns equal to the hit dice of the ghost (use the Fear Effects Table, above).

If the *Headless Ghost* takes the head of a victim, and that victim rises as a ghost, the victim rises as a *Headless Ghost*. When the victim's head rots away completely, the ghost of the head rises as a *Ghostly Head*. And so the head and body of the victim will seek each other out... perhaps for all eternity.

If a *Headless Ghost* ever finds its true head, or rather, skull, or it's *Ghostly Head*, the ghost will be put to rest. If a living person holds the skull, the person can command the *Headless Ghost* to do its bidding, but woe unto the one who commands it should it ever get its head back! For then it shall seek out its erstwhile master and drag it back to Hell with them...

Hungry Ghost (L): This ghost is the soul of someone who died of hunger; or who was wealthy and caused others to die of hunger through their actions; or ironically, was both wealthy and caused others to suffer hunger, then died of hunger themselves. Other forms of greed and even gluttony might cause a ghost to rise as a *Hungry Ghost*.

As a ghost, the *Hungry Ghost* seeks to eat food, and always tries to gorge itself whenever food is present. It has the ability to lift food with its ghostly hands, and place it in its ghostly mouth, where the ghost tries to eat it, but there the ability to manipulate the food ends, as the food, un-masticated by the ghostly manifestation, simply falls through its pseudo-material body, and falls onto the floor covered in ectoplasm (one ounce of ectoplasm per pound of food).

When food is not available, a *Hungry Ghost* might seek to turn “cannibal,” slaying the living to try to eat their flesh and drink their blood... while this does not sate them, their manifestation form can become covered in the blood of the recently living, and the flesh and bones of the recently living that pass through their pseudo-material form will exhibit have tooth and bite marks, but no flesh will have been eaten.

Hungry Ghosts remain hungry throughout eternity. Even the life energy they drain gives their hunger no surcease, as they gain nothing from it. This is a *curse*, but it is a powerful *curse* that no mortal magic short of a *wish* could lift.

Hypnoghst (*): This ghost has the ability to hypnotize living victims. Usually this ability takes the form of large glowing sparkling, shining, swirling eyes; other times the ghost’s entire body flashes in sparkling, swirling colors; and more rarely, the Hypnoghst produces a series of weird, undulating noises (like those produced by a theremin) which have a hypnotic effect.

The upshot of this, whatever the method, is to produce an effect equal to a *hypnotic pattern*, as per the 2nd level illusionist spell. The *Hypnoghst* can perform this effect at will, but may perform no other actions, just as in the spell.

Additionally, once per night per hit die, the *Hypnoghst* may perform a normal *hypnotism* spell, cast as though it were an illusionist of a level equal to its hit dice.

Hypnotic Ectoplasm: Four ounces of this ectoplasm enables the imbiber to perform a *hypnotism* spell as though he were an illusionist of the same level as the hit dice of the ghost that provided the ectoplasm. The spell must be cast within 1d6+6 turns of imbibing the ectoplasm. Every time such is imbibed, the imbiber must make a percentile roll against the total number of ounces of hypnotic ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. A failed save indicates that the imbiber has *hypnotized* himself for 1d6+6 turns, leaving him wide open to the very first suggestion put to him by anyone in a language he can understand.

Keening Ghost (*): This ghost can keen, shriek, scream, moan, groan, laugh, or make some other appropriate horrible vocal noise.

Any living being within 30’ when the ghost keens must save versus Spells; failure indicates the victim dies instantly from fright.

Any being that is slain through the ghost’s keen ability rises again 24 hours later as a ghost of hit dice equal to its level, up to half the hit dice of the ghost who slew it.

The ghost may keen once per night.

Keening Ectoplasm: Four ounce of keening ectoplasm allows the imbiber to perform a keen, as per the ghost who supplied the ectoplasm. The imbiber must keen within 1d6+6 turns of imbibing the ectoplasm. The imbiber has no immunity to the keen, and thus must make a saving throw versus Spell; if the save fails, the imbiber dies. If the imbiber is slain through a keen performed in this manner, he rises again as a free-willed *Keening Ghost* with hit dice equal to half their level when living, rounded up.

Laser Ghost (*): This ghost died when it was struck by lasers – including the light of a *prismatic spray* spell (these ghosts are also known as *Prismatic Ghosts*). In death its earthly manifestation pulses with wild, scintillating colors in the full spectrum of the chromatic sphere.

The ghost can emit small blasts of light from its body, enabling it to cause small fires, blast away small pieces of metal, shatter small ceramic items, and so forth, within a 5’ distance. The *Laser Ghost* is, of course, immune to normal and magical lasers as well as all types of *prismatic* and *chromatic* spells.

Once per round it can also throw small laser blast up to 20’ plus 10’ per hit die; the target gets a saving throw versus Spells. If the save fails, the target is struck for 1d6 points of laser damage plus one point per hit die of the ghost.

A *Laser Ghost* can also spend a round extruding an ounce of ectoplasm (suffering the usual 1d4 points of damage from doing so); the next round it blasts this ectoplasm from its hand, vomits it from its mouth, or looses it in beams from its eyes, in a straight line, which acts all respects like a *prismatic spray* spell cast by an illusionist of a level equal to the ghost’s hit dice. The range of the color effects is limited to the hit dice of the ghost; roll a d8 like normal, but the roll on the die to determine the color of the ray cannot be higher than the hit dice of the ghost. Any roll higher than the hit dice of the ghost is instead equal to the hit dice of the ghost.

Laser Ectoplasm: When imbibed, four ounces of laser ectoplasm enables the imbiber to cast a *prismatic spray* at a level equal to that of an illusionist with as many levels as the hit dice of the ghost that provided the ectoplasm. The ability to cast the *prismatic spray* lasts for 1d6+6 turns before the ability fades. Every time such is imbibed, the imbiber must make a percentile roll against the total number of ounces of laser ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the ectoplasm sets off the spray on the insides the imbiber, who suffers the full effects of the *prismatic spray* with no saving throw.

If he dies through this damage, he rises again 24 hours later as a *Laser Ghost* with hit dice equal to half his level, rounded up.

Lifelike Ghost (*): This ghost does not at first or even second glance look much like a ghost; it seems to be quite living and solid, if pale and wan, and though its clothing seems out of date, it otherwise appears much as it did in life... and thus, can surprise the heck out of those not expecting to see a ghost! It may even act like it was alive, for a while, as long as those whom it has fooled are giving it something it wants...

Once the ghost does something decidedly non-life-like, such as taking off its head, walking through a wall, or transforming into a more terrifyingly ghost-like form and attacking, all viewers must make a saving throw versus Spells; failure indicates that they are so shocked by the revelation that they are surprised, and unable to act for 1d4 rounds, in addition to any other effects of the action.

Lifelike Ectoplasm: Four ounces of lifelike ectoplasm enable the imbiber to *polymorph* into a ghost of hit dice equal to his own; the effect lasts no longer than 1d6+6 turns. When the imbiber tries to transform back into a living being, however, the imbiber must make a percentile roll against the total number of ounces of lifelike ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Death. If the save fails, he is truly dead, and is stuck as a ghost!

Lightning Ghost (*): This ghost died when it was struck by lightning – natural lightning, the lightning breath of a dragon, the lightning bolt of a wizard, or perhaps the lightning strike of druid. In death its manifestation is accompanied by a whiff of ozone, a hazy blue aura, and the crackling sound of electricity wherever it goes. It can manifest a powerful aura of electricity around it, causing 1d6 points of lightning damage to any being within 5', and dealing an extra 1d6 points of lightning damage with every successful touch or thrown attack.

The ghost can use the little shocks emanating from its body to cause small fires, blast away small pieces of metal, shatter small ceramic items, and so forth, within a 5' distance. The *Lightning Ghost* is, of course, immune to normal and magical lightning.

Once per round it can also throw small lightning blast up to 20' plus 5' per hit die; the target gets a saving throw versus Spells. If the save fails, the target is struck for 1d6 points of lightning damage plus one point per hit die of the ghost.

A *Lightning Ghost* can also spend a round extruding an ounce of ectoplasm (suffering the usual 1d4 points of damage from doing so); the next round it blasts this ectoplasm from its hand in a straight line, which acts all respects like an *lightning bolt* spell cast by a magic-user of a level equal to the ghost's hit dice.

Lightning Ectoplasm: Four ounces of ectoplasm enables the imbiber to cast a *lightning bold* at a level equal to that of a magic-user with levels equal to the hit dice of the ghost that

provided the ectoplasm. The ability to cast the *lightning bolt* lasts for 1d6+6 turns before the ability fades. Every time such is imbibed, the imbiber must make a percentile roll against the total number of ounces of lightning ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the ectoplasm shocks the insides the imbiber, who suffers 1d6 points of damage hit die of the ghost who provided the ectoplasm. If he dies through this damage, he rises again 24 hours later as a *Lightning Ghost* with hit dice equal to half his level, rounded up.

Material Susceptibility (L): This ghost is susceptible to attack by a specific kind of material; this material is not common, but neither is it truly rare. It is common enough that it can be found in quantity, but rare enough that weapons made of the material are rare or unusual. Examples of such materials include a specific kind of wood (oak, mahogany, pine), a particular kind of gemstone (quartz, jade, moonstone), a special kind of metal (copper, bronze, electrum), or a kind of material that has a specific event association (cold-wrought iron, blood-cooled steel, human bone, dragon scales).

When attacked by this material, the ghost is affected as though the material were enchanted to whatever level of enchantment is required to hit the ghost. The ghost must also make a saving throw versus Death each time it is struck by the material, whether with an attack or merely being touched. If the save fails, the ghost is instantly destroyed.

As the ghost can be readily destroyed by this material, if it sees the material it must make a Morale check (with a -2 penalty to Morale), or immediately flee into the Deep Ethereal, returning only when it is certain that the material is no longer present.

Monster Ghost (* or more): This ghost is the ghost of a monstrous creature (not an animal, demon, or humanoid). Dragons, giants, chimeras, lamias, nagas – just about any Chaotic monster is apt to become a ghost, as are a few Lawful or Neutral types who die tragic deaths.

A *Monster Ghost* has most of the abilities of the monster type it was during its prior existence. They have a number of hit dice equal to their type of ghost, with a bonus to hit points equal to the hit dice of their monster type as well as any hit point bonus normally enjoyed by that demon type. They have all their normal physical attacks as a monster; their strongest attack deals their *fear* or *life drain* damage.

Roll a d10 for each of the special abilities that the monster possessed; if the number rolled is equal to or less than the monster ghost's hit dice, counting each +3 bonus hit points or portion thereof as a hit die, it still possesses that special ability as a monster ghost.

Monster Ectoplasm: Imbibing four ounces monster ectoplasm enables the imbiber to control one living monster of the type of monster that the *Monster Ghost* who provided the ectoplasm used to be; thus, *Troll Ghost* ectoplasm can be used to control a troll, *Black Dragon Ghost* ectoplasm can be used to control a black dragon, and so forth. He must attempt to use the control within 1d6+6 turns before the effect fades. The target monster gets a saving throw versus spells; if the save fails, the monster falls under the imbiber's control for a number of rounds equal to the hit dice of the *Monster Ghost* expressed in d6s (1d6 for a presence, 10d6 for a geist).

If the target monster makes its saving throw, it instantly becomes enraged and attacks the imbiber to the exclusion of all other concerns, attacking others only if they get in the way of the monster in its quest to destroy the imbiber. The monster gains a +2 bonus to hit the imbiber during this rage. This mindless rage lasts for one turn per hit die of the *Monster Ghost* that provided the ectoplasm.

Multiattack (*): This ghost can make two touch attacks per round, each of which deals both normal damage and *fear* or *life drain* damage. If the ghost also has a form of ranged attack (*Fiery Ghost*, *Frost Ghost*, *Negative Energy Blast*, etc.), the ghost can make two ranged attacks per round at no penalty. If this ability is rolled more than once, each time it is rolled the ghost gets another attack per round.

Multiattack Ectoplasm: Four ounces of multiattack ectoplasm enables the imbiber to have two complete sets of actions per round (movement and attack) for 1d6+6 turns; the only limitation is that the imbiber can only cast one spell per round. If the ghost from which the ectoplasm came had more than one multiattack, the imbiber gains sets of actions each round appropriately. However, upon the end of the duration, the imbiber must make a percentile roll against the total number of ounces of multiattack ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the imbiber loses one energy level per additional set of actions he gained, as though he had been *energy drained* by a ghost.

Nanny Ghost (L): Similar to the *Guardian Ghost*, the *Nanny Ghost* is charged with protecting something – in this case, children of the same race/species the ghost used to be in life. Of course, the idea of protection in this case can be a bit severe – many *Nanny Ghosts* consider the best protection for a child to be to kill it and bring it back as a ghost under the *Nanny Ghost's* power!

If a *Nanny Ghost* is also a *Friendly Ghost*, the ghost protects live children; otherwise, the *Nanny Ghost* isn't terribly concerned with whether the children are living or dead, as long as they are protected from *others* – including saving them from the ghost's "protection." Whether the *Nanny Ghost* protects live or dead charges, it protects its children to the exclusion of all other concerns, and uses all of its abilities at its

disposal. When protecting its charges, it gains a +2 bonus to hit and to damage, a +2 bonus to saving throws and to Morale, and a -2 bonus to Armor Class.

Nanny Ghosts are not necessarily female – male ghosts may also be *Nanny Ghosts*, though such is rarer. There are also *Butler Ghosts*, *Manservant Ghosts*, *Maid Ghosts*, and other such "servant" ghosts. Often their charge is somewhat different, being dedicated to looking after an entire household, rather than specifically children. *Friendly Butler Ghosts* often welcome guests into their homes; those who are not friendly have a dim view of vagrants at their doors.

Negative Energy Blast (*): This ghost is able to project its touch attack as a burst of negative energy lightning in a 5' wide line up to a range of 10' plus 5' per hit die. All those caught within the line must make a saving throw versus Wands; if the save fails, the target suffers the full enervation/cold damage as well as the *fear* or *life drain* damage of the ghost. If the save succeeds, the target avoids all damage.

Negative Energy Blast Ectoplasm: Four ounces of negative energy blast ectoplasm enables the imbiber to employ the negative energy blast attack of the ghost that provided the ectoplasm. The imbiber must use the attack within 1d6+6 turns of imbibing the ectoplasm. Every time such is imbibed, the imbiber must make a percentile roll against the total number of ounces of negative energy blast ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the imbiber suffers the damage of the attack.

If he dies through this damage, he rises again 24 hours later as a ghost with the *Negative Energy Blast* power, with hit dice equal to half his level, rounded up.

Nightmare Ghost (*): This ghost has a special preferred method of attack: it waits until its victim is asleep and then sits on his chest. At that point the victim must make a saving throw versus Spells; failure indicates that he cannot awaken during any of the attack! If the initial save succeeds, then each round thereafter that the attack continues the victim gets a saving throw versus Spells; success indicates that the victim awakens at the end of that round, after suffering the damage dealt by the ghost. The ghost automatically deals its damage each round the victim remains asleep; each round the victim suffers damage, he suffers terrible nightmares.

Anyone in the same room as the victim cannot awaken normally; they too must make a saving throw versus Spells each round to awaken. While they sleep, they too share the same horrific nightmares. On the round they waken, they must make another saving throw versus Spells; failure indicates that they must stare in horror at the spectral form sitting on the chest of the victim for 1d4 rounds before being able to act. Otherwise they can act the next round.

If the ghost flees or otherwise leaves before his victim awakens, the victim must make a saving throw versus Death; failure indicates that he remains in a coma for 1d6 days per hit die of the ghost. During this time he suffers further nightmares; these nightmares often give some clue into the origin and nature, as well as the weaknesses of, the *Nightmare Ghost*.

Nightmare Ectoplasm: Imbibing four ounces of nightmare ectoplasm allows the imbiber's spirit to leave their body and enter the Ethereal Plane; they can then manifest on the Material Plane as a *Nightmare Spirit*, effectively as a ghost of the same hit dice as the ghost who provided the ectoplasm. The spirit of the imbiber remains a ghost for 1d6+6 turns, and possesses all the basic abilities of the ghost who provided the ectoplasm, plus the *Nightmare Ghost* special ability. If the spirit of the imbiber does not return to his body by the end of the duration, or if the spirit is slain in ghost form, the imbiber rises again immediately as a *Nightmare Ghost*, with hit dice equal to half his level, rounded up.

Object Animator (*): This ghost can animate one or more objects, causing them to move, attack, and seem to have a life of their own. This requires concentration on the part of the ghost, who usually retreats into the Near Ethereal Plane while animating objects.

A ghost can animate objects equal to 2 cubic feet per hit die of the ghost, of whatever material may be at hand. A 1 HD presence could animate a rope, or a small carpet, or a small chair, while a 10 HD geist could animate a large stone statue, or two small statues or a large table and all the silverware and plate upon it, etc. These move, attack, and deal damage as per the *animate objects* spell.

Animator Ectoplasm: Four ounces of animator ectoplasm are effectively a *potion of animate objects*, cast at a level equal to

10 plus half the HD of the ghost, rounded up. Every time such is imbibed, however, the imbiber must make a percentile roll against the total number of ounces of animator ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. A failed save indicates that the imbiber is, instead of animating objects, permanently *polymorphed* into an object, specifically one known to have often been animated by the ghost whose ectoplasm was last consumed.

Pipeweed Ghost (*): This ghost died from smoking too much pipeweed (such as via *pipelung*), or died from the secondary effects of a magical form of pipeweed, or simply died while smoking pipeweed and his last thoughts were, "I wish I could have smoked more pipeweed..."

Whatever type of ghost this ghost might be, it always has a wispy, smoky, fuzzy quality to its appearance, much like one might imagine a ghost made of pipeweed smoke might look like. It is always accompanied by the scent of pipeweed, of whatever quality and type it was smoking when it died, or of its favorite types.

A *Pipeweed Ghost* can pipe stride; that is, it can pop into one pipe and pop out at any other pipe the next round, provided the target pipe is within 600 feet (and the target pipe is not in daylight). This also applies to cigars, cigarettes, hookahs, bongs, and all other smoking apparatus.

A *Pipeweed Ghost* has a special attack; once per day per hit die it can breathe out a cloud of smoke. This cloud not only smells like rotten pipeweed of the lowest quality, it also conforms in most respects to the *cloudkill* spell, cast as though by a magic-user of a level equal to the hit dice of the ghost. The instant kill effect is limited to beings of half the ghost's hit dice, rounded up, and the overall effect lasts for one turn per hit dice of the ghost.

1 in 6 *Pipeweed Ghosts* are also *Friendly Ghosts*; of the remainder, 3 in 6 are *Mellow Ghosts*, which means they make a normal Reaction check to those they encounter, rather than instantly attacking living beings. The rest are normal ghosts, usually attacking living beings on sight.

Pipeweed Ectoplasm: This ectoplasm, naturally, invariably takes the form of a pipeweed-like material. Pipeweed ectoplasm must be smoked for it to have any effect. One ounce is enough. When smoked, the smoker must make a saving throw versus Spells; if the save succeeds, the smoker gains the ability to breathe out a *cloudkill* spell, exactly as per the ghost that provided the ectoplasm.

If the saving throw fails, the smoker must check out the results of the failure on the Pipeweed Ectoplasm Failure Table. This result is modified by a number equal to the hit dice of the ghost that provided the ectoplasm; add the hit dice to the total amount by which the smoker failed his saving throw.

Pipeweed Ectoplasm Failure Table	
Failed by	Effect
1 to 5	Sleepy: The smoker falls into a deep coma for a number of hours equal to the hit dice of the ghost that provided the ectoplasm.
6 to 10	Freaked: The smoker must make a saving throw versus Spells against <i>fear</i> , using the Fear Effects Table and the hit dice of the ghost that provided the ectoplasm as a penalty to the saving throw. If the saving throw succeeds, the victim suffers effects as per <i>sleepy</i> , above.
11 to 15	Buzzed: The smoker is <i>confused</i> , as per the spell, for 1d6 rounds per hit die of the ghost that provided the ectoplasm.
16-20	Harshed: The smoker goes berserk, attacking anyone he sees with full ability, using all spells and powers to try to kill whatever he can see. This effect lasts for 1d6 rounds per hit die of the ghost that provided the ectoplasm.
21+	Possessed: The ghost that provided the ectoplasm, provided it has not been destroyed, arrives from wherever it might be and instantly possesses the victim, as though with the <i>Possess the Living</i> ability (no saving throw). If that ghost has been destroyed, another <i>Pipeweed Ghost</i> has a chance to pop in and possess the victim immediately, though the victim gets the usual saving throw against this effect, with a penalty equal to half the hit dice of the original ghost, rounded up.

In addition, every time he smokes pipeweed ectoplasm, the smoker must make a percentile roll against the total number of ounces of pipeweed ectoplasm he has ever smoked; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, he has contracted a severe and debilitating form *pipelung*, a disease that often afflicts pipeweed smokers. This version of the disease causes the victim to be unable to heal naturally or magically, except through the use of the *cure disease* spell to remove the disease entirely. He suffers one hit point of damage every day. Every week he loses one point of Strength, Constitution, and Dexterity. If the disease is not cured with magic, the victim eventually dies of the effects; 24 hours later he rises again as a *Pipeweed Ghost*, with hit dice equal to half his level, rounded up.

Plague Ghost (*): This ghost has the ability to possess a living being and cause it to fall ill, as though with a plague. Possession occurs in the same manner as per *Possess the Living*, below, but once the victim is possessed, the ghost does not control its victim. Instead of controlling the victim, the victim begins exhibiting effects like a magical plague.

The plagued victim breaks out in red rash, forms buboes upon his skin, his flesh starts to rot, and he is seized by fevers and hallucinations. The victim cannot heal naturally, nor receive magical healing, while he remains possessed. The victim suffers extreme night terrors, and can not sleep restfully; during the night, when the ghost is active, and the terrors are deepest, the victim suffers a number of points of damage equal to the touch damage of the ghost (the victim does not suffer *fear* or *life drain* damage). While plagued, the victim suffers a -2 penalty to hit and damage, a -2 penalty to saving throws and Morale, and a +2 penalty to Armor Class. Once the victim has been reduced to half his personal maximum hit points, he is too exhausted to move, is effectively paralyzed, and can take no actions.

The only way the ghost will leave its victim is for the victim to die, or for the ghost to be *exorcized*. If the ghost is *exorcized*, the plague stops immediately, the victim can be healed with magic, and will begin normal healing, if provided with proper bed rest.

A *Plague Ghost* can attempt to possess a victim once per day per hit die. The target gets a penalty to save against Spells if he sneezed within the last minute; this penalty is -4 to the roll, -2 if he or another calls upon the gods to protect the one who sneezed ("Praise the Gods!" or "Gods bless you!" being traditional). The victim also suffers a -2 penalty if he is already sick, diseased, or otherwise ill, and an additional -1 penalty if he is wounded in any way (-2 if suffering from a critical wound).

Plague Ectoplasm: Consuming four ounces of plague ectoplasm allows the imbiber to possess a victim as though he were a *Plague Ghost* with hit dice equal that of the ghost who provided the ectoplasm. When the ectoplasm is consumed the imbiber's soul rises from his body like a ghost; the body remains in a coma, much as with the *magic jar* spell. The imbiber then has one chance to possess a target within 1d6+6 turns; if he fails, his soul is drawn back to his body instantly.

If he succeeds, then he must remain possessing the victim as long as he wishes for the victim to be plagued. If the imbiber remains possessing the victim at the point of death, the imbiber must make a saving throw versus Death; if the save fails, the imbiber also dies, and rises again immediately as a *Plague Ghost* with hit dice equal to half his level, rounded up. Otherwise he is free to return to his own body.

Poison Ghost (*): This ghost met his mortal end through poison – perhaps in a wine cup among erstwhile friends, or slain by a poison needle trap, or envenomed by a snake or spider, or through the breath of a sea dragon. The ghost's manifestation oozes very real poison, and the ghost deals 1d6 points of poison damage with every successful touch attack in addition to its normal damage. Any living being within 5' of the ghost suffers 1d4 points of poison splash damage per round.

The *Poison Ghost's* poison has little effect on non-living things, though areas it has passed through are covered in poison that is poisonous to the touch; this poison lasts for one turn per hit die of the ghost before it is rendered ineffective. If the poison is touched, the victim must make a saving throw versus Poison; failure indicates he suffers 1d6 points of damage, success indicates he suffers only 1d3 points of damage. *Poison Ghosts* are, like all ghosts, immune to poison damage.

Once per round it can also throw a ball of poison up to 20' plus 5' per hit die; the target gets a saving throw versus Spells. If the save fails, the target is struck for 1d6 points of damage plus one point per hit die of the ghost.

A *Poison Ghost* can also spend a round extruding an ounce of ectoplasm (suffering the usual 1d4 points of damage from doing so); the next round it spits a ball of poison up to 60', which explodes in a sphere 20' in diameter; those caught in the line must make a saving throw versus Poison. Failure indicates they suffer 1d6 points of damage per hit die of the ghost; success indicates they suffer only half damage.

Poison Ectoplasm: As the ectoplasm of a *Poison Ghost* is mixed with its poison, if the ectoplasm is imbibed within one turn per hit die of the ghost, the imbiber actually poisons himself as per the contact poison, above, with no saving throw, and suffering 1d6 points of poison damage per ounce consumed. If he dies through this damage, he rises again 24 hours later as a *Poison Ghost* with hit dice equal to half his level, rounded up.

Four ounces of poison ectoplasm enables the imbiber to spit a ball of poison equal to that of a ghost with as many hit dice as the ounces of ectoplasm the imbiber consumed. Consumed this way, the ability to spit a ball of poison lasts for 1d6+6 turns before the ability fades. Every time such is imbibed, the imbiber must make a percentile roll against the total number of ounces of poison ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the poison ball explodes inside guts of the imbiber, who suffers 1d6 points of damage per hit die of the ghost who provided the ectoplasm.

If he dies through this damage, he rises again 24 hours later as a *Poison Ghost* with hit dice equal to half his level, rounded up.

Poltergeist: This ghost has the ability to telekinetically move physical objects in the Material Plane. The ghost can move a total weight of objects no greater than 50 pounds per hit die of the ghost. Unlike the *telekinesis* spell, these can move at a slow pace or a very rapid pace, as though they were being thrown in combat. The ranges at which objects may be grasped and the distance objects may be thrown are the same, 20' plus 10' per hit die of the ghost.

Poltergeists often just fling items randomly, not seeking to attack in combat. When they attack with this ability, they have little finesse, and thus usually fling all they can at a single target or bunch of targets as an area effect. Damage is 1d4 per hit die of the ghost, in a diameter to the area of 10' per hit die of the ghost. All those caught in the area must make a saving throw versus Breath Attacks; success indicates they suffer only half damage.

For example, a 1 HD presence flings 50 pounds of detritus from a ruin – stones, bricks, shards of wooden beams, etc. – at a group of three adventurers. The area of effect is 10' in diameter, and all are caught in the area; each must save versus Breath Attacks. Those who fail take 1d6 points of damage; those who succeed take half damage.

A *Poltergeist* can also select a single item – such as a weapon, an altar, or a statue, depending on the maximum weight it can lift – and fling it at a single target. In this case the target must make a saving throw versus Wands; failure indicates the target is hit by the object and suffers full damage, success avoids the attack entirely. Weapons do their normal damage, plus 1 point per hit die of the ghost. Other objects deal 1d6 points of damage per 50 pounds of weight or portion thereof.

A *Poltergeist* can also pick up an individual who weighs, together with its equipment, less than the maximum weight the *Poltergeist* can lift. The target gets a saving throw versus Spells; if the save succeeds, the *Poltergeist* cannot lift the target on this attack. If the save fails, the *Poltergeist* lifts the target and can do with it what it wishes; often, it throws it with great force against a nearby wall, dealing damage as though the target had fallen the same distance, plus 1 point of damage per hit die of the ghost.

A *Poltergeist* can use this ability as many times per day as it wishes to merely throw objects around. It may also attack with the ability as many times as it wishes provided the targets continue to fail their saving throws. However, every time a target succeeds a saving throw counts as one failure against the *Poltergeist*, which has a maximum number of failures equal to its hit dice. A group attack counts as a failure only if all the targets in the group succeed in their saving throws.

Once a *Poltergeist* has used up all its failures for the day, it no longer has the patience or willpower to continue to attack with this ability, and can only cast about with objects in blind rage.

Poltergeist Ectoplasm: Four ounces of poltergeist ectoplasm enables the imbiber to use the ghost's *telekinesis* ability as though he were the ghost that provided the ectoplasm. Each four ounces thus imbibed enables the imbiber to make one *telekinetic* attack. The *telekinetic* attack must be made within 1d6+6 turns of imbibing the ectoplasm; until the imbiber makes the attack, he can use the basic *telekinesis* ability of the ghost to move things around. Every time such is imbibed, however, the imbiber must make a percentile roll against the total number of ounces of poltergeist ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the attack strikes the imbiber rather than the intended target.

Possess the Living (*): This ghost can possess the body of a living being, controlling it while the soul of the owner of the body is stuck within watching in horror the things the ghost does with their body. This operates much like the *magic jar* spell, except the range is 10' per hit die of the ghost. The ghost can attempt to take possession of a living being a number of times per day equal to its hit dice.

When the ghost attempts to take over a body, the target gets a saving throw versus Spells; if the save fails, the ghost possesses the victim's body, and the victim's soul is trapped in his body, powerless to act but seeing, hearing, and feeling everything done by his body. The possession continues as long as the ghost desires; the only way to force the ghost out of the body is to *exorcise* it.

When the possessed body is slain (having the hit points of the original owner), the ghost must flee the body. If the body of a possessed victim is slain while possessed, the victim must make a saving throw versus Death; a failed save indicates that the victim rises again 24 hours later as a ghost of hit dice equal to his level, though no greater than the hit dice of the possessing ghost.

Normally a ghost cannot walk out into sunlight, but sunlight has no effect on a ghost possessing a body. While possessed by a ghost, a body has no need to eat, drink, sleep, or even breathe air, and lack of these things does not harm the body.

Possession Ectoplasm: Four ounces of possession ectoplasm enables the imbiber to possess a victim much as above, save that the imbiber's original body falls into a coma-like state while the possession is ongoing. The imbiber's body, like that of the victim, need not eat, drink, sleep, or breathe while the imbiber continues to possess the victim. Every time such is imbibed, however, the imbiber must make a percentile roll against the total number of ounces of possession ectoplasm he has ever imbibed when ending a possession; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, when the possession ends the imbiber's soul fails to return to his body, his body dies, and he is trapped bodiless as a ghost with hit dice equal to half his level, rounded up!

Radioactive Ghost (*): This ghost died through radioactive mishap, either through exposure to excessive natural radiation; magical radiation attack; radioactive blast from a radiation gun; walking through a radioactive crater; or by being caught directly in a nuclear explosion. These kinds of ghosts are rare in an all-fantasy campaign, but are all-too common in science-fantasy campaigns.

The *Radioactive Ghost* glows in various bright radioactive colors, most commonly red, pink, cyan, and orange. Anyone within 5' of the ghost suffers from intense direct radiation damage, suffering 1d6 points of damage per round per hit die of the ghost (save versus Wands for half damage).

The *Radioactive Ghost* can also project a radioactive beam; this might emanate from its eyes, mouth, or hands. The beam is 5' wide and 20' plus 5' per hit die long; all those within the beam must make a saving throw versus Wands. Failure indicates they take damage as above; success indicates they jumped out of the way in time and suffer no damage.

A *Radioactive Ghost* can also spend a round extruding an ounce of ectoplasm (suffering the usual 1d4 points of damage from doing so); the next round it explodes with a burst of radiation in a sphere 20' in diameter; those caught in the area must make a saving throw versus Wands. Failure indicates they suffer 1d6 points of damage per hit die of the ghost; success indicates they suffer only half damage. The ghost re-manifests after 1d4 rounds.

Radioactive Ectoplasm: It is a bad idea to imbibe radioactive ectoplasm, as no known magic or science can separate out the radiation from the ectoplasm. Any living being that imbibes radioactive ectoplasm suffers 1d6 points of damage per hit die of the ghost that provided the ectoplasm per ounce, with no saving throw against the damage. If the imbiber dies through this damage, he rises again 24 hours later as a *Radioactive Ghost* with hit dice equal to half his level, rounded up.

Magic-users and alchemists, and others who study such things, have been able to create a *radioactive ectoplasm grenade* using this ectoplasm. Placed in a lead glass sphere and mixed with various other chemicals (costing 50 gp per hit die of the ghost that provided the ectoplasm), this grenade, when set off, explodes violently and deals the radiation damage of the ghost in a 5' radius per hit die. Those caught in the radius must make a saving throw versus Wands; success indicates they suffer only half damage.

A magic-user or alchemist who manufactures a *radioactive ectoplasm grenade* must make a saving throw versus Death each time they manufacture a grenade; if the saving throw fails, they set off the grenade prematurely during construction, and suffer the damage with no saving throw.

Robotic Ghost (*): This is the ghost of a robot, android, clockwork being, golem, living statue, or some other mechanical or magical construct that was tragically destroyed through mischance and/or violence. Rarely, such creations develop a mind and soul of their own; often in such cases, when their physical existence ends in horror and tragedy, the soul lives on with no place to go, as there are few gods that would claim such a soul for their own.

Robotic Ghosts look much like they did in life; their souls are much less malleable than those of biological beings. Their misty form has a metallic sheen; their eyes light up with unnatural light; their legs or treads or wheels may disappear in a wispy trail, or may remain. Whenever they manifest, they make eerie whistling, beeping, rumbling, or mechanical-grinding sounds that may be alien to beings of lower technological societies.

Robotic Ghosts usually possess whatever abilities and programs they possessed in their material incarnation; this might include laser weaponry, rockets, spell-like abilities, and so forth, as adjudicated by the Labyrinth Lord, though often adapted to ghostly form (rockets shoot balls of ectoplasm, lasers fire negative energy bursts, *etc.*). *Ghost Space Ships*, a subset of both *Robotic Ghosts* and *Ghost Ships*, usually have all the space travel capabilities they possessed during their material existence; if the ship was run by an Artificial Intelligence, it is a *Robotic Ghost Space Ship* that is its own Ghost Captain!

The *Robotic Ghost* ability is not incompatible with other ghostly special abilities; robots that were destroyed with fire often end up as *Fiery Robotic Ghosts*; those destroyed with lasers end up as *Laser Robotic Ghosts*; and so forth.

Robotic Ectoplasm: One ounce of robotic ectoplasm can take the place of 1,000 gold pieces in the cost of assembling a golem or living statue using a *golem manual*; the time to create the golem is reduced by a percentage based on the use of robotic ectoplasm versus normal materials. For example, if creating an iron golem using 50 ounces of robotic ectoplasm, the cost would be only 50,000 gp (half the normal cost) and the time required would be reduced by half.

Any construct created using robotic ectoplasm has a similar chance of awakening under the possession of a ghost (of random type and abilities, up to the hit dice of the golem). Such creations invariably turn on their creator, within 1d6-3 days (0 or less being immediate), and remain uncontrollable.

Four ounces of robotic ectoplasm, if rubbed on or consumed by a construct, repairs it of 1d8+1 points of damage. Every time such is used, however, the construct must make a percentile roll against the total number of ounces of robotic ectoplasm he has ever used; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the construct is *possessed* by a ghost, as above.

Should a living being be so foolish as to imbibe or consume even an ounce of robotic ectoplasm, he must make an immediate saving throw versus Petrification; failure indicates that he is transformed into whatever material the robotic ghost was originally made of, much as a medusa turns flesh to stone. Thus, if the robot were made of iron, the imbiber turns to iron; if the golem were made of amber, the imbiber turns to amber. As with a being turned to stone, the victim does not age, breathe, eat, think, or experience anything that happens while it is thusly transformed. *Stone to flesh* and similar spells might reverse the effect...

Shackled Ghost [Item] (L): This ghost is *cursed* to remain near a specific small, mobile item, such as a sword, crown, coin, cloak, or any other item that could be worn or carried by a single individual. The item has a 10% chance per hit die of the ghost of being magical.

The ghost is unable to move more than 60' away from the item per hit die. The item to which the ghost is shackled is not *ghost touched*, and thus cannot be handled by ghosts.

The greatest weakness of a *Shackled Ghost* is that anyone who holds or wears the item automatically controls the ghost, which is forced to do his bidding. Once the item is worn or held, the ghost cannot harm the holder or wearer of the item unless the holder or wearer purposefully discards the item or has it forcefully taken from him by another.

A *Shackled Ghost* can have the *curse* lifted by having *remove curse* cast upon the object; if the ghost then makes a successful saving throw versus Spells, the *curse* is permanently lifted. Otherwise it is only lifted for 1d6 turns plus one turn per caster level, and then the ghost, wherever it is, is drawn back into the object at a rate of 1,200' (400') per round.

Shrouded Ghost (*): This ghost wears an enchanted burial shroud, which has the ability to allow it to interact with the Material Plane as though it were a normal physical being, i.e., it can touch, carry, wear, and feel as though it were alive and physical, not dead, incorporeal, and pseudo-material. Effectively, everything it touches acts as though it were *ghost touched* while the ghost is on the Material Plane. Note that while some ghosts may wear a shroud, not all are *Shrouded Ghosts*.

A *Shrouded Ghost* may use equipment, wield weapons, wear jewelry, and don armor and/or shield without any concentration on its part. If it wears armor, the armor provides the ghost its protection; if the armor is of less protective value than the ghost's normal AC, it provides a 1 point bonus to AC and any magical bonuses. Any weapon wielded by a *Shrouded Ghost* deals its normal damage and the touch damage and the *fear* or *life drain* damage of the ghost. The ghost can also use any other normal or magic items it can hold, including missile weapons if it uses gloves or gauntlets.

A *Shrouded Ghost* can travel in daylight while wearing its shroud, though it tries to stick to dark pathways and shadowy regions while doing so. It suffers no ill effects in daylight while shrouded, save for a -2 penalty to its morale.

There are three disadvantages to being a *Shrouded Ghost*...

The first is that the shroud of the ghost can be destroyed, and is highly susceptible to fire; the shroud itself has only 1d8 hit points plus 1 hit point per hit die of the ghost. If it catches fire, it burns swiftly; 1d6 hit points of fire damage is dealt each round, split between the ghost and the shroud, until the ghost makes a saving throw versus Death to put it out (requiring all its efforts to try to do so). The shroud can also be destroyed in other ways, such as being swept away in a flood; being torn away with strong winds; being ripped apart by great talons; *etc.*

The *Shrouded Ghost* also cannot take its shroud and its material objects with it into the Ethereal Plane; if the ghost transfers to the Ethereal, the shroud and all its items simply fall to the ground wherever it stood. When the ghost returns to the same spot, the shroud and its items simply rise again, filling with the ghost's pseudo-material form, unless they have been moved and/or disarticulated in its absence. The shroud and items also cannot pass through material, as can a normal incorporeal ghost.

Finally, if the ghost's shroud is destroyed, it is much weakened until it can find another burial shroud. First, of course, it cannot use its items and cannot travel by day. Second, while it has no shroud, is at a -2 penalty to its Morale. Third, because it is used to working in the Material Plane with material items, it suffers a -2 penalty to all attack rolls. Finally, because it is so dependent on the shroud for its identity, it requires 1d6 full rounds to travel between the Material Plane and the Ethereal or vice versa, rather than the usual one round of movement.

When it finds a burial shroud, it must spend one turn per hit die with the shroud in ritual, then make a saving throw versus Death; if the save is successful it is able to use the shroud, otherwise the shroud is useless to it. Most *Shrouded Ghosts* have extra shrouds that they have already enchanted and used hidden in secret places, together with caches of armor, weapons, and jewelry.

Ghostly Shroud: *Shrouded Ghosts* rarely if ever leave behind ectoplasm; if they do, their ectoplasm has only standard abilities, or whatever other abilities the ghost possesses. What they do leave behind when they are destroyed is their shroud, which has a chance of becoming a magical *ghostly shroud*. This chance is a percentage chance equal to the maximum hit points of the ghost. If the roll fails, the shroud is simply a normal burial shroud. Spare shrouds never become *ghostly shrouds*; only the shroud a *Shrouded Ghost* was wearing when it was destroyed can become a *ghostly shroud*.

Skull Thrower Ghost (*): This ghost is able to throw ectoplasmic bombs. These bombs usually take the form of a skull, but in some cases take the form of a fully-fleshed head (complete with hair), pumpkin, bat, or other spooky and eerie items or animals appropriate to the ghost's culture.

Headless Ghosts with this power usually throw a facsimile of their own head, which appears to pop up from the headless neck like a balloon and is then ripped off, or simply materializes in its hand, and hurled by the ghost at its enemies.

The ghost can throw its ectoplasmic bomb to a range of 30/60/90 feet. Even if it misses its intended target, the bomb always hits something, as per normal thrown object rules. The bomb deals 1d4 points of damage per hit die of the ghost to any being it hits directly. Anyone within 5' of the target must make a saving throw versus Breath Attacks; failure indicates they suffer 1d4 points of damage plus one per hit die of the ghost, success indicates they dodge the effect entirely. Lesser ghosts deal enervating damage; greater ghosts deal cold damage; ghosts with appropriate special abilities might deal other kinds of damage (cf. *Acid Ghost*, *Fiery Ghost*, *Radioactive Ghost*, *etc.*).

If the ghost hits its target with a Natural 20, the target is also encased in ectoplasm, as per the *Ectoplasmic Blast* ability. Those within 5' who fail their saving throw are similarly encased in ectoplasm.

Skull Thrower Ectoplasm: Four ounces of this ectoplasm enables the imbiber to form and throw an ectoplasmic bomb in exactly the same fashion as the ghost that provided the ectoplasm. The bomb must be thrown within 1d6+6 turns of consuming the ectoplasm. Every time such is imbibed, however, the imbiber must make a percentile roll against the total number of ounces of skull thrower ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. A failed save indicates that the bomb goes off in the imbiber's hand, dealing its damage to the imbiber. If the imbiber dies in this fashion, the imbiber rises again immediately as a *Skull Thrower Ghost*, with hit dice equal to half his level, rounded up.

Special Immunity (*): The ghost is immune to one or more magical effects. Roll d8: 1 Air, 2 Cold/Ice, 3 Earth, 4 Fire, 5 Lightning, 6 Magical Force (i.e., *magic missile*, *hand spells*), 7 Sonic, 8 Water.

Note: Re-roll cold if the ghost already is immune to cold due to possessing the *life drain* ability.

Immunity Ectoplasm: Imbibing four ounces of immunity ectoplasm makes the imbiber immune to the energy sources the ghost was immune to for 1d6+6 turns. Every time such is imbibed, however, the imbiber must make a percentile roll against the total number of ounces of immunity ectoplasm he has ever imbibed, of whatever immunity types; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the ectoplasm has a completely inverted effect, instantaneously and internally causing the type of damage against which the imbiber sought to gain immunity. The imbiber suffers 1d6 points of the appropriate type of damage per hit die of the ghost who provided the ectoplasm. If this damage kills the imbiber, he rises again 24 hours later as a ghost with hit dice equal to half his level, rounded up.

Spectral Music (*): This ghost is able to produce spectral, ghostly music out of thin air. The music can sound like something as simple and light as a whistle or flute or a single man or woman singing, to as rich and complex as an entire band or orchestra, complete with many-voiced chorus. Ghosts with this ability often specialize in a single style of music, which becomes their calling card of sorts.

Regardless of the kind of music played, the ghost can use the music to engender certain emotions; cause victims to dance; or cause confusion, mayhem, and even death, if it so chooses. The ghost can perform one of these tunes per hit die (determined randomly), no more than one tune at a time, and no more than one tune per day per hit die.

1. Chord of Conflict: While this music plays, all listeners within 10' per hit die of the ghost must make a saving throw versus Spells each round while remaining within the area; failure indicates that friends break out in verbal conflict, while enemies start physical fights. While the effect ends when the music stops, fights continue until those in the conflict choose to stop of their own accord.

2. Chorus of Confusion: While this music plays, all listeners within 10' per hit die of the ghost must make a saving throw versus Spells each round while remaining within the area; failure indicates that the victims are *confused*, as per the spell. The effect ends 1d4 rounds after the victim leaves the area or the music stops.

3. Danse Macabre: This song must follow and target a single individual with hit points no greater than the hit points of the ghost. After 1d4+2 rounds of playing the tune within 10' of

the target per hit die of the ghost, the target must make a saving throw versus Spells; failure indicates the target dies.

4. Dirge of Despair: While this music plays, all listeners within 10' per hit die of the ghost must make a saving throw versus Spells each round while remaining within the area; failure indicates that the victim is struck with severe melancholia, and refuses to do anything, even defend itself, though they have a 25% chance of wandering away at normal movement. When the victim leaves the area or the music stops, the effect ends after 1d4 rounds.

5. Fearful Hymn: While this music plays, all listeners within 10' per hit die of the ghost must make a saving throw versus Spells each round while remaining within the area; failure indicates that they fall victim to magical *fear*, as per the *cause fear* spell.

6. Melody of Madness: While this music plays, all listeners within 10' per hit die of the ghost must make a saving throw versus Spells each round while remaining within the area; failure indicates that they go insane. If the saving throw fails by 10 or more or with a Natural 1, the insanity is permanent until cured; otherwise it lasts for 1d6 days plus one day per hit die of the ghost (casual: 1d6 hours plus one hour per hit die of the ghost).

7. Painful Cacophony: While this music plays, all listeners within 10' per hit die of the ghost must make a saving throw versus Spells each round while remaining within the area; failure indicates that they are subjected to terrible pain, causing them to suffer a -4 penalty to attack rolls and a +2 penalty to Armor Class. When the victim leaves the area or the music stops, the effect ends after 1d4 rounds.

8. Song of Sleep: While this music plays, all listeners within 10' per hit die of the ghost must make a saving throw versus Spells each round while remaining within the area; failure indicates that they fall asleep for one hour per hit die of the ghost (casual: one turn per hit die of the ghost).

9. Strain of Stunning: While this music plays, all listeners within 10' per hit die of the ghost must make a saving throw versus Spells each round while remaining within the area; failure indicates that they are stunned, and drop whatever they are holding, until the music ends.

10. Terrifying Tarantella: While this music plays, all listeners within 10' per hit die of the ghost must make a saving throw versus Spells each round while remaining within the area; failure indicates that they are forced to cavort and dance, much like the classic Tarantella. While they dance, they suffer a -4 penalty to hit and their enemies are granted a +4 bonus to hit the victim. If the victims dance for more than five turns, they are utterly exhausted, and must make a saving throw versus Death; if they fail they die, otherwise they are reduced to a paralyzed state for 2d6 turns. The dancing effect ends when the music ends.

Note that once a victim fails a saving throw, it continues to be affected by the music as long as the ghost continues to play, and does not get a saving throw to end the effect each round.

Victims of a song's effects that perish as a direct result of those effects while the song is still playing must make a saving throw versus Death; failure indicates that they rise again 24 hours later as a ghost with hit dice of half their level, under the control of the *Spectral Music* ghost who killed them with its music.

Musical Ectoplasm: Four ounces of musical ectoplasm enables the imbiber to perform one of the ghostly songs that the ghost that provided the ectoplasm could perform. The imbiber must begin the song within 1d6+6 turns of imbibing the ectoplasm. The imbiber can sing the song or play the song on an instrument; he need not be actually capable of singing or playing an instrument, the magic does most of the work. The imbiber may perform the song for a number of turns equal to the hit dice of the ghost, though for each turn after the first the imbiber must make a saving throw versus Spells; if the save fails, he become a victim of the very song he is performing, and his performance perforce ends, though the effects continue in this case until the end of the pre-determined duration!

Spectral Steed (*): This ghost is paired with a spectral steed, ghostly chariot, phantom wagon, haunted carriage, or other form of conveyance. This could be an old boney nag, stalwart skeletal warhorse, camel of demonic mien, dastardly dragonnel, grim griffon, dark-hearted dragon, or just about any other kind of creature that is used as a domesticated steed.

Whatever its form in life, the steed or conveyance now exists as a semi-intelligent ghost with two hit dice more than its rider, and possesses all the basic abilities and attacks of its type, in addition to the basic abilities of ghosts (*Incorporeal*, *Undead*), plus *fear*-based touch attacks (regardless of hit dice). The steed flies at double its normal land movement or flight movement, whichever is faster. The steed or conveyance usually has no other ghostly special abilities.

The steed is considered *ghost touched* in that material beings can ride upon the back of the steed or in the body of the conveyance; the steed or conveyance can then be used to take the living into the Ethereal Plane, provided the rider is willing.

Steed Ectoplasm: Four ounces of this ectoplasm, when imbibed, allow the imbiber to summon forth a spectral steed or conveyance similar to the steed of the ghost that provided the ectoplasm (identical in abilities, but not the same steed as that of the ghost). The steed is always the same steed when summoned with the same ectoplasm. The steed obeys the summoner in every way for 1d6+6 turns, including conveying the summoner to the Ethereal Plane and back.

Every time such is imbibed, however, the imbiber must make a percentile roll against the total number of ounces of steed ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, when the duration ends, or when he intends to dismount from the steed or conveyance for the last time, the steed or conveyance conveys him to the Ethereal Plane and abandons him there, never to answer the summons again.

Stuck in Time (L): This ghost is forced to repeat the same experience over and over again. Usually this includes the last moments, minutes, or even hours before its death, or some other life-time ritual, usually on a daily basis; sometimes the cycle of repetition depends on the days of the week, cycles of the month, or rarer circumstance (*Brigadoon*-style). Outside these times and places, there is only a 2 in 6 chance or less that a ghost that is *Stuck in Time* can appear or act outside of these circumstances. If a ghost is disturbed while performing its ritual, it can react to the disturbance as appropriate, if it so chooses, or ignore the disturbance, if it feels it is beneath its dignity.

Examples of being *Stuck in Time* include:

- Reenacting one's own death, sometimes with flashes of the scene outside of the body, such as a glimpse of the murderer or at least the murder weapon, though this is rare;
- Performing repetitive actions common to one's daily rituals during life (though always at night), such as going back and forth to the well to draw water, searching the corridors of a library for a book, scribing scrolls in a scriptorium, counting coins in a treasury, and so forth;
- Wandering through a building or streets, visiting locales that one commonly frequented while alive, or searching for something that one lost or was seeking at the time of death;
- Wandering a (desecrated) cemetery or necropolis, moving back and forth from one's grave to the gates or other places of entrance and egress, seeking to return to the land of the living.

Ghosts that are *Stuck in Time* are difficult to put to rest; they cannot be killed simply through hit point damage. If they are thusly destroyed, they simply re-appear again the next time they are supposed to appear to continue their eternal ritual. These ghosts can only be finally, truly put to rest by completing some action related to their deaths. A murderer (or his descendent) must be brought to justice in the presence of the ghost; a ghostly mother seeking her lost child must be handed the skeleton of her child; a party of ghosts slain by a dragon must be presented with the dragon's head; a ghostly sage who died while searching for a specific scroll in a library must be presented with that scroll, and so forth. If the specific deed is completed, the ghost(s) simply fade away...

If a newly-risen ghost was slain by a ghost that is *Stuck in Time*, the new ghost must make a saving throw versus Spells; if he fails, he joins his maker in whatever vignette of death and mayhem the creator is stuck.

Tasked Ghost (L): This ghost died with an unfinished task that now ties it to the mortal plane. This might be something as simple as making a journey from one side of the road to the other; or making a journey home from across town; or seeing their little child one last time. The task might be great and monumental, such as building a great pyramid; seeing that the rightful heir is placed on the throne of a kingdom; or even building an empire.

Whatever the task, the ghost cannot rest until the task is completed and generally no other considerations enter into the ghost's thoughts, such as they are, unless they are related to the task. Thus, though they are not *Stuck in Time*, they might as well be, as they will continue to perform the same actions that have failed time and time again to try to complete a task, as ghosts have little or no imagination.

Teleport (*): This ghost is able to *teleport* once per day per hit die, exactly as per the *teleport* spell. Of course, being *Incorporeal* and able to fly, teleporting in low or high has no effect on the ghost!

Teleport Ectoplasm: Four ounces of teleport ectoplasm enable the imbiber to use the *teleport* spell once within 1d6+6 turns of imbibing the ectoplasm. Upon teleporting, if the imbiber ends up coming in low, he not only dies, he immediately rises again as a ghost of hit dice equal to half his level, rounded up.

Thunder Ghost (*): Also known as a *Storm Ghost*, this ghost's mortal form died during a great thunderstorm, as the result of weather magic, or at the hands of a djinn or other creature with the powers of thunder and lightning. When it manifests in the Material Plane, the ghost is preceded and followed by peals of thunder, rumbles, shakings, and sonic bursts. A *Thunder Ghost* is immune to all forms of air, lightning, sonic, and water damage.

A *Thunder Ghost* can emit a tremendous thunder strike from his manifested form; this attack deals 1d6 points of damage per hit die of the ghost to all those within 5' per hit die of the ghost. Targets in the area of effect must make a saving throw versus Breath Attacks; success indicates they suffer only half damage. Those who fail their saving throw must make a saving throw versus Wands; failure indicates that they are knocked prone and stunned for one round per hit die of the ghost.

Once per round it can also throw a thunder burst up to 20' plus 5' per hit die; the target gets a saving throw versus Spells. If the save fails, the target is struck for 1d6 points of sonic damage plus one point per hit die of the ghost. If the target is

struck, he must also make a saving throw against Wands; if this save fails, he is knocked down and stunned for one round per hit die of the ghost. All within 5' of the target must also make a saving throw versus Spells; failure indicates they suffer 1d3 points of sonic damage.

A *Thunder Ghost*, when manifested on the Material Plane or lurking in the Near Ethereal, may concentrate for one turn in order to affect any change in the weather desired, as per the magic-user spell control weather. The weather conditions remain as long as the ghost concentrates, plus a number of rounds thereafter equal to the hit dice of the ghost plus 1d6.

Thunder Ectoplasm: Four ounces of thunder ectoplasm enable the imbiber to emit a thunder strike equal to that of the ghost that provided the ectoplasm. The ability to emit the thunder strike lasts for 1d6+6 turns before the ability fades. The imbiber must make a percentile roll against the total number of ounces of thunder ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the thunder explodes inside the imbiber, who suffers 1d6 points of damage per hit die of the ghost, with no saving throw.

If he dies through this damage, he rises again 24 hours later as a *Thunder Ghost* with hit dice equal to half his level, rounded up.

Trickster Ghost (*): Having had a miserable if not outright horrific family life while living, this ghost likes to take on the appearance of the recently deceased and haunt their still-living loved ones in order to cause grief and suffering. It has the ability to take the exact form of any being it has studied for at least a week; usually, the ghost cases a family for weeks or months before setting its plot into motion... usually by killing its target in such a way that it does *not* rise again as a ghost.

Then, after the funeral or even before, the *Trickster Ghost* appears to one or more family members in the guise of the recently deceased. At first the ghost comes across as a *Friendly Ghost*, helping family members, showing every bit of love, affection, and kindness. As the ghost has cased the family for weeks or even months, it knows each member intimately and thus gives them little reason to doubt its origins. Then, the horror begins...

First, personal items are misplaced, often in such a way to make it seem like other family members have stolen them (especially heirloom items). Advice given by the ghost begins to cause mistrust and envy among family members. Then, accidents start happening. Old and extremely damaging family "secrets" are revealed (usually all lies, but sometimes hidden truths). And eventually, people begin to die... and the ghost seeks to cause the members of the family to kill each other off in an orgy of blood and hatred...

Thereafter, the ghost moves on to destroy yet another happy family, sometimes leaving new *Trickster Ghosts* in its wake...

Trickster Ectoplasm: Four ounces of trickster ectoplasm enable the imbiber to *polymorph* into a specific individual that he has studied or personally known for at least one week. The physical semblance is perfect, down to facial features, mannerisms, and voice, though the imbiber knows no more of the target than he has learned during his study or acquaintance. The effect lasts for one day per hit die of the ghost that provided the ectoplasm.

When the effect ends, the imbiber must make a percentile roll against the total number of ounces of trickster ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the imbiber is permanently stuck in the new form he has taken on; if he dies while in the new form, he rises again 24 hours later as a *Trickster Ghost* with hit dice equal to half his level, rounded up.

Unwitting Ghost (L): This ghost does not know or understand that it is dead, let alone a ghost. It has great holes in its memory, both from its life (with no memory of its death) and in its afterlife.

It always remains in manifestation form, simply popping out of the Material Plane by day and returning in the same spot at night, with no memory of what happened during the day. Any interaction it has with others or with the world at large that would indicate that it is dead and a ghost is altered in its perception to make it seem normal and part of an every-day interaction.

Unwitting Ghosts can be temporarily clued in to their ghostly existence through extremely unusual incidents that are completely unnatural to everyday experience, such as being thrown through a wall; having a runaway carriage pass through the ghost; seeing its own dead body; or listening in on a conversation that is unequivocally about its death.

In such an event, the *Unwitting Ghost* must make a saving throw versus Death; if it fails, it realizes that it is dead, and a ghost, and immediately retreats to the Deep Ethereal, where it remains in a ghostly catatonic state for 1d6 nights per hit die. Thereafter it drifts back to the Material Plane, takes on its manifestation form, and resumes its unwitting existence.

If the saving throw is successful, it immediately transforms into its horrific form and lashes out at whatever person, place, or thing reminded it that it was dead and a ghost. Once the source of the mind-blowing event has been eliminated, the ghost reverts back to its unwitting state.

Vengeful Ghost (L): This ghost, much like a *Tasked Ghost*, has a task to complete... but it is a long and convoluted task, requiring revenge against one or more persons, usually those who brought about its death, or against other enemies from its mortal life, and if needful, against the descendants of their enemy.

Vengeful Ghosts concentrate on getting revenge in various ways, depending on their thought processes in life. A petty bully is likely to seek out and physically attack and kill those against whom it seeks revenge; a wily noble is likely to seek to haunt the descendants of its enemy for generations, causing them untold misery year after year after year.

Some *Vengeful Ghosts* can only perform certain specific acts of vengeance, against certain members of a family or other line of descent, at certain times. For example, a ghost might be able to only haunt the third-born daughter of the third-born daughter; or may only be able to haunt a child born with a certain mark; or may only be able to haunt a descendent once it has attained its majority, etc.

The ghost, of course, does not choose these limitations; they are set upon it by outside forces, usually dealing with the manner of the ghost's death, or the treason which it (or its enemy) committed, or so forth.

Wandering Ghost (L): This ghost is *curse*d to wander the Earth, unable to remain in any one place for any length of time. The ghost can remain in an area for no more than one night per hit die; thereafter if it does not move on itself, every night when it manifests, it is randomly cast through the ether to another location in an instant, 1d6 plus the ghost's hit dice in miles distant.

If the ghost seeks to return to a place it haunted within the last number of years equal to its hit dice, it must make a saving throw versus Spells each turn it is in that place; failure indicates that it is flung far distant in an instant, 1d6x10 plus 10 times the hit dice of the ghost in miles.

As this is a *curse*, this limitation can be lifted by having *remove curse* cast upon the ghost; if the ghost then makes a successful saving throw versus Spells, the *curse* is permanently lifted. Otherwise it is only lifted for 1d6 days plus one day per caster level. If the ghost, at the time this effect ends, is in a place where it has remained past its time limit, or where it had haunted within the prior hit dice number of years, it is then instantly flung 1d6x100 plus 100 miles per hit die away from that location, and the *curse* takes effect once again.

Warning Ghost [White Lady] (L): This ghost is *cursed* in such a fashion that it must warn any living being it encounters of a certain specific danger; often the danger is the very ghost itself!

Warning Ghosts often arise because of the tragic nature of their deaths, usually involving murder, treachery, deceit, adultery, or treason. The ghost can sense such thoughts among the living while within the area it haunts, and thus appears to those contemplating such actions as a warning against performing the deeds they are considering or performing. They also appear to those who are likely to suffer from such deeds in the immediate future.

For example, the ghost of a merchant who was slain by bandits along a lonely stretch of road might appear to travelers to warn them when bandits are in the area; or might appear to the bandits, to try to dissuade them from their banditry. The ghost of a noblewoman who was murdered by her husband for her infidelity might appear to a woman who is about to have an adulterous liaison; or might appear to a woman whose husband is about to have an adulterous liaison. The ghost of a woman who died of disease might appear to a person who has contracted a disease, or whose loved ones are diseased. The ghost of a man who was murdered might appear to a person who is about to be murdered, or to the person who is about to commit the murder. The ghost of a sea captain who died setting out to sea in choppy waters might appear to sailors who are about to encounter a storm; and so on.

The nature of the warning depends on the nature of the ghost. *Friendly Warning Ghosts* always warn those who are likely to be victims of a specific event, such as they suffered in death. Other ghosts are *cursed* to appear when they themselves seek to attack or cause grief for a target; they must appear to the target and show themselves, causing no harm to the target though looking very menacing, at least one turn before they can take any action against the target.

How the target of the warning reacts is, of course, entirely up to them...

Wind Ghost (*): Also known as a *Rain Ghost*, this ghost's mortal form died during a great windstorm or rainstorm, as the result of weather magic, or at the hands of a djinn or marid or other creature with the powers of rain and wind. When it manifests in the Material Plane, the ghost is preceded and followed by gusts of wind and light rain. A *Wind Ghost* is immune to all forms of air and water damage. A *Wind Ghost* flies at twice its base movement speed.

A *Wind Ghost* can emit a tremendous gust of wind, usually from its manifested hand or blown from its mouth; this attack is exactly as per the *gust of wind* spell, cast by a magic-user of a level equal to the hit dice of the ghost.

Once per round it can also throw a burst of air up to 20' plus 5' per hit die; the target gets a saving throw versus Spells. If the save fails, the target is struck for 1d6 points of air damage plus one point per hit die of the ghost. If the target is struck, he must also make a saving throw against Wands; if this save fails, he is knocked down and stunned for one round per hit die of the ghost. All within 5' of the target must also make a saving throw versus Spells; failure indicates they suffer 1d3 points of air damage.

A *Wind Ghost*, when manifested on the Material Plane or lurking in the Near Ethereal, may concentrate for one turn in order to create a wind storm or a rain storm, as per the magic-user spell *control weather*. The weather conditions remain as long as the ghost concentrates, plus a number of rounds thereafter equal to the hit dice of the ghost plus 1d6.

Wind Ectoplasm: Four ounces of wind ectoplasm enable the imbiber to emit a *gust of wind* equal to that of the ghost that provided the ectoplasm. The ability to emit the *gust of wind* lasts for 1d6+6 turns before the ability fades. The imbiber must make a percentile roll against the total number of ounces of wind ectoplasm he has ever imbibed; if the roll is less than or equal to the number of ounces, he must make a saving throw versus Spells. If the saving throw fails, the wind tears apart the insides the imbiber, who suffers 1d6 points of damage per hit die of the ghost, with no saving throw. If he dies through this damage, he rises again 24 hours later as a *Wind Ghost* with hit dice equal to half his level, rounded up.

UNCANNY ECTOPLASM

Ectoplasm is the raw stuff of the Ethereal Plane that is sometimes drawn into the Material Plane through the manifestation of a ghost into the Material Plane. Ghosts tend to leave bits of this pseudo-material behind during séances, when they flee, or when they are destroyed.

To determine the amount of ectoplasm remaining after an encounter with a ghost, roll percentage dice; if the roll is less than or equal to the maximum hit points of the ghost plus the number of rounds of the encounter (*turns* during a séance), ectoplasm remains, a number of ounces equal to 1/10th the roll, rounded up. If the ghost passed through physical walls, doors, or other locations, double the amount; if the ghost was destroyed during the encounter triple the amount.

Ghosts can also purposefully extrude ectoplasm, whether willingly or unwillingly, but this action harms them. Every ounce of ectoplasm extruded requires one round of concentration and causes them 1d4 points of damage. If a ghost extrudes enough ectoplasm to cause itself to fall to 0 or fewer hit points, it is permanently destroyed.

ECTOPLASM FORM

Ectoplasm can take many forms, colors, tastes, and scents, differing each time a ghost manifests in the Material Plane. Roll separately for each column or choose as you wish, including any other scheme you feel appropriate:

Ectoplasmic Form Table				
D20	Form	Color	Taste	Scent
1	Chewy	Bile	Acidic	Acrid
2	Diaphanous	Black	Bitter	Blood
3	Doughy	Blood	Bloody	Chlorine
4	Fibrous	Blue	Burnt	Dank
5	Filmy	Bone	Buttery	Dung
6	Gauzy	Brass	Fishy	Earthy
7	Gelatinous	Bronze	Greasy	Fetid
8	Goosey	Brown	Honeyed	Foul
9	Grainy	Colorless	Lemony	Metallic
10	Greasy	Copper	Meaty	Musty
11	Gummy	Gold	Metallic	Odorless
12	Leathery	Gray	Milky	Ozone
13	Milky	Green	Oniony	Putrid
14	Oily	Iron	Peppery	Rotting
15	Rubbery	Orange	Salty	Salty
16	Slimy	Red	Sour	Smoky
17	Stringy	Silver	Spicy	Stale
18	Tacky	Violet	Sweet	Sulfurous
19	Tough	White	Tasteless	Sweet
20	Viscous	Yellow	Vinegary	Urine

If the ectoplasm is from a ghost with ghostly special abilities that might affect the form of the ectoplasm, by all means add such details. For example, *Fiery Ectoplasm* might always be warm to the touch and give off puffs of smoke; *Frost Ectoplasm* might always be cold and chill; *Lightning Ectoplasm* might always whiff of ozone and give a little shock when it is touched, and so on.

ECTOPLASM QUALITY

There are three qualities of ectoplasm: raw, cleansed, and refined. All can function equally when consumed or otherwise used, however, each has different limitations and potential problems.

Note that all forms of ectoplasm simply melt away into nothingness if exposed to the light of the sun. To keep ectoplasm safe from sunlight, it must be placed in an opaque container, crystalline container, or in a leaded glass container.

Raw Ectoplasm: Raw ectoplasm is the ectoplasm found at the site of a ghostly haunting. It is often mixed with non-ectoplasmic materials, the consumption of which cause the power of the ectoplasm to go awry or even could cause lethal sickness in the imbiber. If raw ectoplasm is consumed, two problems might occur.

First, if the use of the ectoplasm calls for the imbiber to make a percentage check against the total amount of ectoplasm the imbiber has ever consumed, raw ectoplasm counts for its normal ounces, and adds a one-time penalty to the percent equal again to its volume, increasing the chances of difficulties, for this consumption only. Also, if the percentage check indicates the imbiber must then make a saving throw, the imbiber suffers a -4 penalty to the saving throw.

Second, the imbiber, if he survives the effects of consuming the ectoplasm, must make a separate saving throw versus Poison; failure indicates that the imbiber becomes sickened by some contaminant in the ectoplasm, beginning 1d6 turns after consuming the ectoplasm. This sickness causes fever, chills, hallucinations, and vomiting for 1d6 hours, during which the victim is essentially paralyzed. At the end of the period, the victim must make another saving throw versus Poison; if this save fails, he remains sick for an additional 1d6 hours, during which he loses one point of Constitution.

Continue checking if the victim recovers every 1d6 hours, until he recovers, is cured by the casting of *cure disease*, or dies by being reduced to 0 Constitution. When he recovers, he regains one point of Constitution per day of complete bed rest.

Cleansed Ectoplasm: Cleansed ectoplasm has been run through an *ectoplasmic cleanser* to remove base impurities and contaminants. Use of cleansed ectoplasm is at basal probabilities, with no additional difficulties.

Refined Ectoplasm: Cleansed ectoplasm that has been run through an *ectoplasmic distillation array* has been refined, removing even the finest impurities and contaminants and distilling the ectoplasm down to its essential nature. All refined ectoplasm, regardless of its original form, has been refined into a tasteless, unscented, clear and colorless liquid with the consistency of honey.

Refined ectoplasm is less dangerous to use than cleansed or especially raw ectoplasm, provided all the ectoplasm consumed is refined. If even a tithe of the ectoplasm consumed is merely cleansed or even raw, the whole amount consumed counts as that kind of ectoplasm rather than refined.

If the refined ectoplasm consumed is pure, should the ectoplasm call for the imbiber to add a number of ounces to the total he has ever consumed of that form of ectoplasm, refined ectoplasm does not add to that total, and the subsequent percentage roll is made at half the total number of ounces ever consumed, rounded down. If the percentage roll still determines that a saving throw must be made, the imbiber gets a +4 bonus to that saving throw.

GENERAL ECTOPLASM FUNCTIONS AND USE

Ectoplasm can be used in the casting of magical spells, and is usually used by magic-users, as Lawful clergy consider such use to be sinful at best, blasphemous at worst; Chaotic clergy differ on use of ectoplasm, depending on the attitude of their patron god, though most of these eschew its use as unworthy.

When a spell-caster imbibes (consumed, by eating, drinking, or otherwise swallowing) ectoplasm, the power inherent in the material helps to power his spells. The spell-caster must consume one ounce of ectoplasm for every three levels of the spell (one ounce for 1st to 3rd level spells, two ounces for 4th to 6th level spells, and three ounces for 7th to 9th level spells); the consumption of the ectoplasm takes place during the same round as the casting of the spell. The spell-caster can then choose one of the following effects:

Spell Retention: The spell-caster can try to retain the spell he is casting in his memory; thus the spell will be cast, but not erased from his memory.

Spell Enhancement: The spell-caster can enhance the spell cast, such that the spell is cast at one level higher than the caster's actual level if the ghost who provided the ectoplasm was a lesser ghost, two levels higher if the ghost was a greater ghost, or three levels higher if the ghost was a geist.

Spell Empowerment: The spell-caster causes the targets of the spell to suffer a -1 penalty to their saving throw if the ghost who provided the ectoplasm was a lesser ghost, a -2 if the ghost was a greater ghost, or -3 if the ghost was a geist.

Etheric Burst: The spell-caster enables the spell to affect beings lurking in the Near Ethereal Plane as well as beings on the Material Plane. If the ectoplasm was provided by a geist, the spell also affects beings hiding in the Deep Ethereal.

Pseudo-Reality: The spell-caster grants an illusion or phantasm a stronger level of pseudo-reality, by drawing in ectoplasm from the Ethereal Plane to establish a firmer matrix. This extends the duration of any illusion cast by 50% (100% for a geist), and causes any being wishing to disbelieve in the

illusion to suffer a -2 penalty to their saving throw (-4 for ectoplasm from a geist).

Any of the above uses of ectoplasm require the spell-caster to make a successful saving throw versus Spells. If the ghost who provided the ectoplasm was a greater ghost the saving throw is at a +1 bonus, if the ghost was a geist at a +3 bonus. A failed saving throw indicates the spell is lost from memory; or not empowered at a higher level; or no saving throw penalty is applied; or the spell does not affect the Ethereal Plane; or the illusion or phantasm does not possess a firmer pseudo-reality.

A failed saving throw with a Natural 1 indicates that the caster not only fails to cast the spell entirely, but has caught the attention of the nearest ghost! In the case of a failed attempt to engender an etheric burst or a pseudo-reality, the ghost manifests on the Material Plane immediately from the target point of the spell!

If the ghost who provided the ectoplasm had a special ability germane to the spell being cast, the caster gains a +2 bonus to their saving throw to successfully use the ectoplasm. *Fiery Ectoplasm*, for example, is excellent for casting a *fireball*; *Teleport Ectoplasm* is excellent for casting *teleport*; and so forth.

Every time a spell-caster fails to use ectoplasm in one of these ways, he gains a number of **Haunted Points** equal to the level of the spell; double these points for a failure with a Natural 1. Each time he subsequently fails to use ectoplasm in this way, add the points, then roll percentile dice. If the roll is equal to or less than the total Haunted Points, the spell-caster has accidentally summoned a ghost, which arrives in 1d6 turns. The hit dice of the ghost is equal to the roll divided by 10, rounded up. After the summoning, if the spell caster survives, his Haunted Points are reduced by the number rolled.

SPECIAL ECTOPLASM FUNCTIONS AND USE

Special ectoplasm, from ghosts with ghostly special abilities, can also be consumed as-is to provide the imbiber with special abilities. The use of ectoplasm in this way is often considered foolhardy by clerics and magic-users alike, as it often leads to the death of the user and/or his friends, and often to the creation of more ghosts. This is especially true of ectoplasm from the more powerful ghosts...

Ectoplasm from a ghost with multiple special abilities can be used to create any of the powers of the special abilities it possesses, however, should the imbiber be required to make a saving throw based on the percentage roll after imbibing the ectoplasm, the imbiber suffers a penalty to their saving throw for each ghostly special ability the ghost possessed other than the ability the imbiber is attempting to invoke.

Thus, if an adventurer imbibes the ectoplasm of a *Robotic Fiery Laser Thunder Ghost*, trying to evoke the ability of the fiery aspect of the ectoplasm he suffers a -3 penalty to his saving throw if such is called for upon imbibing the ectoplasm.

EERIE ENCHANTED ITEMS

Armor of Etherealness: Any magical armor has a chance to be *armor of etherealness*; the chance is a percentage equal to the bonus of the armor multiplied by 5; thus a +3 suit of armor has a 15% chance of being *armor of etherealness*.

A suit of *armor of etherealness* has a number of charges equal to the bonus multiplied by 5. For every 5 charges used the magical bonus of the armor decreases by 1 point. Once the ethereal charges drop to 0, the armor becomes normal magical armor.

Each charge used allows the wearer to become ethereal, as per *oil of etherealness*. The duration is 6 turns plus 1d6 turns, though the wearer can end the effect earlier simply at will, and the transference from Material Plane to Ethereal Plane takes but one round, not three rounds.

Armor of Etherealness Table		
D100	Armor	AC
01-05	Padded	8
06-10	Leather	7
11-15	Studded Leather	6
16-30	Scale Mail	6
31-40	Chain Mail	5
41-45	Splint Mail	4
46-50	Banded Mail	4
51-75	Plate Mail	3
76-00	Shield or Helmet*	-1

*Helmets include everything from skullcaps (wearable by magic-users) to great helms. *Viking horned helms of etherealness* are not as rare as one might think...

Blackleaf Pipeweed: This rich, dark pipeweed is grown in shadowy shires hard upon the borders of the weird and eerie. When smoked, the smoke of the pipeweed can be blown out into a cloud 5' by 5' by 5' in front of the smoker. Any ethereal or invisible being in that area, whether manifested in the Material Plane, lurking in the Near Ethereal, or hidden in the Deep Ethereal, is outlined in a silvery-black aura, prominently visible on both planes. The aura remains with the being for 1d6+6 turns. Any being outlined in this aura suffers a +2 penalty to its Armor Class.

Cursed Scroll of the Unholy Spirit: This *cursed* scroll, when read, requires the reader to make a saving throw versus Spells; failure indicates the reader is immediately slain and rises again one round later as a ghost of hit dice equal to half the deceased's level, rounded up. The new ghost is a *Cursed Ghost* (see Ghostly Special Abilities), with the usual chances of having further ghostly special abilities.

Crystal Ball of Mediumship: These rare items are manufactured by magic-users who are also mediums. They provide the user, who must be a magic-user or medium or both, with bonuses for finding and summoning a specific ghost during a *séance* and in exorcizing ghosts.

First of all, if the magic-user is not a medium, he may act as a medium and perform a *séance* when using the *crystal ball*, with a base Sixth Sense score equal to his Intelligence score. If the medium is not a magic-user, use of the *crystal ball* during a *séance* increases the portion of their Sixth Sense score based on Intelligence to half their Intelligence score. If the user is both a magic-user and medium, during a *séance* their Sixth Sense doubles when using the *crystal ball*, or is increased to double their Intelligence score, the greater of the two.

When using the *crystal ball* to *exorcize* a ghost, the minimum base chance roll for the *exorcism* is equal to the Sixth Sense score of the magic-user or medium, as above.

A medium that is not a magic-user can also use the *crystal ball* for its normal use, but only when searching for ghosts or the spirits of the dead in the Celestial Realms, the Netherworld, or the Hells.

Ectoplasmic Cleanser: This device, a large centrifuge of copper, silver, and crystals, renders raw ectoplasm gathered from the site of a haunting into cleansed ectoplasm, prepared to be consumed or further refined through the use of an *ectoplasmic distillation array*. The process requires one turn per ounce of ectoplasm; a cleanser can hold up to 16 ounces of ectoplasm at once. The cleanser removes gross impurities, leaving only ectoplasm, though of unrefined cleansed sort. The cleanser is powered by crystals, consuming 1d6x10 gp value in crystals per ounce cleansed.

Ectoplasmic Distillation Array: This series of crystal and mithral tubes, pipes, jars, beakers, retorts, and alembics is designed to take cleansed ectoplasm and distil it down to its strongest, purest, refined form. The process requires three ounces of cleansed ectoplasm (of the same type, from the same ghost), the consumption of 3d6x10 gp value in crystals, and 3d6 turns to distil one ounce of refined ectoplasm.

Ectoplasmic Extractor: This large, bulky device looks like a man-sized glass and metal coffin attached to a bewildering array of tubes, pipes, and jars. It has a port for attaching a *ghost trap*, through which a ghost can be placed into the *ectoplasmic extractor*. Ghosts cannot take any action while in the extractor, as it has the same characteristics as a *ghost trap*, rendering them powerless.

The *ectoplasmic extractor*, as the name implies, extracts ectoplasm from the ghost trapped within. The extractor has three settings: slow drain, fast drain, and full drain.

The slow drain setting extracts one ounce of ectoplasm per hour, then performs multiple readings of the health of the ghost; if the ghost is weakened (i.e. falls to 5 hit points or less), it stops the extraction process. Otherwise, it extracts another ounce per hour, and then continues the process.

The fast drain setting drains one ounce per turn (10 minutes); the readings are not as thorough or complete on this setting, so there is a 20% chance per remaining hit point of the readings being wrong, and continuing the extraction process even if the ghost falls to less than 5 hit points.

The full drain process is the swiftest, extracting one ounce of ectoplasm per round, with no regard as to the remaining hit points of the ghost, inevitably draining the ghost to destruction, barring outside intervention.

The ectoplasm thus extracted wends its way through a process amidst the many tubes and jars, eventually ending up in an *ectoplasm containment jar*, specially treated to keep the ectoplasm quiescent within and keep out the harmful rays of sunlight that might destroy the precious ectoplasm. The ectoplasm is still raw; cleansing requires an *ectoplasmic cleanser*, and further refinement requires an *ectoplasmic distillation array*.

During the process, the ghost is manifested visibly through the glass portion of the sarcophagus; as it is drained, viewers can see that it is much in distress, especially when the full drain setting is used. If the ghost is destroyed through being drained of ectoplasm, it sets off a terrible howl of rage, fury, and fear... and then fades away with a whimper.

Ectoplasmic extractors are powered through a gemstone furnace, draining 1d10x10 gp value of precious gems (500 gp value or greater) of their value per ounce of ectoplasm extracted.

Ectoplasmic Mask: This mask is made of ectoplasm; it is not manufactured, rather it is the result of the impression of four or more ounces of ectoplasm upon a solid surface during an encounter with a ghost, when the ghost passes through the solid surface and the form of the remaining ectoplasm is “leathery,” “rubbery,” or “tough.”

Yes, the mask is actually the face of the ghost, formed in ectoplasm!

An ectoplasmic mask, when worn, enables the wearer to see into the Ethereal Plane; this is not merely the perception of denizens of the Ethereal Plane, as a medium can do, this is full vision into the Ethereal Plane, both the Near Ethereal and the Deep Ethereal. The wearer sees into the Ethereal as well as any ghost can, while at the same time is able to see normally in the Material Plane.

The problem is that any being in the Ethereal can see the mask and the eyes looking through the eye holes of the mask; thus anyone wearing an ectoplasmic mask must roll for both normal encounters on the Material Plane and encounters on the Ethereal Plane (alternate each turn).

As with any type of ectoplasm, if caught in sunlight, the ectoplasmic mask fades away instantly into nothingness.

Ethereal Essence Infuser: This device looks much like the *ectoplasmic extractor*, above, and only an expert in the field of incorporeal ethereal entities can tell the difference. The difference is that an *ethereal essence infuser* is used to restore hit points to a ghost, rather than extract ectoplasm from it.

Every turn a ghost is in an *ethereal essence infuser* it is healed 1 hit point. Sensors in the infuser have a 99% chance of detecting the current hit points of the ghost, and stopping the process when the ghost is fully restored its personal maximum hit points. If the sensors fail and the ghost is overcharged, there is a 1% chance per extra hit point, checked each turn, that the device explodes, freeing the ghost and perhaps sucking much of the surrounding area into the Ethereal Plane!

If the device explodes, there is a chance equal to the total hit points of the ghost that caused the explosion, including overcharged hit points, that the device and everything within 10' per hit die of the ghost is sucked into the Ethereal Plane through an inversion of the ethereal flux capacitor. Those within 5' of the demarcation line to either side can/must make a saving throw versus Spells; failure indicates that they are sucked into the Ethereal with the device; otherwise they duck out of the way in time.

Ethereal essence infusers are usually powered through a precious metal boiler, destroying 1d20 gp value of gold or platinum per hit point healed. Other infusers are known to be powered by the blood of living intelligent beings, providing 10 hit points to ghosts for every 1 hit point of living blood consumed in this manner. Elf blood is said to be able to provide 100 hit points to a ghost per hit point of fresh elf blood.

Ghost Drum: A *ghost drum* is an item usually constructed by barbarian priests, savage shamans, misanthropic druids, and jaded necromancers; while its use is considered efficacious, its nature is barbarous and savage, and its construction, if not use, is considered Evil. Made of the skin and bones of human children, the drum is used to summon and bind or frighten ghosts, at the whim of the user.

When seeking to summon and bind a ghost, the user must go to a place where a ghost is found, and drum in that location. After 1d6 turns of drumming, the ghost appears, willing or no, and then must make a saving throw versus Spells; if the saving throw fails, the ghost must do the drummer's bidding and perform one task capable of being performed in three nights. Thereafter the ghost cannot retaliate against the drummer, provided the drummer continues to own the drum. If the saving throw succeeds, the ghost is free from the duress of the drum, and must make a Morale check; if the check fails, it must flee, otherwise it is free to attack the drummer if it wishes.

If the drummer wishes to frighten ghosts away, he plays a different beat on the drum; any ghosts within 20 feet of the drum per level of the drummer must make a saving throw versus Spells each round it remains in the area; if the saving

throw fails, the ghost must flee, and not return so long as the drummer remains in the area (even if the drummer stops playing). Every night thereafter, once the drummer has left, it may make another saving throw; if it succeeds, it may return to the place from which it was drummed out.

If the original saving throw succeeds, the ghost may take whatever action it wishes, including attacking the drummer, but must continue to make the saving throw each round the drummer continues to play.

Ghost Generator: This large device traps the souls of those who perish near it, ripping apart the souls and combining them with energy from the Negative Energy Plane to create ghosts. A *ghost generator* has a power rating of 1 to 10; this indicates the largest hit die ghost it can create using soul energy. The power rating is also the range in hundreds of feet of the soul-capturing ability of the ghost generator, i.e., 100 to 1,000 feet. Any intelligent being with a soul that dies within that range must make a saving throw versus Spells; if the saving throw fails, the soul of the being is trapped in the ghost generator. Lawful (Good) beings get a +4 bonus to the saving throw. As long as the *ghost generator* has souls in it, it is operational and can generate ghosts.

Every round the *ghost generator* is operational, roll a d6; on a 1-3 nothing happens that round; on 4-6 it creates a Presence (1 HD ghost). If the roll is a 6, roll again; on a 4-6, it creates an Apparition (2 HD ghost) instead of a Presence; as long as you continue to roll a 4-6, increase the hit die of the ghost by one and roll again, and roll again if the roll is a 6, until you do not roll a 4-6, or you reach the power rating of the generator, or you run out of soul levels in the generator. Each ghost generated drains its number of levels or hit dice from the level or hit dice of the soul that has been held the longest by the generator. When that soul has all its levels or hit dice drained, it is destroyed, and that being cannot be *raised* or *resurrected* short of the application of a *wish*.

If the soul currently being drained died in a manner applicable toward the creation of a ghostly special ability, or otherwise possessed its own pertinent abilities (such as the soul of a red dragon and the *Fiery Ghost* ability) roll normal chances to see if the ghosts generated possess that special ability; otherwise, generated ghosts have no additional ghostly special abilities.

Ghost generators vary greatly in appearance. Some are large gem-encrusted metal spheres glowing with a crackling aura of black energies; others are great towers made of bones and skulls buried in shadow; some are thick stone statues of demonic mien with glittering eyes for gems; and still others appear to be gargantuan writhing masses of flesh and blood (these last can also generate skeletons and zombies). Some are still controlled by their creators, who control the ghosts created by the *ghost generator*; most are long abandoned by their creators, who are long dead (and perhaps were transformed into ghosts by their creation), and are running on automatic, filling the dungeon with random ghosts...

Ghost Mask: There are many magical masks that affect a ghost-like appearance; this refers to the general *ghost mask* as encountered in regions where the locals celebrate a “Day of the Dead” or “Feast of the Dead,” a time when the boundaries between the Ethereal and Material Planes are weak, the light of the sun has no effect on ghosts, and even ghosts who normally eschew the Material Plane are found upon it, manifested to take advantage of the ease of crossing over. Local festivals that celebrate, honor, or dread these days often include the wearing of *ghost masks*, so that the living that go about at those times might be bypassed by ghosts. The idea is that the *ghost mask* makes the ghost think the living person is a ghost, and thus either treats him like a friend or ignores him altogether.

Any ghost, upon encountering a wearer of a *ghost mask*, must make a normal Reaction check; any result other than 12, Attacks or 2, Friendly means that the ghost simply ignores the person wearing the *ghost mask*. On a roll of 12, roll again; if a 12 occurs again, the ghost mistakes the being for an enemy ghost, and attacks immediately (and will be no happier if the *ghost mask* is removed, as it has been tricked). If any other result is rolled, the ghost ignores the wearer of the ghost mask. If the initial result was 2, Friendly, the ghost strikes up a friendly conversation, and may become an ally... as long as the *ghost mask* is worn. Should the *ghost mask* be removed, or the ruse otherwise be revealed, the ghost must make another Reaction check, with a +3 penalty to the roll...

These masks, if properly crafted in the traditional methods, function automatically on the special days for which they are intended to be used. On any other days, a ghost gets a saving throw versus Spells; if the save fails, he is affected by the power of the *ghost mask*. Otherwise, the mask is meaningless to the ghost at that time.

Ghost Net: These items are made using traditional methods by local wise men, wise women, shamans, and witches. They take various forms, from painted symbols and designs upon a wooden circle; woven nets of wood, sinew, or hair, with beads and feathers; long, thin scrolls upon which spells and rituals have been inscribed; and so forth. These items are placed above or next to the door of a home, in a place where they can be “recharged” in the light of the sun, in the hopes that the ghost net captures any ghosts seeking to haunt the residents of the home.

Ghosts who attempt to enter the building, whether through the protected door or otherwise, must first check to see if they are stopped by the *ghost net*. As these are merely peasant-magic level items, ghosts get a +4 bonus to save versus Spells against their effect; if they succeed, they are free to enter the building. If they fail the saving throw, they are forced to stay out of the building; if they fail their saving throw by 10 or more, or with a Natural 1, they are captured by the *ghost net*, and get another saving throw every turn to break free. If they are stuck there when the sun rises, they are cast into the Ethereal Plane as usual.

Ghost Prison: Ghost-hunting magic-users often build a *ghost prison* for long-term incarceration of ghosts captured with a *ghost trap*. *Ghost prisons* usually take on the form of a small-room-sized ghost trap, often decorated with glowing skulls and bones; one or more *ghost traps* can be attached to it to enable transfer of ghosts from the trap to the prison, or from the prison to the trap. *Ghost prisons* can be built to hold a number of hit dice of ghosts equal to 10 times the level of the creator of the prison.

Normally ghosts transferred from a *ghost trap* to the *ghost prison* and vice-versa are transferred easily and without incident, as long as the *ghost prison* holds no more hit dice of ghosts than its regular limit. If that limit is exceeded, there is a 1% chance per 5 hit dice above the limit or portion thereof per transfer that an accident happens, and a ghost currently in the process of being transferred gets a saving throw against Spells; if the save is successful, it breaks free, most likely to seek to flee immediately, though if it makes a Morale check at half its normal Morale (rounded down), it stays to wreak havoc. If it makes its saving throw with a natural 20, there is a percentage chance equal to the original chance of an accident that the whole containment field begins to fail, and all the ghosts get a saving throw to break free...

Magic-users with *ghost prisons* hold ghosts prisoner in order to force them to produce ectoplasm with an *ectoplasmic extractor*; to question them about ancient and esoteric knowledge; to avenge themselves on dead enemies; and for other eldritch and unknowable reasons.

Ghost prisons are powered by the energy of the ghosts held within; thus when a failure occurs, a cascade of failures is likely to occur.

Ghost Sword: This sword appears to be little more than a hilt missing a blade, but when lifted, has the same heft as a long sword. If swung, it has the balance and feel of a long sword. It does not harm anything exclusively on the Material Plane, but can strike creatures that exist in both the Material Plane and in the Ethereal Plane, such as ghosts. Against such creatures it affects them as though the blade were with them on the Ethereal Plane, i.e., they have no immunity to weapons and an Armor Class of 8. It deals damage as per a long sword, with normal Strength modifiers. When first struck by a *ghost sword*, a ghost must make a morale check; if it fails, it flees into the Deep Ethereal for a number of days equal to the points of damage suffered.

Ghost Touched: Not so much an item as a state of being, *ghost-touched* items exist equally in both the Material and Ethereal Planes. Such items can be picked up and used by both material beings and ethereal beings, such as ghosts. Just about any item can be a *ghost touched* item, though most such are weapons, armor, and magical items of use to the greater ghosts.

Shrouded Ghosts, while wearing their shroud, treat all material items as though they had the *ghost touched* trait.

Ghost Trap: *Ghost traps* are containers that trap ghosts; they look like gem-encrusted glass and crystal spheres or lanterns framed with fine wire of precious metal and fragile bone and held with a metal or bone loop or handle. Each *ghost trap* has a power rating from 1 to 10, indicating the total number of hit dice of ghosts the trap can hold. The range on the device is 2d6x10' (each device is unique). When activated (usually by depressing a gem, sometimes by invoking a magic word), a colorful arc of energy lashes out from the *ghost trap* toward the target ghost within range (chosen by the wielder). The ghost must make a saving throw versus Spells; if it fails, it is instantly captured by the trap.

Once captured by the *ghost trap*, the trap holds the ghost in miniaturized form; the ghosts trapped within can be seen writhing in anger and rage, but are powerless, and are trapped within regardless of their powers and abilities. The ghosts within can be released if another button on the device is pressed, or if the magic word is said backwards. They are also released if the *trap* is full and another ghost is captured; the largest hit dice of ghosts needful to enable the capture of the new ghost is/are released when the new ghost is captured.

Most *ghost traps* are quite fragile, due to the nature of the needs of the enchantment; they tend to be made of easily breakable glass, crystal, and gems, with a metal wire or bone frame. If the *trap* is broken, all ghosts contained within are freed instantly.

Ghost traps are powered by gems placed in the handle; each hit die of ghost captured drains 1d10 gp value of the gems. A *ghost trap* with gem stones drained of all value fails; any ghosts held in the *trap* are immediately freed!

Ghostly Shroud: This burial shroud confers upon the wearer the ability to *polymorph* into a ghost. The wearer has the same abilities as a ghost of half his level, though he maintains his current hit points and attacks using his own attack matrix or that of his ghostly equivalent, whichever is greater. While a ghost the wearer has all the abilities and limitations of the ghostly type. If the shroud was from a known specific ghost (c.f. *Shrouded Ghost*), the wearer also possesses all the ghost's special abilities, including any limitations!

Revivification Sarcophagus: This large metallic device resembles a large lidded and hinged sarcophagus, as used by the Egyptian pharaohs of old, combined with an amazing array of glass alembics, retorts, tubes, jars, and bottles arranged in a general cross formation around the sarcophagus. When a ghost manifests within the sarcophagus and potions of *extra-healing*, *longevity*, *oil of ethereality*, and *polymorph* are poured into the four corners of the cross of tubes, the whole begins glowing, whistling, and groaning, with the bubbling fluids combining in whirring tubes, eventually to pour simultaneously on the four ends into the closed sarcophagus. After a full turn of such activity, the sarcophagus lid heaves open, and if all went well, the ghost has been revived as a living being. *If all goes well...*

First, the operator must make a saving throw versus Spells; if the save succeeds, everything worked just fine. If the save fails, the mix of potions went awry, and the operator must roll on the *Potion Mixing Table* (AEC p. 144) using a d12 rather than a d20. On 1 or 2, the potions turn into a lethal gaseous poison affecting all within 30' of the sarcophagus. On a 3 or 4, the potions and the glass around the sarcophagus all explode, dealing 2d6 points of damage plus one point per hit die of the ghost to all within 30' (save versus Breath Attacks to take only half damage). On a 5, the potions are successful... sort of. If the ghost makes its saving throw subsequently, it is embodied, but in the form of a corporeal undead! It rises from the sarcophagus as a corporeal undead creature of the same or nearest lower hit dice. On a 6 to 12, the potions merely fail, as does the revivification.

If the operator succeeded at his save, or fails and rolls a 5 on the potion table, the ghost must make a saving throw versus Death; if the save fails, nothing happens, and the potions are all wasted. If the save succeeds, the ghost is reborn in living form, a normal living being, beginning again at 1st level in whatever class it held in life (or it gained an interest in during undeath). If the ghost made its saving throw by more than five, for every point more than five by which it saved, it starts out at one level higher, up to a maximum level equal to its hit dice as a ghost or the highest level it held in life, whichever is less.

Ring of Wraiths: This smooth ring appears to be made carved from solid smoky-black obsidian; glittering silver words in an unknown tongue arc like electricity within the torus of the ring. The wearer may use the ring to become ethereal, as per *oil of etherealness*, at will; the journey there takes one round, and back again takes but one round. Should the wearer of the *ring of wraiths* ever die while wearing the ring on the Ethereal Plane he rises again instantly as a ghost with hit dice equal to half his level, rounded up.

No wraith can ever attack a wearer of the *ring of wraiths*; the wearer gains a -2 bonus to Reaction checks with wraiths. The wearer of the *ring of wraiths* may attempt to take control of any wraith within 60'; the wraith falls under the ring wearer's complete dominion if it fails a saving throw versus Spells. If the wraith succeeds in his saving throw, the ring can never control that wraith. The wearer of the *ring of wraiths* can maintain control of one wraith for every hit die (not level) he possesses; if he already controls as many wraiths as possible, he may dismiss one from his service to attain the domination of another.

Robes of Etherealness: These magical hooded robes are designed to be worn by a cleric, druid, magic-user, or elf (of the elf racial class). They operate in everyday fashion as per a *cloak of protection*, providing the wearer with magical bonuses to Armor Class and saving throws.

The robe also enables to wearer to become ethereal, as per *oil of etherealness*. The duration is 1d6+6 turns, though the wearer can end the effect earlier simply at will, and the transference from Material Plane to Ethereal Plane takes but

one round, not three rounds. Each use of the robe in this manner uses 1 charge.

A *robe of etherealness* has a number of charges equal to its bonus multiplied by 5. For every 5 charges used the magical bonus of the robe decreases by 1 point. Once the ethereal charges drop to 0, the robe becomes a normal non-magical robe.

These robes often offer superior protection than simple cloaks:

Robe of Etherealness Bonus	
D100	Bonus
01-40	+1
41-70	+2
71-90	+3
91-97	+4
98-00	+5

Anyone not of the cleric, druid, magic-user, or elf class who wears the robe gains the normal protection bonuses of the robe; if he learns the ethereal properties of the robe, he may attempt to use them, though proper use is not certain. The wearer must make a saving throw versus Spells each time he uses the robe to go to the Ethereal Plane; if the saving throw succeeds, the transfer is completed normally. If the saving throw fails, something goes wrong... perhaps horribly wrong.

Robe of Etherealness Saving Throw Failure	
Failed by	What Happens
1 to 3	Nothing; one charge is used and the robe fails to take the wearer to the Ethereal Plane.
4 to 6	Cosmic Backlash; magical energy arcs all around the wearer from the robe, draining 1d6 charges, causing a like number of d6s in damage to the wearer, and blinking the wearer for a like number of rounds to a random nearby location.
7 to 10	Wearer is transported to the Ethereal Plane, but finds out when he attempts to return that it was a one-way trip, as the robe has permanently lost its magic...
11 to 15	Wearer is blasted through the Ethereal Plane into a nearby plane other than the Material Plane.
16+	The wearer dies instantly, horribly, and spectacularly, and rises again immediately as a ghost of hit dice equal to half his original level, rounded up. For the first 2d6 turns of his existence he is in a maddened state, seeking to slay or destroy anything encountered in and on the nearby Material and Ethereal Planes.

Sigil of the Positive Energy Plane: This sigil is said to have been handed down to gods and angels by the primal entities that rule the Positive Energy Plane. It was then passed on through various Lawful (Good) religions, and today is used by those knowledgeable in eldritch thaumaturgical arts in spell-casting and ritual work. While it can be used in many ways, the manner most pertinent to this work is the *Evocation of the Eleventh Derivative of the Eternal Light*.

When the sigil is inscribed on an object, most usually a ring, wand, or rod, and used to trace the sigil in light in the air or upon a surface, and the Evocation is called upon, the sigil acts as an *exorcism* spell against possessing entities native to or powered by the Negative Energy Plane (including ghosts). Any being with the ability to scribe the sigil and the knowledge of the Eleventh Derivative can use it in this fashion.

When so used, the effect must be directed against a target possessing entity within 20'. The percentage chance of exorcising the entity is equal to the level of the evoker (double if a cleric, druid, or magic-user) plus the evoker's Charisma score, minus the hit dice of the target entity. The evoker can add 1d6 points to the percentage chance of success per spell level if he expends a memorized spell slot during the evocation.

If the evocation is successful, the entity is *exorcized*; if it fails, the entity cannot be affected by the *Eleventh Derivative* during the term of the current possession.

Talisman of Protection against Ghosts: This item, which might be a medallion, amulet, ring, brooch, necklace, or some other worn item, protects the wearer from ghosts in the same manner as a *protection from evil* spell. The effect is continuous; if a ghost tries to touch or attack the wearer, it suffers 1d4 points of damage with no saving throw.

Theurgistic Ectoplasmic Phial: This small four ounce phial of leaded glass is held in a twisting array of silver and tin wires that form magical sigils around the glass; the glowing ectoplasm within is sealed with a lead-sealed leaded glass stopper. The whole usually depends from a silver chain worn around the neck.

When the phial is held in the hand and certain magic phrases spoken, the power of the ectoplasm held within is invoked, as though the one holding the phial had imbibed the ectoplasm. If, by doing so, the user must make a percentage roll to make a saving throw, the chance is at half normal that the saving throw is called for. If the saving throw is called for, the user gets a +4 bonus to the saving throw. If the saving throw fails, the phial begins warming drastically, the ectoplasm begins glowing furiously and bubbling ominously, and the user has 1d3 rounds to throw the phial as far away as possible. The phial then explodes, obviating any other negative effect the ectoplasm might have, though dealing 1d6 points of damage plus 1 point of damage per hit die of the ghost that provided the ectoplasm to all in a radius of 5' per hit die (save versus Breath Attack for half damage).

SPOOKY SPELLS

This section includes both new spells and new uses for existing spells. Existing spells not listed usually affect ghosts normally, with the exception of cases where the ghost has a special ability, such as *Special Immunity to Fire*, *Fiery Ghost*, and so forth, which are not enumerated here.

Most of the new spells are found only in the repertoire of exorcists, ghost chasers, and necromancers; they are rare among the more broad-knowledge based spell casters, even clergy.

GENERAL EFFECTS

BLINDNESS/DEAFNESS: Ghosts cannot be *blinded* or *deafened*, as they have no true eyes nor ears to affect with a spell.

CHARM/HOLD/DOMINATE: No *charm* spell or other spell that similarly affects the *mind* of a target can affect a ghost. The similar spells that hold a person or monster also cannot affect a ghost, unless it currently *possesses* a living body, as the spell targets the body, not the ghost; if the ghost fails a saving throw versus the hold, then the body is held, and the ghost is trapped in the body until the spell ends. *Dominate* and like spells are up to the Labyrinth Lord, depending on whether you adjudicate that the spell affects the *mind* or the *body* of the target.

ELEMENTS: Ghosts are immune to all natural elements native to the Material Plane – natural air, natural earth, natural fire, and natural water. This also includes acid, cold, sound/sonic, and so forth. No effect that causes damage or an effect with *natural* elements of the Material Plane can affect a ghost.

Magical elements, elements created by magic, or elements from the Elemental Planes, generally can affect a ghost, especially elements summoned from the Elemental Planes. The sole exception to this in general is magical cold, which cannot affect greater ghosts. Otherwise, unless a ghost has a *Special Immunity*, it can be damaged or affected by magical or summoned elemental material.

For example, a *pyrotechnics* spell depends on the use of a pre-existing fire for its effects; if it is a natural fire, the fire from this spell cannot affect a ghost. On the other hand, the *fireball* spell creates magical fire, and thus can affect a ghost.

FEAR: Ghosts are immune to magical *fear* as such spells affect the mind. Ghosts can feel fear, but it must come naturally, and cannot be magically created.

ILLUSIONS: Ghosts may or may not be immune to illusions, depending on the nature of illusions in your campaign. If illusions actually operate entirely on the mental level, placing the illusion in the mind of the target creature, then ghosts are immune to illusions, as they have no mind to affect.

If, on the other hand, illusions have a quasi-real quality, then there are several further possibilities. The first is that illusions manipulate the Ethereal Plane and reflect off of ectoplasmic prisms to create an image of reality, much like ghosts pseudo-physically extrude into the Material Plane. If this is the case, then illusions also do not affect ghosts, as they can see right through them.

If, instead, illusions work in some other fashion unrelated to the mind or to the Ethereal Plane, such as by creating the illusory form entirely through force magic, then it is likely that ghosts can be affected by illusions. Still, the moment the ghost flies through the illusion it will know it as an illusion, as it can “feel” material physicality around it.

PHANTASMS: Unless you determine in your campaign that there is another source of the pseudo-real material that creates phantasms, these are classified in the same manner as “illusions created using ectoplasm from the Ethereal Plane,” above. However, the pseudo-material is much “firmer” in a phantasm than in a plain illusion, and has the ability to actually cause harm. With a phantasm an illusionist is actually forming an ectoplasmic construct, a “ghost puppet” after a fashion.

As such, these illusory constructs are *ideal* to attack ghosts, as they “exist” with the same matrix on the same level of pseudo-reality as ghosts. Thus, phantasms can attack ghosts, both those manifesting on the Material Plane and those lurking in the Near Ethereal Plane (though in the case of lurkers, unless the illusionist can guide the phantasm by being able to see in the Ethereal Plane, the ghost is still considered invisible for purposes of finding it to hit and penalties to hit).

PSIONIC/PSYCHIC ABILITIES: No ability that requires affecting the *mind* of the target can affect a ghost. Abilities that manipulate other things might affect a ghost, within the broad rules found here, or within the specific rules found in a similar spell.

SHADOW MAGIC: Shadow magic creates quasi-material constructs, or summons quasi-material beings, from the Plane of Shadow, which is a plane coexistent and coterminous with the Material Plane, much in the same manner as the Ethereal Plane. Ghosts that have manifested in pseudo-material form on the Material Plane and shadows that have manifested in quasi-material form on the Material Plane cannot physically interact; they are made of completely different unreal material, and have no common matrix through which they can interact. Similarly, shadow magic spells have no effect on ghosts, as also being quasi-material their matrix is completely different from that of the pseudo-material matrix of ghosts.

STUNNING/UNCONSCIOUS: Ghosts cannot be stunned, nor may they be rendered unconscious, and any spell creating such an affect has no effect on them.

LIST BY SPELL

Allure: Has no effect on ghosts.

Amnesia: Has no effect on ghosts.

Antipathy/Sympathy: Has no effect on ghosts.

Atonement: This spell can be cast on a non-Evil ghost who wishes to end its existence. It then gets a saving throw versus Spells; if it succeeds, it is freed from its undead existence, and the soul goes on to its eternal reward. If the saving throw fails, nothing happens, and the same cleric cannot cast the spell upon the same ghost ever again.

Bless: This spell, when cast upon a weapon, makes it magical for the purpose of hitting a ghost that can only be hit by magical weapons.

Blink: Ghosts have no problem seeing or attacking a blinking target.

Charm Monster: Has no effect on ghosts.

Charm Person: Has no effect on ghosts.

Charm, Mass: Has no effect on ghosts.

Clairvoyance: Has no effect on ghosts.

Clairaudience: Has no effect on ghosts.

Clenched Fist: As the *clenched fist* is a pseudo-material ethereal creation, it affects ghosts as well as material creatures.

Cloudkill: Has no effect on ghosts.

Cone of Cold: Has no effect on ghosts with the *life drain* ability.

Confusion: Has no effect on ghosts.

Continual Light: Ghosts cannot stand magical light; they suffer a -1 penalty to attack, to saving throws, and to Morale while within an area of magical light.

Control Weather: Has no effect on ghosts, as it is natural weather. Cast on the Ethereal Plane... well, that's up to the Labyrinth Lord. If the Ethereal Plane has weather, and this spell can affect it when cast on the Ethereal Plane, then it should be able to affect ghosts on the Ethereal Plane.

Crushing Hand: See *clenched fist*.

Cure [Light, Serious, or Critical] Wounds: These spells affect ghosts in the same fashion as the *cause wounds* reversed forms of the spell affect living beings, i.e., they can be used to harm them. A cleric's hand counts as a magical weapon, of the minimal needed to hit the ghost but with no actual bonus,

when the cleric casts this spell in this fashion. The cleric's hand remains empowered by this spell until the cleric successfully touches a target and delivers the spell or up to 1d6 rounds plus 1 round per level, at the end of which the spell fades. The *cause wounds* reversed versions of these spells can be used to heal ghosts.

Dancing Lights: A ghost swarmed by these lights must make a saving throw versus Spells; failure indicates it is affected as though by a *light* spell.

Death Spell: Has no effect on ghosts; they are already dead.

Detect Evil: This spell reveals invisible Chaotic (Evil) ghosts while within the area of effect, even those in the Deep Ethereal, causing them to glow and appear, well, *ghostly*.

Detect Invisible: This spell allows the caster to see ghosts whether they are in the Near Ethereal or Deep Ethereal.

Detect Magic: A being *possessed* by a ghost is considered magical for purposes of this spell, though the spell does not indicate what is magical about the target!

Disintegrate: Has no effect on ghosts.

Dispel Evil: This is an excellent spell for destroying ghosts!

Enchant Arms: The weapons thus enchanted can hit ghosts who can only be hit by magical weapons or weapons of +1 enchantment.

ESP: Has no effect on ghosts.

ETHEREAL WINDS [NEW]

Level: Magic-user 5

Duration: 1 round

Range: 0

This spell causes a gust of ethereal winds to emanate from the caster's extended hand. A cone 10' long plus 10' per level of the caster and half that length in width in the direction pointed is filled with coruscating ethereal winds, in the Material Plane, Near Ethereal, and Deep Ethereal. All ethereal creatures in the area of effect (including those using *oil of etherealness* and like items and spells) must make a saving throw versus Spells; if they make the saving throw, they are simply blown back 1d6x10' from the caster.

If they fail the saving throw, they are cast back one level of depth into the Ethereal Plane; those manifested on the Material Plane are blown back into the Near Ethereal; those in the Near Ethereal are blown into the Deep Ethereal; and those in the Deep Ethereal are blown out of the Ethereal Plane into a nearby contiguous plane other than the Material Plane. Those so blown further into the planes cannot return under their own power (i.e. using the means they turned ethereal in the first place) for a number of turns equal to the level of the caster; those blown into strange planes are on their own...

Exorcize: This spell not only can be used to force a *possessing* ghost out of a body, it can also be used to destroy a ghost! The earthly remains of the ghost must be found; the spell is cast over the remains. If the casting is successful, the ghost is destroyed. Note that the ghost will, of course, do everything in its power to stop the exorcism; it knows instantly when an exorcism is being cast over its remains, regardless of distance. Of course, it can only get to its remains as quickly as it can fly, barring other magical forms of travel.

Faithful Hound: Detects and can attack ghosts even in the Deep Ethereal.

Fear: Has no effect on ghosts.

Feeblemind: Has no effect on ghosts.

Feign Death: Ghosts are never fooled by this spell. The dead know their own.

Forceful Hand: See *clenched fist*.

Freezing Sphere: Has no effect on ghosts with the *life drain* ability.

Geas: Has no effect on ghosts.

GHOST TOUCH [NEW]

Level: Magic-user 3

Duration: 6 turns per level plus d6 turns

Range: Touch

This spell enchants a single object touched such that it becomes *ghost touched*, existing equally in both the Material Plane and Ethereal Plane. *Ghost touched* items can be held and used by ghosts and other ethereal beings.

When the spell ends, the item remains in whichever plane the wielder is in at that time, or was last in when he last touched the item.

Glyph of Warding: A ghost in the Deep Ethereal does not set off a glyph, as the ward created by the glyph does not extend into the Deep Ethereal.

Grasping Hand: See *clenched fist*.

Gust of Wind: Has no effect on ghosts unless the caster is also on the Ethereal Plane.

Haste: Has no effect on ghosts, nor does its reverse, *slow*.

Heal: See the *cure wounds* and *cause wounds* spells for the effects of *heal* and *harm*.

Hold Monster: See *hold person*.

Hold Person: Ghosts, being undead, are immune to the effects of this spell. However, it can affect a ghost *possessing* a living

body. If the ghost fails the saving throw, the body is *held* and the ghost is trapped in the body until the effect ends (or the ghost is cast out by an *exorcism*). This is a good spell to cast upon a target destined for an *exorcism*.

Holy Chant: The 30' radius around the caster of the spell counts as Holy Ground during the chant, and thus a ghost can not enter that area.

Hypnotic Pattern: Has no effect on ghosts.

Hypnotism: Has no effect on ghosts.

Ice Storm: Has no effect on ghosts with the *life drain* ability.

Imprisonment: Has no effect on ghosts.

Interposing Hand: See *clenched fist*.

Invisibility: This spell shunts the physical appearance of a creature into the Near Ethereal, hiding it much as a ghost lurks in the Near Ethereal. Thus, ghosts see *invisible* creatures just fine... and *invisible* creatures see ghosts in all their full hideous glory on the Ethereal Plane!

Invisibility 10' Radius: See *invisibility*.

Invisibility, Greater: See *invisibility*.

Invisibility, Mass: See *invisibility*.

Irresistible Dance: Has no effect on ghosts.

Jarring Hand: See *clenched fist*.

Know Alignment: Cannot be used on ghosts.

Light: See *continual light*.

Locate Object: Cannot be used to find a ghost, but can be used to find the remains of a known ghost.

Magic Jar: The normal effect of this spell has no effect on ghosts.

An alternate effect of *magic jar* is *capture ghost*. The spell is cast, like *magic jar*, upon a gem or crystal, which is then empowered for six turns, during which it can be used to capture a ghost. The wielder holds the gem and points at a ghost within 120'. An arc of energy flashes from the gem to the ghost, and the ghost must make a saving throw versus Spells; if the save fails, it is captured by the arc of energy, and drawn into the gem, where it is held until the wielder of the gem wills it free, the gem is shattered, or until a *dispel magic* is cast upon the gem.

The ghost is visible as a tiny glowing figure inside the gem. The ghost can speak with one anyone who holds or touches the gem. The ghost cannot act upon anything outside of the

gem or anyone touching the gem, nor may it use any special abilities against any targets outside the gem.

A gem can hold multiple ghosts, up to a total number of hit dice of ghosts equal to the level of the caster of the *capture ghost* spell. The ghosts in the gem can attack each other, if they so wish, or may act otherwise if such is their way. If more hit dice of ghosts are captured by the gem than the caster had levels, when a new ghost is captured each ghost trapped in the gem gets a saving throw versus Spells; if successful, they escape the gem.

Another variant of *magic jar* enables a magic-user to cast this spell on a gem; his soul then enters the gem, and his body dies. The gem may then be picked up by a minion (who was included during the casting of the spell, and is unaffected by the gem). The minion then must take the gem to the target named by the caster during the casting of the spell. When the target sees the gem, he must make a saving throw versus Spells; failure indicates that he is dragged into the gem, body and soul (living or dead, corporeal or incorporeal). There the magic-user who cast the spell and the target are trapped forever; though they may do battle, they can never be reduced to less than one hit point...

Magic Sword: Can be used to attack all ghosts, even those normally hit only by potent magical weapons, as it attacks the ghosts on the Ethereal Plane (where they have no weapon immunity and are merely AC 8).

Maze: A ghost may make a saving throw every round to find a way out of the maze through the Ethereal Plane.

Mind Blank: This spell makes the target immune to ghostly *possession*.

Paralyze: Has no effect on ghosts.

Phantasmal Killer: Has no effect on ghosts, as it relies on the mind to create the illusion.

Plane Shift: Can be used to banish a ghost to the Deep Ethereal for a number of days equal to the level of the caster.

Polymorph Any Object: Has no effect on ghosts.

Polymorph Others: Has no effect on ghosts.

Power Word Kill: Has no effect on ghosts.

Prayer: See *holy chant*.

Protection from Evil: Ghosts count as *summoned* beings, as they are energy beings from the Negative Energy Plane, and thus cannot touch anyone protected by this spell.

Protection from Evil 10' Radius: See *protection from evil*.

Quest: Has no effect on ghosts.

Raise Dead: If this spell is cast on a Chaotic (Evil) ghost the ghost must make a saving throw versus Spells; failure indicates it is instantly and permanently destroyed. If cast upon a *Friendly Ghost* or other non-Evil ghost, the ghost is released from its duress vile and the soul is free to go on to its just eternal reward; however, if the ghost had, in its living form, shuffled off the mortal coil within the normal time limit of the spell, and meets the other criteria of the spell, it is instead *raised from the dead* as normal, the body re-appearing wherever the ghostly form stood.

Reincarnate: If cast upon the earthly remains of a ghost and the ghost fails a saving throw versus Spells, the ghost ceases to exist, and its soul is *reincarnated* as per the spell.

Remove Curse: If the ghost is a *Cursed Ghost*, *Embodied Ghost*, *Guardian Ghost*, or other ghost with a cursed limitation, it might remove the *cursed* limitation, freeing the ghost from its duress vile. Refer to those ghostly special abilities for more details.

The reverse of the spell, *bestow curse*, can be cast upon the body of a being that died within the last turn (10 minutes); if the body fails a saving throw versus Spells, the soul of the body is dragged back from wherever it was heading and is re-spawned as a ghost, with hit dice of half its original level, rounded up. Note that the spell provides no control by the caster over the *Cursed Ghost*, but the spawned ghost can not attack the one who *bestowed* the *curse*.

The reverse of this spell can also be cast upon a ghost, in order to force it into an object and thus trap it there as an *Embodied Ghost*, or to subject the ghost to some other ghostly limitation. If the ghost fails its saving throw versus Spells, it gains the new limitation.

Remove Fear: This spell is efficacious in removing the *fear* engendered by lesser ghosts or *Frightening Ghosts*. The reverse, *cause fear*, has no effect on ghosts.

Repulsion: Has no effect on ghosts.

Resist Cold: This spell protects somewhat against the cold-based hit point damage caused by the touch of greater ghosts, that is, ghosts who cause *level drain* with their touch. It helps not against the *level drain*, but each die of hit point damage dealt by the cold touch of the ghost deals 1 less point of damage.

Restoration: Useful for restoring levels lost to greater ghosts.

Resurrection: See *raise dead*.

Reveal Charm: This spell also reveals if the target is *possessed* by a ghost or under the hypnotic control of a *Hypnoghast*.

Reverse Gravity: Has no effect on ghosts; ghosts laugh at your so-called "Laws of Nature."

Rope Trick: Has no effect on ghosts, as the extradimensional space is, in fact, the Ethereal Plane... so the trick is on the living mortals using the rope!

Sanctuary: This spell effectively renders the target "Holy Ground," and thus ghosts cannot even attempt to touch or attack the target under the effect of this spell.

Scare: Has no effect on ghosts.

Secret Chest: If a ghost watches the *secret chest* being sent into the Ethereal, there is a 100% chance the chest will be gone the next time the caster summons it back to the Material Plane... If the ghost is a *Ghost Sovereign* or otherwise has ghostly minions, the chest might be there, but when opened, is full of ghosts!

Shillelagh: The club can strike ghosts that can be hit only by magical weapons or by magical weapons of +1 bonus.

Sleep: Has no effect on ghosts.

SPAWN GHOSTS (REVERSIBLE) [NEW]

Level: Cleric 4, Magic-user 6

Duration: Permanent

Range: 60'

This spell causes the soul of the recently deceased to rise again as ghosts under the control of the caster. The undead can be ordered to follow the caster or remain in the area and complete such orders as they are given. The unfortunate souls remain ghosts until they are destroyed or until the caster dismisses them, freeing the soul to return to its final resting place. The caster must be within range to dismiss the ghosts.

The caster may spawn a number of hit dice of ghosts equal to his level, though he is also limited by the hit dice/levels of the souls of the corpses he has available. A cleric may call back the soul of a deceased being that has been dead for no longer than one week for a 7th or 8th level caster; one month for a 9th or 10th level caster; one year for an 11th or 12th level caster; 10 years for a 13th or 14th level caster; 100 years for a 16th to 20th level caster; and 1000 years for a caster of 21st level or greater. A magic-user may call back the soul of a deceased being that has been dead for no longer than one week for an 11th or 12th level caster; one month for a 13th or 14th level caster; one year for a 15th or 16th level caster; 10 years for a 17th or 18th level caster; 100 years for a 19th or 20th level caster; and 1000 years for a caster of 21st level or greater.

A prospective ghost's hit dice is limited to the level the soul possessed in life; if spawning a ghost from an animal or monster corpse, it is limited to the hit dice it possessed in life.

A soul gains a saving throw against being spawned as a ghost only if it was Lawful (Good); if the saving throw succeeds, the spawning fails, and that soul can never be brought back as a ghost. Spawned ghosts have the usual chance of possessing ghostly special abilities.

The reverse of this spell, *destroy ghosts*, can be cast to instantly destroy one or more ghosts, up to a total hit dice equal to the caster's level, within range and within a 30' diameter circle. The lowest hit die ghosts are affected first, then higher hit die ghosts. All ghosts get a saving throw versus Spells; if the save fails, they are instantly and permanently destroyed. If the save succeeds, they cannot be targeted by this spell cast by the same caster until after the next sunset.

Speak with Dead: If cast upon the earthly remains of a ghost, the spell instantly *teleports* the ghost to the site of its earthly remains, and then keeps it there hovering above the remains until it answers the required questions. During this time it may not attack unless it is first attacked; then it is free to respond as it wishes. After the spell ends, the ghost may return whence it came or it may remain, as it wishes, unless the caster of the spell dismisses it, then it must return whence it came.

Stinking Cloud: Has no effect on ghosts.

Striking: A weapon so empowered can strike any ghost that may only be hit by magical weapons, but has no effect on a ghost that requires +1 or better magical weapons to be hit.

Suggestion: Has no effect on ghosts.

Suggestion, Mass: See *suggestion*.

Symbol: See *glyph of warding*.

Telekinesis: Has no effect on ghosts.

True Seeing: Ghosts hiding in the Near Ethereal will be seen for the invisible creatures they are; the caster must focus into the Ethereal to see ghosts hiding in the Deep Ethereal.

Unseen Servant: When cast within 600' of a ghost, the ghost must make a saving throw versus Spells; if it fails, it is trapped for the duration as the *unseen servant* of the spell. When the spell ends, the ghost is free to do as it pleases, and often takes revenge on the caster of the spell...

Vanish: If cast in an area where there are a lot of ghosts and the object so *vanished* is of interest or value, the odds that casting *dispel magic* will bring back the object to the Material Plane are slim to none...

CREEPY APPENDIX N

This section includes lists of books, movies, and television shows that might be inspiring for those wishing to run a ghost-based adventure or long-term campaign. Some of these are not in fact about ghosts, some are merely studies in terror, or about other supernatural creatures (demons, vampires, etc.), and are included for inspiration rather than exact reference. The list is hardly exhaustive, mostly listing authors and works that we found personally of interest and value.

FICTION AUTHORS

Barker, Clive
Coffin, M.T.
Dickens, Charles
Doyle, Arthur Conan
Dumas, Alexandre
Howard, Robert E.
Irving, Washington
Jackson, Shirley
James, M.R.
King, Stephen
Le Fanu, J.S.
Leroux, Gaston
Lovecraft, H.P.
Machen, Arthur
Peake, Mervyn
Poe, Edgar Allen
Rowling, J.K.
Saul, John
Shakespeare, William
Stine, R.L.
Stoker, Bram
Wilde, Oscar

COMIC BOOKS AND MAGAZINES

Casper (various titles)
Chamber of Chills
Creepy
Doctor Strange (various titles)
Eerie
Elvira, Mistress of the Dark
Ghost Manor
Ghostly Haunts
Ghostly Tales
Ghosts
Haunted
Hellblazer/Constantine
Horror Tales
House of Mystery
House of Secrets
Midnight Tales
Scary Tales
Secrets of Haunted House
Strange Tales (Doctor Strange esp.)
Supernatural Thrillers
Tales from the Crypt
Tales from the Tomb
Tales of Voodoo
The Haunt of Fear
The Many Ghosts of Doctor Graves
The Simpsons (Treehouse of Horror)
The Unexpected
The Vault of Horror

The Witching Hour
Terror Tales
Tower of Shadows
Vampirella
Weird
Weird Mystery Tales
Witches' Tales

MOVIES

A Christmas Carol
A Nightmare on Elm Street (series)
Beetlejuice
Big Trouble in Little China
Candyman (series)
Carnival of Souls
Casper (series)
Corpse Bride
Ghost
Ghostbusters (series)
Hamlet (various)
Harry Potter (series)
High Spirits
House (series)
House on Haunted Hill
Lonesome Ghosts (animated)
Poltergeist (series)
Sleepy Hollow
The Amityville Horror (series)
The Canterville Ghost
The Evil Dead (series)
The Exorcist (series)
The Fog (1980)
The Frighteners
The Haunting (1963)
The Nightmare before Christmas
The Shining
The Sixth Sense
The Woman in Black
The Wraith
Topper (series)

TELEVISION SERIES

Amazing Stories
Beetlejuice (animated)
Casper (animated)
Courage the Cowardly Dog (animated)
Dark Shadows
Ghost Stories
Ghost Whisperer
In Search Of...
Kolchak: The Night Stalker
Medium
Scooby-Doo (animated)
Supernatural
Tales from the Crypt
The Ghost Busters
The Real Ghostbusters (animated)
The Simpsons (Treehouse of Horror)
The X-Files
Twilight Zone

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