

Abandoned Arts Presents:

Spell Power

Ghostly Disguise



Feats and plot hooks for the *Ghostly Disguise* spell.

[Facebook](#)

[Tumblr](#)

[Twitter](#)



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

SPELL POWER: GHOSTLY DISGUISE

Presented below are several feats and exciting plot hooks centered around a unifying theme: the *ghostly disguise* spell. This spell was first featured in the *Pathfinder® Roleplaying Game: Ultimate Magic* and is referenced [here](#) for your convenience.

SPELL POWER FEATS

Spell power feats interact with specific spells or groups of closely-related spells, modifying the way those spells function for characters that possess them. Spells modified by a spell power feat are harder to identify with the Spellcraft skill. The DC of such a check is increased by +1 for every spell power feat that modifies the spell. A successful check reveals the names and effects of each of the spell power feats modifying the identified spell.

DEATHLY DISGUISE [SPELL POWER]

You are adept at impersonating aspects of the undead.

Prerequisites: ability to cast *ghostly disguise*

Benefit: As long as you are under the effects of a *ghostly disguise* spell that you cast, you gain a +10 circumstance bonus on Bluff skill checks made to impersonate undead traits, like a vulnerability to channeled energy or *disrupting* weapons.

ETHEREAL DISGUISE [SPELL POWER]

Your ghostly disguise can fool even the most discerning observer.

Prerequisites: ability to cast *ghostly disguise*

Benefit: At your option, creatures that can detect ethereal creatures and differentiate visible, invisible, and ethereal creatures from one another (such as those benefitting from a *see invisibility* spell) can be fooled by *ghostly disguise* spells that you cast. Such creatures perceive you as ethereal unless they succeed on a Will saving throw against the spell.

FEARSOME DISGUISE [SPELL POWER]

Your ghostly disguise can instill a fear which overrides caution and curiosity.

Prerequisites: ability to cast *ghostly disguise*, caster level 3rd

Benefit: As long as you are under the effects of a *ghostly disguise* spell that you cast, creatures that you successfully demoralize or affect with a fear

effect are not entitled to a Will save to recognize the spell as an illusion. This is an exception to the rule that a creature who interacts with the glamor may make a Will save against it.

INVULNERABLE DISGUISE [SPELL POWER]

Your ghostly disguise confers the illusion of invincibility.

Prerequisites: ability to cast *ghostly disguise*, caster level 5th

Benefit: At your option, non-magical attack forms seem not to harm you as long as you are under the effects of a *ghostly disguise* spell that you cast (just as they would not affect a true ghost). You still take damage from such attacks as usual, but observers perceive that you are unharmed (unless you are killed or otherwise rendered helpless by such an attack). Creatures that attack you with a non-magical weapon are still entitled to a Will saving throw to recognize the spell as an illusion, as usual.

OTHERWORLDLY DISGUISE [SPELL POWER]

Your ghostly disguise is especially eerie, and doubly convincing.

Prerequisites: ability to cast *ghostly disguise*

Benefit: At your option, *ghostly disguise* spells that you cast confer a number of secondary glamors. Spells that you cast and other physical effects that you produce while disguised take on the same translucent glow. For example, a *fireball* spell that you cast might take the shape of a shimmering ball of roaring green flame in the shape of a wailing

skull. In addition, you can share the effects of your *ghostly disguise* with creatures and objects that you summon with conjuration (summoning) spells disguised. When your spell ends, so do these secondary effects.

Additionally, you may choose to become transparent as well as translucent while affected by the spell. Though still visible, your body and equipment do not block line of sight. Shifting to or from a translucent or fully-transparent appearance is a free action. Finally, you may confer an otherworldly, echoing quality to your voice while disguised.

GHOSTLY DISGUISE PLOT HOOKS

The following plot hooks and concepts are intended to inspire you with clever and memorable ways to implement the *ghostly disguise* spell into your campaign, or simply to bring to mind new and interesting ideas for adventures and quests.

- Using a combination of *ghostly disguise* and a suite of more mundane costumes and theatrics, an illusionist sends would-be heroes and adventurers on a series of self-serving quests, posing as the departed spirits of famous or trustworthy historical figures and deceased heroes.
- Clever war-mages use a mix of *ghostly disguise* and invisibility to create the appearance that the translucent, seemingly-disembodied weapons that they wield are actually spectral swords animated by necromancy.
- A savvy ghost, counting on adventuring trespassers to use *detect magic* and a knowledge of spellcraft to identify the spell, uses a *ghostly disguise* to convince explorers that he is really a living illusionist, merely posing as an undead spirit.
- A single sorcerer – and the lone inhabitant of an ancient ruin – uses *ghostly disguise* in conjunction with *fly*, *dancing lights*, *disguise self*, *mirror image*, *unseen servant*, *ghost sound*, *ventriloquism*, *sending*, *silent image*, and countless other spells to make it seem as though the site is haunted by dozens of wrathful spirits.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent **such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Abandoned Arts Presents: Spell Power: *Ghostly Disguise* © 2016, Daron Woodson; Author: Daron Woodson, Layout by Troy Daniels, Art by Rick Hershey and Fat Goblin Games