



10 REFLECTIONS ON LOVECRAFT

By MICHAEL O. VARHOLA, WILLIAM T. THRASHER,
& THE SKIRMISHER GAME DEVELOPMENT GROUP

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A couple of years ago, I acquired a comprehensive edition of H.P. Lovecraft's works of fiction and set out to re-read everything I had previously, see what had slipped through the cracks for me, and gain a different perspective on his stories by reading them in the order in which he had written them. As part of this pursuit, I began selecting one element from each of his stories and putting them into OGL game terms, and many of these can be found at d-Infinity Online (<http://d-infinity.net>). Identifying something fresh or interesting from each story to put into game terms was more of a challenge than one might have thought, especially as I wanted to capture the feel of the author's stories, not just create more things that players could roll initiative against and then have their characters either hack up be devoured by. Here, then, are several monsters, skills, feats, spells, and magic items based on elements in stories by the father of Mythos horror ...

MONSTERS

Cave Beast

CR 1

XP 400

N medium humanoid

Init +2; **Senses** blindsense 60 ft.; Perception +5

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 9 (2d8)

Fort +0, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee claw +3 (1d4+3)

STATISTICS

Str 14, **Dex** 15, **Con** 10, **Int** 12, **Wis** 13, **Cha** 7

Base Atk +1; **CMB** +3; **CMD** 15

Feats Alertness

Skills climb +11, perception +5, sense motive +3, survival +6

ECOLOGY

Environment Any subterranean

Organization solitary or pack (2-6)

Treasure none

SPECIAL ABILITIES

Natural Climber (Ex): A cave beast has a +4 racial bonus to Climb skill checks.

A cave beast has completely white skin and appears to be an anthropoid ape of large proportions. Its hair is snow-white and surprisingly thin, being indeed largely absent save on the head, where it is of such length and abundance that it falls over the shoulders in considerable profusion. The limbs of such a creature are bent in a way that allows it to travel on two limbs or four as it sees fit, to crawl through areas that might otherwise be difficult to get into, and to climb well. From the tips of the fingers or toes, long rat-like claws extend. The hands or feet are not prehensile. It does not have a tail. Its eyes are deep jetty black and deeply sunken in their orbits and entirely destitute of iris. The nose is quite distinct



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and the lips thick. A Cave Beast can speak a rudimentary language that sounds like a kind of deep-tone chattering.

What struck me about "The Beast in the Cave," H.P. Lovecraft's first completed and second published story, was just how feeble the title monster is! It is almost as if H.P.L. was writing an epic game supplement geared initially for starting level characters and progressively working his way up to the world-wrecking monstrosities like Cthulhu that are his hallmark. I did make this monster as tough as I could, operating under the assumption that the protagonist who slays it has Str 15, gets a critical hit with a thrown rock, and scores maximum damage, knocking it down to -1 hit points and causing it to bleed out. This creature could, of course, be made tougher with the addition of character levels, better ability scores, etc. There did not seem to be a lot of other elements from this story that could be adapted into game terms, unless someone wanted to do a mini-adventure that expands upon the cave colony H.P.L. alludes to in the story and which includes several such creatures.

Bird of Heaven

CR 2

XP 600

NG Small magical beast

Init ; **Senses** darkvision 60 ft., low-light vision 60 ft., scent; Perception +8

DEFENSE

AC 16 (+3 Dex, +2 natural, +1 size), touch 14, flat-footed 13

hp 13 (2d10+2)

Fort +4, **Ref** +6, **Will** +3

Resist acid 5, cold 5, electricity 5; SR 7

OFFENSE

Speed 10 ft., Fly 80 ft. (average)

Melee beak +4 (1d6)

SA smite evil

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 5, **Wis** 16, **Cha** 13

Base Atk +4; **CMB** +1; **CMD** 14

Feats wingover

Skills fly +3, perception +8

ECOLOGY

Environment any

Organization solitary

Treasure none

This attractive, azure-feathered bird, “whose glossy plumage matched the sky out of which it had appeared,” has profound divinatory abilities that it will use on behalf of people who it encounters. It can use at will any Arcane or Divine divination spell of up to third level at the 20th level of ability and, when it encounters new people, will often use *Detect Thoughts* to determine whether they are seeking something. If so, it may decide to help guide them to their goal — although it will not actually communicate the fact that it is doing so in any direct way. It will also not attempt to figure out whether achieving the goal in question is actually in the character’s best interests and will only help them fulfill their desires. It will, however, do so even to its own detriment. One way or the other, a Bird of Heaven will not generally accompany a party for more than a single adventure.

The Bird of Heaven is able to anticipate harm directed at itself and the first attack against it each round is at a

In “The White Ship,” H.P. Lovecraft takes readers into his dreamlands on a voyage on the title vessel. While this story is rich in imagery and details that could be adapted to a gazeteer or encounter areas, it has fewer concrete things that could be expressed in game terms. One that does, however, is the “celestial bird” that guides the narrator toward his ill-conceived goal.

-20 penalty and it enjoys a +20 bonus on its first saving throw each round. If attacked the Bird of Heaven will, in any event, attempt to escape as quickly as possible. If the bird is slain, the person or persons who participated in doing so will all be afflicted as if by the spell Bestow Curse cast at the 20th level of ability.

Cat Swarm, Ultharian

CR 2

XP 600

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 14, flat-footed 12 (+2 Dex, +2 size)

hp 22 (5d8)

Fort +4, **Ref** +6, **Will** +2

Defensive Abilities swarm traits

OFFENSE

Speed 30 ft.

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction

STATISTICS

Str 3, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** –; **CMD** –

Feats Improved Initiative,

Skill Focus (perception) Stealthy

Skills acrobatics +15, climb +6, perception +9, stealth +16

ECOLOGY

Environment urban

Organization solitary, pack (2-4 swarms), or colony (7-12 swarms)

Treasure none

SPECIAL ABILITIES

Feline Grace (Ex): A cat swarm has a +4 racial bonus on Climb and Stealth skill checks, and a +8 racial bonus on Acrobatics. A cat swarm uses its Dexterity modifier instead of its Strength modifier for Climb checks.



It was not too hard for me to decide what to stat up as game content for the H.P. Lovecraft short story "The Cats of Ulthar"! Nothing else would have seemed quite as appropriate as a Cat Swarm, a phenomena that shows up in some subsequent HPL stories.

Feline Fury (Ex): Once per day a cat swarm can become enraged against an enemy that it perceives as being especially odious or unnatural (e.g., people who routinely kill cats, certain aberrations, etc.). This state lasts 10 rounds and gives the cat swarm +2 on attacks and Will saving throws and temporarily increases its swarm damage to 1d8.

Leap to the Moon (Su): Once per day a cat swarm can "leap" to the moon or another nearby orbital body. This ability functions as the spell *plane shift*, but the swarm must leap from an elevation at least 20 feet above ground level, such as a rooftop.

An Ultharian cat swarm will seek to surround and attack anything it deems suitable as prey or which it perceives to be an enemy. A swarm deals 1d8 points of damage to any creature whose space it occupies at the end of its move.

Child of Dagon

CR 3

XP 800

CE Large monstrous humanoid (aquatic)

Init +2; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 17, touch 7,

flat-footed 17 (−2 Dex, +10 natural, −1 size)

hp 47 (5d10+20)

Fort +7, **Ref** +4, **Will** +5

OFFENSE

Speed 20 ft., swim 40 ft.

Melee claw +9 (1d6+7), harpoon +10 (1d8+7/x3)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 20, **Dex** 7, **Con** 18, **Int** 7, **Wis** 12, **Cha** 5

Base Atk +5; **CMB** +11; **CMD** 19

Feats Great Fortitude, Improved Initiative, Lightning Reflexes

Skills Knowledge (any one) +3 Perception +9, Survival +8, Swim +13

ECOLOGY

Environment Coastal, oceanic, or sunken city

Organization solitary, pod (4-10), or society (11-50)

Treasure masterwork harpoon, 3d10 gp worth of strange gold trinkets

SPECIAL ABILITIES

Wisdom of the Deep (Ex): A Child of Dagon uses its



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Wisdom modifier in place of his Intelligence modifier when calculating all Knowledge skill totals.

Children of Dagon are hulking scaly humanoids that stand at least 10 feet tall and have "webbed hands and feet, shockingly wide and flabby lips, (and) glassy, bulging eyes." They dwell deep beneath the sea, where they routinely hunt creatures as large as whales, and worship dark, ancient gods in massive submarine caverns. Depraved or foolhardy people sometimes seek them out for aid or their knowledge about the secrets of the deep ocean.

A Child of Dagon will often attempt to grab a victim or impale it with its harpoon and then drag it down into its watery lairs, where the monster will typically eat, enslave, or sacrifice such unfortunates to their misshapen deities (or some combination thereof).

One of the things that struck me upon re-reading "Dagon," H.P. Lovecraft's fourth published story, is that people seem to assume that it is about a unique being named Dagon, but it seems fairly clear that the creature that appears in the story is just one member of its species (and Lovecraft does not say anything to indicate, for example, that it is the last of its kind). This monster, perhaps more accurately termed a "Child of Dagon," seems like the most appropriate element for this entry.

Ghost Pirate Cluster

CR 6

XP 2,400

NE Large undead

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 21, touch 11,

flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 66 (12d8+12)

Fort +5, **Ref** +6, **Will** +9

OFFENSE

Speed 30 ft., fly 30 ft. (perfect)

Melee ghostly cutlass +9 (1d8+2, 18–20/x2)

STATISTICS

Str 15, **Dex** 14, **Con** –, **Int** 12, **Wis** 13, **Cha** 13

Base Atk +9; **CMB** +12; **CMD** 24

Feats Great Fortitude, Iron Will, Lightning Reflexes, Lunge, Multiweapon Fighting, Sea Legs

Skills Acrobatics +8, Fly +10, Intimidate +10, Knowledge (sea lore) +10, Perception +10, Perform (sea chanty) +10, Profession (sailor) +10, Stealth +7

ECOLOGY

Environment any coastal or aquatic

Organization solitary

Treasure normal

SPECIAL ABILITIES

Wall of Ghostly Steel (Su): A ghost pirate cluster is armed with 2d4 ghostly cutlasses, rusty supernatural weapons with the ghost touch ability. A ghost pirate cluster is capable of making multiple attacks using as many cutlasses as it is carrying. A ghostly cutlass dissolved into a rusty puddle of saltwater after 1d4 hours when out of the possession of a cluster.

COMBAT

Undead Mist (Su): A Ghost Pirate Cluster's boots are composed of magical force and are effective against both corporeal and non-corporeal creatures. Its body is composed of sea mist. Attacks spells that create magical wind inflict 1d6 points of damage per spell level. Such a creature can move into opponents' spaces (which provokes

"The Terrible Old Man" is a very short but creepy and evocative story by H.P. Lovecraft that revolves around an ancient sea captain and three immigrant thugs that attempt to rob him. There were a number of things I could have put into game terms here, and my first inclination was to adapt his unsavory collection of bottles with lead pendulums into a set of magic items that could be used replicate the effects of Speak with Dead, Augury, or other divination spells. I decided, however, that all might be a bit dry and decided to stat up a monster instead.



an attack of opportunity against it). It can occupy the same space as a creature of any size but remains a creature with a 5-foot space.

Corrosion (Ex): A non-magical metal weapon that deals damage to a Ghost Pirate Cluster and any metal inside of one immediately begins to corrode, acquiring a -1 penalty to attacks and damage or AC, as applicable, each such exposure. Once an item is unable to inflict damage or provide an AC bonus it crumbles into fragments of rust.

Damage Reduction: A Ghost Pirate Cluster is highly resistant to weapons and all damage inflicted upon such monsters by them is reduced to half normal.

Distraction: Any living creature that begins its turn with a Ghost Pirate Cluster in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Frightful Moan (Su): A Ghost Pirate Cluster can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 17 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same creature's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a Ghost Pirate Cluster must succeed on a DC 17 Will save or immediately take 1d2 points of Strength damage, 1d2 points of Dexterity damage, and 1d2 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same monster's horrific appearance for 24 hours.

Persistence (Su): It is difficult to destroy a Ghost Pirate Cluster through simple combat and the monster will restore itself in 2d4 days at the site with which it is associated, if applicable, on a successful level check (1d20 + ghost's HD) against DC 16. The only way to get rid of one permanently is to determine the reason for its existence and set right whatever prevents it from rest-

ing in peace (which varies with each spirit and may require substantial research).

Stomp: A Ghost Pirate Cluster can stomp on a prone opponent — often one that has fallen prey to its cutlasses and which may be unconscious — inflicting 2d6+3 damage per round (Reflex save DC 18 for half).

Turn Resistance (Ex): A Ghost Pirate Cluster has +4 bonus to resist any effect that turns undead.

This abomination appears to be a swirling column of torsoes, limbs, and faces, a full five feet across and up to 10 feet tall, as if several ghosts had been merged into one, and it wields a half-dozen spectral cutlasses. Such a composite monster sometimes haunts shipwrecks, reefs, and similar places and can be summoned by certain necromantic spells or devices. Ghost Pirate Clusters are sometimes sought out for their knowledge of things like hidden treasure. While they can move very quietly if desired, they sometimes make a sound as of heavy boots on a ship's deck in order to frighten victims.

Gnophkeh

CR 3

XP 800

N Medium monstrous humanoid (cold)

Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 17 (+2 hide armor, +1 Dex, +4 natural)

hp 25 (3d10+9)

Fort +4, **Ref** +4, **Will** +3

Immune cold

Weakness vulnerable to fire

OFFENSE

Speed 30 ft.

Melee Claw +7 (1d4+6), +7 battleaxe (1d8+6/x3)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +7; **CMD** 18

Feats Alertness, Improved Initiative

Skills Climb +11, Intimidate +5, Knowledge (nature) +1, Perception +8, Stealth +9, Survival +6

ECOLOGY

Environment Tundra

Organization solitary, hunting party (2-8), warband (9-30)

Treasure normal

SPECIAL ABILITIES

Ice Spawn (Ex): Gnophkeys gain a +4 racial bonus to Climb, Stealth, and Survival skill checks made in an arctic environment.

COMBAT

Gnophkeys eschew the use of shields, as they prefer to leave their hands free for climbing around the broken terrain of their homelands, scaling the walls of their



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victim's fortifications, and the like. They generally fight with both two-handed weapons and with weapons in each hand — various sorts of axes, picks, and hammers being their preference — and tend to wear armor made from the hides of various arctic beasts. As members of the Arctic subtype, Gnophkeys take only half damage from any cold damage dealt to them. They also receive a +5 bonus on Fortitude saves from natural cold dangers and they are treated as if wearing cold weather gear. As Arctic creatures, Gnophkeys suffer a –4 penalty to all Fortitude saves against natural heat dangers.

In the very short story "Polaris," H.P. Lovecraft's sixth published work, the author describes a city menaced by two species of humanoid creature. One is "the Inutos; squat, hellish, yellow fiends who ... were mighty in the arts of war" and the other is "the hairy, long-armed, cannibal Gnophkeys." As someone who develops material for traditional fantasy role-playing games like Dungeons & Dragons, the first thing that struck me is that these sound uncannily like Goblins and their large, hirsute cousins, Bugbears! (With regard to the Inutos, Lovecraft is much less generous of spirit, and identifies them as the primordial ancestors of the "Esquimaux.") In further development of the Gnophkeys by Lin Carter and Clark Ashton Smith they are still compatible with Bugbears, and I have, accordingly, created a polar version of them for this entry.

SKILLS

Forbidden Knowledge (Int; Trained Only)

A character with this skill has delved into evil tomes, ventured into tombs and other unsavory places, and communicated with creatures from other planes of existence in search of dark, unwholesome information.

Prerequisite: Ability to read Abyssal, Aklo, Draconic, Infernal, or Undercommon, 5 ranks in two different Knowledge skills, ability to summon Fiendish monsters or Turn/Rebuke undead.

Check: A character with Forbidden Knowledge can take a full-round action to perform a brief ritual (Forbidden Knowledge DC 15) immediately prior to casting a spell with the Chaos, Darkness, Death, or Evil descriptors, one that appears on the list for the Necromancy school of magic, or one that summons a Fiendish mon-

ster. If he then succeeds at a DC 20 skill check while casting the spell, he is treated as if he were one level higher for purposes of that casting. For every 5 points by which the skill check succeeds, the caster's effective caster level is considered to be 1 level higher for the purposes of overcoming spell resistance or determining variable effects based on caster level.

Special: A character cannot receive from this skill a boost to his level greater than the bonus for the ability keyed to his spellcasting (e.g., Cha for a Bard or Sorcerer).

Synergy: If a character has 5 or more ranks in this skill, he receives a +2 synergy bonus on appropriate Knowledge skill checks (e.g., one regarding the characteristics of an evil or chaotic outer plane).

FEATS

Great House [General]

A character with this Feat has been born into one of the ruling families of a particular land, is related to kings and other major royalty in multiple states, and is the holder of a particular aristocratic title (e.g., baron, count, duke, earl, prince). This status is not merit based and does not necessarily bestow either enforceable obligations or advantages. This feat must be the first one taken by a starting character.

Prerequisite: Aristocrat level 1.

Benefit: The scion of a Great House receives a +3 circumstance bonus on all opposed Charisma-based skill checks made against other Aristocrats or to people who understand who he is. Furthermore, all DCs for Knowledge (nobility) skill checks pertaining to the character or his family are at -5 (i.e., his family name is recognizable with a DC 10 rather than a DC 15 skill check).

With the game master's approval, a character with this Feat can opt to assume various responsibilities in return for commensurate benefits (e.g., upon reaching a certain level, a marquis might be allowed to assume control of a fortified frontier manor house formerly held by another member of his family in exchange for defending the surrounding area).

Normal: Most Aristocrats are from Minor Houses, for which they receive no marked benefits above and beyond those that would be enjoyed by members of any other character classes. Knowledge (Nobility & Royalty) skill check DCs pertaining to them or their families are not affected by the relative prominence of their houses.

Special: At the GM's option (or the player's if appropriate), an Aristocrat character can be deemed to be from an Obscure House and, as this can be both a benefit and a detriment, it does not require use of a Feat. Furthermore, all DCs for Knowledge (Nobility & Royalty) skill checks pertaining to the character and his family made by others are at +5 (i.e., his family name is recognizable with a DC 20 rather than a DC 15 skill check).



Suffice it to say, it was very difficult for me to figure out what to put into game terms from the H.P. Lovecraft short story "The Statement of Randolph Carter"! Monsters and other horrors are alluded to, and reacted to by the friend of the title character, who speaks to him via field telephone from deep within an ominous tomb. It then struck me, however, that a game element expressing what drove the characters into their questionable venture would be appropriate (for this an any number of other Lovecraft stories).

There are any number of elements from “The Alchemist,” H.P. Lovecraft’s second published story, that I could have tried to put into game terms, the most obvious being Charles le Sorcier. In that he would have to be both exceedingly complex and, like “The Beast in the Cave,” exceptionally feeble, I decided this was more effort than it was worth. Other options included the Alchemist’s laboratory, the narrator, Comte de C____, or part or all of the castle or the overgrown lands surrounding it, but these elements are all so vaguely described that anything I based on them would have to go far beyond Lovecraft’s treatment of them if they were to be at all useful. So, I decided to go in a completely different direction and key on a particular sentence in the story: “Perhaps it was at first only the manifest reluctance of my old preceptor to discuss with me my paternal ancestry that gave rise to the terror which I ever felt at the mention of my great house ...” This brought to mind a Feat I had developed for use in the Troll Lord Games book Nation Builder and, in that it seemed appropriate to the character of the Comte, I decided to post it here.

SPELLS

Doom of Bokrug

School Transmutation; **Level:** Clr 9, Drd 9, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 minute

Range: Medium (100 ft. + 10 ft./level)

Effect: One creature/level

Duration: Permanent

Saving Throw: Fortitude negates, Will partial; see text;

Spell Resistance: Yes

This baleful spell transforms victims into “very odd and ugly” green humanoid beings with “bulging eyes, pouting, flabby lips, and curious ears” that cannot speak. Such creatures retain their own physical ability scores, have their mental ability scores cut in half (rounded up), and loses all special abilities and class features, except as follows:

∞ A victim retains its alignment (and personality, within the limits of the new form’s ability scores).

∞ A victim retains its hit points.

∞ A victim is treated as having its normal Hit Dice for purpose of adjudicating effects based on HD, and receives a base attack bonus, base save bonuses, and all other statistics as if it were a Humanoid (Aquatic) creature with equivalent Hit Dice.

∞ A victim retains the ability to understand (but not to speak) the languages it understood in its original



form and can write in the languages it understands (subject to its diminished mental capacity).

Once transformed, the target gains the aquatic subtype and amphibious special quality. All items worn or carried by the subject fall to the ground at its feet, even if they could be worn or carried by the new form.

If the subject remains in the new form for 24 consecutive hours, it must attempt a Will save. If this save fails, it loses its ability to understand language and all other memories of its previous form. Its abilities and statistics return to normal if the effect is later ended.

Incorporeal or gaseous creatures are immune to the *Doom of Bokrug*, and a creature with the shapechanger subtype (such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action (which ends the spell’s effect upon it).

As with many of Lovecraft’s other “Dreamlands” and “Elder Earth” short stories, “The Doom That Came to Sarnath” contains any number of elements that could be adapted into game content, including the aquatic humanoids that dwelled in the lake of Mnar and the great water-lizard Bokrug that they worshipped. It seemed most appropriate to me, however, to put into game terms part of the title doom that fell upon the citizens of Sarnath itself.

Phantasmal Encounter

School illusion (figment); **Level:** Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Visual figment that cannot extend beyond twenty-eight 10-ft. cubes + one 10-ft. cube/level (S)

Duration: 30 minutes/level

Saving Throw: Will disbelief (if interacted with);

Spell Resistance: No

This spell must be cast upon the entryway or approach to a specific area. Anyone coming within range of where it is cast must make a Will saving throw or fall into a deep slumber. If this happens, however, a character will not know it and will believe instead that he has entered the area in question. This phantasmal space will have the same layout as the area beyond the entryway upon which it is cast, but the caster can incorporate any of the effects associated with a *Major Image* (e.g., make a relatively barren tomb appear to be furnished). Furthermore, if desired, the caster can incorporate *Shadow Conjunction* or *Greater Shadow Conjunction* into the illusion of he has access to this spell.

If a subject of this spell attempts to leave the area before the duration ends, he will wake but it will seem as if he is simply leaving the area in question. If a subject does not leave before the spell ends or is seemingly

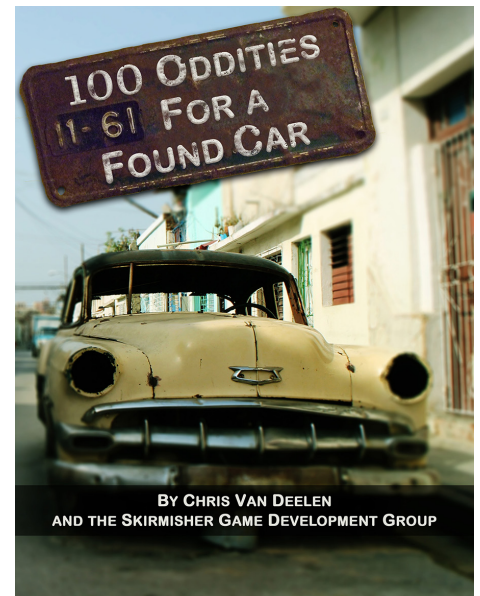
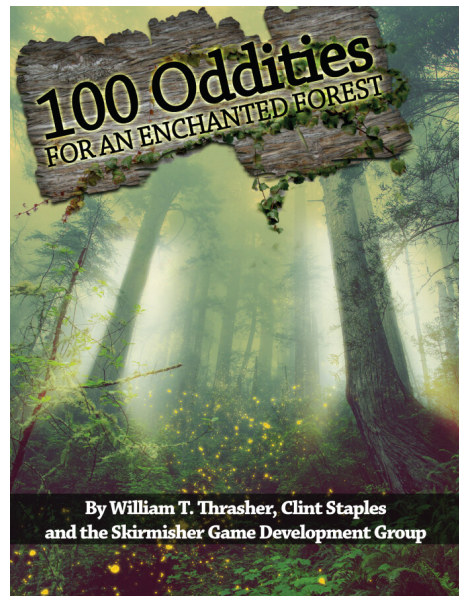
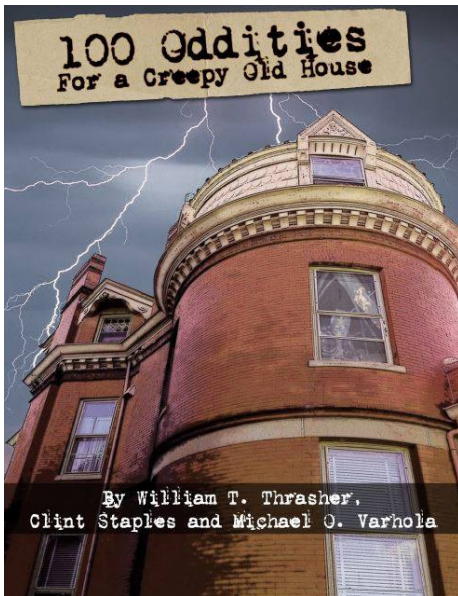
*Author H.P. Lovecraft's third published story, "The Tomb," has any number of elements that could be interpreted in game terms. These include narrator Jervas Dudley, who develops in the course of the story and could actually make an interesting NPC; the Hyde family tomb, although it is so vaguely described that lots of extrapolation would be required; and the ruins of the Hyde family manor, which contains a significant hoard of undescribed treasure. There is also a phantasmal episode that could be completely explained by the illusion spells *Major Image* or *Persistent Image* cast by a high-level character. The presence of this illusory effect inspired me to create a single spell that explains the experiences of Dudley "in" the tomb.*

killed within the area then he will awaken and it will seem as if he had magically appeared in the entry area (although he will still be suffering from any damage he might have sustained). Any objects a character might have collected during his *Phantasmal Encounter* are, of course, illusory and will disappear when he leaves the area.

Creatures sleeping as a result of this spell are helpless. Slapping or wounding such creatures will awaken them but normal noise will not. Awakened a creature experiencing a *Phantasmal Encounter* is a standard action (an application of the aid another action).



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