

GHASTLY *Affair* Preternatural Effects Quick Reference

*Nearby = within 25' indoors, or 50' outdoors. Nearby Area = everywhere within 25' of the User indoors, 50' outdoors.
All Saving Throws against Preternatural Effects are made using Wisdom.*

A

Acid Arrow (Malediction): User casts a bolt of acid at a target for 1d6 damage, + 1d6 next Round.
Alter-Ego (Transmutation): User temporarily becomes a different person, with different appearance, abilities, and outlook.
Alter Self (Transmutation): User assumes a new form of a type broadly similar to their own.
Animal Friendship (Fascination): User gains the trust and companionship of 2 x User's Level of mundane animals.
Animate Dead (Evocation): User transforms corpses into Walking Skeletons or Mindless Revenants with total Levels equal to User's.
Arcane Mark (Transmutation): User places a magical inscription upon an object, visibly or invisibly.
Astral Projection (Transmutation): The mind and soul of the User, and anyone they touch, travel on the Astral Plane.
Attract Lover (Fascination): Recipient will meet a devoted lover at the next possible opportunity.
Augury (Divination): User can try to ascertain whether a particular action will be beneficial or harmful within the next day.

B

Babble (Fascination): Recipient loses the ability to read, comprehend, or speak any language.
Ball Lightning (Malediction): User shoots a ball of crackling energy which can move around obstacles, and inflicts 3d6 damage.
Banish Vermin (Malediction): All normal vermin in the Nearby Area are forced to flee.
Banish Spirit (Fascination): User forces one or more Spirits (including Ghosts and Fairies) to flee from an area or Recipient.
Barrenness (Malediction): Recipient becomes completely unable to produce offspring.
Beguile (Fascination): User gains a +3 Bonus on any Charisma Checks to determine a Recipient's reaction.
Bewitch Cattle (Malediction): User causes livestock such as cattle, sheep, goats, and horses to die in strange ways.
Bind Spirit (Fascination): User forces a Spirit being (such as an Angel, Devil, Demon, Fairy or Ghost) to perform one or more tasks.
Blacken Sky (Transmutation): The sky overhead turns as black as a starless night.
Blast Crops (Malediction): All the edible and useful plants present in an acre of land become blighted and ruined.
Blazing Dexterity (Blessing): The Vampyre's Dexterity temporarily increases to 22.
Blind/Deafen (Malediction): User makes the Recipient either blind or deaf, with all appropriate Penalties.
Blink (Transmutation): User rapidly and randomly blinks in and out of reality.
Blur (Transmutation): Recipient's form and features becomes blurry and uncertain, granting a +2 Bonus to Armor Class.
Bond With Victim (Divination): The Vampyre communicates telepathically with any victim they have ever previously fed upon.
Burning Hands (Malediction): An arc of fire momentarily shoots from the User's outstretched fingers for 1d6 damage.

C

Call Lightning (Malediction): User calls from the air one vertical bolt of lightning per Round for 2d6 points of Lethal Damage.
Calm Animals (Fascination): User calms hostile, frightened, or otherwise uncontrollable animals, whether wild or domestic.
Cause Fear (Fascination): Recipient is overwhelmed with Fear, and will seek to flee anyone who is aggressive towards them.
Cause Critical Wounds (Malediction): User inflicts 1d6 points of Lethal Damage per Level or HD (if a creature) of the Recipient.
Cause Light Wounds (Malediction): User inflicts 1 points of Lethal Damage per Level or HD (if a creature) of the Recipient.
Cause Serious Wounds (Malediction): User inflicts 1d4 points of Lethal Damage per Level or HD (if a creature) of the Recipient.
Change Gender (Transmutation): Recipient changes gender.
Charm Creature (Fascination): Recipient creature regards the User as a friend and ally who has the Recipient's best interests at heart.
Charm Person (Fascination): Recipient person regards the User as a friend and ally who has the Recipient's best interests at heart.
Clairaudience (Divination): User can hear (but not see) a distant location as if they were there.
Clairvoyance (Divination): User can see (but not hear) a distant location as if they were there.
Close Wounds (Blessing): Recipient reduced to 0 or fewer Hit Points does not lose any more Hit Points to blood loss or shock.
Commune With Spirit (Divination): User mentally contacts a Spirit (Angel, Demon, Devil, Fairy, or Ghost) and asks it a question.
Comprehend Language (Divination): Recipient can read and understand (but not speak) one language specified by the User.
Cone of Cold: User shoots a cone-shaped emanation of incredible cold which inflicts 5d6 points of Lethal Damage.

Confusion (Fascination): Recipient become disoriented, making it difficult for them to think and act in a rational manner.

Conjure Familiar (Evocation): User summons a minor Spirit, and permanently binds it as a personal servant and protector.

Conjure Monster I (Evocation): User summons a Monster (but *not* a Spirit) of Level 1 or 2, and forces it to perform one service.

Conjure Monster II (Evocation): User summons a Monster (but *not* a Spirit) of Level 3 or 4, and forces it to perform one service.

Conjure Monster III (Evocation): User summons a Monster (but *not* a Spirit) of Level 5 or 6, and forces it to perform one service.

Conjure Monster IV (Evocation): User summons a Monster (but *not* a Spirit) of Level 7 or 8, and forces it to perform one service.

Conjure Monster V (Evocation): User summons a Monster (but *not* a Spirit) of Level 9 or 10, and forces it to perform one service.

Consecrate Object (Blessing): An object or substance becomes holy, and anathema to beings of supernatural Evil.

Continual Flame (Glamour): User creates a perpetual phantom flame which doesn't shed heat or consume air.

Control Plants (Transmutation): User animates and controls the movement of all Nearby plants.

Control Winds (Transmutation): User can alter the speed and direction of the wind anywhere in visual range.

Create Flame (Transmutation): User creates a small flame, equal to a lit candle in size, heat, and illumination.

Create Food and Water (Transmutation): Bland but nourishing food suddenly appears, along with drinkable water.

Create Water (Transmutation): Drinkable water is created.

Create Werewolf (Transmutation): User curses the Recipient to become a Werewolf.

Create Vampire (Transmutation): User damns the Recipient to become a Vampire.

Cure Critical Wounds (Blessing): Recipient is cured of 1d6 points of Lethal Damage per Level possessed.

Cure Light Wounds (Blessing): Recipient is cured of 1 point of Lethal Damage per Character Level or HD (if a creature).

Cure Serious Wounds (Blessing): Recipient is cured of 1d4 points of Lethal Damage per Level possessed.

Curse (Malediction): User inflicts a negative supernatural condition upon the Recipient.

D

Dancing Lights (Transmutation): User can create either 1 – 4 floating balls of light, *or* one glowing humanoid shape.

Darkness (Transmutation): *All* light within a 20 foot radius is extinguished, creating total and impenetrable darkness.

Darkvision (Transmutation): User can see in total darkness, but without the ability to distinguish color.

Daze (Fascination): Recipient's mind becomes momentarily confused, causing them to lose their next action.

Death Ward (Blessing): Recipient cannot be harmed by Maledictions for the duration of the effect.

Decrease Charisma (Malediction): Recipient's Charisma temporarily decreases by 4 points, with all corresponding consequences.

Decrease Constitution (Malediction): Recipient's Constitution temporarily decreases by 4 points, with all consequences.

Decrease Dexterity (Malediction): Recipient's Dexterity temporarily decreases by 4 points, with all corresponding consequences.

Decrease Intelligence (Malediction): Recipient's Intelligence temporarily decreases by 4 points, with all corresponding consequences.

Decrease Strength (Malediction): Recipient's Strength temporarily decreases by 4 points, with all corresponding consequences.

Decrease Wisdom (Malediction): Recipient's Wisdom temporarily decreases by 4 points, with all corresponding consequences.

Delay Poison (Blessing): Any poison affecting the Recipient is temporarily neutralized.

Detect Evil (Divination): User can detect the presence and location of Evil in the Nearby Area.

Detect Illusion (Divination): User can detect if anything they see or otherwise sense is actually an illusion.

Detect Lies (Divination): User will know instantly if any lies or deceptions are perpetrated in the Nearby Area.

Detect Magic (Divination): User will know if any aspect of their immediate environment is magical.

Detect Poison (Divination): User can detect the presence and location of poison in the Nearby Area.

Detect Scrying (Divination): User will know if they are being scried upon, or otherwise observed through supernatural means.

Detect Secret Doors (Divination): User can detect the presence and location of any secret doors or passages in the Nearby Area.

Detect Snares & Pits (Divination): User is aware of any intentionally set traps, snares, and pits in the Nearby Area.

Detect Undead (Divination): User can detect the presence of any Ghosts or Revenants in sensory range.

Dimension Door (Transmutation): Recipient is teleported to any place the User can see.

Discover Dead (Divination): For the next hour the User can sense all dead bodies in their Nearby Area, even if hidden or buried.

Discover Treasure (Divination): The day after employing this effect the User will learn the location of a treasure.

Disguise Others (Glamour): User can make one other person per Level appear to be somebody else.

Disguise Self (Glamour): User can change the details of their own appearance in order to appear to be somebody else.

Dismissal (Evocation): User forces a Spirit to leave the Mundane World entirely and return to its place of origin (or proper abode).

Dispel Magic (Transmutation): User dispels temporary Preternatural Effects, or temporarily suppresses permanent Effects.

E

Eat Sin (Transmutation): Recipient enjoys all the Spiritual benefits of low Perversity (below 6), without actually changing their ways.
Elf Stroke (Malediction): User shoots an invisible force at the brain of a visible Recipient, automatically striking for 1d6 damage.
Empowered Weapon (Blessing): The User makes a weapon or ammunition capable of striking Creatures immune to normal arms.
Enchant Weird Object [Specific Object] (Transmutation): The User creates one of the Weird Objects of legend.
Enhanced Hearing (Transmutation): Recipient's sense of hearing becomes similar to that of a cat.
Enhanced Sense of Smell (Transmutation): Recipient gains a sense of smell equal to that of a dog.
Enhanced Sense of Taste (Transmutation): Recipient gains a sense of taste far exceeding the most talented wine expert.
Enhanced Sense of Touch (Transmutation): Recipient gains a sense of touch so acute they can read inked pages in total darkness.
Enhanced Vision (Transmutation): Recipient can see in daylight with an ability similar to an eagle.
Enlarge Person (Transmutation): Recipient grows 10% taller per User Level.
Enter Ethereal Plane (Transmutation): Recipients' bodies and equipment dissolve fully or partially into the Ethereal Plane.
Erase (Transmutation): User destroys both mundane or magical writing.
Exorcism (Blessing): All Evil supernatural creatures flee, and all Preternatural Effects from Evil sources immediately end.
Explosive Runes (Malediction): User creates runes that, when read by an unauthorized being, explode for 3d6 points of damage.

F

False Magical Aura (Glamor): User can place a false magical aura on an item, which will fool *Detect* effects (such as *Detect Magic*).
Fame (Fascination): Recipient is almost immediately confronted with new-found fame.
Feeblemind (Malediction): Recipient's Intelligence is reduced to 1 until the next full moon.
Fear (Fascination): Every being not allied with the User in the Nearby Area must Save versus Wisdom or be overcome with *Fear*.
Feather Fall (Transmutation): Recipients fall slowly and softly, taking no damage upon impact.
Fertility (Blessing): The next time the Recipient can possibly conceive offspring (or impregnate another), it will happen.
Fire Shield (Blessing): User's body is surrounded by flames that will burn anyone who comes too near.
Fire Trap (Malediction): User places a magical trap upon a closeable object, which explodes for 2d6 damage.
Fireball (Malediction): User shoots a small projectile which creates a fiery explosion for 3d6 damage.
Flame Strike (Malediction): A roaring column of flame descends and inflicts 6d6 points of fire damage to everything Nearby.
Fly (Transmutation): Recipient gains the power to fly through the air in any direction, at Speed 16.
Fog Cloud (Transmutation): User creates cloud of fog that emanates from any desired point within visual range.

G

Gambler's Curse (Malediction): Recipient is more likely to lose at games of chance.
Gambler's Luck (Transmutation): Recipient is more likely to win at games of chance.
Gaseous Form (Transmutation): Recipient, along with any carried items, turns into a misty cloud.
Ghost Sound (Glamor): User creates phantom sounds equal in maximum volume to that of 4 people per User Level.
Gust of Wind (Transmutation): User creates a blast of gale-force wind.

H

Hallucinatory Terrain (Glamor): User makes an area outdoors appear to be another type of terrain.
Haste (Transmutation): Recipient moves and thinks at twice the normal rate.
Hide Lies (Fascination): User's lies will be believed without question, unless the hearer employs magic that detects lies or falsehood.
Hide Thoughts (Fascination): The Recipient is immune to the *Read Minds* effect.
Hold Person (Fascination): User paralyzes a person, locking them into whatever position they held when subjected to the effect.
Hold Portal (Transmutation): User holds the doors (or gate) of a portal in exactly the position they are currently in.
Hypnotic Pattern (Fascination): User creates in the air a fascinating pattern of smoke or colored light.
Hypnotism (Fascination): User commands the attention of a Nearby person, and makes them more susceptible to suggestion.

I

Ice Storm (Malediction): The targeted area suffers a sudden and powerful localized storm for 3d6 hailstone & 1d6 cold damage.

Identify (Divination): User determines the properties of a Nearby Weird Object, Talisman or Mad Invention.

Ignore Pain (Blessing): Recipient become immune to all pain and pain effects, mundane or magical.

Illusory Trap (Glamor): User creates an apparent deadly trap (such as pit or dead fall) which is really nothing but an illusion.

Increase Charisma (Blessing): Recipient's Charisma temporarily improves by 4 points, with all corresponding benefits.

Increase Constitution (Blessing): Recipient's Constitution temporarily improves by 4 points, with all corresponding benefits.

Increase Dexterity (Blessing): Recipient's Dexterity temporarily improves by 4 points, with all corresponding benefits.

Increase Intelligence (Blessing): Recipient's Intelligence temporarily improves by 4 points, with all corresponding benefits.

Increase Strength (Blessing): Recipient's Strength temporarily improves by 4 points, with all corresponding benefits.

Increase Wisdom (Blessing): Recipient's Wisdom temporarily improves by 4 points, with all corresponding benefits.

Incredible Constitution (Blessing): The Vampyre's Constitution temporarily increases to 22.

Indistinct Phantasmagoria (Glamor): User induces an indistinct hallucination involving one sense.

Infest Wounds (Malediction): User causes horrible worms and crawling insects to erupt from the victim's wounds for days.

Inflict Disease (Malediction): User inflicts a mundane disease of some some kind upon the Recipient.

Inflict Love (Fascination): User names a desired person, who must Save versus Wisdom or fall completely in love.

Inhuman Strength (Blessing): The Vampyre's Strength temporarily increases to 22.

Insect Plague (Evocation): User summons a swarm of locusts (or other destructive vermin) that covers a full acre of land.

Inspire Dark Devotion (Fascination): Recipient regards the Vampyre as a friend and ally with the Recipient's best interests at heart.

Invisibility (Transmutation): Recipient vanishes from all forms of non-magical sight.

J

Jump (Transmutation): Recipient can make incredible jumps, 30' forward, and 10' feet vertically or backwards.

K

Knock (Transmutation): User opens a locked, barred, or stuck door, chest, box, or portal, even if shut by magical means.

Know Direction (Divination): User knows the precise direction of true North, and the direction they are currently facing.

L

Lesser Globe of Invulnerability (Transmutation): No Preternatural Effect of Level 3 or below can be directed within 10' of User.

Lesser Restoration (Blessing): Recipients who have had Basic Abilities reduced by damage or magic can be healed with this effect.

Levitate (Transmutation): Recipient floats in the air at a height controlled by the User.

Light (Transmutation): Either a touched object, or the air itself, sheds light that brightly illuminates the Nearby Area.

Lightning Bolt (Malediction): User creates a single bolt of lighting that inflicts 3d6 points of Lethal Damage.

Locate Creature (Divination): User knows the location of a desired creature that can be potentially reached within an hour's time.

Locate Object (Divination): User knows the location of a desired object that can be potentially reached within an hour's time.

Lull Victim (Fascination): The Vampyre puts puts a single intended victim to sleep.

M

Magic Cipher (Divination): User encodes a text using a magical cipher that cannot be broken by any mundane means.

Magic Circle (Blessing): User creates a magical boundary that cannot be crossed by Spirits.

Magic Lock (Transmutation): User magically locks a closeable box, door, gate, or other portal.

Magic Mouth (Transmutation): When a chosen event occurs in Nearby Area, a message will be delivered audibly.

Major Creation (Transmutation): User creates one or more objects of common, non-precious materials.

Mass Confusion (Fascination): All Nearby people except the User become disoriented.

Mass Sleep (Fascination): User puts puts to sleep one to more beings.

Mending (Transmutation): User repairs damage to a small mundane item.

Mesmeric Healing (Fascination): User places the Recipient in a trance and convinces them that they are being healed.

Minor Creation (Transmutation): User creates one or more objects of relatively soft, organic (but non-living) material.
Mirage Arcane (Glamor): User can make any environment appear to be any other environment.
Mirror Image (Glamor): User surrounds themselves with a number of illusory copies of their body, confusing potential attackers.

N

Neutralize Poison (Blessing): All poisons and toxins affecting the Recipient are neutralized.
Nightvision (Transmutation): User can see in conditions of very low light with an ability equal to a cat.
Nondetection (Transmutation): User protects a being or object against detection by Preternatural Effects.

O

Obtain Oracle (Divination): User learns the result of a proposed course of action.
Obscuring Mist (Transmutation): User is surrounded by a mist that reduces visibility to 5'.
Obscurity (Fascination): It becomes impossible for the Recipient to achieve any form of glory or recognition.
Open/Close (Transmutation): User opens or closes a container, box, bag, door, pouch, or other such item at a distance.

P

Pass Without Trace (Transmutation): Recipient leaves no footprints or scent for the duration of the effect.
Perpetual Motion (Transmutation): User causes a machine of some kind to continually operate without an external power source.
Permanency (Transmutation): User creates an enduring version of a normally impermanent Preternatural Effect.
Phantasmagoria I (Glamor): User induces a hallucination involving one sense: vision, smell, taste, touch, or hearing.
Phantasmagoria II (Glamor): User induces a hallucination involving two senses: vision, smell, taste, touch, or hearing.
Phantasmagoria III (Glamor): User induces a hallucination involving three senses: vision, smell, taste, touch, or hearing.
Phantasmagoria IV (Glamor): User induces a hallucination involving four senses: vision, smell, taste, touch, or hearing.
Phantasmagoria V (Glamor): User induces a hallucination involving all five senses.
Phantasmal Killer (Glamor): User causes the victim to hallucinate a fight with an imaginary monster embodying their greatest fears.
Polymorph Other (Transmutation): Recipient is transformed bodily into a creature larger than a fly, but smaller than an elephant.
Polymorph Self (Transmutation): User is transformed bodily into a creature larger than a fly and smaller than an elephant.
Prestidigitation (Transmutation): User can perform minor tricks of of an entertaining variety.
Prodigious Regurgitation (Malediction): Recipient is wracked with nausea and pain, while they vomit strange objects and creatures.
Projected Double (Glamor): User creates and projects their consciousness into an illusory double.
Programmed Phantasmagoria (Glamor): User creates a total illusion that follows a predetermined series of actions.
Protection From Bullets (Blessing): Recipient becomes immune to bullets, thrown knives, arrows, or any other projectile weapon.
Protection From Evil (Blessing): Recipient is protected against Evil, Summoned, and Conjured beings.
Protection From Serpents (Blessing): Snakes of any size are unable to touch or attack the Recipient.
Protective Beast (Fascination): The Vampyre gains the trust and companionship of one or more traditional animals of darkness.
Purify Food and Drink (Transmutation): Decayed, spoiled or contaminated food and drink become safe, wholesome and nutritious.
Putrefy Food and Drink (Transmutation): Wholesome or nutritious food and drink become rotten, wormy and disgusting.
Pyrotechnics (Malediction): User can choose to cause a flame to explode in a blinding colored burst, or emit thick, choking smoke.

Q

Quench Fire (Transmutation): Every fire, mundane or magical, in the Nearby Area is immediately extinguished.

R

Rain of Blood (Transmutation): A large quantity of blood falls from the sky or ceiling.
Rain of Fish (Transmutation): A large quantity of living fish fall from the sky.
Rain of Frogs (Transmutation): A large quantity of living frogs fall from the sky.
Rain of Flesh (Transmutation): Chunks of bloody flesh fall from the sky.
Raise Dead (Evocation): User restores animation upon a recently dead creature.
Raise Storm (Transmutation): The User creates a violent storm of a type appropriate to the climate and location.
Ray of Enfeeblement (Malediction): An invisible ray reduces the Recipient's Strength by 1d6 points, +1 per User Level.
Read Magic (Divination): User can decipher magically encrypted writings, as well as glyphs, sigils, and runes of a magical nature.
Read Minds (Divination): User can hear the current thoughts of any desired Recipient within normal earshot.
Reconcile/Separate (Fascination): Two former friends or lovers reconcile, or two current friends or lovers become hostile.
Reincarnate (Evocation): User causes a recently dead person to return in animal form as a Zoomorphic Revenant.
Remove Blindness/Deafness (Blessing): Recipient is cured of either *Blindness* or *Deafness*, whether magical or mundane in origin.
Remove Curse (Blessing): Recipient is freed from any supernatural *Curses* that currently afflict them.
Remove Disease (Blessing): Recipient is cured of all physical diseases and parasitic infections.
Remove Fear (Blessing): All *Fear* effects, mundane or magical, are removed from the Recipient.
Remove Paralysis (Blessing): The Recipient is cured of all paralyzing or movement inhibiting effects.
Resist Cold (Blessing): Recipient becomes partially immune to the effects of extreme cold.
Resist Fire (Blessing): Recipient becomes partially immune to the effects of great heat.
Restoration (Blessing): All Experience Point loss and Ability Damage suffered by the Recipient for any reason will be restored.
Rope Trick (Transmutation): A length of rope thrown in the air can be climbed to an invisible hiding place.

S

Sanctuary (Blessing): Anyone attempting to target the Recipient with an attack or Preternatural Effect must Save or stop the effort.
Scare (Fascination): User causes all creatures in the Nearby Area to become overwhelmed with fear.
Screaming (Divination): User spies on a known individual from a distance.
See Invisibility (Divination): User can see any creatures that are *Invisible*, whether due to a magical effect, or being fully Ethereal.
Shadow Conjuration (Glamour): User summons and commands an apparently real entity actually made of shadows.
Shatter (Malediction): User emits a noise so loud that it shatters all thin items of glass, crystal, or similar materials.
Shield (Blessing): User is protected by an invisible disk of force similar in size and shape to a large antique-style shield.
Shocking Grasp (Malediction): User inflicts 1d6 points of Lethal Damage with a touch.
Shower of Stones (Malediction): The User causes stones to materialize and strike a single target, inflicting 1d6 Lethal Damage.
Shout (Malediction): User emits a shriek that deafens every Nearby being (except themselves), and inflicts 4d6 points of Damage.
Shrink Person (Transmutation): Recipient grows 10% smaller than their original size per User Level.
Sleep (Fascination): User puts a being to sleep.
Slow (Transmutation): The Recipient moves and acts at half their normal rate.
Sorcerer's Hand (Transmutation): User can move in any direction an object weighing up to 5 pounds.
Speak With Animals (Divination): User can speak to any Animals encountered.
Speak With Dark Beasts (Divination): Speak with wolves, bats, cats, rats, spiders, crows, owls, vultures, goats, moths, and snakes.
Speak With Dead (Divination): User can gain knowledge from an inanimate corpse, including anything it knew while alive.
Speak With Plants (Divination): User can question the local plants about actions that have transpired near them.
Spider Climb (Transmutation): Recipient can walk (but not run) up walls and across ceilings in a manner similar to a spider.
Steal Gender (Malediction): Recipient loses all physical attributes of gender, which are teleported to an area determined by the User.
Steal Milk (Transmutation): User steals all the milk from inside the udder of a Nearby animal, and teleports it into a container.
Stinking Cloud (Malediction): User creates a cloud of vapors that smell horrifically bad.
Suggestion (Fascination): User causes the Recipient to obey a reasonable sounding directive which can be phrased in one sentence.
Summon Dark Beasts (Evocation): User summons the traditional beasts of darkness and forces them to perform 1 service.
Summon Spirit I (Evocation): User causes the appearance of a Level 1 or 2 Devil, Demon, Angel, Fairy, or Ghost.
Summon Spirit II (Evocation): User causes the appearance of a Level 3 or 4 Devil, Demon, Angel, Fairy, or Ghost.
Summon Spirit III (Evocation): User causes the appearance of a Level 5 or 6 Devil, Demon, Angel, Fairy, or Ghost.
Summon Spirit IV (Evocation): User causes the appearance of a Level 7 or 8 Devil, Demon, Angel, Fairy, or Ghost.
Summon Spirit V (Evocation): User causes the appearance of a Level 9 or 10 Devil, Demon, Angel, Fairy, or Ghost.
Summon Swarm (Evocation): User causes a swarm of disgusting vermin to suddenly appear.
Swap Heads (Transmutation): User transposes the heads of any two organic creatures no more than one category different in size.

T

- Telekinesis (Transmutation): User can move objects in any direction through the air up to 500 feet per Round.
- Telepathic Bond (Divination): User links the minds of a number of visible Recipients.
- Teleport (Transmutation): The Recipient instantly disappears, reappearing in another place on the same world.
- Tongues (Divination): The Recipient is granted the ability to read, understand, and speak any language encountered.
- Transform Other Into ... [Specific Creature] (Transmutation): User transform a Recipient's body into a single specific creature.
- Transform Self Into ... [Specific Creature] (Transmutation): User transforms bodily into a single specific creature.
- True Seeing (Divination): User sees thing exactly as they are, or were before they were affected by any Preternatural Effects.

U

- Unnatural Charisma (Blessing): The Vampire's Charisma temporarily increases to 22.
- Unseen Servant (Transmutation): User creates an invisible force that serves as a completely obedient servant.

V

- Ventriloquism (Transmutation): User's voice appears to come from some other place, while the User's lips do not move.

W

- Walk Across Air (Transmutation): Recipient can walk across air as if it was solid ground.
- Walk On Water (Transmutation): Recipient can walk across water (or any similar fluid, including quicksand) as if it was dry ground.
- Walk Through Shadows (Transmutation): User, and those they touch, can walk though shadows to other places.
- Walk Through Walls (Transmutation): User (and any Recipients) can walk though a wall as if it didn't exist.
- Wall of Fire (Transmutation): User creates a thin wall composed of brilliant flame, located anywhere in the Nearby Area.
- Wall of Force (Transmutation): User creates an invisible wall that blocks movement, located anywhere in the Nearby Area.
- Wall of Ice (Transmutation): User creates a smooth, 1 foot thick wall of solid ice, located anywhere in the Nearby Area.
- Wall of Iron (Transmutation): User creates a 1 inch thick wall of solid iron, located anywhere in the Nearby Area.
- Wall of Stone (Transmutation): User creates a 1 foot thick wall of solid stone, located anywhere in the Nearby Area.
- Wall of Thorns (Transmutation): User creates a 5 foot thick wall of twisting brush covered with finger-length thorns.
- Water Breathing (Transmutation): Recipient can breathe water as if it was air.
- Web (Transmutation): User creates a sticky Web similar to that of a spider, but on a much larger scale.
- Whispered Message (Transmutation): User can have a whispered conversation with one or more desired Recipients at a far distance.
- Wind Wall (Transmutation): User creates a vertical sheet of strong, upward wind 2 feet in thickness.
- Witch's Mount (Transmutation): User confers strength and flying ability on a person, and compels them to serve like a farm animal.

X, Y, Z

- Zone of Silence (Transmutation): User turns the Nearby Area into a zone of impenetrable silence.

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The Ghastly Affair Preternatural Effects Quick Reference is derived from the Ghastly Affair Player's Manual. The Ghastly Affair Player's Manual utilizes material from the System Reference Document. It also incorporates and adapts some materials first published by the author as Open Game Content in "A Book of Wondrous Beasts" and "Book of the Restless Dead", and on his blog "The Engine of Oracles".

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