

Haunting Ways

Level	Spell	Area of Effect	Duration	Range
1)	Disturbing Noise	1 Target	1 min/lvl	100'
2)	Chill Fog I	10'r/lvl	1 min/lvl	100'
3)	Ghostly Apparition	10'r/lvl	1 min/lvl	100'
4)	Gloom	5'r/lvl	1 min/lvl	100'
5)	Poltergeist I	10'r	1 min/lvl	100'
6)	Disturbing Thing	1 Target	1 min/lvl	100'
7)	Wavering Light	5'r/lvl	1 min/lvl	100'
8)	Haunting Apparition	10'r/lvl	1 min/lvl	100'
9)	Creepy Crawly	1 Target	1 min/lvl	100'
10)	Poltergeist II	20'r	1 min/lvl	100'
11)	Disturbing Noises	1 Target/lvl	1 min/lvl	100'
12)	Chill Fog II	20'r/lvl	1 min/lvl	100'
13)	Fearful Apparition	10'r/lvl	1 min/lvl	100'
14)	Dread	1 Target	1 min/lvl	100'
15)	Poltergeist III	30'r	1 min/lvl	100'
16)	Disturbing Things	1 Target/lvl	1 min/lvl	100'
17)	Waiting Spell	1 Spell	1 Day/lvl	--
18)	Terrifying Apparition	10'r/lvl	1 min/lvl	100'
19)	Creepy Crawlies	1 Target/lvl	1 min/lvl	100'
20)	True Poltergeist	10'r/lvl	1 min/lvl	100'
25)	True Dread	1 Target/lvl	1 min/lvl	100'
30)	Haunted Object	1 Object	1 Day/lvl	100'
35)	Note of Doom	10'r/lvl	--	10'/lvl
40)	Haunted House	10'r/lvl	1 Day/lvl	10'
45)	Dreadful Apparition	10'r/lvl	--	100'
50)	Haunted Landscape	500'r/lvl	1 Day/lvl	10'

1. Disturbing Noise - Spell causes a target to hear an odd, disturbing noise (sucking, low hum, nails on chalkboard) that no one else will hear. Target is at -10% due to distraction.
2. Chill Fog I - A damp, chilling fog appears reducing visibility by 25%.
3. Ghostly Apparition - A faint, slightly glowing humanoid figure will appear and reappear within the AoE. It will not make noise or interact with its environment.
4. Gloom - Light in area is reduced to low lighting and everything looks washed out and gray.
5. Poltergeist I - Area of effect will become affected by poltergeist activities. Every round there is a 20% chance that a random object under 5lbs will move suddenly 1-10' for no apparent reason.
6. Disturbing Thing - Spell causes target to see a odd, disturbing image (pulsating mass, tentacles, creepy clown etc) that no one else will see. Target must make an RR v Fear and even if succeeds is at -20% due to distraction.
7. Wavering Light - Lighting in AoE changes randomly, flickers or strobes.
8. Haunting Apparition - As Ghostly Apparition, but figure will make moaning sounds and react to environment.
9. Creepy Crawly - Target feels as if small bugs or squirming creatures are on his body. Target is at -1%/1% failure for duration.
10. Poltergeist II - As Poltergeist I, but every round there is a 20% chance that a random object under 10lbs will move suddenly 1-20' for no apparent reason.
11. Disturbing Noises - As Disturbing Noise, but affects 1 target/lvl.
12. Chill Fog II - As Chill Fog I, but anyone in AoE is at -20 to fatigue rolls due to damp/cold and visibility is reduced by 50%.
13. Fearful Apparition - As Haunting Apparition but all within 25' of Apparition must make a RR v Fear.
14. Dread - Target feels a growing sense of dread and must make an RR every minute with a cumulative -5%/rnd.
15. Poltergeist III - As Poltergeist I, but every round there is a 20% chance that 1-5 random objects under 5lbs will move suddenly 1-20' for no apparent reason.
16. Disturbing Things - As Disturbing Thing, but affects 1 target/lvl.
17. Waiting Spell - Any of the lower level spells can be delayed until activated by movement, noise etc.
18. Terrifying Apparition - As Fearful Apparition but all within 50' of Apparition must make a RR v Fear at -25.
19. Creepy Crawlies - As Creepy Crawly, but affects up to 1 target/lvl.
20. True Poltergeist - As Poltergeist I, but every round there is a 20% chance that 1-5 random objects under 50lbs will move suddenly 1-20' for no apparent reason.
25. True Dread - As Dread but affects 1 target/lvl.
30. Haunted Object - Spell affects 1 object. Anyone within 5' of object will feel a sense of dread and must make an RR v Fear. Anyone holding object will suffer from Disturbing Noise, Disturbing Thing, and Creepy Crawly.
35. Note of Doom - A chilling note sounds out. Everyone within radius must make an RR or suffer a Stress critical equal to 1 severity per 10% failure.
40. Haunted House - A building becomes haunted. Odd noises occur, lights flicker, random objects moved and ghostly apparitions appear. Anyone in area of effect must make an RR v Fear when entering a room and will be at -25% due to frayed nerves.
45. Dreadful Apparition - As Terrifying Apparition, but RR v Fear is at -50 and anyone who fails their RR by 75+ will die from a heart attack.
50. Haunted Landscape - Area of effect becomes creepy and disturbing. Trees and plants appear lifeless, random chill winds occur, odd smells and noises are continuous and dark creatures seem to move in and out of peripheral vision. Anyone entering area must make a RR v Fear every 500' towards the epicenter.