

The Ghostlord

Evolved Lich, Druid 5th / Blighter 6th / Cleric 7th (Neutral Evil)
Str 14, Dex 12, Con 10, Int 16, Wis 18, Cha 20

Hit Points (hp)	122	Initiative	+5	Grapple	+13	Damage Reduction	15/Bludgeoning
		Speed (Foot)	30 ft.	Spell Fail	0%	Spell Resistance	0

Attacks	Weapon	Attacks	Damage	Critical	Description
One-Handed	Mortisia+2	+15/+10/+5	1d6+5	20 (x2)	Desc: Evil aligned staff: Deliver touch, Summon Undead VI 3/day
Natural (primary)	Sting	+13	1d4+2	20 (x2)	Desc: Deals lethal damage and does not provoke an attack of opportunity

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	22	16 / 21	None / None		+11	+6	+15

Skills

Appraise	3
Balance	1
Bluff	20
Climb	2
Concentration	20
Decipher Script	-
Diplomacy	11
Disable Device	-
Disguise	5+2
Escape Artist	1
Forgery	3
Gather Information	5
Handle Animal	15
Heal	4
Hide	9
Intimidate	20
Jump	2
Listen	20
Move Silently	9
Open Lock	-
Ride	3
Search	11
Sense Motive	12
Sleight of Hand	-
Speak Language	4
Spellcraft	18
Spot	15
Survival	8+4
Swim	2
Tumble	-
Use Magic Device	-
Use Rope	1
Knowledge - Nature	15
Knowledge - Planes	15
Knowledge - Religion	15

Abilities

== Racial Traits: Evolved Lich ==
 Damage Reduction 15/Bludgeoning
 Turn Resistance +4
 Immune to cold, electricity, polymorph, mind affecting attacks
 Touch Attack (1d8+5 Negative energy + paralysis FOR DC 25)
 See Invisibility*
 Fast Healing 3hp/round*

== Class Features: Druid 5th ==
 Animal Companion (Ex)
 Cannot cast spells of opposed alignment
 Spontaneous Casting
 Nature Sense (Ex): +2 on Knowledge (nature) & Survival checks
 Wild Empathy (ex): 1d20+12
 Woodland Stride (Ex)
 Trackless Step (Ex)
 Resist Nature's Lure (Ex): +4 vs spell-like of Fey
 Wild Shape (Su): 1x per Day, Up to 5 hrs

== Class Features: Blighter 6th ==

== Class Features: Cleric 7th ==
 Cannot cast spells of opposed alignment
 Spontaneous Casting
 Turn/Rebuke Undead (Su)(PHB p159):
 • 12x per day < OOOOOOOOOOO >
 • Turning Check: 1d20+7
 • Total HD Turned per Attempt: 2d6+13
 • Destroy Undead up to: 4 HD

== Evil Domain ==
 You cast evil spells at +1 caster level.

== Death Domain ==
 Death touch 1/day. You must succeed on a melee touch attack against a living creature. When you touch, roll 7d6. If the total at least equals the creature's current hit points, it dies (no save).

== Conditional Skill Bonuses ==
 +2 on Disguise to act in character [Bluff]
 +2 on Survival in aboveground natural env. [Knowledge - Nature]
 +2 on Survival when on other planes [Knowledge - Planes]

== CHARACTER STATUS ==
 No errors detected



Languages

Common,

Money

gp

sp

Feats

Extra Turning Can turn or rebuke 4 more times per day
 Improved Turning +1 level for turning checks
 Improved Initiative +4 bonus on Initiative checks
 Eschew Materials Cast spells without material components
 Natural Spell Cast spells while in wild shape
 Skill Focus: Spellcraft +3 bonus on checks with skill: Spellcraft
 Ability Focus Add +2 to the DC for all saves against the special attack focused on
 Multiattack Secondary attacks with natural weapons take only a -2 penalty

Equipment

Mortisia, , , , ,
 , , , , ,

Magic Items

Ring of Protection +5

Meissa: become Ethereal at will
 Death's Wings: fly 60' (Good)

SPELL PLANNER for
Druid

EFFECTIVE LEVEL **11** = **11**
Total Base Adj.

Spells per Day:	6	6	5	5	4	2	1			
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	14	15	16	17	18	19	20			

LEGEND The Ghostlord
*: See text, **crt**: Creature, **chk**: check, **conc**: Concentration, **dis**: Discharged, **disb**: Disbelief, (D)issmissible, **HD**: Hit Die, **HP**: Hit Points, **hr**: Hour, **max**: Maximum, **min**: Minute, **neg**: Negate, **obj**: Object, **part**: Partial, **rad**: Radius, **rd**: Round, (S)hapeable, **temp**: Temporary, **vs**: Versus, **wpn**: Weapon

Range
Close: 50'
Medium: 210'
Long: 840'

SCHOOLS: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		LEVEL 6:										
	☐	6 Fire Seeds	C	VSM	1 action	Touch	4 acorns / 8 holly berries	max 110 min	see text	No	Acorns and berries become grenades and bombs	p.230
		LEVEL 5:										
	☐☐	5 Wall of Fire	EV	VSM/DF	1 action	Medium		Conc. +11 rd	None	Yes	2d4 fire to 10', 1d4 to 20'. Passing through wall deals 2d6+11	p.298
	☐☐	5 Wall of Thorns	C	VS	1 action	Medium		110 min (D)	None	No	Thorns damage anyone who tries to pass	p.300
		LEVEL 4:										
	☐☐☐☐	4 Blight	N	VSDf	1 action	Touch		Instant	Fort half [DC18]	Yes	Plants die; plant creatures take 11d6 damage	p.206
	☐☐☐☐	4 Rusting Grasp	T	VSDf	1 action	Touch	Ferrous obj / creature	see text	None	No	Your touch corrodes iron and alloys	p.273
	☐☐☐☐	4 Spike Stones	T	VSDf	1 action	Medium	11x20 ²	11 hr (D)	Ref part [DC18]	Yes	Creatures in area take 1d8 damage, may be slowed	p.283
	☐☐☐☐	4 Antiplant Shell	A	VSDf	1 action	10 ft.	10'-radius emanation	110 min (D)	None	Yes	10ft. Emanation keeps animated plants at bay	p.200
		LEVEL 3:										
	☐☐☐☐☐	3 Contagion	N	VSMf	1 action	Touch	Living creature touched	Instant	Fort neg [DC17]	Yes	Infects subject with chosen disease	p.213
	☐☐☐☐☐	3 Diminish Plants	T	VSDf	1 action	see text	see text	Instant	None	No	Reduces size or blights growth of normal plants	p.221
	☐☐☐☐☐	3 Dominate Animal	EN	VS	1 round	Close	One animal	11 rd	Will neg [DC17]	Yes	Subject animal obeys silent mental commands	p.224
	☐☐☐☐☐	3 Meld into Stone	T	VSDf	1 action	Personal	You	110 min			You and your gear merge with stone	p.252
	☐☐☐☐☐	3 Poison	N	VSDf	1 action	Touch	Living creature touched	Instant	Fort neg [DC17]	Yes	Touch deals 1d10 Con damage, repeats in 1 min	p.262
		LEVEL 2:										
		2 Barkskin	T	VSDf	1 action	Touch	Living creature touched	110 min	None	Yes	Grants +4 natural armor bonus	p.203
	☐☐☐☐☐	2 Bull's Strength	T	VSM/DF	1 action	Touch	Creature touched	11 min	Will neg [DC16]	Yes	Grants a +4 enhancement bonus to Strength	p.207
	☐☐☐☐☐	2 Cat's Grace	T	VSM	1 action	Touch	Creature touched	11 min	Will neg [DC16]	Yes	Grants a +4 enhancement bonus to Dexterity	p.208
	☐☐☐☐☐	2 Flame Blade	EV	VSDf	1 action	0 ft.		11 min (D)	None	Yes	Touch attack deals 1d8+5 fire damage	p.231
	☐☐☐☐☐	2 Flaming Sphere	EV	VSM/DF	1 action	Medium		11 rd	Ref neg [DC16]	Yes	Rolling ball of fire, 2d6 damage	p.232
		LEVEL 1:										
	☐☐☐☐☐☐	1 Hide from Animals	A	SDF	1 action	Touch	11 creatures touched	110 min (D)	Will neg [DC15]	Yes	Animals can't perceive subjects	p.241
	☐☐☐☐☐☐	1 Detect Animals or Plants	D	VS	1 action	Long	Cone-shaped emanation	110 min (D)	None	No	Detects species of animals or plants	p.218
	☐☐☐☐☐☐	1 Produce Flame	EV	VS	1 action	0 ft.	see text	11 min (D)	No	Yes	Illumination or 1d6+5 fire damage, touch or thrown	p.265
	☐☐☐☐☐☐	1 Magic Fang	T	VSDf	1 action	Touch	Living creature touched	11 min	Will neg [DC15]	Yes	Natural weapon gains +1 to attacks and damage	p.250
	☐☐☐☐☐☐	1 Obscuring Mist	C	VS	1 action	20 ft.		11 min	None	No	Fog surrounds you	p.258
	☐☐☐☐☐☐	1 Pass without Trace	T	VSDf	1 action	Touch	11 creatures touched	11 hr (D)	Will neg [DC15]	Yes	Subjects leave no tracks	p.259

SPELL PLANNER for
Cleric

EFFECTIVE LEVEL **7** = **7** Base Adj.

Spells per Day:	6	5+1	4+1	3+1	2+1					
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	14	15	16	17	18					

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Range
 Close: 40'
 Medium: 170'
 Long: 680'

SCHOOLS: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
LEVEL 4:												
□□□	4	Inflict Critical Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC18]	Yes	Touch attack, 4d8+7 damage	p.244
□□□	4	Planar Ally, Lesser	C	VSDFXP	10 min	Close		Instant	None	No	Exchange services with an 8 HD outsider	p.261
□□□	4	Giant Vermin	T	S	1 action	Close	3 vermins inside 30'	7 min	None	Yes	Turns insects into giant vermin	p.235
LEVEL 3:												
□□□□	3	Animate Dead	N	VSM	1 action	Touch	28 HD of corpses	Instant	None	No	Creates undead skeletons and zombies	p.198
□□□□	3	Bestow Curse	N	VS	1 action	Touch	Creature touched	Perm.	Will neg [DC17]	Yes	-6 to ability or -4 on attcks, saves, chks or 50% chance to lose action	p.203
□□□□	3	Blindness/Deafness	N	V	1 action	Medium	One living creature	Perm. (D)	Fort neg [DC17]	Yes	Makes subject blind or deaf	p.206
□□□□	3	Inflict Serious Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC17]	Yes	Touch attack, 3d8+7 damage	p.244
LEVEL 2:												
□□□□□	2	Augury	D	VSMF	1 min	Personal	You	Instant			Learn whether an action in the next 30 min. will be good or bad	p.202
□□□□□	2	Desecrate	EV	VSMDF	1 action	Close	20' radius emanation	14 hr	None	Yes	Fills area with negative energy, making undead stronger	p.218
□□□□□	2	Death Knell	N	VS	1 action	Touch	Living creature touched	see text	Will neg [DC16]	Yes	Kills dying crt; you gain 1d8 temp HP, +2 Str, & +1 caster level	p.217
□□□□□	2	Hold Person	EN	VSF/DF	1 action	Medium	One humanoid creature	see text	Will neg [DC16]	Yes	Holds subject helpless	p.241
□□□□□	2	Darkness	EV	VM/DF	1 action	Touch	Object touched	70 min (D)	None	No	20-ft. radius of supernatural darkness	p.216
LEVEL 1:												
□□□□□□	1	Bane	EN	VSDF	1 action	50 ft.	All enemies within 50'	7 min	Will neg [DC15]	Yes	Enemies suffer -1 attack, -1 on saves against fear	p.203
□□□□□□	1	Cause Fear	N	VS	1 action	Close	1 living crt. of max. 5HD	1 or 1d4 rd	Will part [DC15]	Yes	One creature flees for 1d4 rounds	p.208
□□□□□□	1	Command	EN	V	1 action	Close	One living creature	1 round	Will neg [DC15]	Yes	One subject obeys one-word command	p.211
□□□□□□	1	Comprehend Languages	D	VSM/DF	1 action	Personal	You	70 min	Will neg [DC15]	Yes	Understands all spoken and written languages touched	p.212
□□□□□□	1	Deathwatch	N	VS	1 action	30 ft.	Cone-shaped emanation	70 min	None	No	Sees how wounded subjects within 30 ft. cone emanation are	p.217
□□□□□□	1	Detect Good	D	VSDF	1 action	60 ft.	Cone-shaped emanation	70 min (D)	None	No	Reveals creatures, spells, or objects	p.219
□□□□□□	1	Inflict Light Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC15]	Yes	Touch, 1d8+5 damage	p.244