Ghost

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Very Rare | *Medium* | *Neutral evil* | *Undead*

This spectral, horrifying figure glides silently through the air, passing through solid objects as if they didn’t exist.

Armor Class	Hit Points	Move
17	40 *(10 Hit Dice)*	fly 30 ft

Appearing	1
Habitat	Any
Negotiation	yes
Morale DC	4
Challenge	11.3 (3,390 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
-3	0	0	3	2	-2

Combat

Has 1 attack. Hit Bonus +6. Damage Touch of Death. 7d6 damage damage

Special Attacks

Corrupting Touch : By passing part of its incorporeal body through a foe’s body as a standard action, the ghost inflicts 7d6 damage. Constitution DC 18 for half damage

Frightful Moan: All living creatures within a 30-foot spread must succeed on a Wisdom DC 18 save or become panicked for 2d4 rounds.

Special Defense

Rejuvenation: The “destroyed” spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace.

Treasure

Individual: None

Lair: None