

Ghost

written by A J | January 3, 2020

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