

Ghast

Medium, Undead, Chaotic Evil

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ARMOR CLASS**13****HIT POINTS****36 (8d8)****CHALLENGE****2 | 450 XP****PROFICIENCY****+2**

Speed	Walk 30 ft.
Initiative	+3
Saving Throws	N/A
Skills	N/A
Damage Resistances	Necrotic
Damage Immunities	Poison
Condition Immunities	Charmed, Exhaustion, Poisoned
Senses	Darkvision 60 ft.; Passive Perception 10
Passive Perception	10
Languages	Common

STR**16**
+3**DEX****17**
+3**CON****10**
+0**INT****11**
+0**WIS****10**
+0**CHA****8**
-1

Traits

Stench. Creatures that start near the ghast must make a Constitution saving throw or have the Poisoned condition until the start of their next turn.

Turning Defiance. The ghast and nearby ghouls have Advantage on saving throws against effects that turn Undead.

Actions

Bite. Melee Attack Roll: +3, reach 5 ft. Hit: Piercing damage.

Claws. Melee Attack Roll: +5, reach 5 ft. Hit: Slashing damage, and the target must resist paralysis.

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