

Ghost

Medium, Undead, Any Alignment

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ARMOR CLASS

11

HIT POINTS

45 (10d8)

CHALLENGE

4 | 1,100 XP

PROFICIENCY

+2

Speed Fly 40 ft. (hover), Walk 0 ft.

Initiative +1

Saving Throws N/A

Skills N/A

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft.; Passive Perception 11

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Languages Any languages it knew in life

STR

7

-2

DEX

13

+1

CON

10

+0

INT

10

+0

WIS

12

+1

CHA

17

+3

Traits

Ethereal Sight. The ghost can see into the Ethereal Plane while on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through creatures and objects as if they were Difficult Terrain.

Actions

Withering Touch. Melee Attack Roll: +5, reach 5 ft. Hit: Necrotic damage.

Etherealness. The ghost enters the Ethereal Plane or returns to the Material Plane.

Horrifying Visage. Wisdom Saving Throw: creatures near the ghost. Failure: The target is Frightened and may magically age.

Possession (Recharge 6). Charisma Saving Throw: one Humanoid. Failure: The ghost possesses the target.

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