

Obzedat Ghost

Medium, Undead, Lawful Evil

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ARMOR CLASS

14

HIT POINTS

120 (16d8 + 48)

CHALLENGE

8 | 3,900 XP

PROFICIENCY

+3

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

Initiative +3

Saving Throws Con +6, Wis +5

Skills Insight +5, Perception +5

Damage Vulnerabilities Radiant

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 120 ft.; Passive Perception 15

Passive Perception 15

Languages The languages it knew in life

STR16
+3**DEX**13
+1**CON**17
+3**INT**10
+0**WIS**14
+2**CHA**12
+1

Traits

Encounter Identity. Obzedat Ghost fights as a spectral oligarch bound to debt and law. It has Advantage on checks and saving throws that directly support this role in its favored terrain or encounter setup.

Pressure Pattern. Once on each of its turns when Obzedat Ghost damages a creature with Necrotic damage, that creature has Disadvantage on its next opportunity attack before the start of Obzedat Ghost's next turn.

Actions

Multiattack. Obzedat Ghost makes two Signature Strike attacks.

Signature Strike. Melee or Ranged Attack Roll: +6, reach 5 ft. or range 60/180 ft. Hit: 31 damage including Necrotic pressure.

Necrotic Surge (Recharge 5-6). Saving Throw: creatures of the GM's choice within 30 to 60 feet. Failure: 54 Necrotic damage and the target cannot take Reactions until the end of its next turn. Success: Half damage.

Reactions

Defensive Instinct. When Obzedat Ghost is hit by an attack, it adds 3 to its AC against that attack, potentially causing it to miss.

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