

ALDRONARD

CREATURE 6

N**MEDIUM****GHOST****INCORPOREAL****SPIRIT****UNDEAD**

Perception +11

Languages Common

Skills Diplomacy +18, Nature +13, Religion +13, Stealth +11, Planar Lore +9

Str -5, **Dex** +3, **Con** +0, **Int** +3, **Wis** +4, **Cha** +6

AC 23; **Fort** +12, **Ref** +17, **Will** +14

HP 70 (negative healing, rejuvenation); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) When Aldronard is destroyed, he re-forms after 2d4 days within the chapel, fully healed.

Speed fly 25 feet

Melee ♦ ghostly touch +17 (agile, finesse, magical), **Damage** 3d8+4 negative

Frightful Moan ♦ (auditory, divine, emotion, enchantment, fear, mental) The ghost laments its fate, forcing each living creature within 30 feet to attempt a DC 24 Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is temporarily immune to this ghost's frightful moan for 1 minute.