

GEARGHOST

CREATURE 8

CE**TINY****SPIRIT****GHOST****INCORPOREAL****UNDEAD**

Perception +18; darkvision

Languages Aklo, Common, Undercommon

Skills Arcana +18, Crafting +20, Stealth +20, Thievery +18, Engineering Lore +18

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

Snare Creation A gearghost can use the Crafting activity to create any snare of 7th level or below without the need for materials. If another gearghost Aids this gearghost it can increase the level of snares it can create this way to 9th level.

AC 30; **Fort** +13, **Ref** +18, **Will** +16

HP 90 (negative healing, rejuvenation); **Resistances** all damage 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

Rejuvenation (necromancy) When a gearghost is destroyed, it re-forms after 2d4 days within the location it's bound to, fully healed. A gearghost can be permanently destroyed only if someone removes or destroys the trap that created the gearghost.

Speed fly 40 feet

Melee ♦ ghostly touch +20 (agile, finesse, magical), **Damage** 2d6+8 negative

Innate Spells DC 28, attack +18 ; **3rd** *mending* (×3); **2nd** *telekinetic maneuver* (at will); **cantrips** (4th) *mage hand*, *telekinetic projectile*

Flyby Attack ♦♦ The gearghost Flies and makes a ghostly touch Strike at any point along the way.

Reset Trap ♦ The gearghost resets a trap with a manual reset condition.