

ALDRONARD

CREATURE 6

UNIQUE**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) Aldronard forces 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 Aldronard's frightful moan for 1 minute.