



Image © [Randi Sánchez Verduga](#), accessed at his ArtStation [here](#).

[Commissioned by [@cupofsorrows](#). The trick with finding art for Gengar is I wanted something more realistic than the official game art, but still maintaining the basics of the design. There are various attempts to do a Gengar as a real animal (a weasel or a flightless bat, etc.), but I wanted it to maintain being a weird grinning blob.

Also, I know that in the anime, Gengars typically want to play and make friends, even while being scary. But the Pokedex entries, especially in more recent editions, make it clear that a Gengar will [straight up murder you](#) if it gets the chance. Hence it being CE. If you want a friendlier, CN Gengar, that's totally your prerogative. It's like Slimer from the *Ghostbusters* movie versus *The Real Ghostbusters*]

Gengar

CR 14 CE Undead

This creature appears to be a fat purple-black humanoid composed of pure shadow. Its head and torso seem to be the same piece, with triangular ears, red eyes and a huge leering grin.

When fey die, they are typically reborn somewhere in the First World, albeit in perhaps a diminished state. If the soul of a fey gets misdirected and enters the Plane of Shadow by mistake, it can incarnate as a sinister undead being, a gengar. Also known as fey shadows, gengars are malicious and mischievous, going out of their way to vex and torment mortals and feed on their panic. Fey creatures with a relationship to fear, such as bogeymen and [brollachans](#), are most likely to manifest in this fashion.

A gengar is a thing of shadow, capable of distorting its form. Its favorite prank is to follow a mortal disguised as its shadow, before splitting away and either attacking the poor dope or simply giving them a good scare. They feed on the mental energy of sleeping creatures, and delight in inflicting nightmares, which they then savor using their dream eater ability. All gengars know a variety of debilitating curses. It is said that the only way to be sure of a gengar's presence is to notice the air cooling around it—but this has led to lots of sleepless nights in areas with a light draft. Gengars find various rumors for how to detect them or ward them off hilarious, and often spread them.

Although gengars are typically evil, they are usually negatively disposed to other undead, and kill those that they cannot bully or cajole into service. All gengars maintain some of their fey whimsy, and some even are known to befriend mortals who are able to keep up with their jokes and amuse them. These relationships can be fractious, as gengars will hex even their allies if they are feeling bored or puckish.

Gengar CR 14

XP 38,400

CE Medium undead (extraplanar, incorporeal)

Init +7; **Senses** darkvision 60 ft., Perception +19, see in darkness

Defense

AC 24, touch 24, flat-footed 16 (+7 Dex, +1 dodge, +6 deflection)

hp 161 (14d8+98)

Fort +10, **Ref** +11, **Will** +11; channel resistance +2

Defensive Qualities incorporeal; **Immune** undead traits

Offense

Speed fly 40 ft. (perfect)

Melee 2 incorporeal slams +17 touch (1d6 plus 4d6 force), incorporeal tongue +12 touch (1d6 Dex drain)

Special Attacks dream eater, hexes (DC 21; agony, cackle, disguise, evil eye, misfortune, nightmares, retribution, slumber), shadow ball

Spell-like Abilities CL 14th, concentration +20

At will—*confusion* (DC 20), *darkness*, [mind thrust III](#) (DC 19)

3/day—*fear* (DC 20), *shadow conjuration* (DC 20)

1/day—*mirage arcana* (DC 21), [possession](#) (DC 21)

Statistics

Str -, **Dex** 25, **Con** -, **Int** 18, **Wis** 14, **Cha** 23

Base Atk +10; **CMB** -; **CMD** 34

Feats Combat Reflexes, Dodge, Flyby Attack, Mobility, [Split Hex](#), Toughness, Weapon Finesse

Skills Acrobatics +21, Bluff +20, Disguise +27, Fly +32, Intimidate +23, Knowledge (religion) +21, Perception +19, Stealth +28; **Racial Modifiers** +4 Disguise, +4 Stealth

Languages Aklo, Common, Shadowtongue, Sylvan

SQ ghost touch, hide in plain sight

Ecology

Environment any land or underground (Plane of Shadow)

Organization solitary or haunt (2-4)

Treasure standard

Special Abilities

Dexterity Drain (Ex) A creature struck by a gengar's tongue must succeed a DC 23 Fortitude save or take 1d6 points of Dexterity drain. On a successful save, the creature takes 1 point of Dexterity damage instead. The save DC is Charisma based.

Dream Eater (Su) As a standard action, a gengar can drain the life from a sleeping or helpless creature, dealing 4d8+14 points of damage to it and healing the same amount of damage (Will DC 23 half). Damage taken in this way does not awaken a sleeping creature. This is a mind-influencing effect, and the save DC is Charisma based.

Ghost Touch (Su) A gengar can manipulate corporeal objects of up to 25 pounds as if they had the ghost touch special quality.

Hexes (Su) A gengar gains access to hexes and major hexes as a [witch](#) of its Hit Dice. It must always take the slumber hex. The save DC for these abilities is Intelligence based.

Hide in Plain Sight (Su) As long as a gengar is within 10 feet of dim light, it can make Stealth checks while being observed.

Shadow Ball (Su) Three times per day as a standard action, a gengar can fire a ball of negative energy infused darkness as a ranged touch attack with a range of 120 feet and no range increment. A creature struck takes 140 points of negative energy damage (Will DC 23 half). This effect cannot heal undead creatures. The save DC is Charisma based.