

THE SPECTER IN THE SHOWER

Medium Undead, Chaotic Evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 70 (15d8)
- **Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	1 (-5)	12 (+1)	14 (+2)

- **Saving Throws** Dex +6, Wis +4
- **Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, grappled, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** understands Common but can't speak
- **Challenge** 5 (1,800 XP)

TRAITS

- **Incorporeal Movement.** The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
- **Ethereal Sight.** The specter can see 60 feet into the Ethereal Plane while it is on the Material Plane, and vice versa.

ACTIONS

- **Ethereal Touch.** *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) necrotic damage.
- **Chilling Grasp (Recharge 5-6).** The specter targets one creature within 30 feet. The target must succeed on a DC 15 Constitution saving throw or take 27 (6d8) cold damage and be paralyzed until the end of its next turn.