

APPARITION

Medium-Size Undead (Incorporeal)

Hit Dice: 8d12 (52 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft

AC: 15 (+2 Dex, +3 deflection)

Attacks: Incorporeal touch +6 melee

Damage: Incorporeal touch 1d4

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Suggestion strangle, create spawn

Special Qualities: Undead, detect living, incorporeal, turn resistance +2, unnatural aura, sunlight powerlessness

Saves: Fort +2, Ref +3, Will +7

Abilities: Str –, Dex 14, Con –, Int 10, Wis 13, Cha 16

Skills: Hide +13, Listen +12, Search +11, Spot +12

Feats: Alertness, Blind-Fight, Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 7

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 9-24 HD (Medium-size)

An apparition appears as a translucent skeletal humanoid dressed in rags. Its eyes glow with a pale crimson flame.

COMBAT

The apparition attacks by fear alone. By implanting a suggestion in a victim's mind, it attempts to actually scare the life out of him. If overpowered or if it fails in its attempt to slay a living creature it will flee.

Suggestion Strangle (Su): An apparition attacks by implanting a *suggestion* in the victim's mind convincing the target it is being strangled by the apparition. The target must succeed at a Will save (DC 17) to disbelieve the suggestion. On a failed save, the victim must immediately succeed at a Fortitude save (DC 15) or die from fright. If the Fortitude save is made, the victim acts as if affected by a *fear* spell for 1d4 rounds.

If the target succeeds at the Will save, it cannot be affected by that apparition's suggestion strangle for one day.

A creature protected by a *magic circle from evil* or *protection from evil* cannot be affected by the apparition's *suggestion strangle*.

Detect Living (Su): An apparition can sense living creatures up to 100 feet away.

Create Spawn (Su): A creature slain by an apparition will rise in 1d4 hours as an apparition. Spawn are not commanded by or under the control of the apparition who created them. They possess none of the abilities they had in life.

Incorporeal: Only harmed by +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of an apparition at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so;

they remain panicked as long as they are within that range.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Apparitions have darkvision with a range of 60 feet.

Sunlight Powerlessness (Ex): Apparitions are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. An apparition caught in sunlight cannot attack and can take only partial action.

The Apparition first appeared in the 1e FF (1981).