HAUNT

Medium-Size Undead (Incorporeal)
Hit Dice: 5d12 (32 hp)
Initiative: +4 (+2 Dex, +4 Improved Initiative)
Speed: 20 ft, fly 30 ft
AC: 14 (+2 Dex, +2 deflection)
Attacks: Incorporeal touch +4 melee
Damage: Incorporeal touch 1d3 temporary
Dexterity damage
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Dexterity damage, malevolence, strangle
Special Qualities: alternate form, undead, incorporeal, vulnerability, immunity to turning, reform body
Saves: Fort +1, Ref +3, Will +6
Abilities: Str —, Dex 15, Con —, Int —, Wis 14, Cha 14
Feats: Blind-Fight, Improved Initiative

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Any
Advancement: 6-9 HD (Medium-size); 10-15 HD (Large)

The haunt is the spirit of a person that died before completing some vital task. A haunt inhabits an area within 60 feet of where its body died. It never leaves this area. It desires but one thing—its final rest. To accomplish this it must possess a living creature and finish the task that prevents it from finding eternal rest.

A haunt only attacks humanoid creatures.

COMBAT
A haunt attacks using its incorporeal touch. It concentrates on a single foe, attempting to render it helpless by draining its Dexterity. Once that victim reaches Dexterity 0, the haunt uses its malevolence ability to possess the body and attempts to finish its task. If the haunt is attacked while possessing a body, it uses all the abilities of the host to defend itself.

Dexterity Damage (Su): The touch of a haunt deals 1d3 points of temporary Dexterity damage to a living foe. A creature reduced to Dexterity 0 by a haunt is attacked by the haunt’s malevolence ability.

Malevolence (Su): The haunt can use this ability once per round, and only does so against a foe whose Dexterity has been reduced to 0. This ability is similar to magic jar as cast by a 10th-level sorcerer except that it does not require a receptacle. The victim receives a Will save (DC 17) to avoid. If the attack succeeds the haunt vanishes into the opponent’s body and the host’s Dexterity returns to normal.

The haunt uses the host’s body to complete the task that binds it to the Material Plane. Once the task is completed, the haunt leaves the host and fades away forever. When the haunt leaves the host, the victim’s Dexterity is 3. Lost Dexterity points are regained at the rate of 1 point per hour. If the material body is slain while the haunt is contained in it, the creature haunts the area where its host was slain.

Strangle (Su): If an opponent possessed by the haunt (i.e., one the haunt has successfully used its malevolence against) has an alignment opposite to that of the haunt, the creature attempts to strangle the victim using the victim’s own hands. Unless precautions are taken to restrain the possessed victim’s hands, they immediately reach for the throat and begin strangling the haunt-possessed body. An opponent takes 1d4 points of damage each round until his hands are forcibly restrained (Strength check at a DC equal to the victim’s Strength), the haunt is ejected from the body, or the victim dies. The victim cannot hold his breath while being strangled in this manner.

Alternate Form (Su): A haunt’s natural form is that of a translucent image appearing much as the person did in life. As a standard action, it can alter its form so as to appear as a luminescent ball of light (possibly being mistaken for a will-o-wisp in this form). It cannot use its Dexterity damage attack or its malevolence attack in this form and loses its incorporeality. The haunt gains a +1 size bonus to its AC (because its size changes to Small) while in this form.

A haunt remains in one form until it chooses to assume a new one. A change in form cannot be dispelled.

Vulnerability (Ex): A haunt can be forcibly ejected from a host if hold person is cast on the victim and the haunt fails its Will save. A dispel evil instantaneously ejects the haunt and slays it forever.

Immunity to Turning (Ex): A haunt cannot be turned or rebuked.

Reform Body (Su): A haunt that is slain reforms at full strength in one week. A haunt slain by dispel evil does not reform.