

MONSTER Template

DRAGON GHOST TEMPLATE

True dragons of any type can reappear as dragon ghosts after their death. A chromatic dragon may willfully pursue this course so as to maniacally haunt its former lair, whereas a metallic dragon may be bound to the Material Plane by an unfinished promise to an old friend.

When a dragon reappears as a dragon ghost, it retains its statistics except as described below. A dragon ghost typically loses all its lair actions, but it may retain some or inherit new ones, as the GM sees fit.

Type. The dragon ghost's type changes from dragon to undead, and it no longer requires air, food, drink, or sleep.

Speed. The dragon ghost's walking speed is reduced to 0, and it loses any additional movement speeds it has except its flying speed. In addition, it can hover.

Damage Resistances. The dragon ghost has resistance to acid, cold, fire, lightning, and thunder damage, as well as bludgeoning, piercing, and slashing damage from nonmagical attacks. It also retains any other resistances it had prior to becoming a ghost.

Damage Immunities. The dragon ghost has immunity to necrotic and poison damage, and it retains any other immunities it had prior to becoming a ghost.

Condition Immunities. The dragon ghost can't be charmed, frightened, grappled, paralyzed, petrified, poisoned, knocked prone, or restrained, and it doesn't suffer from exhaustion. It also retains any other condition immunities it had prior to becoming a ghost.

Ethereal Sight. The dragon ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The dragon ghost 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.

Modified Actions: Withering Attacks. The dragon ghost's melee attacks deal necrotic damage instead of bludgeoning, piercing, or slashing damage. If the dragon deals an additional damage type (e.g. fire), that type changes to force.

New Action: Etherealness. The dragon ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible from the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Modified Action: Horrifying Presence. If a creature fails its saving throw against the dragon ghost's Frightful Presence by 5 or more, the target also ages 1d4 × 10 years. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Modified Action: Ghostly Breath. Any damage-dealing breath weapon possessed by the dragon deals force damage instead of its original damage type, as its breath has become a pale, magical reflection of the element that once comprised it. For example, a passed gold dragon may breathe translucent, ghostly flames, and a black dragon ghost may exhale an ectoplasmic sludge.