

NAGHUT

CREATURE 7

CE**MEDIUM****UNDEAD****GHOUL**

Converted by VaranSL

Perception +13; darkvision

Languages Common, Kelish, Orc, Osiriani

Skills Acrobatics +14, Athletics +17, Intimidation +14, Stealth +12, Survival +13

Str +6, **Dex** +3, **Con** +5, **Int** +1, **Wis** +2, **Cha** +3

Stench (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 24 Fortitude save or become sickened 1 (plus slowed 1 as long as it's sickened on a critical failure). While within the aura, the creature takes a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

AC 24; **Fort** +18, **Ref** +12, **Will** +13

HP 143 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +17 [+12/+7] (finesse), **Damage** 2d6+12 piercing plus ghost fever and paralysis

Melee ♦ claw +17 [+13/+9] (agile, finesse), **Damage** 2d4+12 slashing plus paralysis

Cleave ↻ **Trigger** Naghut kills or knocks a creature to 0 Hit Points **Effect** Naghut makes a melee strike against a second foe.

Consume Flesh ♦ (manipulate); **Requirements** Naghut is adjacent to the corpse of a creature that died within the last hour. **Effect** Naghut devours a chunk of the corpse and regains 4d6 Hit Points. It can regain Hit Points from any given corpse only once.

Ghost Fever (disease); **Saving Throw** Fortitude DC 24; **Stage 1** carrier with no ill effect (1 day);

Stage 2 4d8 negative damage and regains half as many Hit Points from all healing (1 day);

Stage 3 as stage 2 (1 day); **Stage 4** 4d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghost the next midnight

Paralysis (incapacitation, occult, necromancy) Any living creature (including elves) hit by Naghut's attack must succeed at a DC 24 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Rage ♦ As the barbarian class ability; AC 23, +12 Hit Points, +6 melee damage

Swift Leap ♦ (move) Naghut jumps up to half her Speed. This movement doesn't trigger reactions.