

CE

MEDIUM

UNDEAD

GHOUL

Converted by VaranSL

**Perception** +11; darkvision

**Languages** Common, Elven, Gnoll, Kelish, Osiriani, Polyglot

**Skills** Acrobatics +17 , Athletics +12 , Crafting +15 , Deception +14 (+16 to Appear Human), Stealth +15, Survival +13

**Str** +4, **Dex** +5, **Con** +2, **Int** +5, **Wis** +3, **Cha** +4

**Infused Items** Bheg carries 2 infused moderate acid flasks, 2 infused moderate alchemist's fires, 2 infused moderate frost vials, and 2 hunting spider venom. These items last for 24 hours, or until the next time he makes his daily preparations.

**Items** *dagger of venom* lv5

**AC** 23; **Fort** +12, **Ref** +17, **Will** +13

**HP** 96 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Civilized Ghoul** ♦ Bheg can activate or deactivate his Stench aura once per round.

**Stench** (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 22 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.

**Speed** 30 feet, burrow 5 feet

**Melee** ♦ *dagger of venom* +17 [+13/+9] (agile, finesse, versatile S), **Damage** 2d4+8 piercing

**Melee** ♦ *jaws* +17 [+12/+7] (finesse), **Damage** 2d6+8 piercing plus ghastr fever and paralysis

**Melee** ♦ *claw* +17 [+13/+9] (agile, finesse), **Damage** 2d4+8 slashing plus paralysis

**Ranged** ♦ *alchemical bomb* +17 [+12/+7] (range increment 20 feet, splash), **Damage** Effect varies by bomb

**Ranged** ♦ *dagger of venom* +17 [+13/+9] (agile, finesse, thrown 10 ft., versatile S), **Damage** 2d4+8 piercing

**Consume Flesh** ♦ (manipulate); **Requirements** Bheg is adjacent to the corpse of a creature that died within the last hour. **Effect** Bheg devours a chunk of the corpse and regains 3d6 Hit Points. It can regain Hit Points from any given corpse only once.

**Ghastr Fever** (disease); **Saving Throw** Fortitude DC 22; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 3d8 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 3d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghastr the next midnight

**Paralysis** (incapacitation, occult, necromancy) Any living creature (including elves) hit by a Bheg's attack must succeed at a DC 22 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.

**Quick Bomber** ♦ Bheg draws an alchemical bomb with an Interact action and throws it as a ranged Strike.

**Swift Leap** ♦ (move) Bheg jumps up to half his Speed. This movement doesn't trigger reactions.