

BONEPOWDER GHOUL

CREATURE 15

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

Converted by VaranSL

Perception +26; darkvision

Languages Ancient Osiriani, Draconic, Dwarven, Undercommon

Skills Acrobatics +29, Arcana +25, Athletics +26, Deception +27, Diplomacy +27, Intimidation +29, Stealth +29, Survival +26

Str +3, **Dex** +8, **Con** +4, **Int** +4, **Wis** +5, **Cha** +6

Dusty Form The ghoul's normal form is powdered bone in the shape of a ghoul. In this form, it can't make Strikes with its jaws or claws, nor can it manipulate physical objects. Once it has caused creatures to become enfeebled 1, it can use a free action to coalesce into its physical form for 1 minute. It loses its resistance to physical damage and immunity to the prone condition but can interact with physical objects and use its jaws and claws.

AC 37; **Fort** +23, **Ref** +29, **Will** +24

HP 220 (negative healing); **Immunities** death effects, disease, paralyzed, prone, poison, unconscious; **Resistances** physical 10

Speed 25 feet

Melee ♦ jaws +29 [+24/+19] (finesse), **Damage** 1d8+9 piercing plus 3d6 negative, drain life, and paralysis

Melee ♦ claws +29 [+25/+21] (agile, finesse), **Damage** 3d4+9 piercing plus paralysis

Innate Occult Spells DC 35, attack +27; **5th** *rip the spirit*; **4th** *enervation*; **1st** *ray of enfeeblement* (at will); **cantrips** (7th) *chill touch*

Drain Life A living creature that takes negative damage from the ghoul's jaws Strike becomes drained 1. Further negative damage dealt by the ghoul's jaws Strike increases the drained condition value by 1, to a maximum of drained 4.

Ghoul Fever (disease); **Saving Throw** Fortitude DC 33; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 4d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 4d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight.

Gravedust ♦♦ (necromancy, negative, occult) The ghoul expels grave dust in a 40-foot cone, dealing 12d6 negative damage to all creatures (DC 33 Fortitude save). The ghoul can't use Gravedust again for 1d4 rounds.

Critical Success The target is unaffected.

Success The target takes half damage and is enfeebled 1 for 1 round.

Failure The target takes full damage, is enfeebled 1 for 1 minute, and must save against Ghoul Fever.

Critical Failure The target takes double damage, is permanently enfeebled 1, and must save against Ghoul Fever but uses the outcome for one degree of success worse than the result of its save.

Paralysis (incapacitation, occult, necromancy) Any living, non-elf creature hit by a ghoul's attack must succeed at a DC 33 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.

