GOBLIN GHAST

CE | **SMALL** | **UNDEAD** | **GOBLIN**

Perception +6; darkvision

Languages Common, Goblin

Skills Acrobatics +7, Athletics +7, Intimidation +6, Nature +6

Str +3, **Dex** +3, **Con** +2, **Int** -1, **Wis** +0, **Cha** +2

AC 18; **Fort** +8, **Ref** +9, **Will** +6

HP 30 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious

Goblin Scuttle ⤺ **Trigger** A goblin ally ends a move action adjacent to the goblin ghast. **Effect** The goblin ghast Steps.

Speed 25 feet

Melee ❖ jaws +11 (finesse), **Damage** 1d6+3 plus ghoul fever and paralysis

Melee ❖ claw +11 (agile, finesse), **Damage** 1d4+3 slashing plus paralysis

Consume Flesh ❖ (manipulate); **Requirements** The ghast is adjacent to the corpse of a creature that died within the last hour. **Effect** The ghoul devours a chunk of the corpse and regains 2d6 Hit Points plus 1d6 for every 2 levels it has. It can regain Hit Points from any given corpse only once.

Ghast Fever (disease) **Saving Throw** Fortitude DC 16; **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 ghast the next midnight

Paralysis Any living creature hit by a ghast's attack must succeed at a Fortitude DC 16 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.

Swift Leap ❖ (move) The ghast jumps up to half its Speed. This movement doesn't trigger reactions

Stench (aura, olfactory) 10 feet, A creature entering the aura or starting its turn in the aura must succeed at a Fortitude DC 16 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.