

# GHOUL SCARECROW

## CREATURE 5

CE

MEDIUM

UNDEAD

GHOUL

**Perception** +12; darkvision

**Languages** Common, Necril

**Skills** Acrobatics +13, Athletics +10, Stealth +13, Survival +11

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

**AC** 22; **Fort** +9, **Ref** +14, **Will** +10

**HP** 75 (negative healing)

**Speed** 30 feet, burrow 5 feet

**Melee** ♦♦ jaws +15 (finesse), **Damage** 2d6+3 piercing plus ghoul fever and paralysis

**Melee** ♦♦ claw +15 (agile, finesse), **Damage** 2d4+3 slashing plus paralysis

**Consume Flesh** ♦♦ (manipulate); **Requirements** The Ghoul Scarecrow is adjacent to the corpse of a creature that died within the last hour. **Effect** The Ghoul Scarecrow devours a chunk of the corpse and regains 2d6 Hit Points. It can regain Hit Points from any given corpse only once.

**Ghoul Fever** (disease); **Saving Throw** Fortitude DC 20; **Stage 1** carrier with no ill effect (1 day);

**Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day);

**Stage 3** as stage 2 (1 day); **Stage 4** 2d6 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.

**Paralysis** (incapacitation, occult, necromancy) Any living, non-elf creature hit by a Ghoul Scarecrow's attack must succeed at a DC 20 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.

**Swift Leap** ♦♦ (move) The Ghoul Scarecrow jumps up to half its Speed. This movement doesn't trigger reactions.