

CE

MEDIUM

UNDEAD

GHOUL

**Perception** +14; darkvision

**Languages** Common, Necril

**Skills** Acrobatics +16, Athletics +13, Stealth +16, Survival +14

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

**AC** 24; **Fort** +12, **Ref** +16, **Will** +14

**HP** 95 (negative healing)

**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** ♦ jaws +17 (finesse), **Damage** 2d4+9 piercing plus ghost fever and paralysis

**Melee** ♦ claw +17 (agile, finesse), **Damage** 2d4+8 slashing plus paralysis

**Consume Flesh** ♦ (manipulate); **Requirements** The ghost is adjacent to the corpse of a creature that died within the last hour. **Effect** The ghost devours a chunk of the corpse and regains 6d6 Hit Points. It can regain Hit Points from any given corpse only once.

**Ghost 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 ghost the next midnight

**Paralysis** (incapacitation, occult, necromancy) Any living creature (including elves) hit by a ghost'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.

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