GHOULISH PACK

CE **GARGANTUAN** **UNDEAD** **GHOUL** **TROOP**

Created by VaranSL

Perception +17; darkvision

Languages Common, Necril

Skills Athletics +19

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

AC 29; **Fort** +18, **Ref** +14, **Will** +17

HP 150 (16 squares); Thresholds 100 (12 squares), 50 (8 squares); **Weaknesses** area damage 12, splash damage 6

Troop Defenses

Speed 25 feet, troop movement

Flesh Render ❖ to ❖❖❖ **Frequency** once per round; **Effect** The pack makes a melee attack against each enemy within 5 feet (DC 27 basic Reflex save). The damage depends on the number of actions.

❖ 2d6 slashing damage plus paralysis

❖❖ 2d8+10 slashing damage plus paralysis

❖❖❖ 2d10+12 slashing damage plus paralysis

Form Up ❖

Ghoul Fever (disease); **Saving Throw** Fortitude DC 26; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 10d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 10d6 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.

One of Us ❖❖ The troop targets a creature that is within 5 feet of them and attempts to add them into their pack. The target takes 2d8+10 and must attempt a DC 29 Fortitude save.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage plus ghoul fever and paralysis.

Critical Failure The target takes double damage plus ghoul fever and paralysis.

Paralysis (incapacitation, occult, necromancy) Any living, non-elf creature hit by a ghoul's attack must succeed at a DC 26 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.

Troop Movement Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square enters difficult terrain, the extra movement cost applies to the whole troop.