

Ghoul

Grade D

Undead Humanoid

Defense 13, **AR** 0

Immunities Charm, Mental, Poison, Sleep

Health 30, **Speed** 10

Senses Dark Vision ∞ (-1 in light)

-2 Communication

+4 Constitution (Stamina)

+1 Cunning

+2 Dexterity

+2 Magic

+0 Perception (Smelling)

+3 Strength (Claws, Intimidation)

+2 Willpower

Melee Bite +2 (1d3+3), Claws +5 (1d6+5)

Favored Stunts: Knock Prone and Mighty Blow.

Weapon Groups: Brawling

Powers

Flesh Knitting: Ghouls gain Health equal to damage dealt when they bite an incapacitated foe or corpse. This will kill an unconscious enemy.

Howling Madness: Ghouls automatically pass any **Willpower (Morale)** tests.

Touch Attack [Paralyze]: Any living non-fey creature (includes Elves) must test **Willpower (Self-Discipline)** : TN 12 or be paralyzed for 1d3 rounds.

Ghouls are horrible undead monstrosities, that appear to be slightly desiccated corpses that view everything around them with an ardent hunger. The hint of animal cunning in their eyes shows all that they are far from mindless, which makes them scarier still.

Those with advanced knowledge of ghouls have good reason to be afraid. The merest touch of a ghoul can cause the subject to be paralyzed, frozen in place for a nearly a minute. A pack of ghouls will often descend on a party of adventurers or normal people and paralyze all of them.

Once every target is incapacitated they will each choose a target and begin to feed. When they are far from living prey, ghouls will dig up corpses and indulge in the dead flesh. The only flesh they will avoid is plant matter and undead flesh.

Elder Ghoul

Grade C

Undead Humanoid

Defense 13, **AR** 0

Immunities Charm, Mental, Poison, Sleep

Health 48, **Speed** 10

Senses Dark Vision ∞ (-1 in light)

-2 Communication

+4 Constitution (Stamina)

+1 Cunning

+2 Dexterity

+3 Magic

+0 Perception (Smelling)

+3 Strength (Claws, Intimidation)

+3 Willpower

Melee Bite +2 (1d3+3), Claws +5 (1d6+5)

Favored Stunts: Knock Prone and Mighty Blow.

Weapon Groups: Brawling

Powers

Flesh Knitting: Ghouls gain Health equal to damage dealt when they bite an incapacitated foe or corpse. This will kill an unconscious enemy.

Howling Madness: Ghouls automatically pass any **Willpower (Morale)** tests.

Touch Attack [Paralyze]: Any living non-fey creature (includes Elves) must test **Willpower (Self-Discipline)** : TN 13 or be paralyzed for 1d3 rounds.

Unholy Aura [Necrotic]: Once attacked the ghoul's head emits a green light which fills a 2 yard radius. Those caught within the glow must test **Willpower (Self-Discipline)** : TN 13 or suffer a -1 on all attacks and generate one less stunt point than normal while within the aura. The aura expands by 2 yards in radius each round until reaching 8 yards maximum.

Elder ghouls look exactly like normal ghouls on first inspection. However, when attacked they generate a sickly green nimbus which causes a chilling sickness in most who touch or are touched by it.

