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| **Name** | **Type** | **Size** | **XP Rating** |
| Glowing One Reaver | Mutant | Medium | 5 (80 XP) |

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| **Strength** | 9 (+4) |  | **Armor Class** | 12 (Metal, H) | | **Action Points** | 7 |
| **Perception** | 5 (+0) |  | **Avg. Hit Points** | 64 | | **Hit Dice** | 8d8 + 32 |
| **Endurance** | 9 (+4) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 1 (-4) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **False Appearance.** While the feral ghoul remains motionless, it is indistinguishable from an ordinary feral ghoul corpse.  **Feral Ghoul.** When the ghoul takes radiation damage, it instead regains a number of hit points equal to the damage dealt.  When it hits a creature with an unarmed strike, the attack deals an additional 2d8 radiation damage. Creatures that end their turn within 10 feet of the ghoul take 1d4 radiation damage; in this radius the ghoul emits dim light. | **Radioactive Blast (1/Day, 3 AP).** The glowing one releases a roaring pulse of radiation, dealing 3d8 radiation damage to all creatures within 20 feet; healing any ghouls. Dead ghouls in this radius are resurrected with a number of hit points equal to the radiation damage dealt. |

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| **Description** |
| Ghouls are former humans who have become horribly irradiated by the radioactive fallout covering the wasteland. Many ghouls are pre-War humans who survived the initial nuclear bombardment. Becoming permanently irradiated, they were disfigured and their lifespan made virtually indefinite. In most cases, exposure to radiation in the post-War wastes degenerated their brains, causing them to lose their higher cognitive functions; turning them into mindless, radiation-resistant cannibals.  A highly irradiated version of a feral ghoul, glowing ones shed green light emitting from within, and just being near them exposes you to rads. They can perform an area of effect radiation attack indicated by the raising of their arms which releases radiation around them. This radiation also heals nearby feral ghouls, and glowing ones can even sometimes revive recently killed allies. |