

GHOULS AND GHASTS

A new monster template by Monte Cook

Requires the use of the *Dungeons & Dragons® Player's Handbook*, Third Edition, published by Wizards of the Coast®

Ghouls and ghosts can create spawn from their fallen foes, assuming they do not devour them. While the MM's "ghoul" entry works well for a human (and an elf or similar humanoid), some creatures probably should work differently if slain by a ghoul. The MM entry even suggests such under the "create spawn" ability.

Creating a Ghoul or Ghost

"Ghoul" is a template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the "base creature"). Ghouls result from the eaten victims of other ghouls, while the more powerful ghosts result from creatures killed by ghouls. However, this template uses the term "ghoul" to refer to either creature.

After assuming the template, the creature's type becomes "undead." It keeps whatever subtype the base creature may have had, so, unlike with mindless undead such as zombies, ghouls and ghosts retain an essence of what they were in life. A ghoul uses all the base creature's statistics and inherent (racial) special abilities except as noted below. A very few ghouls (about 10 percent) that possessed class abilities (HD, spells, skills, sneak attacks, and so on) in life retain them as ghouls.

Hit Dice: Increase to d12 and add +1 extra HD for ghoul. Increase to d12 and add +3 extra HD for ghost.

Speed: If the base creature can fly, its maneuverability rating drops to Clumsy.

AC: Natural armor improves by +2 for ghouls. It improves by +4 for ghosts.

Attacks: Recalculate the ghoul's melee and ranged attack bonuses based on its new type (undead) and abilities (+2 Strength). Undead creatures have a base attack of HD x 1/2 (like wizards).

Damage: Ghouls have impressive bite and mediocre claw attacks. If the base creature does not have these attack forms, use the damage values in the table below (increase by 1 die type for ghosts). Otherwise, use the values below or the base creature's damage, whichever is greater.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	—
Tiny	1d3	1
Small	1d4	1d2
Medium	1d6	1d3
Large	1d8	1d4
Huge	2d6	1d6
Gargantuan	2d8	1d8
Colossal	4d6	2d6

Special Attacks: A ghoul or ghost retains all the special attacks of the base creature and also gains the ability to paralyze foes.

Paralysis (Ex): Those hit by a ghoul or ghost's bite or claw attack must succeed at a Fortitude save (DC equals 10 plus half the creature's HD plus its Charisma bonus) or be paralyzed for 1d6+2 minutes (1d6+4 minutes for a ghost). Elves are immune to a ghoul's paralysis, but not a ghost's.

Create Spawn (Su): In most cases, ghouls and ghosts devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation.

Special Qualities: A ghoul or ghost has all the special qualities of the base creature, plus darkvision with a range of 60 feet. They also have the qualities of being undead.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Turn Resistance: Ghouls and ghosts possess +2 turn resistance.

Further, ghosts carry a terrible stench with them:

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC equals 10 plus half the creature's HD plus the its Charisma bonus) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Saves: Same as the base creature's, readjusted for altered ability scores.

Abilities: Modify the base creature as follows: Str +2, Dex +4, Con —, Int +2, Wis +4, Cha +6.

Skills: Same as the base creature's, readjusted for altered ability scores.

Feats: Same as the base creature's.

Climate/Terrain: Same as the base creature's.

Organization: Same as the base creature's.

Challenge Rating: Same as the base creature's +1 (for ghoul) Same as the base creature's +3 (for ghost, if base creature was less than 4 HD)

Same as the base creature's +2 (for ghost, if base creature was 4 HD or more)

Treasure: Same as the base creature's.

Alignment: Always chaotic evil.

Advancement: Same as the base creature's.

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