



KAZERABET'S ART OF NECROMANCY

VOLUME III: GHOULS



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VOLUME III: GHOULS

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My second husband told of three greedy and cruel men that he slew in three different cities. Each came back as a ghost and had to be slain again months later. After the third, my husband took himself to the local temple of Zann to be cured of the ghoul fever that had lain dormant in him.

-K

THE DEAD WHO HUNGER FOR THE LIVING ARE A STRANGE RACE amongst the undead. From their mythology around their founder, dore-sain, to their ability to retain some faculties of thought, ghouls and ghosts have always fascinated me. Though they are less well known among the folk of faerûn than the common zombie, it is the common zombie that tends to be more feared and also though to feast on the dead. Alas, the ghoul is much more deadly as they can easily multiply and terrify both city and countryside, and they are often directed by some more powerful ghoul infused with the essence of the white kingdom.

—KAZARABET, PHILOSOPHER-QUEEN OF YSAWIS

INTRODUCTION

Ghouls, more so than the common skeleton or zombie, remind the living that there are horrors worse than death. Ghouls ghosts, their more potent cousins are intelligent and have a strong sense of self-preservation. They skulk at the margins of society. Even when evidence of their presence is discovered, ghouls may not be seen or encountered. By the time the living must deal with ghouls, they tend to realize the ghouls have been among them for much longer than anyone thought.

The true horror of ghouls lies in their ability not simply to eat the dead, but also to feast upon the living. They are twisted mirrors that reflect the base instincts of the living, tinted with death.

HUNGER UNENDING

Ghouls are hunger incarnate, always searching and never sated. To a ghoul, it matters not whether they have just fed or are still feeding, their hunger abides eternally.

Whether out of some sense of loyalty to their kind or just a dull understanding that the pack can be stronger than the individual, ghouls tend to feast communally. Thankfully, for the living, they still value their own lives and, to some extent, their packmates. They can be driven away when a meal is too risky, but truly ravenous ghouls will often come back with a crafty feral ruse or ploy to sate their hunger.

CUNNING, NOT ALWAYS INTELLIGENT

Unlike the mindless undead, ghouls retain some semblance of an intellect. They retain the faculty of speech and the organs to communicate, but rarely use them. The hunger clouds their minds, driving them to make rash decisions for short-term gain. Almost universally, a ghoul will prioritize immediate feeding over any long-term plans, though rarely over self-preservation. The few ghouls able to think through the hunger, however, are the most dangerous of their ilk.

SPONTANEOUS GENERATION

Ghouls, thankfully, do not propagate much. This is not for a lack of potential, but because they rarely leave victims behind that have not been devoured.

Those slain by a ghoul often rise up as ghouls themselves, the dark spark of undeath being planted in those who get paralyzed by a ghoul or come into contact with their lairs or working. Occasionally this seed of undeath lies dormant in the living, waiting for their natural demise to transform them into new ghouls. Thus, unlike other undead such as vampires or shadows, ghouls do not directly propagate themselves but spread slowly like a disease.

More commonly—but thankfully still rarely—ghouls are created by abyssal or shadowy powers from the living who suffered unending cravings of their own. Whether gluttony, greed, lust, or some other inescapable craving, these wicked candidates are selected and often groomed by fell powers before their deaths. Then, the transformation is upon them and they rise as a new ghoul or ghastr.

INFECTION

Ghoul Fever is a disease that can spread, but is not nearly as infectious as many others. At the Dungeon Master's option, anyone bitten or paralyzed by a ghoul can make a DC 8 Constitution saving throw to resist the disease. Other times when individuals come into contact with ghoul lairs or other areas of heavy ghoul traffic, there is a simple 1-in-20 chance of being infected. Ghoul fever is detectable with spells such as *detect poison and disease* and can be cured by a paladin's Lay on Hands or a *cure disease* spell if caught while the afflicted is alive. Within 24 hours of their death, however, a corpse that was infected will transform into a ghoul if it has not been cremated, preserved, or eaten. At the Dungeon Master's discretion, or on a natural 1 on a saving throw against an effect from a ghoul, an infected character may spread Ghoul Fever via proximity or contact. Those that rise as a ghoul may rise as a ghastr instead at the Dungeon Master's option, or if they succeed on a DC 18 Intelligence saving throw..

DORESAIN AND THE WHITE KINGDOM

Though seldom interested in their own history, numerous legends surround the origins of ghouls and ghastrs, primarily centered on the figure of Doresain. Doresain is often called the King of Ghouls and the Lord of the White Kingdom, and considered the first of ghoulkind. Doresain is also associated with both the demon lords Orcus and Yeenoghu as well as the Baatezu lord Thasmudyan, all of whom have an interest in ghouls.

The legends of Doresain have repeated cycles of him ruling the White Kingdom, a distinct layer of the Abyss or a sub-layer under the command of Orcus or Yeenoghu. The oldest legends also include a story of redemption, as Doresain begs the ever changing Corellon Larethian or the Seldarine as a whole to save him from being caught between Orcus and Yeenoghu. Taking pity on the ghoul king, they grant him salvation and elves forevermore are resistant to the paralyzing powers of ghouls.

Strangely, however, the mantle of Doresain seems to be taken up time and again by individual ghouls, some of whom have apparently been elevated to the status of abyssal lords, demigods, or another powerful servitor of Orcus or Yeenoghu. The cycle seems to repeat itself in different times and perhaps different worlds, where some spark of hunger in the Abyss finds a powerful ghoul as its host and attempts to recreate the White Kingdom either in the Abyss or the material plane. The name Doresain, thus, is taken up like a title, the king of ghouls.

PHYSICAL CHARACTERISTICS

Ghoul transformation leaves victims almost beyond recognition. The skin grows cold and grey, finger and toenails sharpen into vicious claws, hair thins, the mouth extends, and teeth sharpen. Anyone familiar with a ghoul's former identity might identify the ghoul with a DC 16 Wisdom (Perception or Insight) check in the absence of identifying personal effects.

GHASTRS

TO BE QUITE FRANK, I'VE NEVER FOUND A MEANINGFUL DISTINCTION *between the terms ghoul and ghastr save that ghastrs are more intelligent and more powerful varieties of ghoul. Some scholars go so far as to describe particularly potent ghouls as abyssal or grave-touched or some other nonsense. Folderol, nothing more. All of these creatures are defined by their animus: hunger. Strange quirks of necrotic physiology and uncommon abilities do not make them anything different. Simply put, they're all ghouls. I retain the term ghastr because it has been in use for so long, but maintain that the difference between ghouls and ghastrs is one of degree, not type.*

-Kazerabet, Philosopher-Queen of Ysawis

Ghastrs are simply stronger and more intelligent ghouls, often reeking of carrion. Some claim they have abyssal power or their creation involves the direct manipulation by some fell power of the abyss or an evil deity. Ghastrs appear no different than ghouls, however, which is a fact that they often take advantage of.

ROLEPLAYING GHOULS AND GHASTRS

Ghouls often exhibit individual personalities. Consider rolling on one or more of the following traits for the leader of each ghoul pack, or lone ghouls the party might encounter in their lairs. More intelligent ghouls and ghastrs are more likely to show individualized traits.

GHOUL PERSONALITY TRAITS

| d8 | Personality Trait |
|----|---|
| 1 | Despite the hunger, I always take time to tidy up after making a mess. |
| 2 | I am the strongest, and prove it to my pack. |
| 3 | My rage sometimes equals my hunger. |
| 4 | I try to be kind to my food. |
| 5 | I collect any items that may be useful. |
| 6 | The gods speak through omens more potent than the hunger. |
| 7 | I imitate the lavish lifestyle I used to have. |
| 8 | I've hungered so long that I've forgotten what it was like to be anything other than a ghoul. |

GHOUL IDEALS

| d6 | Ideal |
|----|---|
| 1 | Aspiration. I am the embodiment of hunger. (Any) |
| 2 | Freedom. No one bosses me around. (Chaos) |
| 3 | Power. I am meant to rule. (Evil) |
| 4 | No Limits. The hunger is a means to an end. (Chaos) |
| 5 | Retribution. I use the hunger to finally win. (Evil) |
| 6 | Creativity. The hunger drives me to find new ways to eat. (Chaos) |

I myself, have found evidence of two white kingdoms. One, I visited in the Abyss itself, a dreary realm of wind and bone. The other I merely found record of, deep below Faerûn in what you term the Underdark. The planar white kingdom was barren and fallow, its throne room empty and seemingly every scrap of knowledge lost. The subterranean White Kingdom I never did visit, though the shades of some adventurers had little cause or ability to lie about what they saw or did when they claim to have slain Doresain there.

-K

GHOUL BONDS

| d6 | Bond |
|----|--|
| 1 | I remember the importance of things, and try to return cherished belongings to their rightful owner. |
| 2 | I constantly compare myself to the heroes of the world. |
| 3 | I would do anything for my pack. |
| 4 | I collect items that remind me of a loved one. |
| 5 | I like to feed in places familiar from my living days. |
| 6 | Food tastes better when it comes from my old enemies. |

GHOUL FLAWS

| d6 | Flaw |
|----|---|
| 1 | I remember the wonderful home-cooking of my youth, and never rush a meal. |
| 2 | I take risks, hoping that true death will quench the hunger. |
| 3 | I always save the face for last. |
| 4 | I play with my food. |
| 5 | Despite the hunger, I always squirrel away some snacks for later. |
| 6 | I eat alone so no one can see my shame. |

GHOUL NAMES

Ghouls rarely have names, though occasionally the use of a ghouls mortal name cuts through its hunger and gives it a fleeting moment of lucidity where it can repent its harmful ways or reveal crucial information. Whatever names most ghouls had when they were mortal are long suppressed by the hunger, and even lone ghouls or other more intelligent ghouls rarely refer to themselves by mortal names.

Very rarely, when a community of ghouls that can see through the hunger finds some stability, the group of ghouls begin to use names again as their social hierarchy and sense of community develop. Such ghouls usually adopt their mortal names, when remembered, or else adopt classical or prominent names from their mortal culture(s). The strongest of ghouls, almost universally, chooses the name *Doresain*, even in places where the myths of *Doresain* and the *White Kingdom* have never been heard before.

GHOUL TACTICS

On their own, ghouls can be terrifying both due to their brute, physical prowess but also their very existence as the dead who devour the living can take a psychological toll.

Ghoul tactics tend to be simple, as hunger is their main motivator. This doesn't mean ghouls are direct or always fight to the death, just that they should be treated as ravenous or cornered animals. Of course, letting a ghouls get away is hardly a victory as they may spread their foul seed elsewhere.

GUERRILLA HUNTING

When ghouls are forced to hunt, they often use hit-and-run tactics. A pack looks for the easiest target, and goes after it. Young or old, a quick meal will sate their hunger for precious moment until the hunger rises again when the marrow is sucked from the bones.

Ghouls sometimes display a strange religious reverence, not merely do they imitate mendicants or monastics, but seven times I have encountered groups of ghouls that practice meditation and prayer or delve into the philosophies of life and death. I have yet to discern who or what is teaching these meditations to ghouls, but a meditative technique to overcome their endless hunger may prove some hint of truth behind the rumors of civilized ghouls

-K

While most ghouls are not too adept at sneaking and ambushes, this remains one of their most used tactics. The more aware a ghouls is, the more dangerous it can be in its tactics. Assassins or thieves who arise as ghouls can be masters of stealth and ambushes.

COWARDLY SCAVENGERS

When forced to fight, few ghouls fight to the death. Escape is always a tempting option, and a ghouls sense of self-preservation almost always outweighs their sense of preserving the pack. A ghouls is stronger with a pack, but a pack is replaceable. Strong displays of force, especially magical ones, or the death of their leader can easily route a ghouls pack.

Their ability to paralyze their victims makes ghouls dangerous, as one or two lucky blows can incapacitate an enemy long enough for a killing strike, allow the ghouls to flee, or even flee with a captive. Given the choice, many ghouls would rather flee with a mouthful of flesh from a paralyzed victim than fight against overwhelming forces.

DIRECT AND VIOLENT

When confronted, ghouls rarely have the wherewithal to use traps or complex plans that haven't been set up beforehand. Ghouls aren't stupid, and can make use of diversionary tactics, but their plans are generally short-term and bring about immediate gain.

Ghouls, however, break this mold. Many attempt subtle disguises, craft hidden escape routes, or devious traps to guard their lairs.

STRENGTH IN NUMBERS

When ghouls populations grow large, the howling of ghouls easily draws reinforcements from near and far. In a horrific chain of howls, ghouls can signal one another from across town or even further, assuring that individuals and packs converge on a feast or flee danger.

BULLIED AND MANIPULATED

Ghouls and other intelligent creatures often bully ghouls into submission, little different from orcs or even demonic societies. Any ghouls pack, or larger grouping, almost certainly has a leader which is stronger or more cunning than the others. Ghouls have little loyalty to this leader, however, and sometimes retreat if their leader is captured or slain.

Individual ghouls sometimes cultivate other ghouls, and sometimes slay any who might challenge their dominance of a pack.

OUTSIDE COMBAT

When left to their own devices, ghouls focus almost entirely on food, then shelter and security, and rarely on anything else. When they do, ghouls can be at their most dangerous.

HERDING AND RANCHING

When ghouls arise among a ghouls pack, the creatures are directed by one that can plan for future needs. Ghouls are adept at directing their packs to make more intelligent use of their tactics, herding the living in directions where they become easy prey. Some ghouls grow enough of a cult of personality that they can help their packs cut through the hunger enough to keep the living as prisoners for later feeding, or even to lay siege to communities, isolating them so that a small but steady stream of the desperate come to the pack.

SILENT DISGUISES

Ghouls aren't adept at disguises, but simple disguises are their bread and butter. They have a fondness for taking over small, close-knit communities such as monasteries, ships, or small villages, donning the clothes of their victims to maintain outward appearances. While simple pilgrims' robes or lepers' rags are common among ghouls, ghouls sometimes don more elaborate disguises, such as the fine clothes of nobles,

veils or helmets, or even a mummy's bandages. Some ghosts even use perfumes or even magic to mask their stench temporarily.

THE WHITE KINGDOM REBORN

RUMORS AROUND OF CERTAIN CIVILIZED OR NOBLE GHOULS, BUT I have yet to find any evidence of such creatures. I did, however, once meet a certain lich who worshipped a minor deity of the Ruined Kingdoms called *Thasmudyan*. The old bat claimed her ghoul god was a great power of death and undeath, but certain writings from one of her wizardly associates clearly described *Thasmudyan* as a Baatezu lord, one of the devils of the Nine Hells. Such a ghoul might be a different type of creature, with an animus aligned with the lawful powers of the Nine Hells rather than the chaotic powers of the Abyss. Should such creatures be, their military and political might could become a major threat to the living. While I doubt their existence—and my communication with certain scholars in the mortuary of Sigil supports my thinking—such a civilization would be a wonder to behold. *Thasmudyan*, if he ever lived, has thus far eluded me and my efforts to discern any more details about him and his true identity or powers.

—Kazerabet, Philosopher-Queen of Ysawis

Truly terrifying is when the outbreak of ghouls is strong enough to bring with it part of the abyss itself. Lesser reflections of the true White Kingdom, these small fiefdoms are a wasteland of howling madness, as the ghouls devour everything in sight. Bone powder blows in the wind, sapping the life from the world. Inevitably, the strongest ghoul is imbued with greater intelligence and strength to lead the lesser ghouls to conquest of neighboring areas. As the fiefdom grows, the ghouls can become more intelligent as well, until a disturbingly rational population of ghouls takes up all the trappings of mortal life, able to produce goods, make treaties, and take slaves or criminals off the hands of their neighboring kingdoms to put on their own dinner tables. When a population of ghouls becomes stable, they often resemble other chaotic creatures such as orcs or demons. A lawful society of ghouls would resemble the devils of the Nine Hells.

UNUSUAL ABILITIES

Ghouls don't have as much variation as many types of undead, but they sometimes develop differently from one another. Lacedons, or aquatic ghouls, for example, have the ability to swim. More intelligent ghouls and ghosts are most likely to have strange or unusual abilities. The options below assume that Save DCs and Attack modifiers and damage are for the standard Ghoul from the *Monster Manual*. Use the Ghoul Save DC and Attack Modifiers below for any traits or action options of more advanced ghouls or ghosts as needed.

Ghoul Save DC = 8 + proficiency bonus + Constitution modifier

Ghoul Attack Modifier = 8 + proficiency bonus + Strength modifier

TRAITS

You can customize a ghoul or ghost by removing a trait such as Stench, changing necrotic damage to cold or poison damage, or giving it one or more of the following traits:

All Flesh is Sacred. Creatures that are not constructs, plants, or undead within 10 feet are vulnerable to all damage.

Dead Blood. When the ghoul is reduced to 0 hit points, all creatures that are neither undead nor constructs within 5 feet of it must make a DC 10 constitution saving throw or suffer 5 (1d6+2) necrotic damage.

Fever Claws. Whenever the ghoul hits a target creature that is not undead or a construct with a bite or claw attack, the target must make a DC 10 Constitution saving throw or contract ghoul fever. Any creature with ghoul fever does not recover hit dice during a long rest and must make a DC 10 Constitution saving throw every night at midnight. On a failed save, the target takes 1d12 points of

necrotic damage. Three successful saving throws or magical means are required to end the disease. Anyone who dies while infected with ghoul fever becomes a ghoul the following midnight. Creatures with 4 or more hit dice may rise as a ghost at the Dungeon Master's option.

Keen Smell. The ghoul has advantage on Wisdom (Perception) checks that rely on smell.

Lacedon. This ghoul has a swim speed of 30 feet.

Pack Tactics. The ghoul has advantage on attack rolls against a creature if at least one of the ghoul's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pick them off. The ghoul gains advantage on melee attacks when there are no other creatures within 5 feet of the target.

Sunlight Sensitivity. While in sunlight, the ghoul has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTION OPTIONS

You can replace the standard bite or claw attack of a ghoul with one of the following options.

Feeding Frenzy. The ghoul becomes prone and automatically hits a grappled, paralyzed, prone, or restrained target with its bite attack. All ghouls or ghosts within 5 feet of the target can use their reaction to gain the Feeding Frenzy action until the end of their next turn or until they are no longer prone, whichever is greater.

Screaming Terror. Creatures within 20 feet of the ghoul must make a DC 10 Wisdom saving throw or be frightened of the ghoul. They can repeat the saving throw at the end of their turn until successful or they can no longer see the ghoul.

Weakening Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target's speed is reduced by half. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mouthful of Flesh. Melee Weapon Attack: +4 to hit, reach 5 ft., one incapacitated, grappled, paralyzed, or restrained target. Hit: 11 (2d8 + 2) damage and the ghoul recovers 5 (d8) hit points.

REACTION OPTIONS

A ghoul might have the following option to use its reaction.

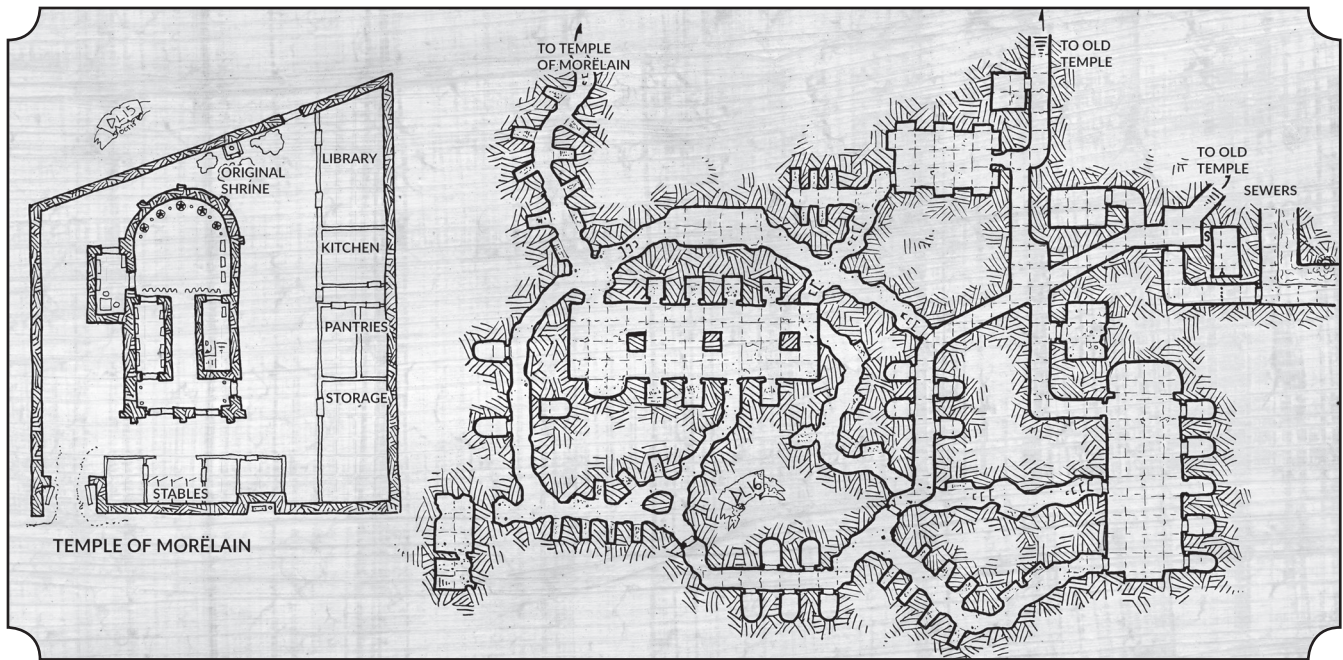
Gouging Grasp. The ghoul can use its reaction to make a claw attack as a reaction to any creature within its reach that escapes its grapple.

DOMAINS

Ghouls can be found in many dark corners of the world, often encountered alone or in groups wandering ruins or dungeons. When found in their own lairs, however, they tend to tunnel beneath the earth, feasting on a graveyard without being seen. These subterranean burrows can be difficult to spot, and rarely have more than one or two entrances.

A ghoul warren usually has a handful of larger chambers, connected via a maze of tangled tunnels that often loop around in disorienting ways. These chambers and tunnels tend to be short and squat, as ghouls care little for the comforts of being able to stretch and stand.

The warren proves quite harmless to living until the source of food runs out. By then a lone ghoul has probably inadvertently created one or two more of its kind, and those will also inevitably create others as they begin to search for other sources of food. As the simple stench of a ghouls, much less a ghost, is quite detectable to animals, the priests and groundskeepers of cemeteries tend to be their first victims, as well as those who visit cemeteries to pay their respects to the dead.



When ghouls outgrow their major source of carrion, they often outgrow their warrens and the pack takes over a small enclave of the living: hamlets, monasteries, traveling bands, or even ships are easy targets for ghoulish packs.

By the time a pack of ghouls has been noticed, much like cockle-roaches, it is too late. A group of untrained villagers or acolytes is likely to be no match for them, but provides food for the ghouls and greater numbers until the authorities call for expert assistance or the village is overrun.

After a village is overrun, one of two things happens: the ghouls disperse, individually or in smaller groups, looking for a new source of food and the process begins again, or one of them is born that can think clearly despite the hunger, and a fiefdom of the White Kingdom is born.

It surprises me to no end that people from Zakhara to Kara-Tur to Faerûn continue to bury their dead. Ghouls take advantage of this, but so do others. It is as though they secretly yearn for their loved ones to be useful after death, but cannot quite take the steps to actually animate their corpses into a useful helper.

-K

THE FALSE TEMPLE OF MORËLAIN

In the heart of a major city, lies a new corrupt temple. For the past three years, a new monastic order has been constructing a modest temple at an old noble's compound not more than 100 feet from a larger temple. Little does anyone suspect that the monks have been infected with the seed of the White Kingdom, and the larger temple is being infested with ghouls as well. Four ghosts lead the ghouls, bullying them into submission, eager for more intelligent members of their kind to join them since the temples regularly receive bodies for interment in the crypts below.

Below the temple lie the crypts, now intertwined between the new, smaller church and the older neighboring one. The sewer link provided the ghouls with their initial chance to enter the catacombs, and an escape route should things go awry.

WARRENS

A small ghoulish warren has $1d4+2$ rooms in it, while a larger warren may have $2d4+2$. You can roll on the following table to determine which types of rooms a warren has and what is in each.



WARREN ROOMS

| d20 | Room |
|-------|---|
| 1 | Abandoned Refuse Room. The room is completely full of cast-off bones and ruined grave goods. An observant party that passes a DC 16 Wisdom (Perception) or Intelligence (Investigation) check finds a ghoulish trinket (see Ghoulish Trinket table below). A thorough search of the room also turns up 2d12 gp worth of coins and simple jewelry from the nearby populace. |
| 2 | New Refuse Room. Bones and a few discarded bits of clothing litter the room. 2d4 ghouls are here feasting on a corpse. |
| 3 | Unexpected Side Passage. A blind turn hides a side passage with 2 ghouls ready to attack. |
| 4 | Coffin Deadfall. A low ceiling conceals the rotting bottom of an unpolished coffin. If the party scout doesn't pass a DC 16 Wisdom (Perception) or Intelligence (Investigation) fails to notice something odd about the ceiling, the tallest character brushes the ceiling and the corpse falls on them. |
| 5 | Larder. Three pit cells are dug into the ground and covered with split doors or tables weighed down by rocks. Include 1 ghast in the warren somewhere else. The cells might contain a living prisoner, animal, formerly living prisoner turned into a ghoul, or nothing. |
| 6 | Bone Chamber. Dry, cracked bones line every inch of the chamber, with intact skulls hanging like a chandelier. Two ghouls dine at a bone table, sharing a human arm. |
| 7 | Treasury. The chamber is empty save for some recently disturbed ground. The ground hides 100 + 2d20 gp of valuable items from the local community (signet rings, jewelry, fine china, or gold). A ghast is elsewhere in the warren. |
| 8 | Crossroads. Another tunnel intersects this one. |
| 9 | Grand Nests. A large chamber contains a dozen small nests made of dirty laundry and scraps scavenged from above. They are ominously empty. |
| 10-12 | Lone Nest. A small room houses a nest made of scraps of old clothing for one ghoul, which is occupied. |
| 13-20 | Coffin shaft. A shaft heads upwards to an empty coffin. The lid is still intact, but the bottom has been torn open and the body is gone. |

GHOUL LAIRS

Where enough ghouls gather, the White Kingdom is reborn. A Doresain, whether or not that mightiest ghoul takes that title, always lies at the heart of a massive lair. Cruel and cunning, the Doresain works to expand the White Kingdom's power and spread its borders. Typical Doresains include Ghast Necromancers, Ghast Priests, Maurezhi (see Mordenkainen's Tome of Foes), Advanced Maurezhi, or a Champion of the White Kingdom.

A ghoulish lair may be an old church or crypt, devoured village, noble manor, old ship, or other location where people once lived.

REGIONAL EFFECTS

The white kingdom empowers ghouls in the area, causing them to howl and winds to cover the land with fine bone powder. The lair of a ghoul might include any of the following magical effects:

- Open flames of a nonmagical nature are extinguished within the fragment of the White Kingdom. Torches and campfires refuse to burn, but closed lanterns are unaffected.
- Howling ghouls set everyone on edge. Anyone attempting a long rest must succeed at a DC 14 Wisdom saving throw or they only

benefit from a short rest.

- Living creatures find their energy sapped and suffer one level of exhaustion when they enter and another for each 24 hours they remain up to 4 levels.
- Blowing white powder obscures the land within 6 miles of the lair, like a dry snow.
- Creatures eat more than they expect, unwittingly consuming double the normal amount of food.

TREASURE

While they understand that there can be value and power in treasure, ghouls rarely are able to see through their hunger to hoard or use valuable items. Mundane items may pervade a ghoul's lair, but it is in the form of keepsakes and sentimental items from the buried corpses they have consumed. These items are usually strewn about, as the ghouls are unable to comprehend their value.

Rarely, when ghouls or other more intelligent ghouls take charge of a pack, the items can be put to good use. Some rare ghouls trade precious items to local fences or simple villagers for food or even information. Others understand that weapons or armor may help them survive and they barter for the for these essentials.

Of course, anyone directing the hunger of ghouls towards their enemies may follow in a pack's wake, using them to claim sentimental heirlooms and treasure, or clearing out stubborn villages for their own expansionist goals.

GHOUL TRINKETS

Ghouls, despite their hunger, often hold on to one sentimental item. Use this table to determine what such an item might be.

GHOUL TRINKETS

| d20 | Trinket |
|-----|---|
| 1 | Simple gold ring (10 gp) engraved in common: "I will always love you, Nartha" |
| 2 | Dagger inscribed with the phrase: "Never give up" |
| 3 | Locket with a picture of a young girl inside of it |
| 4 | Small icon of a local saint |
| 5 | Small bottle of sand |
| 6 | Souvenir necklace from a holy site. |
| 7 | Simple bracelet with three worthless red beads on it |
| 8 | Pair of filthy boots that were obviously once very expensive |
| 9 | Scrap of fabric from a wedding dress |
| 10 | Matted wad of dog hair |
| 11 | A dog-eared book of romantic poetry |
| 12 | A low quality copy of a holy scripture |
| 13 | Musical notation for the famous Dwarven love song Your Bearded Face. |
| 14 | Scraps of leather from a nice pair of gloves |
| 15 | Pair of earrings that resemble snowflakes (2 gp) |
| 16 | Lock of hair carefully bound with fraying red ribbon |
| 17 | A single tooth |
| 18 | Small bag filled with fingerbones |
| 19 | Collar of a shirt from the local clergy |
| 20 | Bridle for a horse |

GHOULISH ALLIES AND DOMINATORS

THOUGH GHOULS ARE SOMEWHAT INTELLIGENT, THEY RARELY WORK with others. Sometimes they follow in the wake of war, scavenging on the outskirts of battle or in the ravaged wake of an army. More often, ghouls are the minions, whether they are bullied by ghouls or manipulated by canny magicians. Whenever I encounter ghouls—as a pack or a lone scavenger—I always look to see whose hand might be directing it.

—Kazerabet, Philosopher-Queen of Ysawis

Ghouls have a strong tendency toward chaos and evil, leading them to be difficult to control. The strong among them can dominate, but a moment of weakness can bring about a change in leadership. Ghouls, despite their natures, are sometimes subjugated by powerful necromancers or death priests, but also by gnolls or more intelligent ghouls.

GNOLLS

Ghouls are scavengers, and gnoll war bands make for prime pickings. Gnolls tend to leave scraps and often kill more than they can consume, making them inadvertent heralds for ghouls. Sometimes gnolls dominate ghouls as servants or lackeys, but rarely a ghast or other intelligent ghoul can take command and direct the gnolls to clear the way for the White Kingdom.

ABYSSAL MASTERS

Any number of demons may create or control ghouls, but the maurezhi (see Mordenkainen's Tome of Foes) deserve special note. They are the demonic spawn of the original Doresain, hungering for flesh and able to spread the seed of the White Kingdom. While these demons are often no more intelligent than ghosts, they do not suffer the hunger as much as a ghoul, and make cunning foes with ghouls as their minions. Notably, maurezhi did not lead mortal lives, unlike ghouls. Thus, mortal memories have no sway over the demonic maurezhi.

When maurezhi consume a foe, they gain a sliver of the foe's prowess. This can lead advanced maurezhi to be much stronger or more intelligent than their peers. Such maurezhi can reach genius levels of intelligence, leading villages or even cities of ghouls and ghosts, stealing the power of the White Kingdom for themselves in imitation of Doresain. No maurezhi has been known to claim the title of Doresain, however.

NECROMANCERS AND MAGICIANS

Necromancers sometimes create or dominate ghouls. Such an arrangement rarely leaves the ghouls enough free will to rise above the hunger, particularly as powerful spellcasters are often cunning in their own right. Such spellcasters often use ghouls as guardians and cleaners, to protect their holdings and occasionally to menace rivals.

Some necromancers, liches, or more mercenary or villainous clerics use ghouls as fodder for their armies, directing them towards their enemies and simply harvesting the material goods left in the wake of the feast.

PRIESTS AND CULTS

Occasionally priesthoods or ghoul cults arise, worshipping a power of the undead like Orcus or Thasmudyan, or even the Doresain or the force of hunger itself. It is rare that these cults are stable, but when they are, they can be insidious and secretive, with intelligent ghouls masquerading—or even acting as—priests of some charnel god. These cults actively demand the bodies of the dead, sometimes under the pretense of taking them to their final resting place. These groups of ghouls and cultists carefully police their numbers, desperately keeping the balance and destroying and ghouls without the ability to maintain the grand deception.

ZOMBIES AND OTHER UNDEAD

Ghouls only rarely work with other undead, as even zombies can be seen as a source of sustenance. Some of the most powerful undead, however, including liches, spellcasting vampires, deathlocks, skull lords, may create and control ghouls, just as necromancers or priests would.

VERMIN

Though rarely working in concert, ghouls sometimes occupy the same spaces as giant rats, giant centipedes, and other vermin. Animals and plants rarely tempt a ghoul to eat them, though they often will when no other source of food presents itself. For these vermin, the ghouls are

merely competition for sustenance, and sometimes the vermin follow in the wake of ghouls just as ghouls follow more warlike beings.

NECROLOGICAL WARFARE

While ghouls may spontaneously arise from time to time where gluttony, greed, or lust thrive, they can also be purposefully created by necromancers or demons, or simply spread around by the living.

Because the seed of the White Kingdom spreads like a disease, some monstrous villains use ghouls as weapons. Whether or not the seed of the White Kingdom spreads, dumping a defeated ghoul into a town's well or sending a plague-ship into port can be effective, if disturbing weapons.

Worse, these situations sometimes spontaneously occur, even without a nefarious intent behind the outbreak. Small, closed locations such as ships, cities during a siege, isolated villages, and the like can be overrun from a single ghoul. The infestation might lurk below the surface for a time before exploding in a howling bout of violence and terror.

NEW SPELLS

The following two spells are horrific additions to the world, both available on the sorcerer, warlock, and wizard spell list. The Dungeon Master may swap them for spells of equal level in the Death Domain spell list or Oathbreaker spell list (see the *Dungeon Master's Guide*).

GHOU TOUCH

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a scrap of cloth from a ghoul or pinch of dirt from a ghoul's lair)

Duration: 1 minute

Class: Sorcerer, Warlock, Wizard

You imbue your touch with the seed of the White Kingdom. Make a melee spell attack against one creature within reach. If you hit, the target is paralyzed and emits a rotting stench, though elves are immune to this spell. The save may be repeated each round at the end of the target's turn.

Creatures other than undead and constructs that start their turn or move within 5 feet of the target must also make a Constitution saving throw. On a failed save, the victim is poisoned until the beginning of their next turn when they can repeat the saving throw. On a successful save, they are immune to this effect and the Stench trait of ghosts or ghouls until they finish a short or long rest.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you can repeat the attack as an action on your turn while the spell lasts. You can do this once per slot level used above 2nd.

GHOU GAUNTLET

6th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (A fingernail from a corpse and pinch of mandrake root)

Duration: Instantaneous

Class: Sorcerer, Warlock, Wizard

You infect one target within range with a seed of the White Kingdom. The target must make a Constitution saving throw. If it fails, it is infected with a fatal ghoul fever, starting at one hand, foot, or tip of some other extremity (Dungeon Master's choice or roll randomly). At the beginning of the target's next turn, that extremity begins to with-

er and transform into undead flesh. If it is amputated before one hour has elapsed, the target takes damage equal to 25% of its maximum hit points, suffers a level of exhaustion, and the spell ends.

If the spell continues after one hour, the entire limb or extremity turns into undead flesh. The entire limb or extremity can be amputated within the next day to end the effect, dealing damage equal to 50% of the target's maximum hit points and inflicting two levels of exhaustion.

If the spell continues after 24 hours, the target is fatally infected and immediately turns into a free-willed ghoul.

If the amputator is not proficient in Medicine, the target must succeed on a DC 12 Constitution saving throw or die within one minute unless greater restoration, heal, or other equally potent curative magic is applied.

At Higher Levels. When this spell is cast with an 8th-level or higher spell slot, the extremity must be amputated within 10 minutes, and the ghoul transformation is complete after one hour.

NEW MAGIC ITEM

GHAST SALVE

Potion, rare

This sickly green salve smells awful but promised to disguise anyone who wears it as one of the hungry dead. After applying this salve, you gain advantage on any saves to resist any effects from a ghoul or ghast's traits or attacks for one hour.

While the salve's effects last, ghouls and ghastrs mistake you for one of their own, and you gain advantage on Charisma (Deception) checks to impersonate ghouls, ghastrs, or related creatures.

GHOUls AND NPCs

The following monsters and NPCs may find a place in any campaign.

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 16 (+3) | 17 (+3) | 10 (+0) | 11 (+0) | 10 (+0) | 8 (-1) |

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



GHAST ASSASSIN

Medium undead, chaotic evil

Armor Class 15 (studded leather)
Hit Points 54 (12d8)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 17 (+3) | 10 (+0) | 13 (+1) | 11 (+0) | 10 (+0) |

Saving Throws Dex +7, Int +5
Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common, Theives' cant plus any two language
Challenge 9 (5,000 XP)

Assassinate. During its first turn, the ghost has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the ghost scores against a surprised creature is a critical hit.

Evasion. If the ghost is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the ghost instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The ghost deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the ghost that isn't incapacitated and the ghost doesn't have disadvantage on the roll.

Stench. Any creature that starts its turn within 5 feet of the ghost must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghost's Stench for 24 hours.

Turning Defiance. The ghost and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The ghost attacks with its claws twice or bite and claws.

Bite Melee Weapon Attack. +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Light Crossbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

GHAST KNIGHT

Medium undead, chaotic evil

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 17 (+3) | 14 (+4) | 11 (+0) | 11 (+0) | 15 (+2) |

Saving Throws Con +4, Wis +2
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 4 (1,100 XP)

Brave. The ghost has advantage on saving throws against being frightened.

Stench. Any creature that starts its turn within 5 feet of the ghost must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghost's Stench for 24 hours.

Turning Defiance. The ghost and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The knight makes two melee attacks, only one of which can be a bite.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+3) slashing damage, or 9 (1d10+3) slashing damage if wielded two handed.

Leadership (Recharges after a Short or Long rest). For 1 minute, the ghost can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provide it can hear and understand the ghost. A creature can benefit from only one Leadership die at a time. This effect ends if the ghost is incapacitated.

REACTIONS

Parry. The ghost adds 2 to its AC against one melee attack that would hit it. To do so, the ghost must see the attacker and be wielding a melee weapon.

GHAST NECROMANCER

Medium undead, chaotic evil

Armor Class 13 (16 with Mage Armor)
Hit Points 66 (12d8+12)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 16 (+3) | 17 (+3) | 12 (+1) | 17 (+3) | 12 (+1) | 8 (-1) |

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common plus any 3
Challenge 10 (5,900 XP)

Stench. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The ghastr and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Spellcasting. The ghastr is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The ghastr has the following wizard spells prepared:

Cantrips (at will). *chill touch, dancing lights, mage hand, mending*

1st-level (4 slots). *false life*, mage armor, ray of sickness**

2nd-level (3 slots). *blindness/deafness*, ray of enfeeblement*, web*

3rd-level (3 slots). *animate dead*, bestow curse*, vampiric touch**

4th-level (3 slots). *blight*, dimension door, stonkskin*

5th-level (2 slots). *Bigby's hand, cloudkill*

6th-level (1 slot). *ghoul gauntlet***

*Necromancy spell of 1st level or higher

**New Necromancy spell of 1st level or higher described above

Grim Harvest (1/Turn). When the ghastr necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer ghastr regains hit points equal to twice the spell's level or three times if it is a necromancy spell.

ACTIONS

Multiattack. The ghastr attacks with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 17 (3d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GHAST PRIEST

Medium undead, chaotic evil

Armor Class 15 (chain shirt)
Hit Points 44 (8d8+8)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 17 (+3) | 12 (+1) | 13 (+1) | 16 (+3) | 13 (+1) |

Skills Medicine +7, Persuasion +3, Religion
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 3 (700 XP)

Divine Eminence. As a bonus action, the ghastr can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If the ghastr expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The ghastr is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will). *light, thaumaturgy, toll the dead***

1st level (4 slots). *curse, guiding bolt, sanctuary*

2nd level (3 slots). *ghoul touch*, spiritual weapon*

3rd level (2 slots). *dispel magic, spirit guardians*

*New spell described above

** see Xanathar's Guide to Everything, or replace with chill touch.

Stench. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The ghastr and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

GHAST SCOUT

Medium undead, chaotic evil

Armor Class 16 (leather armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 17 (+3) | 12 (+1) | 11 (+0) | 13 (+1) | 11 (+0) |

Skills Nature +5, Stealth +6, Survival +5
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 3 (700 XP)

Keen Senses. The ghastr has advantage on Wisdom (Perception) checks.

Stench. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The ghastr and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The ghastr makes two melee attacks with different weapons or two ranged attacks.

Bite Melee Weapon Attack. +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws: Melee Weapon Attack. +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shortsword: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. Ranged Weapon Attack: +4 to hit, reach 150/600 ft., one target. *Hit:* (1d8 + 2) piercing damage.



GHOUL

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 13 (+1) | 15 (+2) | 10 (+0) | 7 (-2) | 10 (+0) | 6 (-2) |

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GHOUL, LACEDON

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft., Swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 13 (+1) | 15 (+2) | 10 (+0) | 7 (-2) | 10 (+0) | 6 (-2) |

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MAUREZHI

See *Mordenkainen's Tome of Foes*.

STARVING GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 14 (3d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 13 (+1) | 15 (+2) | 10 (+0) | 7 (-2) | 10 (+0) | 6 (-2) |

Damage Immunities poison

Condition immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be restrained for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

WHITE KINGDOM CHAMPION

Medium undead, chaotic evil

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 20 (+5) | 17 (+3) | 14 (+2) | 15 (+2) | 14 (+2) | 2 (+1) |

Saving Throws Str + 9, Con + 6

Skills Athletics +9, Intimidation +5, Perception +6, Stealth + 6

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 12 (8,400 XP)

Innate Spellcasting. The ghost's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At Will. *chill touch, dancing lights*

3/day each. *blindness/deafness, ghoul touch*, ray of enfeeblement*

1/day. *ghoul gauntlet**

*new spell described above.

Stench. Any creature that starts its turn within 10 feet of the ghost must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghost's Stench for 24 hours.

Turning Defiance. The ghost and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The ghost makes three weapon attacks, though only one of them can be a bite or mouthful of flesh.

Halberd. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one creature. *Hit:* 11 (1d10+5) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mouthful of Flesh. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one incapacitated, grappled, paralyzed, or restrained target. *Hit:* 11 (2d8 + 2) damage, the target suffers one level of exhaustion, and the ghost recovers 5 (d8) hit points.

REACTIONS

Parry. The ghost adds 2 to its AC against one melee attack that would hit it. To do so, the ghost must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

The ghost can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ghost regains spent legendary actions at the start of its turn.

Attack. The ghost makes a claw or mouthful of flesh attack.

Spell. The ghost casts one cantrip or, if it has not yet cast a spell of 1st level or higher since the start of its last turn, any spell.

Rotting Consumption. The ghost Stench radius extends an additional 10 feet until the beginning of its next turn.

