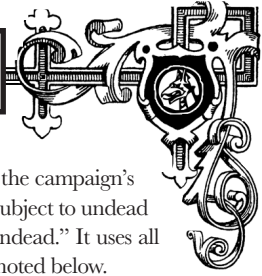


# GHOUL AND GHAST (TEMPLATE)



“Ghoul” is a template that can be added to any sentient creature with an organic body and a soul who was killed by a ghoulish creature and affected by its Create Spawn ability, or who ate the flesh of creatures of its type in life and recently died (referred to hereafter as the “base creature”). In most campaigns, this will include any dragon, giant, humanoid, monstrous humanoid, or shapechanger.

Fey, elementals, and other such creatures depend on the campaign’s cosmology; creatures that are a type of spirit are not subject to undead raising as a ghoulish creature. The creature’s type changes to “undead.” It uses all the creature’s statistics and special abilities except as noted below.

**Size:** As base creature

**Hit Dice:** Change to d12, and adjust hit points bonus for ability score modifications.

**Initiative:** As base creature

**Speed:** As base creature

**AC:** The ghoulish creature has +2 natural armor or the creature’s natural armor, whichever is better, though it loses any manufactured armor bonuses.

**Attacks:** The ghoulish creature retains any natural attacks, and gains 2 natural claw attacks and a bite attack if it doesn’t already have them, though it loses any attacks with manufactured weapons. Adjust retained natural attacks for ability score modifications.

**Damage:** Creatures without natural weapons gain a bite and 2 claw attacks based on the ghoulish creature’s size category. If the creature already has a bite or claws that do more damage, the creature retains these, but adjusted for ability score modifications.



SIZE	BITE	CLAWS
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6
Huge	2d6	2d4
Gargantuan	2d8	2d6
Colossal	4d6	2d8

**Face/Reach:** As base creature

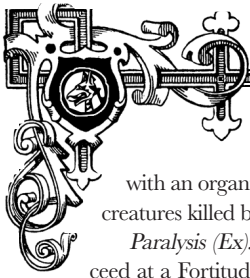
**Special Attacks:** A ghoulish creature retains all of the special attacks of the base creature, except for those affected by Degeneracy (see below), and also gains the following.

**Create Spawn (Su):** In most cases, ghoulish creatures devour those they kill. From time to time, however, the bodies of their victims lie where they fell, to rise as ghoulish creatures themselves in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation. The Create Spawn ability can only apply to sentient creatures

There are some universal precepts, the philosophers say, that apply to every culture of sentient beings. Among these is a prohibition against cannibalism. To consume one’s own kind goes against the natural order and is a desecration that shocks the conscience of both gods and men. Such degeneracy can call down a foul curse that clings to the cannibal’s soul, preventing it from passing on to an afterlife upon its death. Instead, it is condemned

to an unlife in which its corruption is reflected in body and mind as it rises as a ghoulish creature.

Ghoulish creatures are undead abominations. Their bodies are physically intact, but their skin is discolored, showing signs of decay and a hint of putrescence. The fingers curl into unnatural hunting claws and the touch of its flesh is sufficient to paralyze a mortal in dread for its soul. The creature’s hair grows long and



## GHOUL AND GHOST (TEMPLATE)

with an organic body and a soul, as required for the template. Other creatures killed by ghouls do not arise as ghouls.

**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6 rounds. Elves are immune to this paralysis.

**Special Qualities:** A ghoul retains all the special qualities of the base creature, except for those affected by Degeneracy (see below), receives those special qualities listed below, and also gains the undead type.

**Degeneracy (Ex):** A ghoul loses all skills and abilities not typical of brute predators. All class abilities are lost except for base saves. Ghouls are not able to learn or use feats that require tool use, such as weapon and armor proficiencies or most combat feats. The ghoul cannot learn or use skills such as Craft, Profession, Disable Device, etc. The ghoul cannot advance in class levels after becoming a ghoul, unless it is levels in the ghoul prestige class; see below. The ghoul does retain racial abilities, except for those that a ghoul is otherwise prohibited from learning.

**Turn Resistance (Ex):** When resolving a Turn, Rebuke, Command, or Bolster attempt, add +2 to the ghoul's Hit Dice total.

**Saves:** As base creature, modified by changes to abilities.

**Abilities:** Modify from the base creature as follows: Str +4, Dex +0, Int -2, Wis +2, Cha -4. The creature's ability scores cannot go below a 1. As it is undead, the ghoul has no Constitution score.

**Skills:** Ghoul class skills when advancing are Climb, Escape Artist, Hide, Intuit Direction, Jump, Listen, Move Silently, Search, and Spot. See Degeneracy, and adjust skills for ability score modifications. Ghouls suffer a -2 racial penalty on skill rolls when using skills requiring fine manipulation.

**Feats:** The ghoul gains Multiattack. See Degeneracy.

**Climate/Terrain:** Any land and underground

**Organization:** Solitary, gang (2-4), or pack (7-12)

**Challenge Rating:** As base creature

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** As an undead creature

## SAMPLE GHOUL

### Ogre Ghoul

#### Large Undead

**Hit Dice:** 4d12 (26 hp)

**Initiative:** -1 (Dex)

**Speed:** 30 ft.

**AC:** 13 (-1 size, -1 Dex, +5 natural)

**Attacks:** Bite +10 melee, and 2 claws +8 melee

**Damage:** Bite 1d8+7 plus Paralysis, claws 1d6+3 plus Paralysis each

**Face/Reach:** 5 ft. x 5 ft./10 ft.

**Special Attacks:** Create Spawn, Paralysis

**Special Qualities:** +2 Turn Resistance, Darkvision 60 ft., Degeneracy, Immunities

**Saves:** Fort +4, Ref +0, Will +2

**Abilities:** Str 25, Dex 8, Con —, Int 4, Wis 12, Cha 3

**Skills:** Climb +6, Listen +3, Spot +3

**Feats:** Multiattack

**Climate/Terrain:** Any land and underground

**Organization:** Solitary, gang (2-4), or pack (7-12)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** As undead creature

**Create Spawn (Su):** In most cases, ghouls devour those they kill. From time to time, however, the bodies of their 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. The Create Spawn ability can only apply to sentient creatures with an organic body and a soul, as required for the template. Other creatures killed by ghouls do not arise as ghouls.

**Degeneracy (Ex):** A ghoul loses all skills and abilities not typical of brute predators. All class abilities are lost except for base saves. Ghouls are not able to learn or use feats that require tool use, such as weapon and armor proficiencies or most combat feats. The ghoul cannot learn or use skills such as Craft, Profession, Disable Device, etc. The ghoul cannot advance in class levels after becoming a ghoul, unless it is levels in the

*thin, often falling out completely. The creature's teeth become sharper and its flesh and sinews harden.*

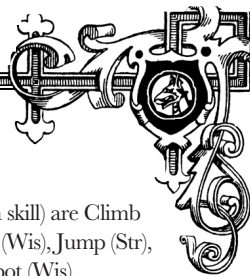
*The creature's mind suffers a similar degeneration, sinking into an almost animalistic predator state. Higher thought becomes harder but a crude cunning is sharpened. The creature loses the trappings of culture and civilization, forgets all learned skills, and loses interest and facility in art, tool use, and social interaction. The gibbering and manic creature becomes bent on satisfying its overwhelming hunger for carrion, and particularly for the flesh of its own former kind.*

*Some ghouls seek to assuage their hunger by attacking every living creature they encounter. Others are more*

*discriminating predators who seek out places where lone individuals are vulnerable. Like bandits, many ghouls can be encountered in lonely passes and on roads far from well-defended settlements. Instead of waylaying travelers for their goods, they assault them for their very flesh. Other ghouls lair near cemeteries where they can be assured of finding a steady supply of carrion. Still others follow armies on the move, awaiting the inevitable carnage that will satiate their depraved tastes. Over time successful ghouls adapt to their new circumstances and become more skillful hunters, but their diet of corrupted flesh pervades their being, making them noxious to living creatures.*

*Such ghouls entering advanced decay are known as ghosts.*





ghoul prestige class; see below. The ghoul does retain racial abilities, except for those that a ghoul is otherwise prohibited from learning.

**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6 rounds. Elves are immune to this paralysis.

**Skills:** Ghouls suffer a -2 racial penalty on skill rolls when using skills requiring fine manipulation.

**Turn Resistance (Ex):** When resolving a Turn, Rebuke, Command, or Bolster attempt, add +2 to the ghoul's Hit Dice total.

**Undead:** Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.

## NEW PRESTIGE CLASS: GHAST

Ghouls who adapt to their degenerate undead state and thrive become fearsome predators called ghouls. While they can no longer follow the classes of civilization, cunning ghouls can progressively build upon the powers of their cursed state and travel down darker paths, increasing their connection to the Negative Energy Plane and becoming ever more deadly threats to those they encounter.

**Hit Die:** d12

### REQUIREMENTS

To qualify to become a ghast, a character must fulfill all of the following criteria.

**Race:** Ghoul

**Special:** Must create a pack of spawn.

### CLASS SKILLS

The ghast's class skills (and the key ability for each skill) are Climb (Str), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), and Spot (Wis).

**Skill Points at Each Level:** 2

### CLASS FEATURES

All of the following are class features of the ghast prestige class.

**Weapon and Armor Proficiency:** Ghasts gain no proficiency in any weapon or armor.

**Paralytic Potency (Ex):** At 1st level, the DC for the ghast's paralytic attack increases to 18.

**Paralytic Persistence (Ex):** At 2nd level, the ghast's paralytic attack lasts for 2d6 rounds.

**Ghastly Combatant (Ex):** At 3rd level, the ghast's natural armor increases to +4 if not already higher, and the ghast's bite and claw damage increases by one size category as per the ghoul damage table, if not already higher.

**Shake the Elven Spirit (Ex):** At 4th level, the ghast's connection to the Negative Energy Plane is now sufficient to affect even elves with its Paralysis.

**Stench (Ex):** At 5th level, the stink of death and corruption surrounding a ghast is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea; nauseated characters are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move or move-equivalent action per turn.

### CLASS TABLE: THE GHAST

CLASS LEVEL	BASE ATTACK	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Paralytic Potency
2nd	+1	+0	+0	+3	Paralytic Persistence
3rd	+1	+1	+1	+3	Ghastly Combatant
4th	+2	+1	+1	+4	Shake the Elven Spirit
5th	+2	+1	+1	+4	Stench

## ADVENTURE SEEDS

☞ The tall thin man said he needs a certain grey night-blooming flower harvested from atop the grave of Goodman Stillwell at midnight under the full moon. He won't say why he needs the flower's petals undamaged, or why he won't go himself, but he will pay a little gold for the service. There's no real reason to be scared of the graveyard at night. It is holy ground, after all, and the priests have blessed every plot in the cemetery so nothing will rise up out of its own grave. Besides, the characters aren't going in to disturb any graves, just get the night-blooming flower.

☞ Ever since Lord Victor Brecht came back from the Fallow Moors they say he has become reclusive and ill. Some even whisper he has gone mad and he is letting his affairs run to seed. Even though he wraps up in scarves and will see almost no one, he still makes time to go hunting, however. Lately, rumors are starting up that he's been involved in an awful lot of hunting accidents, and some of the servants have suddenly become violently sick and died. The lord is having quite a time getting new servants, and they say he refuses to see any healer.

