

Shadow Ghoul

Medium Undead

Hit Dice: 2d12+4 (17hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Bite +2 melee (1d6+1 plus paralysis)

Full Attack: Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ghoul fever, paralysis, stench

Special Qualities: Darkvision 60ft., see in darkness, undead traits, trap light, +2 turn resistance

Saves: Fort +0, Ref +2, Will +5

Abilities: Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14

Skills: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7

Feats: Multiattack

Environment: Any

Challenge Rating: 2

Treasure: None

Alignment: Always Chaotic Evil

Combat

Ghoul Fever (Su): Disease - bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

See in Darkness (Su): A Shadow Ghoul can see perfectly in darkness of any kind, even that created by a deeper darkness spell.

Stench (Ex): A Shadow Ghoul creates an aura of stench. All living creatures within 30 feet of a Shadow Ghoul must succeed on a DC 12 Fortitude save or be sickened for 10 rounds. The save DC is Charisma-based. Creatures that successfully save cannot be affected by the same Shadow Ghoul's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Trap Light (Ex): A Shadow Ghoul effectively absorbs nearby magical and nonmagical light creating a 60-foot emanation of shadow. All creatures within this area including the monster, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed not dispelled. If the Shadow Ghoul moves out of range before the light source's duration expires, the light source illuminates again (though its illumination still cannot extend within the area of the Shadow Ghouls's trap light effect).

(see Monster Manual III p.182)

Unholy Toughness (Ex): A Shadow Ghoul gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

(see Monster Manual III p.17)