

## Ghouls

Undead cursed with an eternal hunger for humanoid flesh, ghouls prowl graveyards and the ruins of dead cities. Though content to feed on corpses, ghouls prefer fresh meat. The unfortunate victim of a ghoul's paralytic touch can't struggle—or even scream—as the ghoul devours them alive.

**Dark Blessing.** Legends say the first ghoul was an elf who practiced depraved, cannibalistic rituals to curry favor with the demon lord of undeath. When this elf repented, the gods decreed that he and his kind would be forever immune to the ghouls' paralytic touch. Still, the demon lord continues to reward feasters of flesh by transforming them into ghouls. Even those who turn to cannibalism out of desperation might unwillingly receive the lord's dark blessing. Aboleths, hags, and necromancers know rites to create ghouls, as well.

**More than Monsters.** Unlike mindless undead such as skeletons or zombies, ghouls are intelligent, though constant hunger turns most into ravening monsters. A ghoul whose appetites are routinely satisfied, however, might recover some of its faculties. Much like vampires, many “noble” ghouls conceal their nature from the settlements they feed upon, so as to keep a steady supply of food at hand. Others journey far beneath the earth to seek out the ghoulish empire said to exist in those dark, forbidding caverns.

**Undead Nature.** Ghouls and ghosts don't require air, sustenance, or sleep.

## Legends and Lore

With an Arcana or Religion check, characters can learn the following:

DC 10 Anyone who practices cannibalism may transform into an undead creature known as a ghoul. Though primarily carrion feeders, ghouls prefer the flesh of living humanoids.

DC 15 Ghouls use their claws to paralyze their victims before devouring them. Elves, however, are immune to a ghoul's paralytic touch.

DC 20 Ghosts are similar to ghouls, except they emit a noxious stench, and elves are susceptible to their paralytic touch.

## Ghoul Encounters

Ghouls haunt graveyards and catacombs near inhabited areas.

CR 0–2 1 or 2 ghouls; ghoul with 1 or 2 zombies  
1 or 2 lacedon ghouls

**Treasure** 40 gp, 3 sets of tattered and blood-stained nobles' clothes (25 gp each if mended), 2 *potions of healing*

CR 3–4 3 or 4 ghouls or lacedon ghouls; ghoul with 3 cannibal degenerates (see gnoll); ghost with 2 ghouls

**Treasure** 10 pp, 30 gp, 2 silver chalices set with blue quartz (75 gp each), *cloak of displacement*

CR 5–10 2 ghouls with 1d4 + 2 ghouls; 1d6 + 4 ghouls; ghost or wight with 2 or 3 ghouls; 2 lacedon ghouls with 1d4 + 2 lacedon ghouls

**Treasure** 500 gp, 1,000 sp, gold bracelet (250 gp), +1 *warhammer* (named *Whisper*, made of silver-runed black stone; once per day, its wielder can cast the *silence* spell as an action, centered on the hammer), *ring of water walking*

## Signs

1 DC 13 Perception check: muttering, like low conversation

2 Gnawed humanoid bones

3–4 The smell of rotting flesh

5 A half-devoured human corpse. DC 13 Perception check: bare human footprints lead away

6 A torn and bloody hat or other article of clothing. DC 13 Perception check: marks on the floor suggest a body was dragged away

## Ghoul Behavior

1 Feasting on a corpse; attacks intruders

2 Feasting on a corpse; hisses and flees from intruders

3 Squabbling among a pile of bones and discarded items

4 Shambling aimlessly

5 Waiting in silent ambush

6 Mimics the last words spoken to them; right now they are saying “Let me go!”



## Ghast Behavior

- 1 Donning the clothes taken from recently-devoured human adventurers
- 2 Sitting at a dining table
- 3 Preparing a blasphemous ritual
- 4 Feasting on corpses; attacks intruders

### GHOUL

MEDIUM UNDEAD

CHALLENGE 1

200 XP

AC 12

HP 22 (5d8; bloodied 11)

Speed 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 12 (+1) | 14 (+2) | 10 (+0) | 6 (-2) | 10 (+0) | 6 (-2) |

Proficiency +2; Maneuver DC 12

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, fatigue, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

**Radiant Sensitivity.** When the ghoul takes radiant damage, it has disadvantage on attack rolls and on Perception checks that rely on sight until the end of its next turn.

### ACTIONS

**Paralyzing Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage. If the target is a living creature other than an elf, it makes a DC 10 Constitution saving throw. On a failure, the target is paralyzed for 1 minute. The target repeats the saving throw at the end of its turns, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, it is immune to any Paralyzing Claw for 24 hours.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one incapacitated creature. *Hit:* 6 (1d8 + 2) piercing damage.

## Combat

Ghouls rarely attack when they are outnumbered. They prefer to swarm their enemies, with at least two ghouls attacking one target, preferably an unarmored non-elf. They retreat if they take radiant damage but try to drag paralyzed victims with them.

## Variant: Lacedon

Lacedon ghouls and ghouls are aquatic undead. Many were once sailors who turned to cannibalism to avoid starvation at sea or after being shipwrecked. Others are the handiwork of evil underwater creatures such as sahuagins and aboleths, who use magic rituals to create them.

Lacedon ghouls and lacedon ghouls have swim speeds of 30 feet.





## Ghast

More powerful than ghouls, ghosts scoff at the power of the gods. Elves are vulnerable to their paralytic touch. A ghost's unholy stench, which sickens even the hardiest adventurer, prevents it from masquerading as a living creature; ghosts often dwell in tombs and ruins, sending ghouls to bring prey to them.

### GHAST

MEDIUM UNDEAD

CHALLENGE 2

450 XP

AC 13

HP 36 (8d8; bloodied 18)

Speed 30 ft.

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

Proficiency +2; Maneuver DC 13

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, fatigue, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

**Stench.** A creature that starts its turn within 5 feet of the ghost makes a DC 10 Constitution saving throw. On a failure, it is poisoned until the start of its next turn. On a success, it is immune to any ghost's Stench for 24 hours.

**Turning Defiance.** The ghost and any ghouls within 30 feet make saving throws against being turned with advantage.

### ACTIONS

**Paralyzing Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the target is a living creature, it makes a DC 10 Constitution saving throw. On a failure, the target is paralyzed for 1 minute. The target repeats the saving throw at the end of its turns, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, it is immune to any Paralyzing Claw for 24 hours.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one incapacitated creature. *Hit:* 8 (1d10 + 3) piercing damage.

### Combat

Ghosts are bolder than ghouls and don't fear radiant damage or elves. A ghost retreats only if it sees another ghost defeated.

## Giants

Giants tower over other mortals, standing between 15 and 30 feet tall. While they may look like large humanoids, they are in actuality beings with close ties to other planes.

**Elemental Power.** Giants left their mark on the world long before the rise of the empires of humans, elves, dwarves, and orcs. Some say giants are the descendants of elemental gods, and thus are the inheritors of divine power. Others believe giants were created at the dawn of the world, hewn from the same primal elemental matter that gave birth to the Material Plane. Whatever their origin, giants are powerful forces of nature.

**Ancestral Homes.** Giants claim their empires once spanned the world. Indeed, many giant clans still inhabit ancient palaces of imperial grandeur. These palaces invariably have close ties to elemental and other planes and contain ancient treasures that can draw the attention of adventurer and dragon alike.

**Towering Achievements.** Giantkind has produced some of the world's greatest warriors, finest craftspeople, and most powerful spellcasters. Giants value competition, from the frost giants' contests of strength to the hill giants' eating contests. Most giants do not concern themselves with the affairs of humanoids, while the worst among them exploit small folk for their own ends. History is filled with stories of giants raiding farms or kidnapping people, but also of wise giants passing knowledge down to the small folk or giant heroes slaying rampaging beasts.

### Legends and Lore

With a History or Nature check, characters can learn the following:

**DC 10** As their name suggests, giants are enormous creatures, the largest of their kind standing over 30 feet tall. Though they look like large humanoids, they are an ancient people with close ties to the elements.

**DC 15** Giants sort themselves into different clans, including hill giants, fire giants, cloud giants, and others.