



Ghoul – Knowledge(Religion) DC12

Ghouls haunt graveyards, battlefields, and other places rich with the carrion they hunger for. These terrible creatures lurk wherever the stench of death hangs heavy, ready to devour the unwary. Ghouls are said to be created upon the death of a living man or woman who savored the taste of flesh of people. Ghouls try to attack with surprise whenever possible. They strike from behind tombstones and burst from shallow graves.

- Type: Medium Undead
- Weapons: 1 Bite and 2 Claw Attacks.
- Special Qualities: Darkvision 60 ft., Turn Resistance, Not living and immune to sneak attack and critical hits.
- Special Attacks: Ghoul Fever

Ghoul Fever(Ex): Those hit by a ghoul's bite or claw attack must succeed on a tough Fortitude save or be *paralyzed* for up to 30 seconds. Elves have immunity to this paralysis.