



d30 Ghoul/Ghast Generator

GG1: BASIC STATS

Roll	HD	Move	Claws	Bite
1	1*	90'(30')	1-2/1-2	1-3
2	1*	90'(30')	1-2/1-2	1-3
3	1*	120'(40')	1-3/1-3	1-4
4	2*	90'(30')	1-2/1-2	1-3
5	2*	90'(30')	1-3/1-3	1-3
6	2*	90'(30')	1-3/1-3	1-4
7	2*	90'(30')	1-3/1-3	1-6
8	2*	120'(40')	1-3/1-3	1-3
9	2*	120'(40')	1-3/1-3	1-4
10	2*	120'(40')	1-3/1-3	1-6
11	2*	120'(40')	1-4/1-4	1-6
12	3*	120'(40')	1-3/1-3	1-3
13	3*	120'(40')	1-3/1-3	1-4
14	3*	120'(40')	1-3/1-3	1-6
15	3*	120'(40')	1-4/1-4	1-3
16	3*	150'(50')	1-4/1-4	1-4
17	3*	150'(50')	1-4/1-4	1-6
18	3*	150'(50')	1-4/1-4	1-8
19	3*	150'(50')	1-6/1-6	1-6
20	4*	150'(50')	1-4/1-4	1-4
21	4*	150'(50')	1-4/1-4	1-6
22	4*	150'(50')	1-4/1-4	1-8
23	4*	150'(50')	1-6/1-6	1-8
24	4*	180'(60')	1-4/1-4	1-4
25	4*	180'(60')	1-4/1-4	1-6
26	4*	180'(60')	1-4/1-4	1-8
27	4*	180'(60')	1-6/1-6	1-8
28	5*	180'(60')	1-4/1-4	1-6
29	5*	180'(60')	1-6/1-6	1-8
30	5*	210'(70')	1-6/1-6	1-8

GG2: BASIC ABILITIES

Roll	S	E	R	I	A
1	-	-	-	-	-
2	Y	-	-	-	-
3	Y	Y	-	-	-
4	Y	Y	Y	-	-
5	Y	Y	Y	Y	-
6	Y	-	Y	-	-
7	Y	-	Y	Y	-
8	Y	-	-	Y	-
9	-	Y	-	-	-
10	-	Y	Y	-	-
11	-	Y	Y	Y	-
12	-	-	Y	-	-
13	-	-	Y	Y	-
14	-	-	Y	Y	-
15	-	-	-	Y	-
16	Y	-	-	-	Y
17	Y	Y	-	-	Y
18	Y	Y	Y	-	Y
19	Y	Y	Y	Y	Y
20	Y	-	Y	-	Y
21	Y	-	Y	Y	Y
22	Y	-	-	Y	Y
23	-	Y	-	-	Y
24	-	Y	Y	-	Y
25	-	Y	Y	Y	Y
26	-	-	Y	-	Y
27	-	-	Y	Y	Y
28	-	-	Y	Y	Y
29	-	-	-	Y	Y
30	-	-	-	-	Y

S surrounded by stench cloud: 1d3×10' radius (save vs. poison or be nauseated; -2 "to hit" for duration of encounter)

E paralytic touch/bite affects elves and half-elves

R regeneration: creature regenerates 1d3 hp per round

I intelligence: creature is intelligent and will use combat tactics (e.g., ambushing, etc.)

A special ability: creature possesses special ability; roll on **GGG3**

Standard Stats Ghoul Ghast

Armor Class:	4	6
Hit Dice:	2*	4*
Move:	90'(30')	150'(50')
Attacks:	2 claws/ 1 bite	2 claws/ 1 bite
Damage:	1-3 all plus special	1-4 all plus special
No. Appearing:	1-6 (2-16)	1-2 (1-6)
Save As:	F2	F4
Morale:	9	10
Treasure Type:	B	B
Alignment:	Chaotic	Chaotic

Touch causes paralysis (on failed save vs. paralysis) for 2d4 turns. Elves and half-elves are unaffected by ghoul paralysis.

Immune to *sleep*, *charm*, and *hold* spells.

A human killed by a ghoul will become a ghoul unless blessed.

GG3: SPECIAL ABILITIES/CONDITIONS

Roll	Special Ability(s)/Condition(s)
1	bite, fever**: save vs. poison or confused until cured
2	bite, fever**: save vs. poison or lose 1d3 CON until cured
3	bite, fever**: save vs. poison or lose 1d3 DEX until cured
4	bite, weak: paralyzes for 2d4 rounds instead of 2d4 turns
5	bite, weakening**: save vs. poison or temporarily lose 1d3 STR
6	breath, fear (1d3×5' r. cloud): 1d3×/day; save vs. breath or stunned
7	breath, insect swarm: 1d3×/day; under creature's control
8	breath, stench (1d3×5' r. cloud): 1d3×/day; effect as ghoul stench
9	breath, sleep (1d3×5' r. cloud): 1d3×/day; as <i>sleep</i> spell (no save)
10	cunning: gains +2 "to hit" after attacking same opponent twice
11	cursebound: cannot move more than 1d3×100' from cursed location
12	deliberate: does double bite damage when foregoing claw attacks
13	interstitial w/ Neg. Energy Plane: takes half damage from all attacks
14	ignores <i>prot. from evil</i> spells unless in conjunction with cold iron
15	magic resistance, arcane: +3 on saves vs. arcane magic
16	magic resistance, divine: +3 on saves vs. divine magic
17	magic resistance, general: +3 on saves vs. magic
18	magic resistance, turning: turns as a creature that +1d3 HD greater
19	pustules: when struck, all in 5' radius must save or be paralyzed
20	remorseful: must make morale save each round or wish for death
21	shapeshifting: takes form of someone known by a party member
22	spit (1d3×10' range): no damage; save [†] or be paralyzed 1d3 turns
23	tied to ice: each attack does +1d3 cold damage
24	tied to shadow: extinguishes non-magical lights in 1d3×10' radius
25	touch*, aging: save vs. paralysis or age 1d3 years
26	touch*, atrophy: save vs. paralysis or be slowed for 2d4 turns
27	touch**, blindness: save vs. paralysis or permanently blinded
28	touch**, deafness: save vs. paralysis or permanently deafened
29	touch*, rotting: save vs. poison at +1d3 or as mummy rot
30	touch*, experience drain: save vs. paralysis or lose xp=damage×10

* instead of paralysis ** in addition to paralysis † vs. poison