

EXPANDED GHOULS

HOME BREW

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GHOULS

Ghouls are ravenous undead that are characterized by their insatiable appetite for flesh. These creatures act like vermin swarming around places of death and decay such as crypts, graveyards, swamps, or battlefields. However, despite their constant feeding, their appetite can never truly be satisfied.

GHOUlish ORIGINS

Many scholars have debated the origins of these creatures. Some believe that ghouls were created by the consumption of a corpse imbued by necrotic magic, whether through necromantic rituals or through accidental consumption from a scavenger.

GHOUl FEVER

Regardless of their creation, ghouls must be carefully monitored or destroyed, as a single bite from these creatures infects the target with a necromantic disease known as Ghoul Fever. Creatures that die while possessing this disease eventually degenerate into withered husks doomed to eternally hunger.

HUNGERING INSTINCT

Unlike most undead, ghouls typically tend to have a will and intelligence of their own and are not bound to the command of an outside force. However, most ghouls possess an animalistic nature driven by their hunger, although more powerful or developed ghouls seem to possess cruel intelligence.

GHOUl TACTICS

In general, ghouls tend to be far more dangerous than other common undead such as skeletons or zombies. A single ghoul can prove to be quite a handful due to its feral aggression and its paralyzing touch. Despite their withered forms, ghouls are surprising durable as they are able to shrug off most forms of weaponry, unless it has been silvered.

PACK HUNTERS

However, the most dangerous aspect about a ghoul is that they are never found alone. Ghouls tend to rove in packs of 5(2d4) at a time. However, whenever a ghoul pack it found, it is not uncommon for the entire place to be infested with dozens of ghouls at a time.

RABID HUNGER

In combat, ghouls tend to prioritize the weakest and most vulnerable targets. When a creature is heavily wounded or incapacitated, all nearby ghouls will swarm that creature, ripping it to shreds. The most terrifying aspect of their tactics is that they will begin feasting on the fallen, even in the heat of battle.

SCREAM OF THE DEAD

If their prey begins to gain the upper hand against them, they will unleash a blood-curdling screech to terrify their attackers. This not only gives the ghoul an opportunity to escape, but it also alerts other ghouls in the area to converge on the threat.

FEAR OF THE SUN

Despite their numerous advantages, ghouls have a reliable fear of sunlight. Because of this, ghouls never come out during the day. Whenever conjures sunlight or blasts them with radiant damage, they will flee for their lives. However, despite their fear, the ghoul's hunger will get the better of them as they will still skulk from the shadows waiting for when the light falters.

GHOUL TYPES

There are a wide variety of ghouls that one can find. Many ghouls can differ according to the necromantic magics that corrupted their form upon consumption. Others have evolved over time, as the body of ghouls does not age or decay, gaining increases strength and intelligence.

GHOUINGS

Ghoulings are the smallest of all ghouls. These tiny gremlins are often the result of a small creature that has been corrupted by Ghoul Fever. However, they have been rumors that ghoulings are also malformed ghouls that were warped and deformed during the process of the transformation.

However, despite their small form, ghoulings can still be quite dangerous as they are incredibly strong despite their size. Additionally, they make up for their small size by traveling in small swarms of 11(2d10) or even accompany larger ghouls. In fact, there are even accounts, where ghoulings leapt from the shoulders of Hulking Ghouls onto unsuspecting adventurers.

GHOU SPAWN

Ghoul spawn are the most common of all ghouls. These withered humanoids are easily identified by their elongated tongue coated with black ichor and their unnaturally long arms.

DROWNED GHOU

Drowned ghouls are nearly identical to a typical ghoul spawn, except for the fact that they are aquatic. These undead can be found in packs swarming around shipwrecks, devouring any survivors. However, during the night or even under heavy storm clouds, they have been known to rise from the sea after a devastating tsunami or hurricane to devour any wounded or dead.

Experts believe that these undead are corrupted variants of aquatic creatures, while some scholars theorize that these ghouls are created by exposure to a variant of necromantic magic typically used by aquatic creatures such as aboleths or krakens.

SHADOW GHOU

Although ghouls have a special affinity for darkness, the shadow ghoul seems to be imbued with the essence of shadow magic itself. These ghouls are believed to be created when a creature devours a necromantic corpse while in the Shadowfell. However, it has been observed that these type of ghouls can also be created when a devoured corpse is exposed to the necrotic magics of a patron or entity from the Shadowfell as well.

Because of this connection, these undead are incredibly powerful in the presence of darkness, as they are able to seemingly vanish into the shadows until it is too late.

MINDRENDER GHOU

Mindrender ghoul are probably the rarest variant of all ghouls. These undead can only be created when one consumes a necrotic corpse that possesses a significant amount of psionic magic. It is believed that the first mindrender ghouls originated deep in the Underdark from psionic aberrations such as mind flayers or beholders who dabbled with necromantic magic.

As a result, mindrender ghouls possess an insatiable appetite for the psychic energy of living creatures. These ghouls tend to prioritize creatures with large amount of psionic energy (typically creatures with high Intelligence or Wisdom). A single bite from these creatures has the potential to drain the psychic energy from a creature's mind, potentially turning it into another mindrender ghoul.

BONE GHOU

Bone ghouls are a rather creative variant of ghoul. They are easily identified bodies that are covered with protruding spikes of bone. However, these bones are not part of the natural bone structure that it had in life. Instead, they ghouls often take the bones of their victim and implant them into their own bodies. They use these bones to make defensive spikes as well as claws that protrude from their forearms.

HUSK GHOU

Although all ghouls are characterized by an endless hunger, none are affected more than the husk ghoul. Husk ghouls are known to enter into a feeding frenzy when it senses its prey is wounded, and has been known to literally rip chunks of flesh off its opponent's body in the midst of battle.

PLAGUE GHOU

As their name suggest, plague ghouls are putrid undead covered with a nauseous miasma of decay and rot. Their skin is filled with bulbous warts and cysts that ooze black ichor. This ichor is quite dangerous, as it not only withers the skin or anyone who touches it, but also can infect a creature with Ghoul Fever.

When engaging these undead, it is recommended to keep your distance as killing these undead is bound to cause it to explode, spreading this diseased blood onto nearby creatures.



GHAST

Over time, ghouls eventually begin to grow much stronger and faster. In addition to their physical enhancements, these undead have become far more intelligent than their other kin. They are far more durable than the rest of their kind, as they are able to mend any wounds they have sustained.

As a result, it is not uncommon for a ghoul pack to be led by a ghast. During a ghoul infestation, it is not uncommon for several ghastrs to be found amongst their ranks. However, if food is scarce, they have been known to fight other ghoul packs over food.

In comparison to their weaker counterparts, ghastrs tend to be extremely brutal, as they have been known to rip the very bones from the body of an incapacitated creature.

HULKING GHOUL

Hulking ghouls are the largest kind of ghoul. These undead typically take the form of a large creature such as a giant, ogre, troll, or even dragon that has consumed incredible amounts of necrotic corpses. The process of creating such ghouls tends to be much more resilient, as these creatures tend to be more resilient against various necrotic diseases and side effects.

Once created, a hulk ghoul is a lumbering behemoth that wanders the land in search for its next meal. These titans tend to be attracted to large population centers, such as a city. However, despite their unbelievable strength and endurance, they still possess an innate fear of sunlight. During the day, these creatures have been known to bury themselves underneath the ground or in a cavern to find refuge against the sun until the return of night.

GHAST LORD

Ghast lords are incredibly ancient and powerful ghouls. It is believed that these ghouls have existed for centuries and have acquired considerable intelligence. Thanks to their heightened intellect, ghast lords often seek answers to cure themselves of their endless hunger. As a result, it is not uncommon for them to forge pacts with powerful entities who wish to use their ghoulish hordes for their own machinations.

Other ghast lords fully embrace their eternal hunger, commanding entire hordes of ghouls leading them to capture and enslave living creatures using them as cattle to feed. Because of their desire for flesh, it is not uncommon for ghast lords to align themselves with other creatures that feed on the living, such as vampires.





GHOULING

small undead, chaotic evil

Armor Class 12 (Natural Armor)

Hit Points 11 (3d6)

Speed 20ft., 20ft. climb

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing damage from non-silvered weapons

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Diseased, Exhausted, and Poisoned

Senses darkvision 120ft., passive Perception 12

Languages Common

Proficiency Bonus +2

Challenge 1 (200 xp)

Death Eater The ghouling cannot have its hitpoint maximum reduced by any means.

Death Sense The ghouling knows the direction of an undead or corpse within 1 mile of it.

Pack Tactics The ghouling has advantage on attack rolls against a creature if at least one of the ghouling's allies is within 5 feet of the creature and the ally isn't incapacitated.

Fear of the Light When the ghouling takes radiant damage or starts its turn in sunlight, the ghouling is considered frightened until the end of its next turn

Powerful Build The ghouling counts as one size large for the purposes of carrying, pushing, shoving, lifting, and grappling.

Sneak Attack If the ghouling makes an attack against a creature that is surprised or has not acted yet in combat, it deals an additional 7(2d6) damage.

GHOUL FEVER DC

Some ghouling variants can inflict additional affects on a creature. These additional features uses the ghoulings Ghoul Fever DC which is 10.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, 5ft., one target. *Hit:* 5 (1d4+2) piercing damage. Upon a hit, the target must succeed a DC 10 saving throw or be inflicted with Ghoul Fever.

REACTIONS

Devour When a creature the ghouling can see within 30ft. is reduced to 0 hitpoints, the ghouling can move up to its movement speed to make a melee weapon attack. Upon a hit, that creature is instantly killed and the ghouling regains 10 hitpoints upon using this feature.



GHOU L SPAWN

medium undead, chaotic evil

Armor Class 12 (Natural Armor)

Hit Points 27 (6d8)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing damage from non-silvered weapons

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Diseased, Exhausted, and Poisoned

Senses darkvision 120ft., passive Perception 12

Languages Common

Proficiency Bonus +2

Challenge 2 (450 xp)

Death Eater The ghoul cannot have its hitpoint maximum reduced by any means.

Death Sense The ghoul knows the direction of an undead or corpse within 1 mile of it.

Fear of the Light When the ghoul takes radiant damage or starts its turn in sunlight, the ghoul is considered frightened until the end of its next turn

Pack Tactics The ghoul has advantage on attack rolls against a creature if at least one of the ghoul's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spider Climb The ghoul can climb difficult surfaces without needing to make an ability check.

GHOU L FEVER DC

Some ghoul spawn variants can inflict additional affects on a creature. These additional features uses the ghoul spawn's Ghoul Fever DC which is 10.

ACTIONS

Multiattack. The ghoul can make a bite and two claw attacks

Bite. Melee Weapon Attack: +4 to hit, 5ft., one target. **Hit:** 7 (2d4+2) piercing damage. Upon a hit, the target must succeed a DC 10 saving throw or be inflicted with Ghoul Fever.

Claw. Melee Weapon Attack: +4 to hit, 10ft., one target. **Hit:** 4 (1d6+2) slashing damage. Upon a hit, creature must succeed a DC 10 Constitution saving throw. On a failed saving throw, creatures are paralyzed until the end of its next turn.

Screech Creatures other than undead in a 60ft. radius that can hear the Ghoul must succeed a DC 10 Wisdom saving throw or become frightened for one minute on a failed saving throw. At the end of each of its turns, creatures can repeat the saving throw to end the effect on a success. Upon ending this effect, creatures are immune to being frightened in this manner for the next 24 hours.

BONUS ACTIONS

Aggressive The ghoul can use its bonus action to move up to its movement speed to a hostile creature that it can see within range.

REACTIONS

Devour When a creature the ghoul can see within 30ft. is reduced to 0 hitpoints, the ghoul can move up to its movement speed to make a melee weapon attack. Upon a hit, that creature is instantly killed and the ghoul regains 10 hitpoints upon using this feature

GHAST

medium undead, chaotic evil

Armor Class 16 (Natural Armor)

Hit Points 90(12d8+36)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	17 (+3)	12 (+1)	15 (+2)	11 (+0)

Skills Athletics +6, Acrobatics +6, Perception +5

Damage Resistances Bludgeoning, Piercing, and Slashing damage from non-silvered weapons

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Diseased, Exhausted, and Poisoned

Senses darkvision 120ft., passive Perception 15

Languages Common

Proficiency Bonus +3

Challenge 7 (2900 xp)

Death Eater The ghost cannot have its hitpoint maximum reduced by any means.

Death Sense The ghost knows the direction of an undead or corpse within 1 mile of it.

Fear of the Light When the ghost takes radiant damage or starts its turn in sunlight, the ghost is considered frightened until the end of its next turn

Pack Tactics The ghost has advantage on attack rolls against a creature if at least one of the ghost's allies is within 5 feet of the creature and the ally isn't incapacitated.

Rapid Regeneration The ghost can regain 10 hitpoints at the start of each of its turns as long as it has not taken radiant damage or in sunlight

Spider Climb The ghost can climb difficult surfaces without needing to make an ability check.

Wounded Fury When the ghost starts its turn below half its hitpoint maximum, it has advantage on attack rolls. While this condition is met, it can make one additional bite attack as part of the attack action.

Undying Fortitude Upon dropping to 0 hitpoints, the ghost can make a Constitution saving throw with a DC equal to half the damage dealt (minimum 10). On successful saving throw, the ghost regains 1 hitpoint instead.

It cannot benefit from this feature if it took damage from silvered weapons, radiant attacks, or if it was turned on its previous turn.

GHOUL FEVER DC

Some ghost variants can inflict additional affects on a creature. These additional features uses the ghost's Ghoul Fever DC which is 14

ACTIONS

Multiattack. The ghost can make a bite and two claw attacks

Bite. Melee Weapon Attack: +6 to hit, 5ft., one target. **Hit:** 13 (4d4+3) piercing damage. Upon a hit, the target must succeed a DC 14 saving throw or be inflicted with Ghoul Fever.

Claw. Melee Weapon Attack: +6 to hit, 10ft., one target. **Hit:** 8 (2d4+3) slashing damage. Upon a hit, creature must succeed a DC 14 Constitution saving throw or become paralyzed until the end of its next turn.

Bone Ripper Melee Weapon Attack: +6 to hit, 10ft., one incapacitated creature. **Hit:** 36 (6d10+3) piercing damage. If the damage reduces the target to 0 hitpoints, the ghost kills the target by ripping the skeleton from the corpse. Upon killing a creature in this manner, the ghost regains 10 hitpoints

Screech Creatures other than undead in a 60ft. radius that can hear the ghost must succeed a DC 14 Wisdom saving throw or become frightened for one minute on a failed saving throw. At the end of each of its turns, creatures can repeat the saving throw to end the effect on a success. Upon ending this effect, creatures are immune to being frightened in this manner for the next 24 hours

BONUS ACTIONS

Aggressive The ghost can use its bonus action to move up to its movement speed to a hostile creature that it can see within range.

REACTIONS

Devour When a creature the ghost can see within 30ft. is reduced to 0 hitpoints, the ghost can move up to its movement speed to make a melee weapon attack. Upon a hit, that creature is instantly killed and the ghost regains 10 hitpoints upon using this feature.



HULKING GHOUL

Huge undead, chaotic evil

Armor Class 17 (Natural Armor)

Hit Points 115 (10d12+50)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	7 (-2)	10 (+0)	6 (-2)

Saving Throws Str +10, Con +10

Damage Resistances Bludgeoning, Piercing, and Slashing damage from non-silvered weapons

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Diseased, Exhausted, and Poisoned

Senses darkvision 120ft., passive Perception 17

Languages Common

Proficiency Bonus +5

Challenge 13 (10000 xp)

Death Eater The hulking ghoule cannot have its hitpoint maximum reduced by any means.

Death Sense The hulking ghoule knows the direction of an undead or corpse within 1 mile of it.

Fear of the Light When the hulking ghoule takes radiant damage or starts its turn in sunlight, the hulking ghoule is considered frightened until the end of its next turn

Rapid Regeneration The hulking ghoule can regain 20 hitpoints at the start of each of its turns as long as it has not taken radiant damage or in sunlight.

Pack Tactics The hulking ghoule has advantage on attack rolls against a creature if at least one of the hulking ghoule's allies is within 5 feet of the creature and the ally isn't incapacitated.

Siege Monster The hulking ghoule can deal double damage to buildings and objects

Undying Fortitude Upon dropping to 0 hitpoints, the hulking ghoule can make a Constitution saving throw with a DC equal to half the damage dealt (minimum 10). On successful saving throw, the hulking ghoule regains 1 hitpoint instead.

It cannot benefit from this feature if it took damage from silvered weapons, radiant attacks, or if it was turned on its previous turn.

GHOUL FEVER DC

Some hulking ghoule variants can inflict additional affects on a creature. These additional features uses the hulking ghoule's Ghoul Fever DC which is 18

ACTIONS

Multiattack. The hulking ghoule can make a bite and two claw attacks.

Bite. Melee Weapon Attack: +10 to hit, 5ft., one target. *Hit:* 25 (8d4+4) piercing damage. Upon a hit, the target must succeed a DC 18 saving throw or be inflicted with Ghoul Fever.

Claws. Melee Weapon Attack: +10 to hit, 10ft., one target. *Hit:* 19 (4d6+5) bludgeoning damage. Upon a hit, Medium and smaller creatures are considered grappled and restrained (escape DC 18). The hulking ghoule has two hands that it can grapple one creature each. For the duration of the grapple, it cannot make a claw attack against another target but can use its bonus action to make an additional bite attack against a grappled creature.

Boulder. Melee Weapon Attack: +10 to hit, 120/240ft., one target. *Hit:* 60 (10d10+5) bludgeoning damage. Upon a hit, the target must succeed a DC 18 Strength saving throw or be knocked prone.

Screech Creatures other than undead in a 60ft. radius that can hear the hulking ghoule must succeed a DC 18 Wisdom saving throw or become frightened for one minute on a failed saving throw. At the end of each of its turns, creatures can repeat the saving throw to end the effect on a success. Upon ending this effect, creatures are immune to being frightened in this manner for the next 24 hours

BONUS ACTIONS

Aggressive The hulking ghoule can use its bonus action to move up to its movement speed to a hostile creature that it can see within range.

REACTIONS

Devour When a creature the hulking ghoule can see within 30ft. is reduced to 0 hitpoints, the hulking ghoule can move up to its movement speed to make a melee weapon attack. Upon a hit, that creature is instantly killed and the hulking ghoule regains 20 hitpoints upon using this feature.

GHAST LORD

medium undead, chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 190(20d8+100)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	17 (+3)	20 (+5)	16 (+3)

Saving Throws Str +11, Dex +9, Con +11

Skills Athletics +11, Acrobatics +9, Perception +11

Damage Resistances Bludgeoning, Piercing, and Slashing damage from non-silvered weapons

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Diseased, Exhausted, and Poisoned

Senses darkvision 120ft., passive Perception 21

Languages Common

Proficiency Bonus +6

Challenge 20 (25000 xp)

Death Eater The ghost lord cannot have its hitpoint maximum reduced by any means.

Death Sense The ghost lord knows the direction of an undead or corpse within 1 mile of it.

Fear of the Light When the ghost lord takes radiant damage or starts its turn in sunlight, the ghost lord is considered frightened until the end of its next turn.

Legendary Resistances(3/long rest) Upon failing a saving throw, the ghost lord can choose to succeed. It can recover 30 hitpoints as part of this feature.

Pack Tactics The ghost lord has advantage on attack rolls against a creature if at least one of the ghost lord's allies is within 5 feet of the creature and the ally isn't incapacitated.

Rapid Regeneration The ghost lord can regain 30 hitpoints at the start of each of its turns as long as it has not taken radiant damage or in sunlight

Spider Climb The ghost lord can climb difficult surfaces without needing to make an ability check.

Turning Defiance The ghost lord and any ghoul within 30ft. of it has advantage on saving throws against effects that turn the Dead.

Wounded Fury When the ghost lord starts its turn below half its hitpoint maximum, it has advantage on attack rolls. While this condition is met, the ghost lord can make one additional bite attack as part of the attack action.

Undying Fortitude Upon dropping to 0 hitpoints, the ghost lord can make a Constitution saving throw with a DC equal to half the damage dealt(minimum 10). On successful saving throw, the ghost regains 1 hitpoint instead.

It cannot benefit from this feature if it took damage from silvered weapons, radiant attacks, or if it was turned on its previous turn.

GHOUL FEVER DC

Some ghost lord variants can inflict additional affects on a creature. These additional features uses the ghost lord's Ghoul Fever DC which is 19.

ACTIONS

Multiattack. The ghost lord can make a bite and two claw attacks

Bite. Melee Weapon Attack: +11 to hit, 5ft., one target. **Hit:** 15 (4d4+5) piercing damage. Upon a hit, the target must succeed a DC 19 saving throw. On a failed saving throw, that creature takes 21(6d6) necrotic damage or be inflicted with Ghoul Fever. On a successful saving throw, it takes half that necrotic damage and is not diseased.

Claw. Melee Weapon Attack: +11 to hit, 10ft., one target. **Hit:** 15 (4d4+5) slashing damage + 9(2d8) necrotic damage. Upon a hit, creature must succeed a DC 19 Constitution saving throw or become paralyzed until the end of its next turn.

Screech Creatures other than undead in a 60ft. radius that can hear the ghost lord must succeed a DC 19 Wisdom saving throw or become frightened for one minute on a failed saving throw. At the end of each of its turns, creatures can repeat the saving throw to end the effect on a success. Upon ending this effect, creatures are immune to being frightened in this manner for the next 24 hours

Bone Ripper Melee Weapon Attack: +11 to hit, 10ft., one incapacitated creature. **Hit:** 71 (12d10+5) piercing damage. If the damage reduces the target to 0 hitpoints, the ghost kills the target by ripping the skeleton from the corpse. Upon killing a creature in this manner, the ghost regains 30 hitpoints

BONUS ACTIONS

Aggressive The ghost lord can use its bonus action to move up to its movement speed to a hostile creature that it can see within range.

REACTIONS

Devour When a creature the ghost lord can see within 30ft. is reduced to 0 hitpoints, the ghost lord can move up to its movement speed to make a melee weapon attack. Upon a hit, that creature is instantly killed and the ghost lord regains 30 hitpoints upon using this feature.

LEGENDARY ACTIONS (3/TURN)

Movement(1 action) The ghost lord can move up to its movement spot that it can see within range. This movement does not provoke attacks of opportunity

Gnashing Hunger(2 actions) The ghost lord can bite one creature within range.

Raise Ghoul (2 actions) The ghost lord can target one dead creature that has been dead no longer than 1 minute. The target must succeed a DC 17 Charisma saving throw. On a failed saving throw, that creature rises again as a ghoul and is under the ghost lord's turn.

If a creature died while under Ghoul Fever, it automatically fails this saving throw

Regenerate(3 actions) The ghost lord can recover 30 hitpoints

Resilience(3 actions) The ghost lord can end one condition or spell effect on itself



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BONE GHOUL

- **Movement** 30ft. climb
- **Challenge Rating** Increases by 1

Bonecrafting When the bone ghoul uses its devour feature, it gains temporary hitpoints equal to the number of hitpoints it regains as well.

Brutal The bone ghoul can deal a critical hit on a 19-20.

Spider Climb The ghoul can climb difficult surfaces without needing to make an ability check.

Spiked Body When a creature grapples or hits the bone ghoul while within 5ft. of it, that creature takes 5(1d8) piercing damage.

HUSK GHOUL

- **Challenge Rating** Increases by 1

Ceaseless Hunger Upon a hit with a melee weapon attack, that creature cannot regain hitpoints until the end of its next turn.

Consume When the husk ghoul deals a critical hit, it regains a number of hitpoints equal to the damage dealt.

Feeding Frenzy When the husk ghoul takes the Attack action against a creature below half its hitpoint maximum, it can do so with advantage. Additionally, as part of the Attack action, it can make one additional bite attack as part of that action

Withering Bite When a creature fails its Constitution saving throw on the Ghoul's bite, its hitpoint maximum is reduced by the damage dealt. If the target's hitpoints are reduced to 0, it is instantly killed.

This reduction can be removed upon using Greater Restoration or similar magic or completing a long rest.



PLAGUE GHOUL

- **Challenge Rating** Increases by 1

Bloated Skin When a creature grapples or hits the ghoul with a melee weapon attack while within 5ft. of it, any creature within 10ft. of it takes 7(2d6) poison damage.

Death Burst When the ghoul drops to 0 hitpoints, creatures within 5ft. of it must succeed a Constitution saving throw equal to the Ghoul Fever DC. On a failed saving throw, that creature takes poison damage equal to a number of d6s equal to the Ghoul's proficiency bonus and becomes poisoned until the end of its next turn.

For example, a plague ghast would have a DC of 14 and deal 11(3d6) poison damage.

On a successful saving throws, creatures take half damage and are not poisoned

Ghoul Toxin Creatures poisoned by the plague ghoul are afflicted with Ghoul Fever and are paralyzed for the duration of the poison's effects

Stench Creatures that first enters or starts its turn within 5ft of the ghoul must succeed a Constitution saving throw equal to the Ghoul's Fever DC or become poisoned until the end of its next turn.

Upon successful saving throw against this effect, creatures are immune to being poisoned by this ghoul's stench for the next 24 hours.

SHADOW GHOUL

- **Challenge Rating** Increases by 1

Gloom Sight The shadow ghoul's sight is not obscured by magical darkness

Night Howl(Replaces Screech) When the ghoul uses its Screech ability, creatures cannot repeat their saving throws to end the effect while in darkness.

Shadow Fury While in darkness, the shadow ghoul can make one additional bite attack as part of its attack action.

Shadow Stealth While in darkness, the shadow ghoul can use its bonus action to Hide. While these conditions, the ghoul counts as invisible to creatures that rely on sight to see it.

Sunlight Sensitivity If the shadow ghoul first enters or starts its turn in sunlight, it takes 10 radiant damage.



DROWNED GHOUL

- **Movement** 30ft. swim

Amphibious The ghoul can breathe in air and in water.

Aquatic Resolve While underwater, the ghoul does not suffer from its Fear of the Light or any negative effects from taking radiant damage.

Underwater Camouflage While underwater, the ghoul has advantage on Dexterity (Stealth) checks

BONUS ACTIONS

Drowning Grasp The ghoul can use its bonus action to grapple an incapacitated creature within its reach

MINDRENDER GHOUL

- **Challenge Rating** Increases by 1

Fearmonger The mindrender ghoul deals an additional 5(1d8) psychic damage on its melee weapon attacks against a frightened creature.

Mind Drain When creatures are hit with the Ghoul's Bite attack, it must succeed an Intelligence saving throw against the ghoul's Fever DC instead of Constitution. On a failed saving throw, the creature contracts Ghoul Fever and has its Intelligence score decreased by 3(1d4).

If the target's Intelligence score is increased to 0, it is instantly killed.

This reduction can be removed upon using Greater Restoration or similar magic or completing a long rest.

Mind Eater When the mindrender ghoul takes psychic damage, it takes no damage. Instead, it regains a number of hitpoints equal to the damage dealt.

Mind Sight(Replaces Death Sense) The mindrender ghoul knows the direction of a living creature with an Intelligence of at least 6 within 1 mile of it. If that creature is within 120ft. of it, it can pinpoint that creature's position

Psychic Scream When a creature is frightened by the ghoul's screech, it is considered to be paralyzed for the duration of the fear.

GHOUl TEMPLATE

Damage Resistances bludgeoning, piercing, and slashing from non-silvered weapons

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Diseased, Exhausted, and Poisoned

Senses Darkvision 120ft.

Death Eater The ghoul knows the direction of an undead or corpse within 1 mile of it.

Ghoul Fever Creatures hit the ghoul's melee weapon attacks must succeed a Constitution saving throw equal to 8 + that creature's Constitution modifier + its proficiency bonus. On a failed saving throw, that creature contracts ghoul fever.

Fear of the Light When the ghoul takes radiant damage or starts its turn in sunlight, the ghoul is considered frightened until the end of its next turn.

Pack Tactics The ghoul has advantage on attack rolls against a creature if at least one of the ghoul's allies is within 5 feet of the creature and the ally isn't incapacitated.

BONUS ACTIONS

Aggressive The ghoul can use its bonus action to move up to its movement speed to a hostile creature that it can see within range.

REACTIONS

Devour When a creature the ghoul can see within 30ft. is reduced to 0 hitpoints, the ghoul can move up to its movement speed to make a melee weapon attack. Upon a hit, that creature is instantly killed and the ghoul regains 10 hitpoints upon using this feature.

USING A GHOUl TEMPLATE

The following template on the left provides a way to create a creature corrupted by Ghoul Fever. As ghouls typically tend to be more powerful than common undead such as skeletons and zombies, they are able to retain some of their abilities that they had in life.

As a result, you are able to add the following characteristics to any creature that you wish to transform into a ghoulish variant. You can check out the template for a Hill Giant Ghoul (based on the official statblock) to see how you can apply this template.

COMBINING TEMPLATES

If you wish to create a specialized variant of Ghoul on an existing creature, you are able to combine the base ghoul template with one of the specialized types. As a general rule of thumb, it is best to increase the CR according to each template. For example, refer to the Bone Ghoul Young Blue Dragon template as seen in the following section.

GHOUl FEVER

- Creatures afflicted with Ghoul Fever cannot regain hitpoints for the duration of this disease.
- Whenever a creature takes a short rest, it cannot use hitdie nor can it recover hit die upon finishing a long rest.
- Creatures that are reduced to 0 hitpoints while infected are instantly killed and cannot be raised or turned into undead for the duration. After 1 hour, that creature returns to life as ghoul spawn.
- A corpse corrupted in this manner can be purified through the use of *Ceremony*, *Remove Curse*, *Dispel Good and Evil*, or similar magic.
- The Ghoul Fever can be removed from a living creature by *Lesser Restoration* or similar magics or effects that can remove disease.



HILL GIANT GHOUL

Huge Giant, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 105 (10d12 +40)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-1)

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from non-silvered weapons

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Diseased, Exhausted, and Poisoned

Senses darkvision 120ft., passive Perception 12

Languages Giant

Proficiency Bonus +3

Challenge 6 (2300 xp)

Death Eater The hill giant ghoul knows the direction of an undead or corpse within 1 mile of it.

Fear of the Light When the hill giant ghoul takes radiant damage or starts its turn in sunlight, the ghoul is considered frightened until the end of its next turn.

Pack Tactics The hill giant ghoul has advantage on attack rolls against a creature if at least one of the hill giant ghoul's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The hill giant ghoul can make two greatclub attacks

Ghoulish Bite(Replaces Greatclub). Melee Weapon Attack: +8 to hit, reach 10ft., one target. **Hit:** 18(3d8+5) piercing damage. Upon a hit, the creature must succeed a DC 15 Constitution saving throw or contract Ghoul Fever.

Boulder. Melee Weapon Attack: +8 to hit, reach 60/240ft., one target. **Hit:** 21(3d10+5) bludgeoning damage.

BONUS ACTIONS

Aggressive The hill giant ghoul can use its bonus action to move up to its movement speed to a hostile creature that it can see within range.

REACTIONS

Devour When a creature the hill giant ghoul can see within 30ft. is reduced to 0 hitpoints, the hill giant ghoul can move up to its movement speed to make a melee weapon attack. Upon a hit, that creature is instantly killed and the hill giant ghoul regains 10 hitpoints upon using this feature.



YOUNG BLUE DRAGON BONE GHOUL

Large Undead, chaotic evil

Armor Class 18 (Natural Armor)
Hit Points 152 (16d10 +64)
Speed 40ft., 80ft. fly, 40ft. burrow

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7
Skills Perception +9, Stealth +4
Damage Resistances bludgeoning, piercing, and slashing from non-silvered weapons
Damage Immunities Lightning, Necrotic, Poison
Condition Immunities Charmed, Diseased, Exhausted, and Poisoned
Senses blindsight 30ft., darkvision 120ft., passive Perception 12
Languages Common, Draconic
Proficiency Bonus +4
Challenge 11 (7200 xp)

Brutal The dragon ghou can deal a critical hit on a 19-20. Upon dealing a critical hit, it can triple the damage die.

Death Eater The dragon ghou knows the direction of an undead or corpse within 1 mile of it.

Fear of the Light When the dragon ghou takes radiant damage or starts its turn in sunlight, the ghou is considered frightened until the end of its next turn.

Pack Tactics The dragon ghou has advantage on attack rolls against a creature if at least one of the ghou's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spider Climb The dragon ghou can climb difficult surfaces without needing to make an ability check.

Spiked Body When a creature grapples or hits the dragon ghou while within 5ft. of it, that creature takes 5(1d8) piercing damage.

ACTIONS

Multiattack. The dragon ghou can make three attacks: one with its bite and two with its claws

Bite Melee Weapon Attack: +9 to hit, reach 10ft., one target.
Hit: 16(2d10+5) piercing damage + 6(1d10) lightning damage.. Upon a hit, the creature must succeed a DC 16 Constitution saving throw or contract Ghoul Fever.

Claw. Melee Weapon Attack: +9 to hit, reach 5ft., one target.
Hit: 12(2d6+5) piercing damage.

Lightning Breath (Recharge 5-6) The dragon ghou exhales lightning in a 60ft. line that is 5ft. wide. Each creatures in that line must succeed a DC 16 Dexterity saving throw or take 55(10d10) lightning damage on a failed saving throw and half as much on a successufl saving throw.

BONUS ACTIONS

Aggressive The dragon ghou can use its bonus action to move up to its movement speed to a hostile creature that it can see within range.

REACTIONS

Devour When a creature the dragon ghou can see within 30ft. is reduced to 0 hitpoints, the dragon ghou can move up to its movement speed to make a melee weapon attack. Upon a hit, that creature is instantly killed and the dragon ghou regains 10 hitpoints and 10 temporary hitpoints upon using this feature.

A SPECIAL THANKS TO MY PATRONS

MYTHIC PATRONS

MARCELLA V.

JAKE C.

THE EMCREDIBLE

TERRA NOVA

LEGENDARY PATRONS

SVEN V

STEVEN K.

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