

1

# RAVENOUS GHOUL

- GHOUL -

4+	4+	6+	6+	6+
AGI	ATH	WITS	PRES	INT
6+	5+	4+	6+	—
KNOW	RES	MELEE	RANGED	LORE



## ABILITIES

**Minor NPC.** When this NPC suffers an injury, it is killed instead.

**Corpse Frenzy.** While this ghoul can see one or more non-ghoul corpses, it receives disadvantage on complex actions using **Resolve**.

**Consume.** *Engaged.* Once per scene, this ghoul may perform a simple action to consume part of a nearby corpse. If it does so, it heals up to 2 damage. Each investigator and their allies that witness this must, as a reaction, perform a successful complex action using **Resolve** or suffer 1 horror damage.

**Part of the Pack.** When one or more ghoul allies are within 15 feet of this ghoul, it may reroll up to 2 dice when it uses its **Teeth and Claws** attack. It must keep the second result(s).

## EQUIPMENT

**Teeth and Claws.** *Engaged.* 2 damage. If this ghoul scores three or more successes, it inflicts an injury.

2

3

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4

1

# GHOULISH CULTIST

- CULTIST -

5+	5+	5+	6+	4+
AGI	ATH	WITS	PRES	INT
5+	4+	4+	6+	4+
KNOW	RES	MELEE	RANGED	LORE



## SPELLS

**Ravenous Chant.** This ghoulish cultist may perform a complex action using **Lore**. If they succeed, each enemy within 60 feet suffers 1 horror damage.

## ABILITIES

**Fanatical Devotion.** When this ghoulish cultist performs a complex action, they may suffer 1 damage to reroll any of the dice in their pool. They must keep the second result(s).

## EQUIPMENT

**Ritual Dagger.** *Engaged.* 2 damage. One hand. If the ghoulish cultist scores three or more successes, they inflict an injury.

2