

FLAME GHOUL

Flame ghouls are famished predators of the night that are similar to regular ghouls and ghosts, but possess the ability to bind spirits, erupt with searing flames, grant minor spellcasting ability to others, and shed a tell-tale chilly aura as they regenerate their wounds. Unlike most undead, a flame ghouls possesses the soul of the original living binder, allowing the use of pact magic, but the soul has been impossibly corrupted beyond all hope.

Flame Ghoul (CR 6)

Medium Undead

Hit Dice: 6d12 (39 hp)

Initiative: +4

Speed: 30 ft.

AC: 20 (Dex +4, deflection +6), touch 14, flat-footed 16

Base Attack/Grapple: +3/+8

Attack: Bite +8 (2d6+5 plus paralysis)

Full Attack: Bite +8 (2d6 + 5 + paralysis) plus 2 claws +6 (1d6 +2 + paralysis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Flame body, ghou fever, paralysis.

Special Qualities: Darkvision 60 ft., undead traits, +2 turn resistance, light sensitivity, detect law, grant magic, resilience, Bind spirit (up to 3rd level).

Saves: +2/+6/+7

Abilities: Str 21, Dex 19, Con —, Int 15, Wis 14, Cha 18

Skills: Balance +9, Climb +10, Hide +13, Intimidate +15, Jump +10, Knowledge (arcana, history, religion, the planes) +4, Move Silent +13, Spot +7.

Feats: Ignore Binding Requirements, Multiattack, Focal Constellation (ghoul), Skill Focus (Intimidate). **Flaw:** Barred Constellation (angel and tree).

Alignment: Always chaotic evil.

This humanoid creature has mottled, decaying flesh drawn tight over its bones. It is mostly hairless with sharp teeth, and its eyes burn like hot coals. You feel a severe chill in the air.

Role-Playing

When dealing with weak foes, or when overtaken by hunger, a flame ghouls uses abilities that work at a distance, or abilities that enhance its potential to surprise or damage foes. It will activate its flame body and resilience abilities beforehand.

Although chaotic and evil to the extreme, flame ghouls can grant divine spells to living creatures. Thus, they often begin interactions with powerful creatures by proposing a contract, game of chance, riddle, or similar tactic to gain the creature's loyalty in exchange for spells. The flame ghouls adheres only sporadically to its own rules, and will gladly attack anyone who breaks agreements. It understands that many creatures, mainly lawful ones, foolishly trust agreements, and delights in taking advantage of their naiveté. It may even grant healing spells to a captive in order to keep it alive for continued feeding.

Flame ghouls are exceedingly cunning and delight in the taste of flesh. They eagerly accept a sacrifice of live food in exchange for their gift of magic. If they believe a creature can deliver food on an on-going basis, it will propose an exchange of spells for bodies even when dealing with weaker creatures. Such agreements often do not last, however, when the flame ghouls grows hungry or angry and devours its new ally.

Combat

A flame ghouls relishes wading into melee and using a spirit's supernatural abilities while biting, clawing, and grappling foes.

Bind Spirit: A flame ghouls can bind a spirit of 3rd level or lower as a 6th-level binder. It gains a +6 bonus to checks to bind spirits of the ghou constellation, and it ignores binding requirements for all spirits; however, it cannot bind spirits of the angel or tree constellations. See the 3rd-level spirits below.

Detect Law (Su): A flame ghouls detects lawful creatures at will the same way a paladin can detect evil creatures.

Flame Body (Su): The flame ghouls erupts in a mantle of flame that causes 3d6 hit points fire damage each round to foes within 5 feet who fail a DC 18 Reflex save. The flame can be evoked or suppressed as a standard action and does not harm the ghouls.

Ghou Fever (Su): Your bite inflicts disease (Fortitude DC 18, incubation period 1 day, damage 1d3 Con and 1d3 Dex). The save DC is Charisma-based. An afflicted humanoid who dies of ghou fever rises as a ghou at the next midnight. If the humanoid was a binder of 6 Hit Dice or more, it rises as a flame ghouls. Also, a non-binder humanoid of 4 Hit Dice or more rises as a ghost, not a ghou. A humanoid who becomes a ghou loses abilities it possessed in life. It is not under the control of any other ghouls, but it behaves like a ghou of its kind.

Grant Magic (Sp): The ghouls can grant spells to those who curry its favor. This works like *imbue with spell ability*. Treat the ghouls as having access to spells of the Death, Destruction, Evil, Fire, Healing, Knowledge, Magic, and Trickery domains, even though it cannot cast spells.

Paralysis (Ex): Those hit by a flame ghouls's bite or claw attack must succeed on a DC 18 Fortitude save or be paralyzed for 1d4+1 rounds. Elves are not immune to this paralysis. The save DC is Charisma-based.

Resilience (Su): The ghouls can heal itself by drawing heat from the surrounding environment. As a standard action, the ghouls gains Fast Healing 5 for a period of 2 minutes. During this time, the temperature within 30 feet of the ghouls drops by 60 degrees F. Affected creatures may suffer penalties.

Flame Ghoul Lore

The first flame ghouls was an occult priest who was savaged by a ghost after stumbling away victoriously from battling a demon. The priest was enraged that victory was snatched from him. He rose from death as a flame ghouls, retaining some binder powers and the ability to erupt into flames as a sign of his anger.

TABLE 10-9: BINDING OPTIONS FOR FLAME GHOULS

Roll	Name (page)	Granted Abilities
1	Catha of Codex (page 96)	Cloak truename, command by name, learn truename, repulse by name, true speech
2	N'alyia (page 100)	Death mask, exhale swarm, shadow bite, vampiric touch, vampiric step
3	Night Fang (page 102)	Darkvision, frightening form, hypnotic gaze, forest speech, spider climb, web
4	Obba, Ella, Atasha (page 104)	Love spell, nymph's blinding beauty, serpent's coil, silence person, temptation
5	Vandrae (page 106)	Dark mantle, poison touch, shadow blend, sneak attack
6	Xalen d'Marek (page 108)	Comprehend writings, identify, locate object, shrink item, snake sigil