

# WILT GHOUL

**W**ilt ghouls come in as many shapes and sizes as humans, but they're usually between five and just over six feet tall and weight between one hundred and two hundred pounds. Wilt ghouls differ primarily from humans in that their skin has desaturated to a grayish hue and their hands end in wickedly sharp claws they use for letting blood.

Named by the adventurers who discovered them, wilt ghouls don't actually have anything to do with ghouls. They are abominations created by arcane and possibly alien magic, humans twisted into vicious creatures that live to let blood. Wilt ghouls are commonly found in urban environments—places where there are plenty of humans as a source of stock as well as subjects to bleed.

Wilt ghouls are canny hunters, using their dexterity to sneak up on their prey and their wits to trap and ensnare it. They're not particularly sadistic in their hunting, preferring to bleed their prey out quickly rather than to make it suffer. Lest this be thought a kindness, their reasons are really more utilitarian. After all, the quicker a victim bleeds out, the quicker one can move on to the next. Wilt ghouls typically hunt alone, but they are not adverse to working together if there is reason to believe it will result in more bloodshed. Perhaps surprisingly, wilt ghouls tend not to fight amongst each other.

Wilt ghouls have little use for treasure. They sometimes wear the armor of their victims, but they prefer to use their claws rather than weapons to do their dirty work. Survivors of wilt ghouls describe the wilt ghouls as taking an almost sacramental joy in the work they do. Survivors, however, are very rare.

## WILT GHOUL

*Medium aberration, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 22(4d8 + 4)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	10 (+0)	14 (+2)	9 (-1)

**Skills** Perception +4, Stealth +5

**Senses** passive Perception 14

**Languages** understands those known by its previous form

**Challenge** 2 (450 XP)

**Ambusher.** In the first round of a combat, the wilt ghouls has advantage on attack rolls against any creature it surprises.

### Actions

**Multiattack.** The wilt ghouls makes two melee attacks.

**Claw. Melee Weapon Attack:** +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6+3) slashing damage. If the creature is neither immune nor resistant to slashing damage, it starts bleeding. Until a creature takes an action to stop the bleeding with a DC 10 Wisdom (Medicine) skill check or the target receives healing from a spell that restores hit points, the target takes 3 (1d6) damage at the start of each of its subsequent turns.