

Ghast, Lovecraftian

(found at <https://theosrlibrary.blogspot.com>, then expanded upon for 1e by DM Superelf.

From the Cthulhu stories by H. P. Lovecraft and August Derleth.)

FREQUENCY: Very rare

NO. APPEARING: 1-6 (2-12)

ARMOR CLASS: 5

MOVE: 15"

HIT DICE: 5

% IN LAIR: 0%

TREASURE TYPE: Nil

NO. OF ATTACKS: 2 (bite and kick)

DAMAGE/ATTACK: 1-8/2-12

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low

ALIGNMENT: Chaotic evil

SIZE: L (8'-9' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: /90+5/hp

When exposed to sunlight they sicken and will die. Each round of exposure causes 2-12 damage to the Ghast.

Large semi-human bipedal creatures the size of a horse. Horrible to behold with no nose or forehead, they have hoofed feet on long kangaroo-like legs, fangs, and yellow-red eyes. They exist in the light-less Vaults of Zin, preying on those they catch, cannibalizing one another if no other creature is available. In packs they will cooperate to bring down and eat the massive Gugs.

