

# Species, Breed: Ghoul, Aqua

Type: Undead.

Class: Undead

Align: Evil.

Gender: Not applicable.

Level: 10 + 1-D30 +1

Number encountered: 10-D4

Experience points: 100 x level.

## Characteristics

Awareness: 20

Charisma: Not applicable.

Constitution: 30

Coordination: 30

Dexterity: 30

Intelligence: 18

Mental-strength: 60

Strength: 100

Wisdom: 5

## Movement:

Flying: Can't

Grounded: 11

Swimming: 22

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

## Attack descriptions

Bite: 1

Damage: 1-D100 x2

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D100

Range: 1 space (5')

Attack Type: Sharp.

Defense: 60

Offense: 60

Damage-Points: Roll 2-D8 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 2-D12 x100

Bronze: 35+ to have 2-D12 x100

Silver: 40+ to have 1-D12 x100

Electrum: 45+ to have 1-D10 x100

White-gold: 50+ to have 1-D8 x100

Yellow-gold: 55+ to have 1-D6 x100

Black-gold: 60+ to have 1-D4 x100

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 50+ to have 1-D6 x2

Legendary: 70+ to have 1-D6

Note:

Check for treasure one time only (not for each creature encountered).

# Description:

**Annihilation Strike?:** No.

**Description:** This creature appears as a lengthy, gnarled, humanoid. Each hand has lengthy, bladed, fingers that are razor-sharp and lethal. The filthy mouth of this creature is long, and hold many hundreds of dagger-like teeth. Each has webbed feet and hands. This same webbing, which helps it to swim, is also found under the arms, attacking from the elbow to the waist.

**Eye color:** Black.

**Eye shape:** Large and sharply slanted.

**Height:** 6'-6". Unlike other ghouls, the Aqua Ghoul is not hunched over, but looks rather twisted and gnarled.

**Skin color:** Seaweed-green.

**Skin texture:** Rough and leathery. This ghoul does not smell like a decaying corpse, nor does it have the appearance of a decomposing body.

**Posture:** Biped (like an animal with two feet).

**Weight:** 200 lbs.

**Dislikes:** Sea Witches and such casters of the deep. These undead have an intense hatred for spell casters, which drive them into an unnatural rage and killing frenzy.

**Disposition:** The Aqua Ghoul is one of the few type of ghoul that have intelligent thought; they are sentient.

They are cunning, vicious and calculate advanced upon their victims. They love hoarding treasure and taking captives alive to make slaves of.

Even though this undead detests spell casters, at times such traits are known to be among them. Any casters among a group of Aqua Ghouls will be revered and worshiped by the rest of their number.

**Fears:** Holy creatures.

**Habitat:** Water Dimension.

**Immunities:** Blood-based effects, Disease, Gases, Oxygen-based effects, Poison (excluding toxin poison), Shock and Sickness.

**Life-span:** Undying (this creature's existence never fades), but it can be slain.

**Likes:** Power.

**Needs:** None.

**Note:** None.

**Special Abilities: Modification-points:** There will be a 10% chance of each Aqua Ghoul having modification-points as follows: 2-D6 +1 per 2 levels advanced (exactly as a player character rolls for modification-points each level).

These points can be used to learn any spell from the Adventurer Abilities. These spells and abilities must be purchased exactly as a character, all prerequisites being strictly enforced.

G.M.: You may also choose to pick spells quickly without rolling up modification-points (it is up to you).

**Night-vision:** As the Psychic spell.

**Special Defenses: Resistances:** This creature has the following resistances:

Fear: 30%

Magic: 30%

Manipulation (mental): 30%

Manipulation (physical): 30%

Manipulation (spiritual): 30%

Mental-attack: 30%

Mind Alteration: 30%

Pain: 90%

Poison: 10% See: "Immunities" before checking for this.

Remorse: 100%

Spiritual-attack: 30%

Stun: 30%

Water: 90%

**Special Offenses:** See: "Special Abilities"

**Susceptibilities:** Holy abilities and spells inflict x2 the normal effect on this creature (in all aspects).

**Weapon susceptibility:** Rank-4 (or better) magical weapon to harm.