

Species, Breed: Undead

Type: Ghoul, Seething

Class: Undead

Align: Evil.

Gender: Not applicable.

Level: 25 + 1-D30 +1

Number encountered: 2-D8

Experience points: 100 x level.

Characteristics

Awareness: 15

Charisma: Not applicable.

Constitution: 30

Coordination: 30

Dexterity: 40

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 260

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 12

Swimming: Can't.

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 x3

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D100 x2

Range: 1 space (5')

Attack Type: Sharp.

Defense: 30 / 60 if 32nd + level

Offense: 40 / 70 if 32nd + level

Damage-Points: Roll 2-D10 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 2-D12 x1,000

Bronze: 15+ to have 2-D12 x1,000

Silver: 20+ to have 1-D12 x1,000

Electrum: 25+ to have 1-D10 x1,000

White-gold: 30+ to have 1-D8 x1,000

Yellow-gold: 35+ to have 1-D6 x1,000

Black-gold: 40+ to have 1-D4 x1,000

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 30+ to have 1-D6 x2

Legendary: 60+ to have 1-D4 x2

Note:

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

Description:

Annihilation Strike?: No.

Description: This creature appears as a bent humanoid with long arms. 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.

Eye color: Blood-red.

Eye shape: Large and slanted.

Height: 7'-0", though they are hunched over to the height of about 6'-0".

Skin color: Auburn.

Skin texture: Like rotted flesh.

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

Weight: 300 lbs.

Dislikes: Unknown.

Disposition: This creature is mindless and merely exists with a spark of incoherent life within. It is vaguely aware of its surroundings as it goes about its existence in a never ending routine of possessing burial grounds, to which it is eternally attracted.

If this undead becomes aware of a living creature, a desire will burn within it to obtain that life for itself. In response to this feeling of want for life, the Seething Ghoul will attempt to tear into a living creature in a fevered desperation of gaining the warmth of life that creature sheds . . . inadvertently destroying it.

Fears: None.

Habitat: Fire Dimension.

Immunities: ONLY physically damaging abilities, spells and enchanted weapons can harm this creature.

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

Likes: The warmth of the living.

Needs: None.

Note: None.

Special Abilities: Night-vision: As the Psychic spell.

Special Defenses: None.

Special Offenses: None.

Susceptibilities: Holy abilities and spells that cause physical damage cause x2 damage on this creature.

Weapon susceptibility: Rank-0 (or better) enchanted weapon to harm.