

**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.