

Encounter type: Undead, Ghoul, Terror

Encountered: 1-D6 per 4 players.

Attacks per turn: 3

Attack types / Damage per successful attack: 2 Claws: 1-D12 x7, 1 Bite: 1-D12 x8 damage per successful attack.

D20 roll needed to have Gold / # of gold coins found: 12+ / 1-D12 x2 +2

D20 roll needed to have Silver / # of silver coins: 11+ / 1-D12 x10 +10

D20 roll needed to have [Treasure](#) / # of treasure items found: 12+ / 1-D6 (+1 per Terror Ghoul encountered).

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

Defense: 16

Experience: 70

Life-points: 210

Offense: +3

Region: Volcanic Wilderland Tomb of Unrest.

Special: Terror: When encountered, you must roll a 15+ (using a D20), or incur a -3 Defense and Offense for the battle. Undeads are not effected.