

Encounter type: Undead, Ghoul, UnderRot

Encountered: 1

Attacks per turn: 3

Attack types / Damage per successful attack: 2 Claws: 1-D12 x5 each, 1 Bite: 1-D12 x5

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D12 x4

D20 roll needed to have Silver / # of silver coins: 14+ / 1-D12 x12 +12

D20 roll needed to have **Treasure** / # of treasure items found: 15+ / 1-D12 +1

Defense: 17

Experience: 60

Life-points: 180

Offense: +6

Region: Volcanic Wilderland Tomb.

Special: Creepworms: Each time the UnderRot Ghoul is wounded, 1-D6 drops of its tainted blood will fall to the ground. When the UnderRot Ghoul's tainted blood strikes the ground (on the next turn) one Creepworm will spring up from each drop of tainted blood to viciously attack the one who damaged the Ghoul. Each Creepworm will have the following stats:

Attacks per turn: 1 bite

Damage: 1-D12 x4

Defense: 10

Experience-points: 15

Life-points: 45

Offense: +3

Special: Morphallaxis:

Each time a Creepworm damages its foe, 50% of the damage caused (rounded up) will go back into healing the UnderRot Ghoul.