

THE GHOUL

Scroll of Malevolence #035

COMBAT ENCOUNTERS

The party fights...

1. **{Fresh Kill}** A pack of ghouls attracted by the stench of the party's recent kill.
2. **{Desecrated}** Opportunistic ghouls who attack while the party buries a friend.
3. **{Slaves}** Chained and beaten ghouls sent to attack the town by their skeleton king.
4. **{Hounds}** Animalistic ghouls used like hunting dogs by a drow raiding party.
5. **{Ghoul Knight}** An obese ghoul inside a suit of rusty armor they stuff rotting meat inside to eat and add extra padding.
6. **{Ghoul Pit}** A den of sleeping ghouls which the party falls into when the floor of a crypt gives out beneath their feet.

ROLEPLAY ENCOUNTERS

The party meets...

1. **{Old Ghoul}** A wise ghoul who achieved enlightenment by depriving themselves of

rotting flesh for over a century.

2. **{Coward}** A cowardly knight covered in blood who fled a battle against ghouls.
3. **{Ghoul Hunter}** An unnaturally pale elf who wears a silver ghoul mask and wields silvered claw-shaped sickles.
4. **{Corpse Cart}** An elderly corpse collector who needs their full wagon escorted to the nearby temple to have the remains blessed.
5. **{Experiments}** A scab-covered necromancer willing to pay for a live ghoul specimen.
6. **{Help Us}** A pack of ghouls who beg for help slaying their cannibalistic leader.

EXPLORATION ENCOUNTERS

The party discovers...

1. **{Alley Den}** A terrible stench that leads them to a ghoul's lair in a back alleyway.
2. **{Close Call}** A paralyzed gravedigger on the verge of death from a ghoul attack.
3. **{Bodies}** A rancid forest full of bodies pierced to tree branches which ghouls have left to rot before consuming.
4. **{Buried Treasure}** A ghoul's treasure chest full hidden in a mound of corpses.
5. **{Ghoul Traps}** A forest trail littered with rusty iron-tooth hunting traps left by ghouls hoping to catch their next meal.
6. **{Altar}** A shrine of undeath stained with elf blood that ghouls make sacrifices to.

