

# Ghoul

written by CresthavenRPG Guru | November 20, 2014

 *Uncommon* | *Medium* | *Chaotic evil* | *Undead*

Ghouls are hideous, beast-like humans who will attack any living thing.

Armor Class	Hit Points	Move
14	<sup>8</sup> (2 <i>Hit Dice</i> )	walk 60 ft
<b>Appearing</b>	1d6	
<b>Habitat</b>	Any	
<b>Negotiation</b>	no	
<b>Morale DC</b>	8	
<b>Challenge</b>	1.4 (420 XP per monster)	

## Ability Scores

STR	DEX	CON	INT	WIS	CHA
1	2	0	-2	0	-2

## Combat

Has 3 attacks. Hit Bonus +2. Damage Claws (2). 1d3, Bite. 1d6 damage

## Special Attacks

Paralyzing Grasp. On a roll of a 17+ to hit the target must make a Constitution DC 12 save or gain the condition Paralysis

## Special Defense

Immune to Sleep and Charm spells.

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## Treasure

**Individual:** None

**Lair:** 1d8×1,000 cp (50%); 1d6×1,000 sp (25%); 1d3×1,000 gp (25%); 2d4 gems (30%); 1d4 jewelry (20%); magic weapon or armor (10%); 1d4 scrolls (10%)