Ghoul

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Uncommon | Medium | Chaotic evil | Undead

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

Armor Class	Hit Points	Move
14	8 *(2 Hit Dice)*	walk 60 ft

Appearing	1d6
Habitat	Any
Negotiation	no
Morale DC	8
Challenge	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.

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%)