

Ghoul

written by A J | 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	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%)