

Ghoul

Medium, Undead, Chaotic Evil

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ARMOR CLASS

12

HIT POINTS

22 (5d8)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed	Walk 30 ft.
Initiative	+2
Saving Throws	N/A
Skills	N/A
Damage Immunities	Poison
Condition Immunities	Charmed, Exhaustion, Poisoned
Senses	Darkvision 60 ft.; Passive Perception 10
Passive Perception	10
Languages	Common

STR13
+1**DEX**15
+2**CON**10
+0**INT**7
-2**WIS**10
+0**CHA**6
-2

Actions

Bite. Melee Attack Roll: +2, reach 5 ft. Hit: Piercing damage.

Claws. Melee Attack Roll: +4, reach 5 ft. Hit: Slashing damage, and the target must resist paralysis.

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