Ghoul

Medium undead

AC: 12
HP: 22
Speed: 30 ft.
CR: 1

STR 13 · DEX 15 · CON 10 · INT 7 · WIS 10 · CHA 6

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage.
Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on

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