

Orc Warrior

1st level troop [humanoid]

Initiative: +3

AC: 16 **PD:** 14 **MD:** 10 **HP:** 30

Sword +6 vs. AC - 6 damage

Dangerous: Crit on 17+ unless they are staggered.

Orc Shaman

2nd level leader [humanoid]

Initiative: +5

AC: 18 **PD:** 12 **MD:** 16 **HP:** 36

Spear +6 vs. AC - 6 damage

Dangerous: Crit on 17+ unless they are staggered.

R: Battle Curse +7 vs. MD (1d3 nearby enemies) - 4 psychic damage, and for the rest of the battle, melee attacks by orcs deal +1d4 damage against the target. (non-cumulative).

Ghoul

3rd level spoiler [humanoid]

Initiative: +8

Vulnerability: holy

AC: 18 **PD:** 16 **MD:** 12 **HP:** 36

Claws & bite +8 vs. AC - 8 damage

Natural even hit: The target is vulnerable (enemies crit 18+) to attacks by undead until the end of the ghouls next turn.

Pound of flesh: The ghouls' *claw & bite* attack deals +4 damage against vulnerable targets.

Infected bite: Any creature that is slain by the ghouls a ghouls and not consumed will rise as a ghouls the next night.

Newly-risen Ghoul

2nd level mook [humanoid]

Initiative: +5

Vulnerability: holy

AC: 17 **PD:** 15 **MD:** 11 **HP:** 9 (mook)

Claws +7 vs. AC - 3 damage

Natural 16+: The target is vulnerable (enemies crit 18+) to attacks by undead until the end of the ghouls next turn.

Pound of flesh: The ghouls' *claw* attack deals +2 damage against vulnerable targets.

Mook: Kill one newly-risen ghouls mook for every 9 damage you deal to the mob.

Human Zombie

2nd level troop [humanoid]

Initiative: +1

Vulnerability: holy

AC: 15 **PD:** 13 **MD:** 9 **HP:** 60

Rotting fist +7 vs. AC - 6 damage

Natural 16+: Both the zombie and its target take 1d6 damage.

Headshot: A critical hit against a zombie drops it to 0 hp.

Goblin Shaman

2nd level caster [humanoid]

Initiative: +6

AC: 17 **PD:** 12 **MD:** 16 **HP:** 26

Spear +7 vs. AC - 5 damage

R: Shaking Curse +6 vs. PD - 8 damage, and until the shaman's next turn, the target takes 2 damage whenever an enemy engages or disengages from it.

Natural even roll: During its next turn, the shaman can target 2 nearby enemies with the *shaking curse* instead of one.

Disengage +5: Goblins only need to roll a 6+ to disengage.

Goblin Scum

1st level mook [humanoid]

Initiative: +3

AC: 16 **PD:** 14 **MD:** 11 **HP:** 5 (mook)

Club +6 vs. AC - 4 damage

R: Short bow +6 vs. AC - 3 damage

Disengage +5: Goblins only need to roll a 6+ to disengage.

Mook: Kill one goblin scum mook for every 9 damage you deal to the mob.

Hobgoblin Warrior

2nd level troop [humanoid]

Initiative: +3

AC: 19 **PD:** 14 **MD:** 14 **HP:** 32

Longsword +7 vs. AC - 8 damage

Natural even miss: 2 damage

Group tactics: For every two hobgoblins in the battle (round up), one of them can use *well-armored* once during a battle.

Well-armored (group): Ignore all damage from a hit (but not a crit) against AC.

Goblin Grunt

1st level troop [humanoid]

Initiative: +3

AC: 16 **PD:** 13 **MD:** 12 **HP:** 22

Club +6 vs. AC - 6 damage, if the monsters outnumber their enemies; 4 damage if they don't.

R: Short bow +6 vs. AC - 4 damage

Disengage +5: Goblins only need to roll a 6+ to disengage.