

Orc Warrior 1st level troop [humanoid] Initiative: +3 AC: 16 PD: 14 MD: 10 HP: 30 Sword +6 vs. AC - 6 damage <i>Dangerous:</i> 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 <i>Dangerous:</i> 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 <i>Natural even hit:</i> The target is vulnerable (enemies crit 18+) to attacks by undead until the end of the ghouls next turn. <i>Pound of flesh:</i> The ghouls' <i>claw & bite</i> attack deals +4 damage against vulnerable targets. <i>Infected bite:</i> 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 <i>Natural 16+:</i> The target is vulnerable (enemies crit 18+) to attacks by undead until the end of the ghouls next turn. <i>Pound of flesh:</i> The ghouls' <i>claw</i> attack deals +2 damage against vulnerable targets. <i>Mook:</i> 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 <i>Natural 16+:</i> Both the zombie and it's target take 1d6 damage. <i>Headshot:</i> 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. <i>Natural even roll:</i> During it's next turn, the shaman can target 2 nearby enemies with the <i>shaking curse</i> instead of one. <i>Disengage +5:</i> 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 <i>Disengage +5:</i> Goblins only need to roll a 6+ to disengage. <i>Mook:</i> 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 <i>Natural even miss:</i> 2 damage <i>Group tactics:</i> For every two hobgoblins in the battle (round up), one of them can use <i>well-armed</i> once during a battle. <i>Well-armed (group):</i> 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 <i>Disengage +5:</i> Goblins only need to roll a 6+ to disengage.