Bandit

CS melee / ranged d6-2

#1. OOO #5. OOO #9. OOO
#2. OOO #6. OOO #10. OOO
#3. OOO #7. OOO #11. OOO
#4. OOO #8. OOO #12. OOO

Bandit Captain

CS m/r d6-1

#1. OOOOO
#2. OOOOO
#3. OOOOO

Bandit King

(Boss)

CS m/r d6

OOOOO OOO

strong : does 1 *extra* point of *damage* to Attack Action totals.

Bugbear

CS melee d6-1

#1. OOOOO OOOO #5. OOOOO OOOO
#2. OOOOO OOOO #6. OOOOO OOOO
#3. OOOOO OOOO #7. OOOOO OOOO
#4. OOOOO OOOO #8. OOOOO OOOO

Bugbear Chief

(Boss)

CS melee d6

OOOOO OOOOO
OO

Abilities

strong : does 1 *extra* point of *damage* to Attack Action totals.

Cultist

CS melee d6-3

#1. OOO #5. OOO #9. OOO
#2. OOO #6. OOO #10. OOO
#3. OOO #7. OOO #11. OOO
#4. OOO #8. OOO #12. OOO

Cult Leader

CS melee d6-3

#1. OOOO
#2. OOOO
#3. OOOO
#4. OOOO

Abilities

dark magic : may cast 2 spells from the Magic List per encounter, chosen from Arcane Armor, Dark Bolt, Confusion or Rain of Fire.

Fish Man

CS melee / ranged d6-2

#1. OOOO #5. OOOO #9. OOOO
#2. OOOO #6. OOOO #10. OOOO
#3. OOOO #7. OOOO #11. OOOO
#4. OOOO #8. OOOO #12. OOOO

Abilities

aquatic : may swim, breathe and live underwater.

fast : in water, this monster may reroll initiative and take the best result.

Gnoll

CS melee d6-1

#1. OOOOO O #5. OOOOO O #9. OOOOO O
#2. OOOOO O #6. OOOOO O #10. OOOOO O
#3. OOOOO O #7. OOOOO O #11. OOOOO O
#4. OOOOO O #8. OOOOO O #12. OOOOO O

Gnoll Chief

(Boss)

CS melee d6

OOOOO OOOO

Abilities

strong : does 1 *extra* point of *damage* to Attack Action totals.

Goblin

CS melee / ranged d6-3

#1. OO #5. OO #9. OO
#2. OO #6. OO #10. OO
#3. OO #7. OO #11. OO
#4. OO #8. OO #12. OO

fast : this monster may reroll initiative and take the best result.

Goblin Shaman

CS melee d6-3

#1. OO #3. OO
#2. OO #4. OO

dark magic : may cast 2 spells from the Magic List per encounter, chosen from Arcane Armor, Dark Bolt, Confusion or Rain of Fire.

Kobold

CS melee d6-3

#1. O #5. O #9. O
#2. O #6. O #10. O
#3. O #7. O #11. O
#4. O #8. O #12. O

Kobold Bodyguard

CS melee d6-2

#1. OOO #4. OOO
#2. OOO #5. OOO
#3. OOO #6. OOO

Kobold Chief

(Boss)

CS m/r d6-1

OOOO

Lizard Man

CS melee / ranged d6-2

#1. OOOOO #5. OOOOO #9. OOOOO
#2. OOOOO #6. OOOOO #10. OOOOO
#3. OOOOO #7. OOOOO #11. OOOOO
#4. OOOOO #8. OOOOO #12. OOOOO

Abilities

aquatic : may swim, breathe and live underwater.

fast : in water, this monster may reroll initiative and take the best result.

Orc

CS melee / ranged d6-2

#1. OOOO #5. OOOO #9. OOOO
#2. OOOO #6. OOOO #10. OOOO
#3. OOOO #7. OOOO #11. OOOO
#4. OOOO #8. OOOO #12. OOOO

Orc Shaman

CS m/r d6-3

OOOO

dark magic : may cast 2 spells from the Magic List per encounter, chosen from Arcane Armor, Dark Bolt, Confusion or Rain of Fire.