

Ghoul

Ghoul						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+1	0	13	+4	12	0 or 1
Attributes: Strong						
Equipment: Hand Weapon						

Ghoul king						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+3	0	13	+4	16	2
Attributes: Very Strong, Large						
Equipment: Hand Weapon						

Ghoul Leader						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+2	0	13	+4	14	1 or 2
Attributes: Strong						
Equipment: Hand Weapon						

Toddler						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
5	0	0	13	+2	8	0 or 1
Attributes: Irritant						
Equipment: Improvised Weapon						

Herald of swarms						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
8	+1	0	13	0	10	1
Attributes: Master of Cover, Nimble, Expert Climber, Damage Reduction (2)						
Call Swarms						
Equipment: Hand Weapon						

Rat Swams						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
8	-1	0	15	0	10	0 or 1
Attributes: Nimble						
Equipment: None						