

Dragon	17	45'	Ballista	AC 15	hp 50	+6 to hit	R 120/480	Dmg 16 (3d10)							
Fang	400 (20)	4A	Mangonel	AC 15	hp 100	+5 to hit	R 200/800	Dmg 27 (5d10)							
Captain Elok Jaharwon			Ram	AC 20	hp 100 (10)	ADV crash	Dmg apply to ram								
Sails	AC 12	hp 100 (-5'/25)	Helm	AC 18	hp 50	Speed 45'	+1 turn (15' into wind, 60' with)								
Vazi Kijani	15	50'	Ballista	AC 15	hp 50	+6 to hit	R 120/480	Dmg 16 (3d10)							
G Mantle	300 (15)	3A	Mangonel	AC 15	hp 100	+5 to hit	R 200/800	Dmg 27 (5d10)							
Sails	AC 12	hp 100 (-5'/25)	Helm	AC 18	hp 50	Speed 45'	+1 turn (15' into wind, 60' with)								
Elok	11	40'	+7 to hit	g axe	10(1d12+4)	l-norm W	+4 +0 +3 +0 +1 +1								
Werebear	135	2A	Bite +7 to hit	15(2d10+4)	DC14 CON or cursed	Perc +7	1800								
Mad Kalita	12	30'	+5 to hit	s sword	6 (1d6+3)	b-dash/hide	+0 +3 +2 +1 +2 +3								
Spy	52	2A	+5 to hit	crossbow	6 (1d6+3)	sneak att. +8dmg	stealth +4	450							
Eye of Deep	16	50'	+5 to hit	staff	6 (1d8+2)	beastshape-shark	+0 + +1 -+1 +2 +0								
Druid	44	1A	Spells to hit +5	DC12	Prepared 1-4, 2-3, 3-3	Perc +5,	700								
(1) Mirror image, misty step, water breathing, water walk; (C) produce flame (dmg 2-8)															
entangle, fog cloud, thunderwave; flaming sphere, gust of wind, heat metal, hold person															
Call lightning, dispel magic, sleet storm															
Thug	11	30'	+4 to hit	mace	5 (1d6+2)		+2 +0 +2 +0 +0 +0								
	32	2A	+2 to hit	c-bow	5 (1d10)		100								
Pirate	12	30'	+3 to hit	scimitar	4 (1d6+1)		+0 +1 +1 +0 +0 +0								
	11	1A	+3 to hit	c-bow	5 (1d8+1)		25								
Jasiri Maja	15	30'	+5 to hit	scimitar	6 (1d6+3)		+4 +5 +2 +2 +2 +2								
	65	3A	+5 to hit	dagger	5 (1d4+3)	R - Parry +2AC	450								
Sailor	12	30'	+3 to hit	scimitar	4 (1d6+1)		+0 +1 +1 +0 +0 +0								
	11	1A	+3 to hit	c-bow	5 (1d8+1)		25								