

# Gnolls

*In the current age, the barbaric tribes of the gnoll have established a more coherent social structure than they've had in the past. No one is quite sure why that is, but one thing is for certain: They're definitely more dangerous when they're working together.*

## Gnoll Tracker

*Mostly, trackers lead hunting parties and raids against other clans as a way to obtain food, seeing as how the concept of "gnoll agriculture" is nonexistent. Their skills translate nicely into combat as well.*

2<sup>nd</sup> level troop [HUMANOID]

Initiative +8

**Tomahawk +6 vs. AC** – 5 damage

*Natural 16+:* Target is vulnerable, save ends.

*Pack ferocity:* If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

**Flying tomahawk +8 vs. AC** – 10 damage

**AC 17**

PD 16

MD 14

**HP 30**

## Gnoll Harbinger

*These warriors are responsible for leading war parties into battle. They're the gnoll equivalent of elite shock troops.*

5<sup>th</sup> level troop [HUMANOID]

Initiative +10

**Dual blades (2 attacks) + 10 vs. AC** – 24 damage

*Pack ferocity:* If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

**R: Bolas +9 vs. AC** – 17 damage and the target is knocked prone.

*Natural 16+:* Target is also hampered, save ends.

**AC 21**

PD 19

MD 14

**HP 132**

### Nastier Special for all gnolls

*Blood fury:* +1d10 per tier melee damage if the gnoll or its target is staggered.

## Gnoll Shaman

*These guys are in charge of the gnolls' spiritual well being. Seeing as how most of gnoll society revolves around violence and savagery, it should come as no surprise that the shamans' church is the battlefield.*

4<sup>th</sup> level caster [HUMANOID]

Initiative +4

**Inimical staff +7 vs. AC** – 11 damage, 3 ongoing psychic damage

*Pack ferocity:* If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

**R: Blood rain +9 vs. PD (up to three enemies in a group)** – 15 damage, 5 ongoing acid damage

*[Special trigger] R: Resurrection* – The shaman calls upon the fallen heroes of the tribe. Summon one *gnoll war leader* or two *gnoll savages* as undead warriors to fight alongside him. This ability may only be used once per battle when the escalation die is three or higher.

**AC 19**

PD 14

MD 20

**HP 48**

## Gnoll Butcher

*Few gnolls ever make it to the rank of butcher. Even compared to the barbarism of their kind, the bloodlust of a butcher stands out as excessive.*

7<sup>th</sup> level wrecker [HUMANOID]

Initiative +8

**Malicious cudgel +12 vs. AC** – 62 damage and the target is in pain (-2 to defenses and -1 to attacks).

*Pack ferocity:* If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

*Natural 16+:* The butcher also makes a bite attack against the same target.

[Special trigger] **C: Bite +10 vs. AC** – 38 damage

**AC 23**

PD 20

MD 17

**HP 300**

## Gnoll Matriarch

*As a society ruled by females, the matriarchs represent the fiercest warriors a gnoll clan has to offer. When they take the battlefield, blood tends to flow by the barrel.*

9<sup>th</sup> level wrecker [HUMANOID]

Initiative +12

**Jagged greatsword +15 vs. AC** – 84 damage

*Miss:* 21 damage

*Pack ferocity:* If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

**C: Blade sweep (all engaged enemies) +11 vs. AC** – 53 damage, and the targets are knocked prone.

*Natural 16+:* Target is also stunned until the end of their next turn.

**R: Barbarian's bow +12 vs. AC** – 42 damage

*Natural 16+:* Make a second *barbarian's bow* attack against a different target.

**AC 25**

PD 21

MD 20

**HP 384**

