

## Gnoll

### Gnoll Brute

Humanoid

**Defense** 14, **AR** 4 (-1 Penalty)

**Health** 27, **Speed** 10

**Senses** Dark Vision (20 yards)

+0 Communication

+2 Constitution

+0 Cunning

+1 Dexterity

+0 Magic

+1 Perception (Hearing)

+3 Strength

+1 Willpower

**Melee** Battle Axe +3 (2d6+3)

**Ranged** Short Bow +1 (1d6+2, 16/32 yards)

**Favored Stunts:** Defensive Stance and Dual Strike.

**Weapon Groups:** Axes, Bows, and Brawling

**Talents:** Armor Training (N), Weapon and Shield Style (N)

Powers

**Cold Resistance:** Gnolls gain +2 to resist Cold effects and hazards.

**Equipment:** Battle Axe, Heavy Leather, Medium Shield, Short Bow

### Grade E

Gnolls are monstrous humanoids that are furry hyena-headed men. They like to set ambushes and are generally cruel bullies to all other thinking people around. While characterized as cowardly, gnolls will put up a fierce fight if equal numbers are present. Also, if they can be communicated with, gnolls tend to be honorable enough to make deals and stick with them. Unfortunately, the majority of people wishing to strike deals with gnolls are nefarious and are only looking for muscle. Gnolls only speak Gnollish by default, but they can learn other languages, even languages as distant from Gnollish as Elven.

### Flind

### Grade D

Humanoid

**Defense** 15, **AR** 4 (-1 Penalty)

**Health** 35, **Speed** 11

**Senses** Dark Vision (20 yards)

+1 Communication (Leadership)

+3 Constitution

+1 Cunning

+2 Dexterity

+0 Magic

+1 Perception (Hearing)

+4 Strength (Bludgeons)

+1 Willpower (Morale)

**Melee** Flail +6\* (1d6+8), Dagger +2 (1d6+4)

**Ranged** Short Bow +2 (1d6+2, 16/32 yards)

**Favored Stunts:** Defensive Stance, Disarm and Seize the Initiative.

**Weapon Groups:** Bows, Bludgeons, Brawling and Short Blades

**Talents:** Armor Training (N), Command (N), Weapon and Shield Style (J)

Powers

**Cold Resistance:** Gnolls gain +2 to resist Cold effects and hazards.

\* Heavy Flails ignore 2 pts of shield bonus

**Equipment:** Dagger, Heavy Flail, Heavy Leather, Medium Shield, Short Bow

Some gnolls are by nature smarter, faster and stronger than others. These gnolls are called Flinds and often find themselves the leaders of gnoll bands, and the chiefs of gnoll tribes. Almost all Flinds take up flails as a weapon because they understand the inherent benefits, even though they sacrifice immediate physical damage.





## Gnoll Blackheart

Humanoid

**Defense** 14, **AR** 3 (-0 Penalty)

**Health** 21, **Speed** 12

**Senses** Dark Vision (20 yards)

+0 Communication

+1 Constitution

+0 Cunning (Poison Lore)

+2 Dexterity (Stealth)

+0 Magic

+2 Perception (Hearing)

+2 Strength

-1 Willpower

**Melee** Short Sword +2 (1d6+4\*)

**Ranged** Short Bow +2 (1d6+3\*, 16/32 yards)

**Favored Stunts:** Pierce Armor and Skirmish.

**Weapon Groups:** Bows, Brawling and Light Blades

**Talents:** Archery Style (N)

Powers

**Backstab:** If the Blackheart wins a **Dexterity (Stealth)** test versus an opponent's **Perception (Seeing)** he gains +2 to hit and +1d6 damage.

**Cold Resistance:** Gnolls gain +2 to resist Cold effects and hazards.

**Blackheart Poison:** All weapons are coated in a poison that targets must resist with a **Constitution (Stamina)** test : TN 12, or take 1d3 damage and a -1 penalty to Strength until the end of the encounter. The penalty is not cumulative, but the damage occurs every time.

**Equipment:** Light Leather, Light Shield, Short Bow, Short Sword, Vial of Poison

Grade D

Gnoll assassins are also known as Blackhearts because of the type of poison they use. They are often somewhat self-sufficient and like to work with others besides other blackhearts, serving as scouts, and support troops in larger combat groups. A leader can force blackhearts to work together as a team, and when they overcome their natural competitiveness with one another they form a dangerous fighting force.

## Gnoll Shaman

Grade D

Humanoid

**Defense** 13, **AR** 4 (-1 Penalty)

**Health** 37, **Mana** 20, **Speed** 9

**Senses** Dark Vision (20 yards)

+0 Communication

+2 Constitution

+0 Cunning (Religious Lore)

+0 Dexterity

+1 Magic (Miracle)

+0 Perception

+3 Strength (Intimidation)

+2 Willpower (Faith)

**Melee** Battle Axe +3 (2d6+3)

**Favored Stunts:** Defensive Stance and Mana Shield.

**Weapon Groups:** Axes, and Brawling

**Talents:** Armor Training (N), Weapon and Shield Style (N)

Powers

**Cold Resistance:** Gnolls gain +2 to resist Cold effects and hazards.

**Spells (5):** Divine, Spellpower 14, 4 spells

**Equipment:** Battle Axe, Heavy Leather, Medium Shield

Flinds may be the war leaders of the gnolls, but shamans are the overall leaders. They impart the words of Ranivorus to his people, and hold the whips that drive them forward, always forward. This isn't to say that all shamans favor the Shadow school entirely. They recognize the need for miracles and even blessings, but these are almost always reserved for the loyal followers, and rarely prisoners with more worth alive than dead. They are notoriously stingy with aid to non-gnolls in fully neutral situations.

Gnoll Shamans usually know the Fervor, Heal, and Vulnerability Hex spells.