

Gnoll Savage

3rd level troop [humanoid]

Initiative: +7

AC: 19 **PD:** 16 **MD:** 13 **HP:** 42

Spear +7 vs. AC - 10 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: Thrown spear +6 vs. AC—8 damage

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

Gnoll Ranger

3rd level Archer [humanoid]

Initiative: +9

AC: 18 **PD:** 17 **MD:** 14 **HP:** 46

Hand Axe +6 vs. AC (2 Atks) - 6 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: Longbow +8 vs. AC—8 damage

Natural even hit or miss: The gnoll can make a second longbow attack (no more) as a free action.

Quick shot: When the gnoll ranger is unengaged and an enemy moves to engage it, roll a d20. On a 11+, the gnoll ranger can make a longbow attack against that enemy as a free action just before being engaged.

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

Gnoll War Leader

4th level Leader [humanoid]

Initiative: +8

AC: 20 **PD:** 17 **MD:** 14 **HP:** 56

Heavy flail +9 vs. AC - 14 damage

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

Natural even hit or miss: The target is marked for death; until the end of the battle, all gnoll attacks against the target gain an attack bonus equal to the escalation die.

Imp

3rd level Spoiler [humanoid]

Initiative: +8

AC: 20 **PD:** 13 **MD:** 16 **HP:** 40

Festering claw +7 vs. AC - 3 damage, and 5 ongoing.

R: Blight jet +7 vs. PD—7 damage, and the target is dazed (save ends).

First natural 16+ each turn: The imp can choose one: the target is weakened instead of dazed; OR the imp can make a *Blight jet* attack against a different target as a free action.

Curse aura: Whenever a creature attacks the imp and rolls a natural 1–5, that creature takes 1d10 psychic damage.

Flight: Imps are hard to pin down because they fly. Not that fast or well, but you don't have to fly well to fly better than humans and elves.

Giant Dragonman

3rd level Troop [humanoid]

Initiative: +5

AC: 19 **PD:** 16 **MD:** 12 **HP:** 90

Club +7 vs. AC - 18 damage

Miss: 9 damage

Breathin' fire: Instead of disengaging, the dragonman can breathe as a quick action; **+9 vs. PD (each enemy engaged with dragonman)** - 1d6 fire damage, and the dragonman can pop free from the targets.

Lizardman Savage

2nd level wrecker [humanoid]

Initiative: +6

AC: 17 **PD:** 16 **MD:** 12 **HP:** 32

Spear/Club +7 vs. AC - 7 damage

Natural 16+: The lizardman can make a bite attack against the target or another creature engaged with it as a free action.

[Special Trigger] **Bite +7 vs AC** - 5 damage, and the lizardman can make a *ripping frenzy* attack against the target as a standard action during its next turn if it's engaged with the target

[Special Trigger] **Ripping frenzy +9 vs. AC (3 attacks)**—5 damage

Orc Berserker

2nd level trooper [humanoid]

Initiative: +5

AC: 16 **PD:** 15 **MD:** 13 **HP:** 40

Greataxe +7 vs. AC - 8 damage

Dangerous: Crit on 17+ unless they are staggered.

Unstoppable: When an orc drops to 0 hp, it does not immediately die.

Ignore any damage in excess of 0 hp, roll 2d6, and give the orc that many temporary hp. No other healing can effect the or give it more temp hp: when the hp are gone, the orc dies.