

Gnoll Savage 3rd level troop [humanoid] Initiative: +7 AC: 19 PD: 16 MD: 13 HP: 42 Spear +7 vs. AC - 10 damage <i>Pack ferocity:</i> 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: <i>Blood fury:</i> +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 <i>Pack ferocity:</i> 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 <i>Natural even hit or miss:</i> The gnoll can make a second longbow attack (no more) as a free action.	<i>Quick shot:</i> 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: <i>Blood fury:</i> +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 <i>Pack ferocity:</i> If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage. <i>Natural even hit or miss:</i> 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). <i>First natural 16+ each turn:</i> The imp can choose one: the target is weakened instead of dazed; OR the imp can make a <i>Blight jet</i> attack against a different target as a free action.	<i>Curse aura:</i> Whenever a creature attacks the imp and rolls a natural 1–5, that creature takes 1d10 psychic damage. <i>Flight:</i> 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 <i>Miss:</i> 9 damage <i>Breathin' fire:</i> 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 <i>Natural 16+:</i> 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 <i>ripping frenzy</i> 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 <i>Dangerous:</i> 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.