



Demonic Gnoll Adept, Adp1

Model from CHAINMAIL Set 1

MEDIUM-SIZE OUTSIDER

(CHAOTIC, EVIL, GNOLL)

Hit Dice: 2d8+7, 1d6+2 (21 hp)

Initiative: +1

Speed: 20 ft.

AC: 19 (+1 Dex, +1 natural, +4 scale mail, +2 large shield)

Attacks: Light flail +4 melee

Damage: Light flail 1d8+3

Feats: Power Attack (up to +4/−4)

Smite Good (Su): Once per day may make one normal melee attack against a good creature, +2 attack/+2 damage.

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Adept Spells Prepared:

0-level: *cure minor wounds*, *ghost sound* (x2);

1st-level: *cure light wounds*, *sleep*

Special Qualities: Outsider, poison immunity, acid, cold, electricity, fire resistance 20

Saves: Fort +5, Ref +1, Will +3

Abilities: Str 17, Dex 12, Con 15, Int 12, Wis 13, Cha 12

Skills: Concentration +5, Intimidate +3, Listen +4

Feats: Power Attack, Toughness

CR: 2



Combat Tracking for Multiple Creatures

Smite Good: o
hp: 21

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A new D&D Battle Sheet based on the models of the ...



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