Gnoll

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Uncommon | Large | Chaotic evil | Humanoid

Large, evil, hyena-like humanoids that roam about in loosely organized bands.

Armor Class	Hit Points	Move
15	8 *(2 Hit Dice)*	walk 90 ft

Appearing	2d6
Habitat	Desert,Jungle,Mountains
Negotiation	yes
Morale DC	9
Challenge	0.6 (180 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
2	1	0	-2	0	-2

Combat

Has 1 attack. Hit Bonus +2. Damage Sword 1d6 +2 damage

Treasure

Individual: 1d6 gp

Lair: 1d6×1,000 cp (30%); 1d6×1,000 sp (25%); 1d10×1,000 gp (45%); 1d4×100 pp (20%); 5d8 gems (50%); 4d12 jewelry (65%); 25% chance of any 3 maps or magic.