

XP 1,200

Male gnoll druid 5

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15 (+3 armor, +2 natural)

hp 38 (2d8+5d8+7)

Fort +8, **Ref** +1, **Will** +9

OFFENSE

Speed 30 ft.

Melee mwk Longspear +8 (1d6+3)

Spells Prepared (CL 5th; concentration +8)

3rd—*cure moderate wounds* (2)

2nd—*bull's strength*, *delay poison*, *flaming sphere*

1st—*cure light wounds* (2), *goodberry*, *magic fang*

0—*create water*, *detect poison*, *flare*, *virtue*

STATISTICS

Str 15, **Dex** 10, **Con** 12, **Int** 10, **Wis** 16, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 16

Feats Alertness, Combat Casting, Iron Will, Weapon Focus (longspear)

Skills Handle Animal +10, Heal +12, Knowledge (nature) +9, Perception +5, Sense Motive +5, Survival +14

Languages Common, Druidic, Giant, Gnoll

SQ nature sense, nature's bond, orisons, resist nature's lure, trackless step, wild empathy, wild shape (1/day), woodland stride

ECOLOGY

Environment any

Organization solitary or Brothers Scorosi

NPC Gear *amulet of natural armor* +1, masterwork hide armor, masterwork longspear, *scroll of barkskin*

SPECIAL ABILITIES
