FLIND

Medium-Size Humanoid (Gnoll)

Hit Dice: 2d8+2 (11 hp)
Initiative: +1 (Dex)
Speed: 30 ft
AC: 18 (+1 Dex, +4 scale, +2 large shield, +1 natural)
Attacks: Club +4 melee; or flindbar +4 melee
Damage: Club 1d6+3; flindbar 1d6+3
Face/Reach: 5 ft by 5 ft/5 ft
Special Qualities: Darkvision 60 ft
Saves: Fort +4, Ref +1, Will +1
Abilities: Str 17, Dex 12, Con 13, Int 11, Wis 13, Cha 8
Skills: Listen +4, Spot +5
Feats: Power Attack

Climate/Terrain: Temperate or warm land and underground
Organization: Solitary, pair, gang (2-5), mob (2-5 plus 10-20 gnolls),
band (10-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20
adults and 1 leader of 4th-6th level), or tribe (20-200 plus 1 3rd-level
sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of
6th-8th level, and 10-20 gnolls)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class

The flind is similar to a gnoll in body style, though it is a little shorter,
and broader. They are more muscular than their cousins. Short, dirty,
brown and red fur covers their body. Their foreheads do not slope back
as far, and their ears are rounded, but still animal like.

COMBAT
Flind combat tactics are similar to those of their lesser kin, the gnolls.
They prefer to strike from ambush, using terrain and concealment to
their best advantage. They are most often seen acting in the role of
leaders to gnoll bands, keeping discipline with a ruthless hand and little
mercy.

Flindbar: Treat as nunchaku (see page 109 of the Player’s
Handbook).

FLIND CHARACTERS
The flind’s favored class is fighter. Flind leaders are always fighters,
and are highly skilled in the use of the flindbar. Flind clerics usually
worship the demon prince Yeenoghu and can choose two of the
following domains: Chaos, Evil, and Trickery.

The Flind first appeared in the 1e FF (1981).