

# GNOLL VARIANTS

**GNASHRA'S PACK IS** a band of aggressive, rabid gnolls. Due to their leader's dark pact with an ancient demon, they now bear infernal traits that enhance their savagery. Their eyes glow with a hellish red light, and their claws sear flesh with demonic fire. These fiendish warriors possess unnatural strength and resilience, making them formidable foes on the battlefield. Gnashra himself wields demonic power, instilling fear and chaos wherever his horde strikes.

## Gnoll Brute

*A humanoid hyena with massive muscles. Its claws are the size of sharp butcher knives.*

**AC:** 12 (leather)

**HP:** 18    **LV** 3

**ATK:** 2 claw +5 (1d8+2)

**MV:** Near

**S:**+3 **D:**+1 **C:**+2 **I:**-1 **W:**+1 **Ch:**+0

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**Rage.** 1/day, immune to morale checks, +1d4 damage (3 rounds).

**Bloodlust.** +2 damage with melee weapons (included above).

## Gnoll Skirmisher

*Fur black as night and swift like the wind. Slender hyena-folk with deadly speed and precision.*

**AC:** 14 (leather)

**HP:** 9    **LV** 2

**ATK:** 1 longbow (far) +4 (1d8) or 1 claw + 1 (1d6)

**MV:** Near

**S:**+0 **D:**+3 **C:**+0 **I:**+1 **W:**+1 **Ch:**+1

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**Sniper.** 1/day, attack with advantage. On a hit, add 1d6 to the damage dealt.

## Gnollish Hyena

*A large canine with a brown, spotted pelt, glowing red eyes, and otherworldly strength.*

**AC:** 11

**HP:** 12    **LV** 2

**ATK:** 1 bite +5 (1d6)

**MV:** double near

**S:**+2 **D:**+1 **C:**+2 **I:**-2 **W:**+1 **Ch:**+0

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**Pack Hunter.** Deals +1 damage while an ally is within 20 feet.

**Gnollish Blood.** 1/day, attack with advantage if an ally gnoll is within 20 feet.

**Demonic Howl.** All enemies within 10 feet of hyena, DC 11 WIS. On a fail, their next check is made with disadvantage.

