

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

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (leather armor)
HP 42 (6d10 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	9 (-1)	13 (+1)	11 (+0)

Skills Athletics +5, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Gnoll
Challenge 2 (450 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a claw attack.

Actions

Multiattack. The gnoll brute makes two claw attacks.
Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 3) slashing damage.

GNOLL SKIRMISHER

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (leather armor)
HP 26 (5d8 + 5)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Acrobatics +5, Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Gnoll
Challenge 1 (200 XP)

Sniper. 1/day, attack with advantage. On a hit, add 1d8 to the damage dealt.

Actions

Longbow. *Ranged Weapon Attack:* +6 to hit, ranged 150/600 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage.
Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) slashing damage.

GNOLLISH HYENA

Medium beast, chaotic evil

Armor Class 11 (natural armor)
HP 19 (3d10 + 3)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	12 (+1)	13 (+1)	12 (+1)

Skills Perception +4, Stealth +3
Senses darkvision 60 ft., passive Perception 13
Challenge 1 (200 XP)

Keen Hearing and Smell. The hyena has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hyena has advantage on an attack roll against a creature if at least one of the hyena's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the hyena moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be forced prone. If the target is prone, the hyena can make one additional bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 3) slashing damage.

