



# ALTERED BEASTS

Gnolls, Volume I



15 Altered Versions  
of Classic Monsters

5<sup>TH</sup>  
EDITION  
FANTASY

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# Altered Beasts: Gnolls, Vol. I

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## INTRODUCTION



Low level monsters are great. They are often some of the most iconic creatures in the game. Goblins, orcs, kobolds, gnolls and the like are all essential elements to any fantasy game.

Unfortunately, their challenge ratings leave them to become mere speedbumps in the game as PCs acquire levels.

Dragons, Giants and other more powerful creatures are iconic creatures too, but rarely find their way into play except for very level-specific adventures and gameplay.

Altered Beasts mixes things up and changes what you think you know about the classic monsters, presenting new iterations and variants of classic monsters designed for use at a much wider variety of levels.

The monsters within don't conform to all the things that your players think they know, and some are much more dangerous than their predecessors. Enjoy using these altered creations in your games and put some new magic into these classic creatures.

## CR 1/2

### Gnoll Whelp



*Unsure of their abilities, but eager to prove their worth to the pack, the gnoll whelp can be a surprisingly menacing foe. They often run in small packs of whelpings seeking trouble, mischief and food.*

*Generally the whelps are skittish and will not attack quarry that seems stronger than themselves, but they are not above harrying prey at a distance with missile weapons and closing after softening up their adversaries. It is also worth noting that there is often an angry gnoll clutch mother within short distance.*

### Gnoll Whelp

CR 1/2

XP 200

CE Small humanoid (gnoll)

Init +6; Senses darkvision 60 ft.; Perception +2

#### DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2

Dex, +1 shield, +1 size)

hp 7 (2d8-2)

Fort +2, Ref +2, Will +0

#### OFFENSE

Speed 30 ft.

Melee club +2 (1d4)

Ranged longbow +4 (1d6/x3)

#### STATISTICS

Str 10, Dex 14, Con 8, Int 8, Wis 10, Cha 8

Base Atk +1; CMB +0; CMD 12

Feats Improved Initiative

Skills Perception +2

Languages Gnoll

Other Gear leather armor, light wooden shield, club, longbow

#### SPECIAL ABILITIES

**Darkvision (60 feet):** The gnoll can see in the dark (black and white vision only).

### Gnoll Whelp (5e)

CE Small humanoid (gnoll)

AC 14 (hide armor)

HP 10 (4d6-4)

Speed 30ft.

STR 10 (+0), DEX 14 (+2), CON 8 (-1)

INT 6 (-2), WIS 10 (+0), CHA 8 (-3)

Senses darkvision 60ft., passive Perception 10

Languages Gnoll

Challenge 1/4 (50 XP)

#### ACTIONS

**Bite.** Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 2 (1d4) piercing damage.

**Club.** Melee Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

**Longbow.** Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 5 (1d6+2) piercing damage.



## SPECIAL ABILITIES

**Cowardly Retreat.** When the gnoll is reduced to 0 hit points, it must make a DC 10 Dex save. If successful, it instead has 1 hp and must move its full movement to exit combat.

## How to Use Them

Use gnoll whelps as a low-level challenge for early adventuring parties or as bait for stronger ones. Other gnolls might take up a serious vendetta against a party who slew their young. Also remember, that even against stronger parties, their ranged capabilities and numbers can be very dangerous, even outright deadly by themselves.

## Whelp Encounters

- EL 1: Pair of whelps
- EL 2: Clutch of 4 whelps
- EL 3: Clutch of 6 whelps
- EL 4: Pack of 8 whelps
- EL 5: Pack of 8 whelps and 1 gnoll
- EL 6: Pack of 8 whelps and 1 gnoll den mother

# CR 1

## Crazed Gnoll Howlers



*Gnolls often worship demon lords and other foul, chaotic and dark gods. Such zealous devotion to abstractions of pure evil is enough to savagely destroy the psyche of most mortals, let alone the bestial minds of the gnolls.*

*The crazed howlers are those gnolls who give themselves unto the madness with wicked glee. They do not see madness, they see ascendance and devotion to their gods. Gods who will reward them for death, be it theirs or another's.*

*Such gnolls are noted for their maddened, red bloodshot eyes and mouths agape, panting incessantly all the while drooling infectious saliva, whilst wailing to higher powers.*

## Crazed Gnoll Howler

CR 1

XP 400

CE Medium humanoid (gnoll)

Init +0; Senses darkvision 60 ft.; Perception -3

## DEFENSE

AC 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)

hp 11 (2d8+2)

Fort +4, Ref +0, Will -5

Immune mind-affecting effects

## OFFENSE

Speed 30 ft.

Melee spear +3 (1d8+3/x3) or bite +3 (1d4+3 plus disease)

Ranged longbow +1 (1d8/x3)

## STATISTICS

Str 14, Dex 10, Con 12, Int 8, Wis 0, Cha 6

Base Atk +1; CMB +3; CMD 13

Feats Power Attack

Skills Perception -3

Languages Gnoll

SQ disease, insane

Other Gear leather armor, heavy wooden shield, longbow, spear

## SPECIAL ABILITIES

**Darkvision (60 feet):** The gnoll can see in the dark (black and white vision only).

**Disease Filth fever:** Bite—injury; save Fortitude DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

**Immunity to Mind-Affecting affects:** You are immune to Mind-Affecting effects and Fear.

**Insane (Ex)** Creature is psychotic.

**Power Attack -1/+2:** You can subtract from your attack roll to add to your damage.

## Crazed Gnoll Howler (5e)

CE Medium humanoid (gnoll)

AC 15 (hide armor, shield)

HP 22 (5d8)

Speed 30ft.

STR 14 (+2), DEX 12 (+1), CON 11 (+0)

INT 6 (-2), WIS 0 (-5), CHA 5 (-3)

Condition Immunities: Any mind-affecting abilities.



**Immunities** Rabid Disease

**Senses** darkvision 60ft., passive Perception 5

**Languages** Gnoll

**Challenge** 1/2 (100 XP)

### ACTIONS

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4+2) piercing damage plus rabid disease.

**Spear.** Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

**Longbow.** Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8+1) piercing damage.

### SPECIAL ABILITIES

**Rabid Disease.** If bitten by a crazed howler, a creature may contract their rabid disease. *Onset:* 1d4 days. *Save:* 1 Con save immediately and 1 per day if poisoned (DC 10). *Effect:* creatures failing the save gain the Poisoned condition. Creatures will die after three failed saves.

**Run Amok.** When the gnoll drops a creature to 0 hit points with a melee attack during its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

### How to Use Them

The crazed gnoll howlers should frighten low to mid-level adventuring parties. Use them in great numbers, showing no fear and a near-immunity to crowd-control magics. Let them bite players and infect them with disease, and let their sheer numbers of zealous fanatics overwhelm PCs with flanking bonuses and liberal use of power attack.

### Howler Encounters

**EL 1:** One howler

**EL 2:** Two howlers

**EL 3:** Three howlers

**EL 4:** Four howlers

**EL 5:** Five howlers

**EL 6:** Seven howlers

**EL 7:** Ten howlers

**EL 8:** Fourteen howlers

## Pygmy Gnolls



*If legends are to be believed, there are tribes of stunted, pygmy gnolls deep within the wilds, far away from the lands of men. These “miniature” gnolls are twice as vicious as their cousins, capable of terrible savagery and even cannibalism of their own kin. They ritually file their teeth in an effort to appear more fearsome and inflict wicked bleeding bites.*

*The so-called “pygmy” gnoll is much shorter, standing scarcely four foot high. These gnolls seem delicate, but are ferocious and cunning, capable of expert trap-making and poison use. Their mottled fur often matches that of the shadowy foliage and canopies, making them stealthy foes as well.*

### Pygmy Gnoll

**CR 1**

**XP 400**

**CE** Small humanoid (gnoll)

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +2

### DEFENSE

**AC** 18, touch 13, flat-footed 16 (+2 armor, +2

Dex, +1 natural, +2 shield, +1 size)

**hp** 11 (2d8+2)

**Fort** +4, **Ref** +2, **Will** +0

### OFFENSE

**Speed** 30 ft.

**Melee** spear +2 (1d6/×3) or bite +2 (1d3 plus 1 bleed).

**Ranged** longbow +3 (1d6+2/×3)

### STATISTICS

**Str** 10, **Dex** 14, **Con** 12, **Int** 8, **Wis** 10, **Cha** 8

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Deadly Aim

**Skills** Perception +2

**Languages** Gnoll

**Other Gear** leather armor, heavy wooden shield, longbow, spear

### SPECIAL ABILITIES

**Darkvision (60 feet):** The gnoll can see in the dark (black and white vision only).



**Deadly Aim -1/+2:** Trade a penalty to ranged attacks for a bonus to ranged damage.<sup>1</sup>

<sup>1</sup>The pygmy gnolls always use Deadly Aim, and it is figured into their damage rolls.

## Pygmy Gnoll (5e)

CE Small humanoid (gnoll)

AC 16 (hide armor, shield)

HP 22 (5d6+5)

Speed 25ft.

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STR 10 (+0), DEX 16 (+3), CON 12 (+1)

INT 6 (-2), WIS 10 (+0), CHA 7 (-2)

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**Senses** darkvision 60ft., passive Perception 10

**Languages** Gnoll

**Challenge** 1/2 (100 XP)

### ACTIONS

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 2 (1d4) piercing damage.

**Spear.** Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d4) piercing damage, or 3 (1d6) piercing damage if used with two hands to make a melee attack.

**Shortbow.** Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 5 (1d4+3) piercing damage.

### SPECIAL ABILITIES

**Run Amok.** When the gnoll drops a creature to 0 hit points with a melee attack during its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

## How to Use Them

Pygmy gnolls are likely to be underestimated and immediately found comical. Their shrill barks and diminutive size will likely have most PCs scoffing at the thought. The pygmy gnolls have a significantly higher AC than most gnolls, and their ranged capabilities (especially *en masse*) make them a real foe. For those trapped in melee combat, one bite could pose a real problem to any party low on healing or who foolishly does not have talent in the Heal skill. When partnered with other creatures to engage their foes in melee combat (like a velociraptor), these vicious little gnolls show their real tenacity.

## Pygmy Gnoll Encounters

EL 1: One pygmy gnoll

EL 2: Two pygmy gnolls

EL 3: Three pygmy gnolls

EL 4: Four pygmy gnolls

EL 5: Five pygmy gnolls

EL 6: Seven pygmy gnolls

EL 7: Eight pygmy gnolls and a trained velociraptor hunting companion

EL 8: Ten pygmy gnolls and two trained velociraptor hunting companions

EL 9: Twelve pygmy gnolls and four trained velociraptor hunting companions

## Ravenous Gnolls



*Hunger has driven these wiry gnolls to near madness. They are thin and emaciated, their ribcages and other bones clearly showing under patchy fur. Their eyes are glazed and they spare no effort to kill anything that moves for sustenance.*

*While their relatively weakened physical state might make them seem less of a threat, these gnolls are furious fighters, knowing they must kill and eat to live, or they will surely die. They fight from sheer desperation to survive, and do so with reckless abandon.*

### Ravenous Gnoll

CR 1

XP 400

CE Medium humanoid (gnoll)

Init -1; **Senses** darkvision 60 ft.; Perception -2

### DEFENSE

AC 12, touch 9, flat-footed 12 (+2 armor, -1 Dex, +1 natural)

hp 7 (2d8-2)

Fort +2, Ref -1, Will -2

### OFFENSE

Speed 30 ft.

**Melee** morningstar +3 (1d8+4) or shortspear +3 (1d6+2)

### STATISTICS



Str 14, Dex 8, Con 8, Int 8, Wis 6, Cha 8  
Base Atk +1; CMB +3; CMD 12  
Feats Desperate Battler  
Skills Intimidate +0, Survival +2  
Languages Gnoll  
Other Gear leather armor, morningstar, shortspear

### SPECIAL ABILITIES

**Darkvision (60 feet):** The gnoll can see in the dark (black and white vision only).

**Desperate Battler:** Gain +1 morale bonus on melee attack and damage when alone.

**Ravenous Attack:** The gnoll gains a +2 morale bonus to attack and damage when fighting potential prey.

### Ravenous Gnoll (5e)

CE Medium humanoid (gnoll)  
AC 15 (hide armor, shield)  
HP 17 (5d8-5)  
Speed 30ft.

STR 14 (+2), DEX 10 (+0), CON 9 (-1)  
INT 6 (-2), WIS 10 (+0), CHA 7 (-2)

Senses darkvision 60ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

### ACTIONS

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

**Spear.** Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

**Longbow.** Ranged Weapon Attack: +2 to hit, range 150/600 ft., one target. Hit: 4 (1d8) piercing damage.

### SPECIAL ABILITIES

**Ravenous Attack.** Once per combat the gnoll can make a ravenous bite attack (rolling two dice for the attack and keeping the best one). Damage dealt on this attack is regained as hit points.

**Run Amok.** When the gnoll drops a creature to 0 hit points with a melee attack during its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

### How to Use Them

Ravenous gnolls are just that, starving, dangerous versions of regular gnolls. It is that do or die mentality that makes them great foes. They are weakened versions of standard gnolls, but have greater damage, making for a great surprise. They have given up their defenses in favor of killing quickly. They do not retreat, and with use of pack tactics or stealth can grind a party to pulp surprisingly fast.

### Ravenous gnoll Encounters

EL 1: One ravenous gnoll  
EL 2: Two ravenous gnolls  
EL 3: Three ravenous gnolls  
EL 4: Four ravenous gnolls  
EL 5: Five ravenous gnolls  
EL 6: Seven ravenous gnolls  
EL 7: Ten ravenous gnolls  
EL 8: Fourteen ravenous gnolls  
EL 9: Twenty ravenous gnolls

## CR 2

### The Flind

*The flind is a generally superior specimen of gnoll. Some believe they are simply bigger and stronger gnolls, while others think they might be genetic throwbacks. The true origin of the gnolls is often elusive, making the flind even more so.*

- ❖ To create a flind, simply use the base gnoll stats and add the Advanced Simple Template for a CR 2 version.
- ❖ Any of the gnolls in this supplement can be given the Advanced Simple Template to become Flind versions (especially the rageborn!).



## Winter Gnoll



*In the northernmost woodlands, mountains and even in the ice-covered arctic lie a tribe of gnolls who are said to have been born of the same dark rituals as the standard gnoll, but of winter wolf mothers.*

*These arctic gnolls are silvery-white in color and have a fearsome cold look in their ice-blue eyes. They are taller and stronger than the typical gangly gnoll, and travel in efficient packs led by an alpha.*

### Winter Gnoll

CR 2

XP 600

CE Medium humanoid (cold, gnoll)

Init +0; Senses darkvision 60 ft.; Perception +4

### DEFENSE

AC 16, touch 10, flat-footed 16 (+2 armor, +2 natural, +2 shield)

hp 19 (3d8+6)

Fort +5, Ref +1, Will +2

Immune cold

Weaknesses vulnerable to fire

### OFFENSE

Speed 30 ft.

Melee spear +6 (1d8+6/×3)

Ranged light crossbow +2 (1d8/19-20)

### STATISTICS

Str 18, Dex 10, Con 14, Int 12, Wis 12, Cha 8

Base Atk +2; CMB +6; CMD 16

Feats Athletic, Power Attack

Skills Climb +8, Handle Animal +3, Intimidate +2, Perception +4, Stealth -2 (+2 in snow/frigid waters), Survival +5 (+5 in snow/frigid waters), Swim +4

Languages Gnoll

SQ trackless step

Other Gear leather armor, heavy wooden shield, light crossbow, spear

### SPECIAL ABILITIES

**Darkvision (60 feet):** The gnoll can see in the dark (black and white vision only).

**Immunity to Cold:** The gnoll is immune to cold damage.

**Power Attack -1/+2:** The gnoll can subtract from their attack roll to add to their damage.

**Trackless Step (Ex):** The gnoll does not leave a trail in snow and cannot be tracked. It can choose to leave a trail, if it so desires.

**Vulnerable to Fire:** You are vulnerable (+50% damage) to Fire damage.

## Winter Gnoll (5e)

CE Medium humanoid (gnoll)

AC 15 (hide armor, shield)

HP 39 (6d8+12)

Speed 30ft.

STR 16 (+3), DEX 12 (+1), CON 14 (+2)

INT 8 (-1), WIS 12 (+1), CHA 8 (-1)

Immunity: Cold damage

Senses darkvision 60ft., passive Perception 11

Languages Gnoll

Challenge 1 (200 XP)

### ACTIONS

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4+3) piercing damage.

**Spear.** Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6+3) piercing damage, or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.

**Crossbow.** Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10+1) piercing damage.

### SPECIAL ABILITIES

**Run Amok.** When the gnoll drops a creature to 0 hit points with a melee attack during its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

**Throw Trap.** The winter gnoll can make an attack action to throw a bladed snapping ankle trap into an unoccupied space within 20 feet. The trap is a Perception DC 13 to notice. If a creature moves into the space occupied by the trap they take (3) 1d6 slashing damage and halve all land speed movement and cannot charge or run until making a successful Strength check DC 11 to remove the trap.



## How to Use Them

The winter gnoll is a great foe when traveling in the Northlands. Players may not expect a winter variant gnoll, and one that is as cunning as these. Winter gnolls will lure their foes into mechanical traps hidden by snow, or even onto thin ice. They will also howl outside of range of camps to intimidate their foes for days before finally striking when the fear is palpable. Their ability to not leave tracks means they can confound rangers and other trackers, leading them to believe they are facing much worse creatures or leaving tracks into traps. They always strike together by surrounding opponents and either tripping them or using their spears to lethal efficiency.

## Winter Gnoll Encounters

**EL 2:** Solitary winter gnoll

**EL 4:** Pair of 2 winter gnolls

**EL 6:** Pair of 2 winter gnolls and one alpha (advanced winter gnoll)

**EL 7:** Pack of 4 winter gnolls and one alpha (advanced winter gnoll)

**EL 8:** Pack of 6 winter gnolls and one alpha (advanced winter gnoll)

## Cave Gnoll



*The cave gnoll is a horrific brute, a genetic throwback of the standard gnoll. They are foul-tempered and less intelligent, but vastly stronger than the typical gnoll. Sometimes they breed true enough that entire communities of cave gnolls are born. Such creatures kill simply for pleasure and sport and their caves and surrounding environs are littered with the bones of those unfortunate enough to cross their paths.*

### Cave Gnoll

**CR 2**

**XP 600**

CE Medium humanoid (gnoll)

**Init** -1; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +2

### DEFENSE

**AC** 15, touch 9, flat-footed 15 (+2 armor, -1 Dex, +2 natural, +2 shield)

**hp** 34 (4d8+16)

**Fort** +6, **Ref** +0, **Will** +1

**Weaknesses** light blindness

### OFFENSE

**Speed** 30 ft., climb 15 ft.

**Melee** spear +7 (1d8+4/x3) or 2 claws +7 (1d6+6)

**Ranged** longbow +2 (1d8/x3)

### STATISTICS

**Str** 18, **Dex** 8, **Con** 16, **Int** 6, **Wis** 10, **Cha** 8

**Base Atk** +3; **CMB** +7; **CMD** 16

**Feats** Toughness, Power Attack

**Skills** Climb +10, Intimidate +0, Perception +2, Stealth -3 (+1 in natural stony areas), Survival +4;

**Racial Modifiers** +4 Stealth in natural stony areas

**Languages** Gnoll

**Other Gear** leather armor, heavy wooden shield, longbow, spear

### SPECIAL ABILITIES

**Blindsight (60 feet):** Sense things and creatures without seeing them.

**Climbing (15 feet):** You have a Climb speed.

**Darkvision (60 feet):** The gnoll can see in the dark (black and white vision only).

**Light Blindness (Ex):** Bright light blinds for 1 round, then dazzled as long as remain in it.

**Power Attack -1/+2:** You can subtract from your attack roll to add to your damage.

## Cave Gnoll (Se)

CE Medium humanoid (gnoll)

**AC** 12 (hide armor, shield)

**HP** 52 (7d8+21)

**Speed** 30ft.

**STR** 18 (+4), **DEX** 8 (-1), **CON** 16 (+3)

**INT** 6 (-2), **WIS** 10 (+0), **CHA** 7 (-2)

**Senses** darkvision 60ft., passive Perception 10

**Languages** Gnoll

**Challenge** 1 (200 XP)

### ACTIONS

**Bite.** Melee Attack: +6 to hit, reach 5 ft., one creature. Hit: 6 (1d4+4) piercing damage.

**Claw.** Melee Attack: +6 to hit, reach 5 ft., one creature. Hit: 6 (1d4+4) slashing damage. Note



that the cave gnoll can attack twice with its claws using a bonus action.

**Spear.** Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6+4) piercing damage, or 13 (2d8+4) piercing damage if used with two hands to make a melee attack.

### SPECIAL ABILITIES

**Brute.** Brute. A melee weapon deals one extra die of its damage when the cave gnoll hits with it (included in the attack).

**Run Amok.** When the gnoll drops a creature to 0 hit points with a melee attack during its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

### How to Use Them

Cave gnolls can provide a fun twist to the standard dungeon crawl or as a lair creature. With their heavy combat abilities they make great brutes to throw against PCs. Of course, use them intelligently. They prefer the dark, so they might sneak up on a party in a subterranean area only to mercilessly stab them with spears while they sleep. They also use power attack liberally. Should a foe prove threatening, they drop their weapons and shield, unleashing raw damage with their multiple claw attacks.

### Cave Gnoll Encounters

- EL 2: Solitary cave gnoll
- EL 4: Pair of cave gnolls
- EL 5: Three cave gnolls
- EL 6: Four cave gnolls
- EL 7: Five cave gnolls
- EL 8: Seven cave gnolls
- EL 9: Seven cave gnolls and a pet dire (cave) bear

### Gnoll Mercenaries



*Adorned with higher quality arms and armor, the gnoll mercenary is one gnoll who has come to terms with his existence. They love to fight and kill, and love all the pleasures money can buy, so it*



*comes as no surprise some gnolls learn to tolerate other humanoids, fighting at their command for gold. Of course, this is only when it is convenient, and the gnolls feel victory is assured.*

### Gnoll Mercenary

CR 2

XP 600

Gnoll warrior 2

NE Medium humanoid (gnoll)

Init +0; Senses darkvision 60 ft.; Perception +2

### DEFENSE

AC 19, touch 10, flat-footed 19 (+6 armor, +1 natural, +2 shield)

hp 26 (4 HD; 2d8+2d10+6)

Fort +7, Ref +0, Will +0

### OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk battleaxe +7 (1d8+2/x3)

Ranged mwk longbow +4 (1d8/x3)

### STATISTICS

Str 14, Dex 10, Con 12, Int 8, Wis 10, Cha 8



Base Atk +3; CMB +5; CMD 15

**Feats** Power Attack, Weapon Focus (battleaxe)

**Skills** Acrobatics -6 (-10 to jump), Intimidate +3, Perception +2, Survival +4

**Languages** Gnoll

**Other Gear** breastplate, heavy wooden shield, masterwork battleaxe, masterwork longbow

#### SPECIAL ABILITIES

**Darkvision (60 feet):** The gnoll can see in the dark (black and white vision only).

**Power Attack -1/+2:** The gnoll can subtract from their attack roll to add to their damage.

### Gnoll Mercenaries (5e)

NE Medium humanoid (gnoll)

AC 16 (hide armor, shield)

HP 33 (6d8+6)

Speed 30ft.

STR 16 (+3), DEX 12 (+1), CON 12 (+1)

INT 8 (-1), WIS 10 (+0), CHA 7 (-2)

**Senses** darkvision 60ft., passive Perception 10

**Languages** Gnoll

**Challenge** 1 (200 XP)

#### ACTIONS

**Bite.** Melee Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4+3) piercing damage.

**Battleaxe.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage.

**Longbow.** Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8+1) piercing damage.

#### SPECIAL ABILITIES

**Run Amok.** When the gnoll drops a creature to 0 hit points with a melee attack during its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

### How to Use Them

Gnoll mercenaries could easily be found as travelers, members of rival armies or simply as opportunists. They are surprisingly skilled for being “simple gnolls.” They should use military tactics and fight cunningly as they are experienced soldiers.

## Gnoll Mercenary Encounters

EL 2: Solitary gnoll mercenary

EL 4: Pair of gnoll mercenaries

EL 5: Three gnoll mercenaries

EL 6: Four gnoll mercenaries

EL 7: Five gnoll mercenaries

EL 8: Seven gnoll mercenaries

EL 9: Ten gnoll mercenaries

## Mutant Gnoll



*Crooked and misshapen, mutant gnolls have been exposed to radiation that changed them forever. Their warped limbs and thickened skin almost seems burned and melted, but do not let their*

*deformities fool you, they are no less dangerous—and possibly more so!*

### Mutant Gnoll

CR 2

XP 600

CE Medium aberration (humanoid, gnoll)

Init +0; **Senses** darkvision 60 ft.; Perception +2

#### DEFENSE

AC 19, touch 10, flat-footed 19 (+2 armor, +5 natural, +2 shield)

hp 11 (2d8+2)

**Fort** +4, **Ref** +0, **Will** +0; +4 bonus on saves against mind-affecting effects

**DR** 5/cold iron; **Immune** disease, poison; **SR** 13

#### OFFENSE

Speed 30 ft.

**Melee** spear +4 (1d8+4/x3) or slam +4 (1d4+4)

**Ranged** longbow +1 (1d8/x3)

#### STATISTICS

Str 16, Dex 10, Con 12, Int 8, Wis 10, Cha 6

Base Atk +1; CMB +4; CMD 14

**Feats** Power Attack

**Skills** Perception +2

**Languages** Gnoll

**SQ** disease, warped hide

**Other Gear** leather armor, heavy wooden shield, longbow, spear



## SPECIAL ABILITIES

**Damage Reduction (5/cold iron):** You have Damage Reduction against all except Cold Iron attacks.

**Darkvision (60 feet):** The gnoll can see in the dark (black and white vision only).

**Wasting Disease (DC 12) (Su):** Onset 1d4 minutes; frequency 1/day; effect 1d2 Con damage, 1d2 Cha drain; cure 2 consecutive saves.

**Power Attack -1/+2:** You can subtract from your attack roll to add to your damage.

## Mutant Gnoll (5e)

CE Medium humanoid (gnoll)

AC 15 (hide armor, shield)

HP 27 (5d8+5)

Speed 30ft.

STR 16 (+3), DEX 12 (+1), CON 12 (+1)

INT 6 (-2), WIS 10 (+0), CHA 6 (-2)

**Senses** darkvision 60ft., passive Perception 10

**Languages** Gnoll

**Challenge** 1/2 (100 XP)

**Strange Hide:** The gnoll's thick warped hide grants them resistance to all physical damage from non-magical weapons and the gnoll may roll twice (keeping the best one) on saves against magic.

## ACTIONS

**Bite.** Melee Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4+3) piercing damage.

**Spear.** Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6+3) piercing damage, or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.

**Longbow.** Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8+1) piercing damage.

## SPECIAL ABILITIES

**Run Amok.** When the gnoll drops a creature to 0 hit points with a melee attack during its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

## How to Use Them

Mutant gnolls are a fun addition to really throw your players a curve-ball. Where did they come from? What made them mutants? If you really

want to have some fun, give them technological items beyond the PC's understanding. Now you have a great set of monsters to encounter!

But even without additional items the mutants are not to be scoffed at. Their damage reduction, high ACs and spell resistance makes them truly dangerous foes, but their wasting disease will give the PCs something to remember for a long time.

## Mutant Gnoll Encounters

EL 2: Solitary mutant gnoll

EL 4: Pair of mutant gnolls

EL 5: Three mutant gnolls

EL 6: Four mutant gnolls

EL 7: Five mutant gnolls

EL 8: Seven mutant gnolls

EL 9: Ten mutant gnolls

## CR 3

## Gnoll Rageborn



*The Rageborn are gnolls bred for war. Their stock has been selectively chosen and bred for a number of generations, with the biggest, fastest and strongest among them continuing their lineage. Some despots attempt to*

*breed and control these beasts, but many are slain by their own creations, so successfully were they crafted. But breeding gnolls to kill means that their primal instinct to kill is always lurking at the surface, and these gnolls are far more vicious and hate-filled than any other of their kind.*

## Gnoll Rageborn

CR 3

XP 800

CE Medium humanoid (gnoll)

Init +2; **Senses** darkvision 60 ft.; Perception +2

## DEFENSE

AC 18, touch 12, flat-footed 16 (+3 armor, +2

Dex, +1 natural, +2 shield)

hp 26 (3d8+12)

Fort +7, Ref +3, Will +1



**Defensive Abilities** uncanny dodge; DR 1/—

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### OFFENSE

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**Speed** 30 ft.

**Melee** battleaxe +6 (1d8+4/×3)

**Ranged** javelin +4 (1d6+4)

**Special Attacks** rage (11 rounds/day)

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### STATISTICS

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**Str** 18, **Dex** 14, **Con** 18, **Int** 8, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +6; **CMD** 18

**Feats** Pack Attack, Power Attack

**Skills** Intimidate +0, Perception +2

**Languages** Gnoll

**Other Gear** hide shirt, heavy wooden shield, battleaxe, and javelin

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### SPECIAL ABILITIES

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**Damage Reduction (1/-):** The gnoll has Damage Reduction against all attacks.

**Darkvision (60 feet):** The gnoll can see in the dark (black and white vision only).

**Pack Attack:** When the gnoll is adjacent to an ally with this feat, the first time they make a melee attack against an opponent, they can spend an immediate action to take a 5-foot step, even if they have otherwise moved this round.

**Power Attack -1/+2:** You can subtract from your attack roll to add to your damage.

**Rage (11 rounds/day) (Ex):** +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

**Uncanny Dodge (Ex):** Retain Dex bonus to AC when flat-footed.

### Gnoll Rageborn (5e)

CE Medium humanoid (gnoll)

AC 16 (hide armor, shield)

HP 68 (8d8+32)

Speed 30ft.

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**STR** 18 (+4), **DEX** 14 (+2), **CON** 18 (+4)

**INT** 6 (-2), **WIS** 10 (+0), **CHA** 7 (-2)

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**Senses** darkvision 60ft., passive Perception 10

**Languages** Gnoll

**Challenge** 3 (700 XP)

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### ACTIONS

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**Bite.** Melee Attack: +6 to hit, reach 5 ft., one creature. Hit: 6 (1d4+4) piercing damage.

**Battleaxe.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) piercing damage.

**Javelin.** Thrown Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 7 (1d6+4) piercing damage.

---

### SPECIAL ABILITIES

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**Rage.** The rageborn can enter rage as a bonus action. They may roll two dice (keeping the best one) on all Str checks and saves. The rageborn also increases their damage by +2 points and has resistance to all physical damage.

**Run Amok.** When the gnoll drops a creature to 0 hit points with a melee attack during its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

### How to Use Them

Inserting the gnoll rageborn into a game is very simple. They can be a tribe of gnolls in a remote area, a wizard or nobleman's sadistic experiments, or even a Spartan tribe of gnolls.

Their combat abilities make them a real challenge, and when they rage they are capable of a real slaughter, adding hit points and damage. If the PCs face them in any numbers their Pack Attack feat's ability makes their favorable positioning even more dangerous. Even higher level PCs are going to take notice of a small pack of Rageborn.

### Gnoll Rageborn Encounters

EL 3: Solitary rageborn gnoll

EL 5: Pair of rageborn gnoll

EL 6: Three rageborn gnolls

EL 7: Four rageborn gnolls

EL 8: Five rageborn gnolls

EL 9: Seven rageborn gnolls

EL 10: Ten rageborn gnolls



## Two-Headed Gnoll



*A two-headed gnoll is generally considered an omen of good luck to its parents, and as it grows, they are generally favored and become considerably stronger and more arrogant than their brethren. Few other gnolls*

*would abuse them, risking the ire of their dark gods.*

*In war, the two-headed gnoll is a terrifying and disconcerting foe, able to simultaneously attack flanking foes. Woe to those who are close enough to smell its wretched breath, for its jaws are twice as lethal as well.*

### Two-Headed Gnoll

CR 3

XP 800

CE Medium humanoid (gnoll)

Init +2; Senses darkvision 60 ft.; Perception +7

### DEFENSE

AC 19, touch 12, flat-footed 17 (+2 armor, +2

Dex, +3 natural, +2 shield)

hp 23 (3d8+9)

Fort +6, Ref +3, Will +3

### OFFENSE

Speed 30 ft.

Melee morningstar +6 (1d8+4) or two bite attacks +6/+6 (1d4+4)

Ranged longbow +4 (1d8/x3)

### STATISTICS

Str 18, Dex 14, Con 16, Int 12, Wis 14, Cha 12

Base Atk +2; CMB +6; CMD 18

Feats Alertness, Combat Reflexes, Power Attack

Skills Bluff +2, Climb +6, Intimidate +4,

Perception +7, Sense Motive +4, Survival +6

Languages Common, Gnoll

Other Gear leather armor, heavy wooden shield, longbow, morningstar

### SPECIAL ABILITIES

**Combat Reflexes (3 AoO/round):** Can make extra attacks of opportunity/rd, and even when flat-footed.

**Darkvision (60 feet):** The gnoll can see in the dark (black and white vision only).

**Double Bite:** The two-headed gnoll can make two bite attacks.

**Improved Multiple Attacks:** The two-headed gnoll never takes penalties from making multiple attacks.

**Power Attack -1/+2:** You can subtract from your attack roll to add to your damage.

## Two-Headed Gnoll (5e)

CE Medium humanoid (gnoll)

AC 15 (hide armor, shield)

HP 49 (6d8+12)

Speed 30ft.

STR 16 (+3), DEX 12 (+1), CON 14 (+2)

INT 6 (-2), WIS 10 (+0), CHA 7 (-2)

Senses darkvision 60ft., passive Perception 15

Languages Gnoll

Challenge 1 (200 XP)

### ACTIONS

**Multiattack:** The two headed gnoll can make an attack with his morningstar and a bite or make two bite attacks.

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4+3) piercing damage.

**Morningstar.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) piercing damage.

**Longbow.** Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8+1) piercing damage.

### SPECIAL ABILITIES

**Run Amok.** When the gnoll drops a creature to 0 hit points with a melee attack during its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

**Two Headed.** The two-headed gnoll may roll two dice (keeping the best one) on all Perception checks and on saves versus blindness, charm, deafness, fear, stunning or becoming unconscious.

### How to Use Them

Two-headed gnolls make great leaders or pack additions. Most gnolls believe them to be living symbols of their gods' favor and become emboldened in their presence.



When attacking, the two-headed gnoll brazenly rushes forth, completely assured of his physical might. Use both heads to mock the weaknesses of the players, while crunching bone with morningstar or bite attacks. The gnoll's high attack bonus means they should not be shy about using power attack either.

## Two-Headed Gnoll Encounters

EL 3: Solitary two-headed gnoll  
EL 4: Two-headed gnoll and one additional gnoll  
EL 5: Two-headed gnoll and three additional gnolls  
EL 6: Two-headed gnoll and five additional gnolls  
EL 7: Two-headed gnoll and seven additional gnolls  
EL 8: Two-headed gnoll and 11 additional gnolls

## Plague Bearer Gnoll



*Generally gnolls are already a filthy lot. Flies buzz about them, and they are no strangers to lice and fleas. But there are worse things than insects that can infest gnolls. They have no qualms with eating carrion and*

*some even traffic with ghouls. This has led to a number of gnolls become plague carriers. Some few gnolls, such as the plague bearer, are so infused with disease they become walking death.*

### Plague Bearer Gnoll

CR 3

XP 800

CE Medium humanoid (gnoll)

Init +1; Senses darkvision 60 ft.; Perception +0

Aura disease cloud (bubonic plague, filth fever, 30 ft., DC 16)

### DEFENSE

AC 14, touch 11, flat-footed 13 (+2 armor, +1 Dex, +1 natural)

hp 19 (2d8+10)

Fort +8, Ref +1, Will +0

Immune disease

### OFFENSE

Speed 30 ft.

Melee spear +4 (1d8+4/x3)

Ranged longbow +2 (1d8/x3)

Special Attacks disease (bubonic plague, filth fever, DC 16)

### STATISTICS

Str 16, Dex 12, Con 20, Int 8, Wis 10, Cha 6

Base Atk +1; CMB +4; CMD 15

Feats Power Attack

Skills Intimidate -1, Survival +4

Languages Gnoll

SQ carrier, diseased flesh (filth fever), quick incubation

Other Gear leather armor, longbow, spear

### SPECIAL ABILITIES

**Carrier:** Carries infections even though immune to disease.

**Darkvision (60 feet):** The gnoll can see in the dark (black and white vision only).

**Disease:** The gnoll's natural attacks inflict two diseases (bubonic plague, filth fever, DC 16).

**Disease Cloud (Ex):** Area around plague bearer spreads two diseases (bubonic plague, filth fever, 30 ft., DC 16).

**Diseased Flesh (Ex):** The gnoll's tainted flesh carries disease (filth fever, DC 16).

**Immunity to Disease:** The gnoll is immune to diseases.

**Power Attack -1/+2:** The gnoll can subtract from its attack roll to add to its damage.

**Quick Incubation:** All diseases a plague bearer carries have an immediate onset.

## Plague Bearer Gnoll (Se)

CE Medium humanoid (gnoll)

AC 15 (hide armor, shield)

HP 42 (5d8+20)

Speed 30ft.

STR 14 (+2), DEX 12 (+1), CON 18 (+4)

INT 6 (-2), WIS 10 (+0), CHA 7 (-2)

Immunities Disease

Senses darkvision 60ft., passive Perception 10

Languages Gnoll

Challenge 1 (200 XP)

### ACTIONS



**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4+2) piercing damage.

**Spear.** Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

**Longbow.** Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8+1) piercing damage.

#### SPECIAL ABILITIES

**Diseased.** The gnoll is infected with (and transmits by touch) sewer plague. Targets must immediately make a Con save (DC 11) or gain a level of exhaustion, only regains half their usual amount of healing from hit dice and no healing from a long rest.

**Disease Cloud.** All creatures within 30' are subject to the plague bearer's disease.

**Run Amok.** When the gnoll drops a creature to 0 hit points with a melee attack during its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

#### How to Use Them

Plague Bearer gnolls are relatively weak, with the ramifications of encountering them not readily apparent generally until afterwards, when the diseases really begin to set in. They work well with other undead, such as ghouls and the like, less so with "healthy" other humanoid types.

Of course a pack of these creatures might be set loose upon an area to harry a small village or a necromancer could "brew" the plague bearers for his own nefarious purposes.

In combat they exude a plague cloud, and the opening salvo of immediate disease and subsequent ability damage should give most players pause. Combine that with some paralyzing ghouls and you have a recipe for disaster.

#### Plague Bearer Encounters

**EL 3:** Solitary plague bearer gnoll

**EL 4:** Plague bearer and a ghoul

**EL 5:** Plague bearer and two ghouls

**EL 6:** Two plague bearer gnolls and three ghouls

**EL 7:** Two plague bearer gnolls and five ghouls

**EL 8:** Three plague bearer gnolls and six ghouls

**EL 9:** Four plague bearer gnolls and ten ghouls

## CR 4

### Giant-Blooded Gnoll



*Terrors of the great desert, the rare abomination of mixed gnoll and desert giant is a fearsome beast. They stand some eight feet tall and their bodies are dense with muscle and covered in coppery patched fur. In their eyes gleam hatred and greed, and surprise when they meet those not willing to give them what they desire, which quickly turns to ire...*

#### Giant-Blooded Gnoll

CR 4

XP 1,200

CE Medium humanoid (desert giant, gnoll)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

#### DEFENSE

**AC** 18, touch 10, flat-footed 17 (+2 armor, +1 Dex, +6 natural, -1 size)

**hp** 32 (3d8+18)

**Fort** +8, **Ref** +2, **Will** +3

#### OFFENSE

**Speed** 40 ft.

**Melee** battleaxe +11 (1d8+13/x3)

**Ranged** javelin +3 (1d6+9) or rock +3 (2d4+13)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rock throwing (120 feet)

#### STATISTICS

**Str** 28, **Dex** 12, **Con** 20, **Int** 12, **Wis** 14, **Cha** 12

**Base Atk** +2; **CMB** +11; **CMD** 22

**Feats** Power Attack, Toughness

**Skills** Acrobatics +1 (+5 to jump), Climb +13,

Intimidate +7, Knowledge (nature) +3, Perception +7, Survival +6

**Languages** Giant, Gnoll

**SQ** sandwalking



**Other Gear** leather armor, battleaxe, javelin

### SPECIAL ABILITIES

**Darkvision (60 feet):** The gnoll can see in the dark (black and white vision only).

**Low-Light Vision:** See twice as far as a human in low light, distinguishing color and detail.

**Power Attack -1/+2:** The gnoll can subtract from its attack roll to add to its damage.

**Rock Throwing (120 feet) (Ex):** The gnoll can throw big rocks.

**Sandwalking (Ex):** Travel full speed over dust, sand, or rocky ground, and leave no trail.

### Giant-Blooded Gnoll (5e)

CE Medium humanoid (gnoll)

AC 15 (natural armor)

HP 76 (8d8+40)

Speed 30ft.

STR 20 (+5), DEX 12 (+1), CON 20 (+5)

INT 10 (+0), WIS 12 (+1), CHA 10 (+0)

**Resistances** Fire

**Senses** darkvision 60ft., passive Perception 11

**Languages** Giant, Gnoll

**Challenge** 3 (700 XP)

### ACTIONS

**Bite.** Melee Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d4+5) piercing damage.

**Battleaxe.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8+5) slashing damage, or 10 (1d10+5) slashing damage if used with two hands to make a melee attack.

**Javelin.** Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 9 (1d8+5) piercing damage.

**Rock.** Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 16 (2d10+5) bludgeoning damage.

### SPECIAL ABILITIES

**Run Amok.** When the gnoll drops a creature to 0 hit points with a melee attack during its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

**Sandwalking.** Travel full speed over dust, sand, or rocky ground, and leave no trail.

### How to Use Them

Giant-Blooded Gnolls can be a good way to introduce powerful guards, servants to a tribe of desert giants, a desert bandit leader or any other fun encounter. Being of mingled bloodlines with desert giants opens up much possibilities for the gnoll, and for your campaign's storylines.

As combatants, giant-blooded gnolls are terrifying adversaries, capable of strong melee attacks and ranged salvos (with boulders!). They can even harry a party in the desert and lead them into quicksand and the like. They don't have a ton of hit points, but they make up for it in brute force.

### Giant-Blooded Encounters

EL 4: Solitary giant-blooded gnoll

EL 6: Pair of giant-blooded gnolls

EL 7: Three giant-blooded gnolls

EL 8: Four giant-blooded gnolls

EL 9: Five giant-blooded gnolls

EL 10: Seven giant-blooded gnolls

EL 11: Seven giant-blooded gnolls and one desert giant

### Gnoll Den Mother



*The den mother is a gnoll who frequently births litters of pups, and is incredibly protective of her young. The den mother generally is well-fed, stronger and more mean-spirited than the already unruly gnolls. When her pups or whelps are in danger, the den mother becomes a terrifying foe.*

#### Gnoll Den Mother

CR 4

XP 1,200

CE Medium humanoid (gnoll)

Init +2; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

AC 17, touch 12, flat-footed 15 (+2 armor, +2

Dex, +1 natural, +2 shield)

hp 43 (5d8+20)

Fort +7, Ref +3, Will +2

#### OFFENSE



Speed 30 ft.

Melee heavy mace +6 (1d8+3)

Ranged longbow +5 (1d8/x3)

---

#### STATISTICS

Str 16, Dex 14, Con 16, Int 8, Wis 12, Cha 8

Base Atk +3; CMB +6; CMD 18

Feats Furious Focus, Power Attack, Toughness

Skills Heal +5, Intimidate +0, Perception +4

Languages Gnoll

Other Gear leather armor, heavy wooden shield, heavy mace, longbow

---

#### SPECIAL ABILITIES

**Darkvision (60 feet):** The gnoll can see in the dark (black and white vision only).

**Power Attack -1/+2:** The gnoll can subtract from her attack roll to add to her damage.

### Gnoll Den Mother (Se)

CE Medium humanoid (gnoll)

AC 15 (hide armor, shield)

HP 45 (7d8+14)

Speed 30ft.

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STR 16 (+2), DEX 12 (+1), CON 14 (+2)

INT 6 (-2), WIS 12 (+1), CHA 7 (-2)

---

Saves Int (+0), Wis (+3)

Senses darkvision 60ft., passive Perception 11

Languages Gnoll

Challenge 1 (200 XP)

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#### ACTIONS

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4+3) piercing damage.

**Spears.** Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6+3) piercing damage, or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.

**Longbow.** Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8+1) piercing damage.

---

#### SPECIAL ABILITIES

**Run Amok.** When the gnoll drops a creature to 0 hit points with a melee attack during its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

**Spellcasting.** The gnoll den mother casts druid spells as a 1<sup>st</sup> level druid. They always know *cure wounds*, but know two druidic cantrips and one additional first level spell.

### How to Use Them

The den mothers could be used when exploring gnoll lairs or as a supplemental encounter when dealing with gnoll whelps. Large, protective and angry is a just description of the den mother's abilities.

In combat, she charges right in, using Furious Focus to great effect, dealing great amounts of damage with her mace.

### Den Mother Encounters

EL 4: Solitary den mother

EL 5: Den mother and two whelps

EL 6: Den mother, four whelps and 2 standard gnolls

## CR 7

### Demon-Possessed Gnoll



*The demon-possessed gnoll is one who earned the "favor" of becoming possessed by a summoned Nabasu demon. Usually these gnolls are hand-picked by the shamans or clerics of a demon lord. They have served the pack well in combat, and themselves are already formidable.*

*Once ritually bound and possessed, the gnoll becomes an amalgamation of gnoll and demonic power. Its skin often has blasphemous markings carved into it, and the gnoll's eyes glow a dull inhuman red.*

---

#### Demon-Possessed Gnoll

CR 7

XP 3,200

CE Medium humanoid (chaotic, evil, gnoll)

Init +2; Senses darkvision 60 ft.; Perception +5

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#### DEFENSE



**AC** 19, touch 12, flat-footed 17 (+2 armor, +2 Dex, +3 natural, +2 shield)  
**hp** 47 (5d8+25)  
**Fort** +8, **Ref** +3, **Will** +3; +4 profane vs. poison  
**DR** 10/good or cold iron; **Resist** electricity 20  
**Weaknesses** spell vulnerability

---

### OFFENSE

**Speed** 30 ft.  
**Melee** Battleaxe +8 (1d8+7 plus 2d6 vs. good)  
**Ranged** longbow +5 (1d8/x3 plus 2d6 vs. good)  
**Special Attacks** Death-Stealing Gaze (0 ft., DC 14), profane attacks (2d6)  
**Spell-Like Abilities** (CL 2nd; concentration +4)  
3/day—silence (DC 14), vampiric touch  
1/day—summon (level 4, 1 nabasu 15% or 1d4 babaus 15%)

---

### STATISTICS

**Str** 20, **Dex** 14, **Con** 18, **Int** 14, **Wis** 14, **Cha** 14  
**Base Atk** +3; **CMB** +8; **CMD** 20  
**Feats** Intimidating Prowess, Power Attack, Toughness  
**Skills** Bluff +5, Climb +7, Diplomacy +3, Intimidate +12, Perception +5, Sense Motive +4, Stealth +5  
**Languages** Abyssal, Gnoll  
**SQ** possessed  
**Other Gear** leather armor, heavy wooden shield, longbow, spear

---

### SPECIAL ABILITIES

**Damage Reduction (10/cold iron or good):** The gnoll has Damage Reduction against all except Good or Cold Iron attacks.  
**Darkvision (60 feet):** The gnoll can see in the dark (black and white vision only).  
**Death-Stealing Gaze (1/day, DC 14) (Su):** Gaze inflicts one negative level.  
**Energy Resistance, Electricity (20):** You have the specified Energy Resistance against Electricity attacks.  
**Possessed (Su):** Possessed by a specific demon.  
**Power Attack -1/+2:** The gnoll can subtract from its attack roll to add to its damage.  
**Profane Attacks (2d6) (Su):** Deal extra damage to creatures of good alignment. Attacks are considered magic, chaotic and evil.

**Spell Vulnerability (Ex):** Certain spells have special additional effects against demon-possessed creatures.

**Summon (level 4, 1 nabasu 15% or 1d4 babaus 15%, 1/day) (Sp):** A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature is summoned.

### Demon-Possessed Gnoll (Se)

CE Medium humanoid (gnoll)  
**AC** 15 (hide armor, shield)  
**HP** 75 (10d8+30)  
**Speed** 30ft.

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**STR** 18 (+4), **DEX** 14 (+2), **CON** 16 (+3)  
**INT** 6 (-2), **WIS** 10 (+0), **CHA** 9 (-1)

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**Resistances** poison, lightning and physical damage from nonmagical weapons  
**Senses** darkvision 60ft., passive Perception 10  
**Languages** Abyssal, Gnoll  
**Challenge** 4 (1100 XP)

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### ACTIONS

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 6 (1d4+4) piercing damage.  
**Spear.** Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage if used with two hands to make a melee attack.  
**Longbow.** Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8+2) piercing damage.

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### SPECIAL ABILITIES

**Death Stealing Gaze.** Targets must make a DC 13 Con save or suffer 2d6 points of negative energy damage. Damage suffered in this fashion cannot be healed except by a long rest.  
**Profane Attacks.** Add (7) +2d6 negative energy damage versus good-aligned targets on all physical attacks.  
**Run Amok.** When the gnoll drops a creature to 0 hit points with a melee attack during its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.



**Summon.** Once per day, the possessed gnoll can attempt to summon a demonic ally (Shadow Demon or Quasit) with a 15% chance of success.

### How to Use Them

The demon-possessed gnoll is a frightening match of chaotic spirit and flesh made one. They are very physically powerful foes with great defenses and a fantastic offense. This means that they could be used as a BBEG (Big Bad Evil Guy) or even as its lieutenant. Facing them in numbers would be very, very dangerous.

The demon-bound gnoll generally attempts a summons and then wades into combat without fear. As they close they will use their Death-Stealing Gaze, giving negative levels to the most threatening foes.

### Whelp Encounters

EL 7: Solitary Demon-Bound Gnoll  
EL 9: Pair of Demon-Bound Gnolls  
EL 10: Three Demon-Bound Gnolls  
EL 11: Four Demon-Bound Gnolls  
EL 12: Five Demon-Bound Gnolls

## CR 8

### Gnoll Warchief



*The gnoll warchief is a general of sorts, at least among gnolls. He or she is often the eldest warrior, right next to the chieftain. The warchief serves as the right hand man, and advisor of all things war related. The warchief also leads*

*incursions of large bands of gnolls into battle.*

*They are generally large gnolls, well-muscled and scarred, with high quality weaponry and armor and an obvious aura of confidence.*

#### Gnoll Warchief

CR 8

XP 4,800

CE Medium humanoid (gnoll)

Init +2; Senses darkvision 60 ft.; Perception +4

#### DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +2 Dex, +3 natural)

hp 59 (7d8+28)

Fort +9, Ref +4, Will +4

#### OFFENSE

Speed 30 ft.

Melee battleaxe +12 (1d8+10/x3)

Ranged longbow +7 (1d8/x3)

#### STATISTICS

Str 22, Dex 14, Con 18, Int 13, Wis 14, Cha 12

Base Atk +5; CMB +11 (+13 sunder); CMD 23 (25 vs. sunder)

Feats Cleave, Cornugon Smash, Improved Sunder, Jaguar Pounce, Medium Armor Proficiency, Power Attack

Skills Bluff +2, Diplomacy +2, Heal +6, Intimidate +7, Knowledge (engineering) +2, Knowledge (geography) +2, Knowledge (local) +2, Perception +4, Profession (soldier) +6, Sense Motive +5, Stealth +2, Survival +6

Languages Common, Gnoll

SQ armor training 2

Other Gear breastplate, battleaxe, longbow

#### SPECIAL ABILITIES

**Cleave:** If the gnoll hits a foe, it may attack an adjacent target at the same attack bonus but take -2 AC.

**Cornugon Smash:** When you damage an opponent with a Power Attack, you may make an immediate Intimidate check as a free action to attempt to demoralize your opponent.

**Darkvision (60 feet):** You can see in the dark (black and white vision only).

**Improved Sunder:** You don't provoke attacks of opportunity when sundering.

**Jaguar Pounce:** Treat charge or spring attack against flat-footed or helpless foes as if you have Improved Critical.

**Power Attack -2/+4:** You can subtract from your attack roll to add to your damage.

**Weapon Training (Axes) +1 (Ex):** +1 Attack, Damage, CMB, CMD with Axes.

### Gnoll Warchief (Se)

CE Medium humanoid (gnoll)



AC 18 (breastplate armor, shield)

HP 90 (12d8+36)

Speed 30ft.

STR 18 (+4), DEX 14 (+2), CON 16 (+3)

INT 13 (+1), WIS 14 (+2), CHA 12 (+1)

Saves Str +8, Con +7

Senses darkvision 60ft., passive Perception 10

Languages Gnoll

Challenge 9 (5000 XP)

### ACTIONS

**Multiattack.** The gnoll warchief makes three attacks each round.

**Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 6 (1d4+4) piercing damage.

**Spear.** Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage if used with two hands to make a melee attack.

**Longbow.** Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 6 (1d8+2) piercing damage.

### SPECIAL ABILITIES

**Defensive Combat Style:** The gnoll warchief has a +1 bonus to their AC while wearing armor.

**Durable.** Once per combat the gnoll warchief can reroll a failed save, taking the result of the new roll.

**Improved Critical.** The gnoll warchief scores critical hits on 19-20.

**Protective Shield.** When using a shield, you can force an opponent to roll twice (take the lowest) on attacks against adjacent allies.

**Rejuvenation.** Once per combat, as a bonus action, the gnoll warchief can regain 1d10 + 7 hit points.

**Run Amok.** When the gnoll drops a creature to 0 hit points with a melee attack during its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

**Surge.** Once per combat, as a bonus action, the gnoll warchief can take an extra turn on top of their regular turn.

### How to Use Them

The gnoll warchief serves as a great strong opponent, leading a band of weaker gnolls. He

might be a satisfying end to a band of gnolls that have been marauding without killing off the tribe's chief. Alternately, you can use the warchief as a great gnoll warrior in any situation you see fit.

In combat, the warchief is very much a master of warfare. He is terrifyingly dangerous with an axe and thanks to his Jaguar Pounce he can deal horrific critical hits. On top of that he intimidates his foes with nearly every attack, using Power Attack in tandem (of course). On top of that, have him sunder some of the PCs gear and you have a very memorable villain.

### Gnoll Warchief Encounters

EL 8: Solitary Gnoll Warchief

EL 9: Gnoll Warchief and 10 regular gnolls

EL 10: Gnoll Warchief and 20 regular gnolls

## Monstrous Feats

### Blood-Crazed [Gnoll]

When in the depths of pain and madness you gain a savage strength.

**Prerequisites:** Gnoll, Con 13+

**Benefit:** When suffering enough damage to be 50% or less of your normal hit points, you gain a +2 morale bonus to damage.

### Confusing Onslaught [Gnoll]

The gnolls charge, howling wildly and their chaotic attack confuses their opponents.

**Prerequisites:** Chaotic alignment, Gnoll

**Benefit:** The first time you charge in combat, creatures you target during that charge become flat-footed.

### Filed Teeth [Gnoll]

Your teeth are filed to razor-sharp points.

**Prerequisites:** Gnoll, bite attack

**Benefit:** Your bite deals +1 point of damage and inflicts 1 point of bleed on critical hits.

### Legacy of Hatred [Gnoll]

You have long battled your race's ancient foes, and know their treacherous ways.

**Prerequisites:** Gnoll, Int 13+.



**Benefit:** You gain a +1 racial bonus on attack rolls and a +1 dodge bonus to AC against elves, dwarves and humans.

### **Manslayer [Gnoll]**

Your name alone brings cold creeping fear to the humans who hear it.

**Prerequisites:** Must have slain 100+ HD worth of humans.

**Benefit:** Humans suffer a -2 penalty on all saves against fear when within 30' of you. In addition, you gain a +2 circumstance bonus on all attempts to Intimidate humans.

### **Herding the Cattle [Gnoll]**

You panic your foes and lead them right to the slaughter.

**Prerequisites:** Confusing Onslaught feat, Int 13+

**Benefit:** Panicked creatures moving into or out of your threatened area incur attacks of opportunity.

### **Improved Vicious Bite [Gnoll]**

Some gnolls are famed for tearing out their opponent's throats with a single bite.

**Prerequisites:** Vicious Bite feat

**Benefit:** Your bite's critical threat range improves to 19-20 and deals x3 critical damage.

### **Pack Master [Gnoll]**

When taking down prey, the gnolls would surround dangerous opponents, rendering them ineffective in combat.

**Prerequisites:** Gnoll, BAB +1

**Benefit:** When flanking an opponent, you gain a +1 dodge bonus to armor class against that opponent for each other gnoll that is also flanking the opponent.

### **Savage Charge [Gnoll]**

You can make a bite attack at the end of a charge in addition to your normal action.

**Prerequisites:** Gnoll

**Benefit:** When taking the charge action, the gnoll may also make a bite attack as a swift action.

### **Stench of Death [Gnoll]**

Known to languish in piles of filth and carrion, gnolls sometimes reek of things worse than urine.

**Prerequisites:** Gnoll

**Benefit:** You exude a terrible scent as a 15-foot aura that nearly every other creature finds

repulsive. All living creatures (except those with the stench aura ability) within the aura must succeed at a Fortitude saving throw (DC 10 + 1/2 the gnoll's character level + Constitution modifier) or be sickened for 5 rounds. Creatures that succeed at the saving throw cannot be sickened by the same creature's stench aura for 24 hours. A delay poison or neutralize poison spell or similar effect removes the effect from the sickened creature. This is a poison effect.

### **Terrifying Howl [Gnoll]**

Your howl is that of the stalking predator, and can terrify your quarry.

**Prerequisites:** Gnoll

**Benefit:** Non-gnolls in 60' radius must make Will save DC 10 + 1/2 HD + Cha mod or become shaken for 1d4 rounds plus 1 round per additional 5 rolled over the DC. Gnolls use this howl before combat and often from stealth. Each additional gnoll using this feat in the radius of effect grants a +1 cumulative DC to the effect.

### **Vicious Bite [Gnoll]**

You have developed a ferocious bite that even other gnolls fear.

**Prerequisites:** Str 13+, gnoll

**Benefit:** You gain a bite attack that deals 1d6 points of damage, plus half of your Strength modifier. You are considered proficient with this attack and can apply feats or effects that modify natural attacks to your bite. If used as part of a full attack action, the bite is considered a secondary attack and is made at your full base attack bonus -5, and it adds only half your Strength modifier to damage.

### **Wintry Breath [Gnoll]**

You gain a freezing breath attack like your winter wolf ancestry.

**Prerequisites:** Winter gnoll, Con 13+

**Benefit:** You gain a breath weapon attack that deals 2d6 cold damage in a 15' cone. This breath weapon is usable a number of times per day equal to your Con modifier (minimum 1). You must wait at least 1 minute between uses.



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