



ALTERED BEASTS

Gnolls, Volume I



15 Altered Versions
of Classic Monsters

5TH
EDITION
FANTASY

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Altered Beasts: Gnolls, Vol. I

Credits

Designed & Written by: Brian Berg

Additional Content: Orlando Winters

Editing: Skip Twitchell

Cover Design: Brian Berg

Layout: Brian Berg

Artwork by: Rick Hershey. "Lorc" icons used with permission under the terms of the Creative Commons Attribution 3.0 License.

Legalese

Product Identity: The Total Party Kill Games (TPK Games) company, names and logos; the "Altered Beasts" name and logo; all original artwork, backgrounds, and logos; all trade dress, and graphic design elements.

Open Content: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND/OR the names of abilities presented within this book are open game content as described in Section 1(d) of the License.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game compatibility logo are the trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game compatibility license.

See <http://Paizo.com/PathfinderRPG/compatibility> for more information on the compatibility license.
Published by Total Party Kill Games, LLC. 1st printing, July 20, 2014.

Contact Us

Official Site: www.tpkgames.com

Facebook Page: facebook.com/tpkgames

Feedback: necro@tpkgames.com

Twitter: twitter.com/tpkgames



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.¹

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

Pygmy Gnoll (Se)

CE Small humanoid (gnoll)

AC 16 (hide armor, shield)

HP 22 (5d6+5)

Speed 25ft.

STR 10 (+0), DEX 16 (+3), CON 12 (+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: 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/x3)

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 (Se)

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/—

OFFENSE

Speed 30 ft.

Melee battleaxe +6 (1d8+4/x3)

Ranged javelin +4 (1d6+4)

Special Attacks rage (11 rounds/day)

STATISTICS

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

SPECIAL ABILITIES

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.

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

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

Senses darkvision 60ft., passive Perception 10

Languages Gnoll

Challenge 3 (700 XP)

ACTIONS

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

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 (5e)

CE Medium humanoid (gnoll)

AC 15 (hide armor, shield)

HP 45 (7d8+14)

Speed 30ft.

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)

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: +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 1st 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

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.

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

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

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.

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.

Herdng 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.

Contents ©2015 Total Party Kill Games

All logos are the trademark of Total Party Kill Games, all rights reserved.

All hyperlinks to the PFSRD provided with permission by John Reyst of d20PFSRD.com, copyright 2010.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc. Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License.

See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. Copyright notice
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Pathfinder RPG Bestiary. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Genius Guide To: Simple Monster Templates. Copyright 2011, Super Genius Games. Author: Owen K.C. Stephens

Altered Beasts: Gnolls, Vol. I. © 2015 Total Party Kill Games. Author(s): Brian Berg.



TPK GAMES

"WE KILL FOR FUN"

