

### Gnoll Savannah Strider (CR 2, 450 XP)

*Blood red eyes, howling laughter, spots*

AC: 15 (Hide, Shield, +1 Dex)

HP: 13 (2d10+2)

Speed: 40ft.

Saves: Str, Dex, Con +3; Other +0

#### **Actions**

**Multiattack.** The Gnoll can attack with its spear and then bite.

**Spear.** +5, reach 5ft or range 20/60ft. One target.  
10 dmg (2d6+3)

**Bite.** +5, 9 dmg (1d4+1d6+3)

*Demon-infused Blood.* Thrown into a rage by the scent of fresh (alive) meat, the gnoll adds d6 damage to every weapon attack (already included) and increases their speeds by 10ft (already included).

### Gnoll Reaver Sergeant (CR 3, 700XP)

*Blood red eyes, perfect silence, chain*

AC: 16 (chain shirt, Shield, +1 Dex)

HP: 32 (5d10 +5)

Speed: 40ft

Saves: Str +7; Dex, Con +4; Other +0

Skills: Stealth +11 (passive 21)

#### **Actions**

**Multiattack.** The Gnoll can attack with its spear twice and then bite.

**Spear.** +7, reach 5ft or range 20/60ft. One target.  
12 dmg (1d6+1d8+4)

**Bite.** +7, 11 dmg (1d4+1d8+4)

*Enhanced Demon-infused Blood.* Thrown into a rage by the scent of fresh (alive) meat, the gnoll adds d8 damage to every attack (already included) and increases their speed by 10ft (already included).

*Deep Raiders.* The squad led by the Gnoll Reaver Sergeant has a +10 bonus to stealth, doesn't leave traces of their passage, and can't be tracked except by magical means as if Pass Without Trace was cast upon them.

## Gnoll Pack Lord (CR 8, 3900 XP)

*So many teeth, Plate mail, Burning eyes*

AC: 20 (Plate, +2 Natural)

HP: 94 (11d10+33)

Speed: 40ft

Saves: Str +9; Dex, Con +6; Other +2

### **Actions**

**Multiattack.** The gnoll can attack with its glaive twice then bite or whirlwind then bite.

**Glaive.** +9, reach 10ft, 17 dmg (1d10+1d12+5)

**Bite.** +9, reach 5ft, 14 dmg (1d4+1d12+5)

**Whirlwind.** The Pack Lord swings their glaive and makes a glaive attack against every creature within 10 feet.

**O O Legendary Resistance.** (2/day) If the Pack Lord Fails its saving throw, it can choose to succeed instead.

**Advanced Demon-infused Blood.** Thrown into a rage by the scent of fresh (alive) meat, the gnoll adds d12 damage to every attack (already included), increases their speed by 10ft (already included), and makes their weapons magic.