

Gnoll

March 8, 2023



Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Saving Throws

Skills

Damage Resistances

Damage Immunities

Condition Immunities

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 44928 (100 XP)

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

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.