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[Using the 4e art (and power level), but more of the 5e flavor.]

Witherling

This hideous humanoid has a leering, hyena-like skull for a head. Its body is held together in thick linen wrappings, and its skeletal limbs are held together with twine.

Gnolls are savage and bloody-minded creatures, and the most bloody-minded of all gnoll conflicts are those that pit tribe against tribe. Gnolls have no compunction against slavery or cannibalism, and the losing tribe is typically subsumed entirely into the winning one in one form or another. Most horrible are those creatures created to commemorate such a victory—witherlings are the

reassembled remains of dead gnolls, forced forever to fight for their conquerors.

No two witherlings look exactly alike, as their bodies are formed from patched together gnoll carcasses and supplemented with animal bones, sticks and broken weaponry. They have no society of their own, being created at the whim of gnoll priests to defend gnoll tribes or act as extra muscle in their raiding parties. Occasionally witherlings may survive the destruction of their gnoll tribe, in which case they wander aimlessly, killing as they go. These rogue witherlings attempt to eat their victims to no avail, and may grow swollen and pungent from rotting flesh trapped in their forms.

A witherling can be created by a gnoll spellcaster using the *animate dead* spell with a special material component of at least five partial gnoll carcasses and incense and unholy icons worth 1000 gp. No matter the caster level of a spellcaster, they may only create one witherling per casting. A non-gnoll spellcaster can create a witherling with the same components if they succeed a DC 25 Use Magic Device check.

Witherling **CR 3**

XP 800

CE Medium undead (gnoll)

Init +2; **Senses** darkvision 60 ft., Perception +7, scent

Defense

AC 15, touch 13, flat-footed 12 (+2 Dex, +1 dodge, +2 natural)

hp 33 (6d8+6)

Fort +4, **Ref** +4, **Will** +6

DR 5/bludgeoning; **Immune** undead traits

Weakness gnoll-born, vulnerable to fire

Offense

Speed 30 ft.

Melee 2 claws +6 (1d4+2), bite +6 (1d6+2)

Special Attacks pounce, terrifying pounce

Statistics

Str 15, **Dex** 15, **Con** -, **Int** 6, **Wis** 13, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 19

Feats Dodge, [Outflank](#) (B), Skill Focus (Intimidate), [Swap Places](#)

Skills Climb +8, Intimidate +10, Perception +7, Stealth +8

Languages Gnoll (cannot speak)

SQ solo tactics

Ecology

Environment warm plains or desert

Organization solitary, pair, guard (3-6) or tribe (2-16 plus 20-200 gnolls)

Treasure incidental

Special Abilities

Gnoll-born (Ex) A witherling counts as a gnoll for any spells or effects that target gnolls specifically, such as a ranger's favored enemy bonus or a *bane* weapon.

Solo Tactics (Ex) All of the witherling's allies are treated as if they possessed the same teamwork feats as the witherling for the purpose of determining whether the witherling receives a bonus from her teamwork feats. Its allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the witherling to receive the listed bonus.

Terrifying Pounce (Ex) If a witherling hits a foe with at least one of its attacks when using its pounce special ability, it may then make an Intimidate check against that foe as a swift action.

