

Medium Humanoid (Gnoll), Chaotic Evil

Armor Class	Hit Points	Speed	Challenge	PB	
13 (natural armor)	52 (8d8 + 16)	40 ft.	2 (450 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	6 (-2)	13 (+1)	7 (-2)

Skills Athletics +5

Senses darkvision 60 ft., passive Perception 11

Languages Gnoll

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

Charge. If the gnoll brute moves at least 20 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes one extra die of the weapon's damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or fall prone.

Instinctive. The gnoll brute has advantage on initiative rolls and saving throws against being charmed or frightened. If surprised, the gnoll can still act normally on its first turn.

Rampage. When the gnoll brute 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

Multiattack. The gnoll brute makes one bite attack and one claws attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

REACTIONS

Shared Rampage. If any creature allied with and within 100 feet of the gnoll brute uses its Rampage trait, the gnoll brute can use its Rampage trait, too, provided the brute can see that ally.