

# Gnoll Hunter

Medium Monstrosity, Typically Chaotic Evil

Armor Class	Hit Points	Speed	Challenge	PB	
13 (leather armor)	22 (4d8 + 4)	30 ft.	1/2 (100 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Gnoll

## ACTIONS

**Multiattack.** The gnoll makes two Bite, Spear, or Longbow attacks.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *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 when 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, and the target's speed is reduced by 10 feet until the end of its next turn.

## BONUS ACTIONS

**Rampage.** After the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.