

GNOLLS

Edacity. The hyena-faced gnolls know only blood and hunger. These fiends carry with them the evil legacy of an unwitting demonic heritage. Originally from the Abyssal Wasteland, gnolls quickly spread across the timescape, and they thrive in deserts, plains, and other sparsely populated places. Though a gnoll's muzzle is just as likely to be bloodied by carrion as by prey, their hunting packs hunger for violence, and they eagerly hunt travelers and raid settlements. A pack's eerie war cry, a wild cackle, presages a night of battle and terror.

Born From Blood

The Abyssal Waste is an alien landscape hostile to most life. Yet amid its desolation, fiendish creatures thrive, including abyssal hyenas—bloodthirsty scavengers who fight with other lesser fiends over the corpses of demons. The first gnolls arose when a pack of those predators lapped at the ichor oozing from the wounds of a dying demon prince, As'sylrak the Warper.

As his last act, the demon gave the fiendish hyenas a demonic cunning to match their insatiable hunger, bound his evil will to theirs, and turned their paws into hands so they could wield weapons. He called these new fiends “gnoll,” an Abyssal word that has many meanings, one of which is “to consume completely.” And true to their name, the gnolls immediately devoured their creator.

Ceaseless Hunger

The merciless gnolls quickly spread across the timescape in search of new victims to quench their never-ending hunger. Their packs were originally followed by some of the abyssal hyenas who didn't receive As'sylrak's blessing, with those tagalongs enjoying the castoffs of the gnoll packs. Gnolls never forgot the day when they tasted immortal flesh—and they hunger for more, longing for a day when they hunt the gods themselves through heavenly halls.

Gnoll War

Most gnolls live for the thrill of the hunt and the taste of flesh, and they aren't choosy with their targets. Perhaps the one saving grace for most humanoid communities is that gnoll war bands constantly battle each other for territory, keeping their numbers reduced.

Abyssal Hyenas

Stronger and smarter than their beastly counterparts, abyssal hyenas crawl out of the Abyssal Wasteland to feed on corpses gnolls leave in their wake. When reinforcements are needed, gnoll spellcasters can use magic to transform abyssal hyenas into gnolls.

Tusker Demons

Towering among the gnolls of a war band, the elephantine tusker demon serves as beast of burden and war machine. Tusker demons have no facial features except a twisted crown of tusks that surrounds their ravening maw. Although they usually follow gnoll commands, tuskers in lethe (see the [Demons](#) section) are prone to violent outbursts and charge at anything that moves—enemies and allies alike.

Gnoll Languages

Most gnolls speak Tholl. Gnoll carnages and other older gnolls usually also know Variac.

Heroes Beware!

When gnolls go into a frenzy and coordinate their individual Cackletongue maneuvers, few heroes will leave the battlefield unscarred. Any 1st-echelon encounter that contains more than two non-minion gnolls can be considered one difficulty category harder at the Director's discretion.

Gnoll Malice

Malice Features

At the start of any gnoll's turn, you can spend Malice to activate one of the following features.

▀ Iron Jaws

Area, Ranged, Weapon
1 cube within 3

3 Malice
Maneuver
Special

Effect: A gnoll acting this turn drops an iron-jawed snare into the area. The first time any enemy moves into the area, they make an **Agility test**. If they were unaware of the snare, the test takes a bane.

≤11	6 damage; bleeding (save ends)
12-16	4 damage; bleeding (EoT)
17+	No effect

Effect: While an enemy is bleeding this way, each gnoll in the encounter gains an edge on strikes made against them.

▀ Bloodpool

One gnoll minion suddenly explodes into a pool of blood, splattering the area within 3 squares of them. Any gnoll who starts their turn in this area deals an extra 5 damage on their next strike before the end of their turn. Once per round, an abyssal hyena who starts their turn in the area turns into a **gnoll marauder** with 7 Stamina.

5 Malice

◎ Echoes of Laughter

Until the end of the encounter, the encounter map is encased in a soundscape of laughter and howling. Each enemy takes a bane on the first power roll they make each round. Whenever a gnoll is killed, this effect is suppressed until the start of the next round.

7 Malice

Abyssal Hyena

Abyssal, Animal, Gnoll

Level 2 Minion Brute

EV 4 for four minions

1M Size 8 Speed 7 Stamina 1 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: —
With Captain: +2 bonus to speed

Might +2 **Agility +1** **Reason -3** **Intuition 0** **Presence -2**

↙ **Snapjaw** 2d10 + 2
Melee, Strike, Weapon
↳ Melee 1
≤11 3 damage
12-16 4 damage
17+ 6 damage; grabbed

Signature Ability
Main action

◎ One creature or object per minion

★ Death Snap

When the abyssal hyena is reduced to 0 Stamina, they can make a melee free strike before dying.

Gnoll Chainflail

Abyssal, Gnoll

Level 2 Minion Artillery

EV 4 for four minions

1M Size 5 Speed 4 Stamina 1 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: —
With Captain: +1 damage bonus to strikes

Might +2 **Agility 0** **Reason +1** **Intuition 0** **Presence -2**

☒ **Chain Shotput** 2d10 + 2
Ranged, Strike, Weapon
↳ Ranged 8
≤11 3 damage
12-16 4 damage; push 1
17+ 6 damage; push 3

Signature Ability
Main action

◎ One creature or object per minion

★ Death Circle

Whenever a non-minion ally within 5 squares of the chainflail is reduced to 0 Stamina, the chainflail can move up to their speed.

Gnoll Mage Mauler

Abyssal, Gnoll

Level 2 Minion Hexer

EV 4 for four minions

1M Size 5 Speed 4 Stamina 1 Stability 2 Free Strike

Immunity: —
Movement: —

Weakness: —
With Captain: +2 bonus to melee distance

Might +2 **Agility +1** **Reason -1** **Intuition 0** **Presence 0**

↙ **Wizard Ripper** 2d10 + 2
Magic, Melee, Strike
↳ Melee 1

≤11 2 acid damage
12-16 3 cold damage
17+ 5 lightning damage; the target can't use magic abilities (EoT)

Effect: The target takes a bane on their next power roll.

★ Death Circle

Whenever a non-minion ally within 5 squares of the mage mauler is reduced to 0 Stamina, the mage mauler can move up to their speed.

Gnoll Wildling

Abyssal, Gnoll

Level 2 Minion Harrier

EV 4 for four minions

1M Size 7 Speed 5 Stamina 1 Stability 2 Free Strike

Immunity: —
Movement: —

Weakness: —
With Captain: Gain an edge on strikes

Might +1 **Agility +2** **Reason 0** **Intuition 0** **Presence -2**

↙ **Flail** 2d10 + 2
Melee, Strike, Weapon
↳ Melee 1

≤11 2 damage
12-16 3 damage
17+ 5 damage; the wildling can make a free strike against a creature adjacent to the target

★ Death Circle

Whenever a non-minion ally within 7 squares of the wildling is reduced to 0 Stamina, the wildling can move up to their speed.



Gnoll Abyssal Archer

Abyssal, Gnoll

Level 2 Horde Artillery
EV 4

1M Size 5 Speed 15 Stamina 1 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: —

Might 0 Agility +2 Reason +1 Intuition 0 Presence -1

☒ **Dark Longbow** 2d10 + 2
Ranged, Strike, Weapon
Ranged 10**Signature Ability**

Main action

◎ One creature or object

≤11 5 corruption damage
12-16 6 corruption damage
17+ 8 corruption damage; M<2 slowed (save ends)

Effect: This ability gains an edge against any target not at full Stamina.◉ **Archer's Cackletongue**

Area

Ranged 2 burst

2 Malice

Maneuver

◎ Self and each ally in the area

Effect: Until the end of their next turn, each target gains an edge on their next strike. If any target hasn't used their own Cackletongue maneuver on this turn, they can use it immediately at no cost.★ **Distant Death Frenzy**

Whenever a non-minion ally within 5 squares of the abyssal archer is reduced to 0 Stamina, the abyssal archer can make a ranged free strike.

★ **Bloodscent**

The abyssal archer doesn't need line of effect to use their abilities against any creature who isn't at full Stamina, as long as a size 1 opening exists between the archer and the target.

Gnoll Abyssal Summoner

Abyssal, Gnoll

Level 2 Horde Support
EV 4

1M Size 5 Speed 20 Stamina 1 Stability 2 Free Strike

Immunity: —
Movement: —

Weakness: —

Might +1 Agility 0 Reason 0 Intuition +2 Presence +2

☒ **Flame Wad** 2d10 + 2**Signature Ability**

Main action

◎ One creature or object

≤11 4 fire damage
12-16 5 fire damage
17+ 7 fire damage; I<2 the target is burning (save ends)

Effect: A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round.☒ **Call Abyssal Hyenas**

3 Malice

Maneuver

◎ Special

Effect: Two **abyssal hyenas** claw up from the ground in unoccupied spaces within distance.◉ **Summoner's Cackletongue**

4 Malice

Maneuver

◎ Each ally in the area

Effect: One abyssal hyena target turns into a **gnoll marauder**, keeping their current Stamina. If any target hasn't used their own Cackletongue maneuver on this turn, they can use it immediately at no cost.★ **Death Frenzy****Effect:** Whenever a non-minion ally within 5 squares of the abyssal summoner is reduced to 0 Stamina, the abyssal summoner moves up to their speed and can make a melee free strike.

Gnoll Bonesplitter

Abyssal, Gnoll

Level 2 Horde Brute

EV 4

1L Size 5 Speed 25 Stamina 1 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: —

Might +2 Agility +1 Reason 0 Intuition 0 Presence +1

Three-Tail Flail 2d10 + 2

Melee, Strike, Weapon

Melee 1

≤11 5 damage; push 2

12-16 6 damage; push 2

17+ 8 damage; grabbed; M<2 the target takes a bane on the Escape Grab maneuver

Effect: While the bonesplitter has a target grabbed, they can't use Three-Tail Flail against another target.

Signature Ability

Main action

One creature or object

Bonesplitter's Cackletongue

4 Malice

Area

2 burst

Self and each ally in the area

Effect: Up to three targets can make a free strike. If any target hasn't used their own Cackletongue maneuver on this turn, they can use it immediately at no cost.

Death Frenzy

Whenever a non-minion ally within 5 squares of the bonesplitter is reduced to 0 Stamina, the bonesplitter moves up to their speed and can make a melee free strike.

Gnoll Cackler

Abyssal, Gnoll

Level 2 Horde Hexer

EV 4

1S Size 5 Speed 15 Stamina 1 Stability 2 Free Strike

Immunity: —
Movement: —

Weakness: —

Might 0 Agility 0 Reason +2 Intuition +2 Presence +2

Moment of Brutality 2d10 + 2

Main action

Ranged 8

≤11 4 psychic damage; I<0 the target makes a free strike against a creature of the cackler's choice

12-16 5 psychic damage; I<1 the target makes a free strike against a creature of the cackler's choice

17+ 7 psychic damage; I<2 the target uses a signature ability against a creature of the cackler's choice

Effect: An ally targeted by this ability ignores the damage and can make a free strike.

Signature Ability

Main action

One creature

Cackler's Cackletongue

4 Malice

Area, Magic

2 burst

Maneuver

Each creature in the area

Effect: Each enemy target makes an **Intuition test**. If any target hasn't used their own Cackletongue maneuver on this turn, they can use it immediately at no cost.

≤11 Frightened (save ends)

12-16 Frightened (EoT)

17+ No effect

Death Frenzy

Whenever a non-minion ally within 5 squares of the cackler is reduced to 0 Stamina, the cackler moves up to their speed and can make a melee free strike.



Gnoll Marauder
Abyssal, GnollLevel 2 Horde Harrier
EV 4

1M Size 7 Speed 20 Stamina 1 Stability 2 Free Strike

Immunity: —
Movement: —

Weakness: —

Might +1 Agility +1 Reason 0 Intuition 0 Presence +1

❖ **Fury Flail** 2d10 + 2
Melee, Strike, Weapon
Melee 1
≤11 4 damage
12-16 5 damage
17+ 7 damage; prone; A<2 bleeding (save ends)

2+ Malice: This ability targets one additional target for each 2 Malice spent.

Signature Ability

Main action

◎ One creature or object

④ Marauder's CackletongueArea
Melee 2 burst**3 Malice**Maneuver
◎ Self and each ally in the area

Effect: Each target shifts up to their speed. If any target hasn't used their own Cackletongue maneuver on this turn, they can use it immediately at no cost.

★ Death Frenzy

Whenever a non-minion ally within 7 squares of the marauder is reduced to 0 Stamina, the marauder moves up to their speed and can make a melee free strike.

Tusker Demon
Abyssal, Demon, GnollLevel 2 Elite Brute
EV 16

3 Size 7 Speed 100 Stamina 3 Stability 5 Free Strike

Immunity: —
Movement: —

Weakness: —

Might +2 Agility -1 Reason -3 Intuition 0 Presence -1

❖ **Gore** 2d10 + 2
Charge, Melee, Strike, Weapon
Melee 2
≤11 7 damage; push 1
12-16 11 damage; push 2
17+ 14 damage; push 3, prone

Effect: If this ability is used as part of the Charge main action, it deals an extra 4 damage.

Signature Ability

Main action

◎ Two creatures or objects

④ Vengeful TuskerRanged
Melee 7Triggered action
◎ The triggering enemy

Trigger: An enemy within distance deals damage to the tusker.

Effect: The tusker demon uses the Charge main action and Gore against the target.

★ Trample

The tusker demon can move through enemies' spaces at their usual speed. When the tusker enters a creature's space for the first time on a turn, that creature takes 5 damage. The tusker demon can end their turn in a prone size 1 creature's space, preventing the creature from standing up.

★ Lethe

While the tusker demon is winded, they gain an edge on strikes, and any strike made against them gains an edge.





Gnoll Carnage

Abyssal, Gnoll

Level 2 Leader
EV 16

1M	5	100	1	5
Size	Speed	Stamina	Stability	Free Strike

Immunity: —
Movement: —
Weakness: —

Might +3 **Agility +3** **Reason 0** **Intuition 0** **Presence +3**

Shrapnel Whip 2d10 + 3
Melee, Strike, Weapon
Melee 2
Signature Ability
Main action
Two creatures or objects
 ◇ 8 damage; **A<1** bleeding (save ends)
 ◇ 11 damage; **A<2** bleeding (save ends)
 ◇ 14 damage; **A<3** bleeding and dazed (save ends)
Effect: An ally targeted by this ability ignores the damage and can make a free strike.

Carnage's Cackletongue
Area
5 burst
4 Malice
Maneuver
Self and each ally in the area

Effect: Each target deals an extra 3 damage with their next strike until the start of the carnage's next turn. If any target hasn't used their own Cackletongue maneuver on this turn, they can use it immediately at no cost.

Death Rampage
Whenever a non-minion ally within 5 squares of the carnage is reduced to 0 Stamina, the carnage can move up to their speed, then can either make a melee free strike against two creatures or use Shrapnel Whip against one creature.

End Effect
At the end of each of their turns, the carnage can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Endless Hunger
If the carnage is reduced to 0 Stamina while there are still gnolls on the encounter map, one gnoll on the map is transformed into a **gnoll carnage**, keeping their current Stamina.

Call Up From the Abyss
Magic, Ranged
Ranged 10
Villain Action 1
Special

Effect: The carnage summons four **abyssal hyenas** into unoccupied spaces within distance.

Edacity
Area
10 burst
Villain Action 2
Self and three allies

Effect: Each target moves up to their speed and can make a free strike. Any creature damaged by one of these free strikes who has **M<2** is knocked prone.

Deepest Wounds
Area, Magic
5 burst
Villain Action 3
Each winded enemy in the area

Effect: The carnage's eyes and all exposed blood within distance glow bright red. Each target makes a **Presence test**.

◇ 11 The target can't regain Stamina until the end of the encounter.

◇ 12-16 The target can't regain Stamina (save ends).

◇ 17+ No effect.

Effect: Until the end of the encounter, all gnolls have a double edge on power rolls that target a winded enemy.