

BRIAN (GNOLL) 1ST-LEVEL BARBARIAN

Medium humanoid, chaotic evil

Armor Class 16 (Hide Armor, Shield)

Hit Points 47 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Saving Throws STR +5, CON +4

Skills [Animal Handling](#) +4, [Survival](#) +4

Senses [Darkvision](#) 60 ft., [Passive Perception](#) 11

Languages Common, Gnoll

Challenge 5 (1,800 XP)

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

Unarmored Defense. While not wearing any armour, Armour Class equals 10 + Dexterity modifier + Constitution modifier. Shield use does not count as amour for this benefit.

ACTIONS

Multiattack. Brian makes two melee attacks with his spear.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 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.

Rage. In battle, he fights with primal ferocity. On his turn, he can enter a rage as a bonus action. He can rage 3 times between long rests. While raging, he gains the following benefits (if not wearing heavy armour):

- advantage on Strength checks and Strength saving throws
- +2 damage on melee weapon attacks using Strength
- resistance to bludgeoning, piercing, and slashing damage

Description

Brian was left to die in a trap under Thunderspire Labyrinth. As he starved he became mad and now thinks he has a rock as his best friend. Since his rescue he has studied the ways of the barbarian.

Rages: 3/3

Loyalty: 19

Madness: 3

Hit points: 47/47

Experience points: 23,975

Monster Tags: GNOLL Environment: DESERT FOREST GRASSLAND HILL

