

Gnoll (MR): CR1/2**Armor Class** 15, **Hit Points** 22, **Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses Darkvision 60, Passive Perception 10**Rampage.** When the gnoll 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 bite.**Bite.** Melee: (+4,5 ft) (1d4+2) piercing.**Spear, one-handed.** Melee: (+4,5 ft) (1d6+2) piercing.**Spear, two-handed.** Melee: (+4,5 ft) (1d8+2) piercing.**Spear.** Ranged: (+4,20/60 ft) (1d6+2).**Longbow.** Ranged: (+3,150/600 ft) (1d8+1) piercing.**Bulky Gnoll (MR):** CR1**Armor Class** 16, **Hit Points** 27, **Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2**Senses** Darkvision 60, Passive Perception 10**Brute.** A melee weapon deals one extra die of its damage when the gnoll hits with it (included in the attack).**Surprise Attack.** If the gnoll surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 2d6 damage from the attack.**Morningstar.** Melee: (+4,5 ft) (2d8+2) piercing.**Javelin.** Melee: (+4,5 ft) (2d6+2) piercing.**Javelin.** Ranged: (+4,30/120 ft) (1d6+2) piercing.**Troll (M):** CR5**Armor Class** 15, **Hit Points** 84, **Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2**Senses** Darkvision 60 ft, Passive Perception 12**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.**Regeneration.** The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.**Multiattack.** The troll makes three attacks: one with its bite and two with its claws.**Bite.** Melee: (+7,5 ft) (1d6+4) piercing.**Claw.** Melee: (+7,5 ft) (2d6+4) slashing.**Hulking Gnoll (MR):** CR2**Armor Class** 11, **Hit Points** 59, **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses Darkvision 60 Ft, passive Perception 8**Greatclub.** Melee: (+6,5ft) (2d8+4) bludgeoning.**Javelin.** Melee: (+6,5ft) (2d6+4) piercing.**Javelin.** Ranged: (+6,30/120ft) (2d6+4) piercing.

Festilus (MR): CR5

Armor Class 15, **Hit Points** 110, **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+2)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistance Cold; Non-magical Weapons.

Damage Immunities Fire, Poison.

Magic resistance Advantage on saving throws.

Senses Darkvision 120 Ft., passive Perception 18

Barbed Hide. At the start of each of its turns, Festilus 1d10 piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Multiattack. Makes three melee attacks: one with a foot and two with its paws - or Hurl Flame twice.

Claw. Melee: (+6,5ft) (1d6+3) piercing.

Foot. Melee: (+6,5ft) (2d6+3) piercing.

Hurl Flame. Ranged Spell: (+5,150ft) (3d6) fire.

Patrol Hyena (M): CR2

Armor Class 12, **Hit Points** 52, **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses Passive Perception 13

Keen Smell. The hyena has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the hyena moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a **DC14** Strength saving throw or be knocked prone. If the target is prone, the hyena can make one bite attack against it as a bonus action.

Bite. Melee: (+6,5ft) (1d10+5) piercing.

Claw. Melee: (+6,5ft) (2d6+5) slashing.

Gnoll Shaman (MR): CR3

Armor Class 17, **Hit Points** 82, **Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Perception +4, Stealth +3
Senses Darkvision 60ft, passive Perception 14

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save **DC 12**).

At will: dancing lights, minor illusion, vicious mockery
Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

- 1st level (4 slots): identify, ray of sickness
- 2nd level (3 slots): hold person, locate object
- 3rd level (3 slots): **counterspell**, **lightning bolt**
- 4th level (3 slots): **phantasmal killer**, polymorph
- 5th level (2 slots): contact other plane, scrying
- 6th level (1 slot): **eye bite**

For casting these spells, each shaman is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. Spell save **DC13** and the spell attack bonus is +5..

Staff. Melee: (+6,5ft) (2d8+4) bludgeoning.

Invisible Passage. The shaman magically turns invisible until she attacks or casts a spell, or until concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic.

Phantasmal Killer: You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom **DC13** or take 4d10 psychic damage. On a successful save, the spell ends.

Counterspell: Reaction. You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

Eyebite: For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of eyebite.

Asleep. The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

Panicked. The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

Sickened. The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

Lightning Bolt: A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.