



FOUR GNOLLS OF THE APOCALYPSE

Of all the horrible creations of the Abyss, perhaps there are none worse than the Four Gnolls of the Apocalypse. Under the vile commands of their dark, hyena-headed demon lord, the horsemen appear when gnoll incursions reach their tipping point. Exuding the respective power from which they take their names, these fiends are difficult to destroy. They can often be found at the head of gnollish legions, their whips and barks pushing all gnolls—living, dead, and everything in between—to sate the endless hunger of their kind.

DEATH

The leader of the Apocalypse Gnolls—and arguably the most dangerous—Death rides a giant albino hyena. All living creatures that it comes near wither, die, and crumble to dust. In its razor sharp claws, Death bears an enormous scythe capable of cutting creatures down like wheat.

FAMINE

One of the most vile and revered members of the Four Gnolls is Famine, the physical embodiment of endless, gnollish hunger. This emaciated creature's appearance has fooled many brave warriors who hoped to overcome it. Even if one can survive its life-sapping aura of famine, Famine possesses the power to devour the souls of the living. Often, Famine is joined by wretched witherlings who share its interminable appetite.

PESTILENCE

The coming of the Gnolls is always marked by clouds of biting, black insects. This is the power of Pestilence, Lord of Disease. The putrid, dripping gnoll of sickness scouts ahead of its cohorts, weakening entire armies with its debilitating plagues.

WAR

The strongest of the gnolls, War is the blunt instrument of the Four. This hulking, armored, mute creature is a catalyst for destruction, maiming and killing any who oppose the whims of the gnoll lords. War surrounds itself with dozens of warriors, driven mad by its aura of recklessness.

WAR

Large fiend (gnoll), chaotic evil

Armor Class 20 (plate, shield)
Hit Points 115 (11d10 + 55)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|---------|
| 23 (+6) | 12 (+1) | 20 (+5) | 4 (-3) | 9 (-1) | 16 (+3) |

Saving Throws Str +9, Con +8

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal and Gnoll but cannot speak

Challenge 6 (2,300 XP)

Aura of War. War emits an aura that extends 20 feet from itself in all directions. Any creature that starts its turn within the aura must make a DC 14 Wisdom saving throw. On a failed saving throw, the creature becomes charmed by War. While charmed, the creature has advantage on attack rolls against targets other than War, and all other creatures have advantage on attack rolls against the target. The creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Dangerous. War scores a critical hit on a d20 roll of 18-20.

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

Actions

Multiattack. War makes one attack with its greatsword and one attack with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

DEATH

Medium fiend (gnoll), chaotic evil

Armor Class 16 (chainmail)

Hit Points 95 (10d8 + 40)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+3) | 15 (+3) | 18 (+4) | 12 (+1) | 17 (+3) | 18 (+4) |

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

Damage Immunities necrotic

Condition Immunities charmed, frightened

Senses truesight 60 ft., passive Perception 16

Languages Abyssal, Gnoll

Challenge 6 (2,300 XP)

Aura of Death. Death emits an aura that extends 30 feet from itself in all directions. All nonmagical plant life within the aura withers and dies. Additionally, each living creature of Death's choice that starts its turn within death's aura that has half its hit points remaining or less must succeed on a DC 15 Constitution saving throw or take 7 (2d6) necrotic damage. If this reduces the target's hit points to 0, the target dies and collapses into a pile of ash. Also, creatures within Death's aura have disadvantage on death saving throws.

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Scythe. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage. If the target is a creature that still has more than half of its hit points remaining, it must make a DC 15 Constitution saving throw. On a failed saving throw, the creature's hit points are reduced to half its hit point maximum; on a successful saving throw, the creature takes 14 (4d6) necrotic damage instead. And if the target is a creature that has half of its hit points or less remaining, it must make a DC 15 Constitution saving throw. On a failure, the creature drops to 0 hit points. On a success, the creature takes 14 (4d6) necrotic damage instead.

FAMINE

Medium fiend (gnoll), chaotic evil

Armor Class 12

Hit Points 50 (20d8 - 20)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|--------|---------|---------|
| 7 (-2) | 14 (+2) | 9 (-1) | 6 (-2) | 13 (+1) | 16 (+3) |

Saving Throws Con +1

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Gnoll

Challenge 6 (2,300 XP)

Aura of Famine. Famine emits an aura that extends 30 feet from itself. Any creature that starts its turn within the aura must make a DC 13 Constitution saving throw. Undead, constructs, and creatures that do not need to eat automatically pass their saving throws. On a failed saving throw, the creature takes 7 (2d6) necrotic damage and contracts famine's curse. The cursed target can't regain hit points, and its Strength score decreases by 1d4 for every 24 hours that elapse. If the curse reduces the target's Strength score to 0, the target dies, and it shrivels into a lifeless husk. The curse lasts until removed by the *remove curse* spell or other magic or Famine is destroyed.

Innate Spellcasting. Famine's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells requiring no material components:

At will: *ray of enfeeblement*

1/day: *blight*

Rampage. When Famine reduces a creature to 0 hit points with a melee attack on its turn or successfully devours a creature's soul, it can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* (1d6 - 2) piercing damage, and the target's hit point maximum and Famine regains a number of hit points equal to the damage dealt.

Devour Soul (Recharge 6). Famine targets one creature it can see within 10 feet of it. The target must succeed on a DC 13 Charisma saving throw. On a failed saving throw, the target's soul leaves its body and famine devours it, gaining 20 temporary hit points as it does. Until its soul is returned, the target's alignment becomes neutral and it has disadvantage on all Charisma checks and saving throws. If Famine is destroyed within 24 hours of devouring the soul, the soul returns to the target's body. Otherwise, Famine digests the soul and only a *wish* spell or other magic can return the creature's soul.

PESTILENCE

Medium fiend (gnoll), chaotic evil

Armor Class 14 (hide armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 14 (+2) | 18 (+4) | 11 (+0) | 15 (+2) | 16 (+3) |

Saving Throws Con +6, Wis +4

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Gnoll

Challenge 2 (450 XP)

Aura of Pestilence. Pestilence emits an aura that extends 30 feet from itself. Any creature that starts its turn within the aura must succeed on a DC 13 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means and the target's hit point maximum decreases by 3 (1d6) every 24 hours. Whenever the target's hit points are reduced by 4 or more from this disease on a single roll, a **swarm of insects** erupts from a pustule on the target's body, appearing in an unoccupied space within 5 feet of the target. A creature that takes damage from the insect swarm must succeed on a DC 13 Constitution saving throw, or

become similarly diseased. If Pestilence is destroyed, all creatures that contracted a disease from Pestilence or one of its swarms automatically recover within 24 hours.

Disease Lord. A creature that is currently suffering from a disease has disadvantage on Wisdom saving throws against Pestilence's innate spells.

Innate Spellcasting. Pestilence's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells requiring no material components:

At will: *command*, *ray of sickness*

3/day: *insect plague* (the insects created by this spell carry the same disease detailed under the Aura of Pestilence trait)

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

Actions

Multiattack. Pestilence makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or contract a disease as detailed under its Aura of Pestilence feature.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

