

# GNASHRA, GNOLL CHIEFTAIN

“You are but weaklings, filthy cur. Quake before the mighty Gnashra, for the fires of Thar’zul burn within me and my kin! Your doom is nigh”.

Gnashra

**G**nashra, the gnoll chieftain, now going by the name of the Scourge of Amber Mountain, rose from humble beginnings to a feared leader through cunning, strength, and a dark pact with infernal forces. Born under the blood moon, Gnashra exhibited unusual ferocity and intellect from a young age, traits that set him apart from his brethren.

Gnashra’s ascent to leadership reached its peak when he discovered a tome hidden in a crypt. The ancient book spoke of a demonic pact that could grant unparalleled power to those who dared to invoke it. Driven by a thirst for dominance, Gnashra journeyed deep into the heart of a cavern known as the Maw of Shadows, where the veil between worlds was thinnest. There, Gnashra performed the dark ritual. He offered his soul and those of his kin to the demon lord Thar’zul, a being of immense malevolence and power. The pact was sealed with blood and fire, and in return, Thar’zul bestowed upon Gnashra and his followers an unholy might. Their claws became as sharp as obsidian, their eyes glowed with a hellish fire, and a relentless bloodlust burned within them. Empowered by this infernal gift, Gnashra led his demonic pack and took over Amber Mountain. The Amber Expanse is in danger. Prowling feral gnolls stalk the night.

## A COUNTERMEASURE

Fighting the hyenas in their demonic state is a hard ordeal. Only the most powerful artifacts can stop this strength from hell. If the heroes possess the *Strings of Peace*, they shall have an advantage to play:

► **Effect.** Animals and wild beasts that hear the artifact calm down and become docile. The hyenas can resist this effect (DC 13 CHA). On a fail, all checks to fight are made with disadvantage, decimating their strength.



## Gnashra, Gnoll Chieftain

*Towering, fearsome. Eyes ablaze with fire. Mottled fur, streaked with the scars of countless battles.*

**AC:** 16 (plate)    **HP:** 31    **LV** 6

**ATK:** 2 claw +5 (1d8 + 2) or 1 spell +5

**MV:** Near

**S:** +3    **D:** +2    **C:** +3    **I:** +3    **W:** +1    **Ch:** +2

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**Bloodlust.** +2 melee damage (included above).

**Hellish.** Hostile spells targeting the gnoll are DC 15 to cast.

**Hellfire (INT).** DC 12. All within a near-sized cube extending from gnoll 3d6 damage.

**Cancel (INT).** DC 12. Dispel the magic of an object for 1d6 rounds, or end one spell affecting a target within near.

