

## COYOTE TRICKSTER

Medium humanoid (gnoll), chaotic evil

**Armor Class** 17 (splint)

**Hit Points** 71 (13d8 + 13)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	16 (+3)	13 (+1)	7 (-2)

**Skills** Arcana +6, Perception +4

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Gnoll

**Challenge** 5 (1,800 XP)

**Keen Hearing and Smell.** The trickster has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Wild West Camouflage.** The trickster has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing and 3 (1d6) poison damage.

**Multiattack.** The trickster makes two attacks.

**Trickster's Ragevial (Recharge 5-6).** *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a non-undead creature, it must succeed on a DC 14 Wisdom saving throw or become charmed for the next minute. While charmed in this way, it becomes hostile towards all creatures it can see and must use its action on its turn to attack the nearest possible creature. Whenever a charmed creature takes damage or drops a creature to 0 hit points, it can repeat a saving throw, ending the effect on a success.

**Vial Throw.** *Ranged Weapon Attack:* +7 to hit, range 120/300 ft., one target. *Hit:* 8 (1d8 + 4) piercing and 3 (1d6) poison damage.

### BONUS ACTIONS

**Nimble Escape.** The trickster can take the Disengage or Hide action as a bonus action on each of its turns.



## Coyote Trickster

The Coyote Trickster, a cunning breed of gnoll, is believed to be the mutation of an already evil breed, into something more nefarious, evolution pushed by the devilish energies littering the land, sowing chaos among mortals. Blessed with guile and stealth, the Coyote Trickster infiltrates settlements and ambushes travelers, employing its signature weapon: vials filled with a frenzy-inducing concoction.

Tales of this elusive gnoll are shared around campfires by seasoned adventurers, recounting their encounters with the master of twisted murder. The coyote tricksters have become a symbol of disorder, forever seeking opportunities to unleash its unique brand of chaos upon the world.





## FIENDLASH OGRE

Large fiend giant ((devil)), chaotic evil

**Armor Class** 16 (half plate)

**Hit Points** 142 (15d10 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	5 (-3)	10 (+0)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Giant

**Challenge** 6 (2,300 XP)

**Bloodbath.** At the start of each of its turns, if it's dealt damage since the start of its last turn, the Ogre regains 5 (1d10) hit points.

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

**Remorseful Lash.** When the Ogre is damaged by a marked creature, it can whip attack against it. If the attack hits, the creature is stunned until the start of its next turn. If the attack misses, the Ogre is stunned until the start of his next turn instead.

## ACTIONS

**Multiattack.** The Ogre makes two attacks: one with its morningstar and one with its whip.

**Morningstar.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

**Whip.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage and 3 (1d6) fire damage and the target must succeed on a DC 16 Constitution saving throw or be marked by the lash. While marked, a creature takes an additional 7 (2d6) fire damage from the Ogre's attacks.

## CACTUS GOLEM

Large construct, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 105 (10d10 + 50)

**Speed** 5 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	7 (-2)	10 (+0)	5 (-3)

**Damage Vulnerabilities** fire

**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** Understands the languages of its creator but can't speak

**Challenge** 8 (3,900 XP)

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**Prickly Body.** Whenever a creature starts its turn grappled by the golem or hits it with a melee attack, it takes 7 (2d6) piercing damage.

**Poison Absorption.** Whenever the golem is subjected to poison damage, it takes no damage and instead regains a number of hit points equal to the poison damage dealt.

## ACTIONS

**Multiattack.** The golem makes two attacks.

**Drain Vitals (Recharge 5-6).** The golem uses its spikes to drain the water and life from each creature it has grappled. Each grappled creature must make a DC 16 Constitution saving throw, taking 14 (4d6) poison damage on a failure and half as much damage on a success. On a failed save, a creature also suffers one point of exhaustion.

**Needle.** *Melee Weapon Attack:* +8 to hit, reach 30/120 ft., one target. *Hit:* 7 (2d6) piercing and 3 (1d6) poison damage.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it is also grappled (DC 16).

