

# MARRASH

**Source:** 3e *Monster Manual* 2.

The marrashi are a race of plague-bearing fiends of infernal origin. A marrash resembles a relatively short gnoll with taloned hands and feet and double-jointed, bird-like legs. It has great feathered wings capable of carrying it through the air with ease, and it favors combat on the wing. Marrashi sometimes offer their services to Yeenoghu; even though the demon lord of gnolls is far more brutal and less subtle than they are, their resemblance to his favored people often serves both fiends well, and can provide a deadly surprise to enemies of a gnollish tribe.

## Marrash Archer

## Level 7 Artillery

Medium immortal humanoid

XP 300

**HP** 61; **Bloodied** 30

**Initiative** +7

**AC** 19; **Fortitude** 17; **Reflex** 20; **Will** 19

**Perception** +6

**Speed** 6, fly 8

**Immune** disease

## STANDARD ACTIONS

### (mbasic) Claw \* At Will

*Attack:* Melee 1 (one creature); +12 vs. AC.

*Hit:* 1d8+5 damage.

### (rbasic) Longbow (weapon) \* At Will

*Attack:* Ranged 20 (one creature); +14 vs. AC.

*Hit:* 1d10+4 damage.

### Double Shot \* At Will

*Effect:* The marrash uses *longbow* twice, taking a -2 penalty to each attack.

### (ranged) Taklif Arrow (disease, weapon) \* Encounter

*Requirement:* The marrash must be wielding a longbow.

*Attack:* Ranged 20 (one creature); +14 vs. AC.

*Hit:* 3d10+6 damage and the target contracts stage 1 lesser otyugh filth fever (MV 231). If the target dies of the disease, a new marrash is birthed from the reconstituted corpse one week later at midnight and the victim's soul is devoured forever.

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**Str** 13    **Dex** 19    **Wis** 16

**Con** 13    **Int** 9    **Cha** 11

**Alignment** evil    **Languages** Supernal

**Equipment** longbow, 30 arrows, 1 taklif arrow

## Raving Marrash

## Level 8 Brute

Medium immortal humanoid

XP 350

**HP** 106; **Bloodied** 53

**Initiative** +7

**AC** 20; **Fortitude** 22; **Reflex** 20; **Will** 19

**Perception** +7

**Speed** 6, fly 8

**Immune** disease

## STANDARD ACTIONS

### (mbasic) Claw \* At Will

*Attack:* Melee 1 (one creature); +13 vs. AC.

*Hit:* 1d10+9 damage.

### (melee) Bite \* At Will

*Attack:* Melee 1 (one creature); +13 vs. AC.

*Hit:* 2d4+4 damage.

### Frenzied Attack (disease) \* At Will

*Effect:* The raving marrash uses *claw* and *bite* against the same target. If both attacks hit, the target contracts stage 1 lesser otyugh fever (MV 231). If the target dies of the disease, a new marrash is birthed from the reconstituted corpse one week later at midnight and the victim's soul is devoured forever.

## TRIGGERED ACTIONS

**(close) Diseased Blood** (disease, poison) \* **Encounter**

*Trigger:* The raving marrash becomes bloodied.

*Attack (Immediate Reaction):* Close burst 1 (the triggering creature); +11 vs. Reflex.

*Hit:* 2d8+11 poison damage, and the target contracts stage 1 lesser otyugh fever (MV 231). If the target dies of the disease, a new marrash is birthed from the reconstituted corpse one week later at midnight and the victim's soul is devoured forever.

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**Con** 16    **Int** 6    **Cha** 8

**Alignment** evil

**Languages** Supernal

## Marrash Sharpshooter

Medium immortal humanoid

## Level 15 Minion Artillery

XP Value

**HP** 1; a missed attack never damages a minion

**Initiative** +11

**AC** 27; **Fortitude** 25; **Reflex** 28; **Will** 27

**Perception** +10

**Speed** 6, fly 8

**Immune** disease

## STANDARD ACTIONS

**(mbasic) Claw** \* **At Will**

*Attack:* Melee 1 (one creature); +20 vs. AC.

*Hit:* 10 damage.

**(rbasic) Longbow** (weapon) \* **At Will**

*Attack:* Ranged 20 (one creature); +22 vs. AC.

*Hit:* 12 damage.

**(ranged) Taklif Arrow** (disease, weapon) \* **Encounter**

*Requirement:* The marrash must be wielding a longbow.

*Attack:* Ranged 20 (one creature); +22 vs. AC.

*Hit:* 16 damage and the target contracts stage 1 greater otyugh filth fever (MV 233). If the target dies of the disease, a new marrash is birthed from the reconstituted corpse one week later at midnight and the victim's soul is devoured forever.

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**Con** 13    **Int** 9    **Cha** 11

**Alignment** evil

**Languages** Supernal

**Equipment** longbow, 30 arrows, 1 taklif arrow