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Gnolls

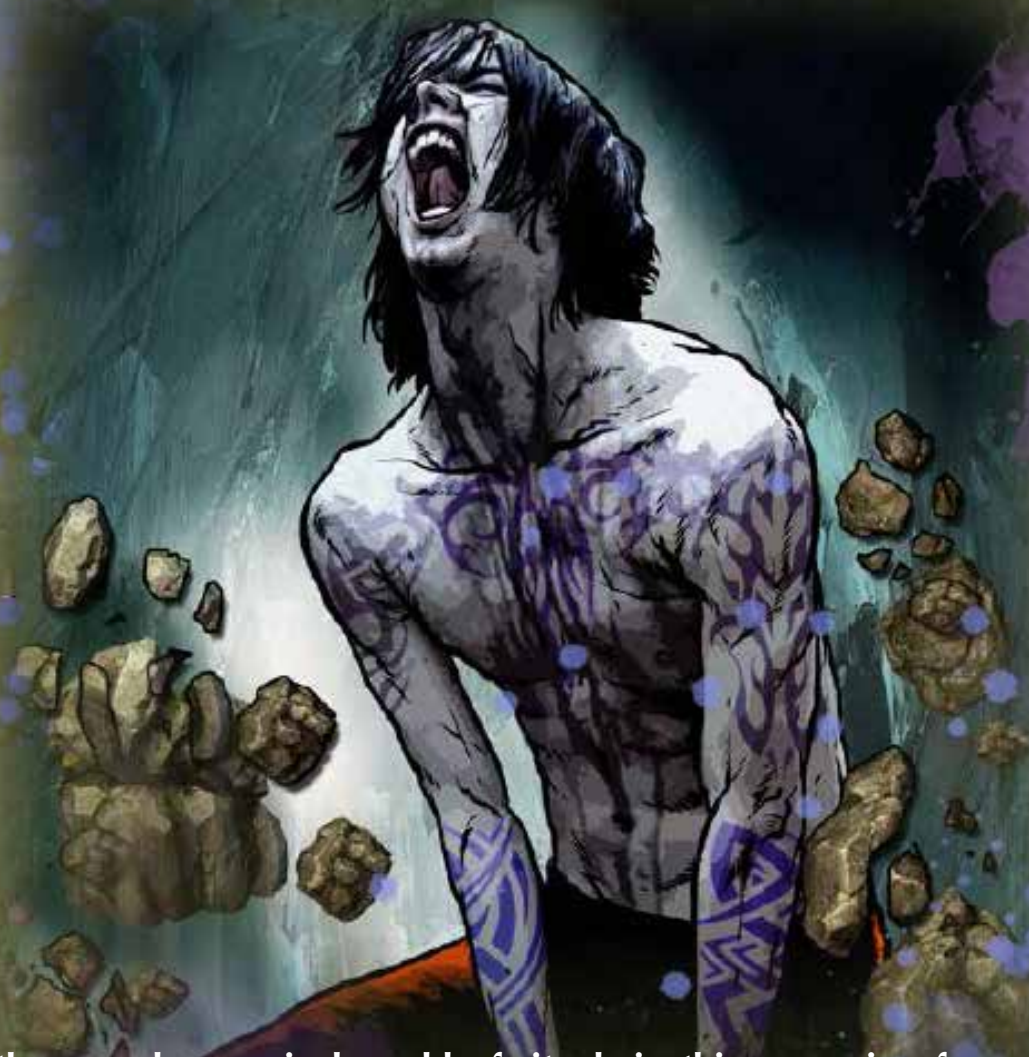
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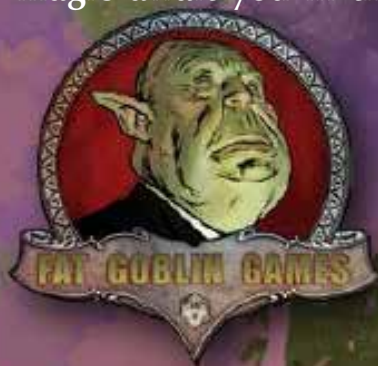
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5TH EDITION RACES GNOLL

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GNOLL

Gnarl Sabreclaw growled under his breath. This wasn't an angry growl, or a warning growl, and it certainly wasn't a growl spawned from fear. No, this was the fiendishly blood-thirsty growl of anticipation. A vile grin grew across his slavering maw as his fiery red eyes gazed down upon the burning town. He watched the bugbear arsonists slink off into the woods, unseen by the humans now scrambling to extinguish their blazing homes, and he smiled.

"Let's go fetch us some dinner quick," said the gnoll, "while the meat's still rare."

The pack atop the hill howled wildly in reply and charged. They swept into town and furiously assaulted everything that moved. With uncanny cunning and brutal ferocity, they rampaged. Bow, spear, claw, bite – all drew blood.

A small band of townsfolk gathering in the smoldering town square hoping to rally a counter attack soon found themselves surrounded. Gnolls emerged from all directions, howling, growling, brandishing spear and glaive and advancing into the square as the humans formed a defensive ring. Eyes widened with terror as the fiendish Gnarl emerged through the flames of the burning inn, singed but unscathed, licking his chops, his claws and teeth his only weapons.

A grey haired human fired his crossbow at Gnarl, the bolt penetrating the fiend's shoulder. Gnarl covered the thirty feet in an instant and the town's last hopes were lost.

Still atop the hill, a lone gnoll turned and walked away.

Gnolls are a horrific predatory race of hyena like humanoids bent on pillage and destruction. They prey upon the weak, using overwhelming odds and fiendish fury to wreak havoc where they may.

DEMONIC HERITAGE

It is said that when the Howling Butcher of the Abyss invaded the prime material plane a trail of blood and carnage was left in his wake.

Wicked hyenas fed upon that carnage and were transformed, and thus were born the first Gnolls. From that terrifying origin gnoll clans spread across the lands, sowing chaos and destruction wherever they went.

NOMADIC PREDATORS

Since their beginnings gnolls have been nomads, their clans wandering the lands seeking prey. They strike under cover of darkness, take what they will, and move on. They attack in numbers and assault weak targets to guarantee their victory.

FEROCIOUS CLANS

Towering at over 7 feet tall with a powerful build a singular gnoll is a strong and ferocious beast. That they prowl in great numbers only makes them more fearsome. Though chaotic in nature, gnolls roam in clans led by strong alphas. The clan is strength, security, and family, thus a gnoll is loyal to her clan above all else. The only crimes in gnoll society are crimes against fellow members of your clan, and punishment for those crimes is to be branded as an outcast and exiled. Such exiles, rejected by gnoll society, seek out bonds elsewhere and make loyal adventuring companions.

THE FURY OF THE FIEND

The Howling Butcher tasked his first gnolls to spread chaos and carnage across the land. This instinctual fury is carried within the foul heart of most gnolls, and doubly so in abyssal gnolls. Most gnolls crave chaos and carnage above all, and are feared by civil and uncivil beings alike. Gnolls who don't exhibit such vile tastes and who don't help their clan in its conquests quickly become outcasts from the clan, exiled for their weakness.

DIPLOMACY WITH OTHER RACES

Gnolls aren't known for their keen ability to get along with others. Quite the opposite. Most gnolls are bent on chaos and destruction and are not concerned with folk outside of their own clans. Gnolls see the civilized races of elves, dwarves and men as soft, weak, easy prey but respect the strength shown by more violent and warlike humanoids. Gnoll adventurers who have left the clan may feel differently.

Humans – Always breeding always spreading always growing these humans... which means they're always somewhere close for us to pounce. Oh, they make impressive fortifications but those are easy to avoid... their little settlements on the outskirts, with their farms and stables and mills and inns... such easy prey they make! Better still, when too many humans start to fill up a land they go to war and slaughter each other as well as we ever do. That's an opportunity, every time.

Hobgoblins – Bah! Too strict for me, with their polished armor and their following orders and marching lockstep but still... when they march to war, they conquer, and when they conquer the carnage is beautiful. I can put up with a few cracks of a whip to be part of that fun from time to time. And when their injured fall behind well... even more prey for us.

Bugbear – Catching the weak by surprise and crushing their skulls? What's not to like? No loyalty, just brutality. And they'll work for my clan for just a few coins. A few bugbears paid to watch our backs works for me, and if they turn on the clan they cook up just fine.

RACE NAMES

Born in small litters a gnoll's first, given, name is granted by its mother and frequently resembles guttural howls, growls, and violent grunts, as befits their violent nature. As they grow they are given nicknames by their clan that evoke the nature of the individual gnoll's physical presence or personality.

Male Names: Gnarl Sabreclaw, Haarul Fangtooth, Garr the Stalker, Luurgh Proudmane, Torgon Limbrender, Hurk Spearmaster, Hyen Keensnout, Kurgen the Bald, Gaarnok Brokenfang, Lem Killmaster

Female Names: Aren Fleetfoot, Kicki Glaivesnout, Bardaka Spottedfur, Karella Longtooth, Tiamok the Wild, Keena Bloodfist, Awhoo Boldhowl, Mowak Swiftpaws, Kowa Grinningmaw, Trassa Stormeyes

Clan Names: Clan names are taken to instill pride amongst clan members, and terror amongst clan enemies. Some clans change names with their alpha's, while others maintain a historic clan title. Sabreclaw's Scourge, The Prowling Limbrenders, The Blood Fangs, and The Kill by Death Clan are typical clan monikers.

RACE TRAITS

Your gnoll character has an assortment of inborn abilities, part and parcel of the gnoll's nature.

ABILITY SCORE INCREASE. Gnolls are strong brutish beasts. Your Strength score increases by 2.

AGE. Gnolls have short life spans compared to most intelligent races. As a gnoll you reach adulthood in 7 years and at best will live to be 30.

ALIGNMENT. Gnoll packs are vicious and cruel. Gnolls tend toward chaotic evil. A gnoll who leaves her pack to adventure on her own may have a different outlook.

BRUTAL BITE. You can use a bonus action to make a bite attack. Your bite is a melee attack with a 5 foot reach and the finesse trait. Your bite does 1d4 piercing damage.

SIZE. Gnolls are tall and sturdy, typically reaching between 7 and 7 ½ feet tall and weight 250-300 pounds. Your size is Medium.

SPEED. Your base walking speed is 30 feet.

DARKVISION. Gnoll vision is acute in the darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

LANGUAGE. You can speak, read and write Common and Gnoll.

SUBRACES

The breeding habits of gnolls, as are all goblin-kind, a complete mystery to most. It is no secret however that they pillage, plunder, and often take advantage of captives. Strange subraces of the gnoll family exist and below are samples of a few of them.

ABYSSAL GNOLL

All gnolls trace their heritage to the Howling Butcher of the Abyss but some have abyssal blood flowing through their veins. These gnolls can spook the pack with their savage claws, slavering fangs, fierce countenance, and eyes aglow with abyssal energy. You are such a gnoll.

ABILITY SCORE INCREASE. Your Constitution score increases by 1.

BEASTIAL CLAWS. Your claws are a lethal weapon you are proficient with. They have a reach of five feet and have the finesse trait. Your claws inflict 1d6 slashing damage. Starting at 6th level your claws count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Starting at 11th level your claws inflict 1d8 slashing damage.

EYES OF THE FIEND. The abyssal glare in your eyes is horrifying to most creatures. You have advantage on Charisma (Intimidation) checks.

FIENDISH RESISTANCE. The abyssal blood flowing through your veins gives a frightening spark in your eyes and supernatural resistance. Your pupils gleam white like ice, crackle blue with electricity, glare red with flame or shimmer a sickening green and you are resistant to a corresponding energy of your choice - cold, lightning, fire or poison.

FIENDISH FLURRY. Once as a reaction when you are damaged by a creature within 30 feet of you that you can see you may move up to 30 feet to that creature and unleash a full melee attack action. You have advantage on these attacks. Once you use Fiendish Flurry you can't use this feature again until you finish a long rest.

CLAN GNOLL

Gnolls trace their heritage to the bloodthirsty hyenas who fed upon The Howling Butcher's carnage. Packs of gnolls, known as clans, have prowled the lands since. A Clan Gnoll is the most common form of gnoll. You are such a gnoll.

ABILITY SCORE INCREASE. Your Dexterity score increases by 1.

GNOLL WEAPON PROFICIENCIES. You are proficient with flails, spears, glaives and longbows.

PACK TACTICS. You gain advantage on one attack roll per round against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

VICIOUS RAMPAGE. When you reduce a creature to 0 hit points with a melee attack on your turn, you can take a bonus action to move up to half your speed and make a bite attack.

FLIND

Some gnolls in a clan are born somewhat brighter and wiler than their clan brethren. These shorter and stockier gnolls, called flinds, often use their wits to rise to prominence amongst the clan. You are such a gnoll.

ABILITY SCORE INCREASE. Your Intelligence score increases by 1.

FLIND WEAPON PROFICIENCIES. You are proficient with flind bars and longbows.

SLY LIKE A FLIND. Your improved instincts give you advantage on Wisdom (insight) checks.

PACK TACTICS. You gain advantage on one attack roll per round against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.



NEW WEAPONS

Flind Bar The favorite weapon of flinds, a flind bar consists of two chain connected iron bars each capped with a ring of spikes. This *Martial Melee Weapon* does 1d8 bludgeoning damage and allows its bearer advantage in any attempts to disarm their opponent. To use a flind bar to disarm an opponent the attacker makes an attack roll with advantage contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the attack causes no damage but the defender drops the targeted item.

Triple Headed Flail Inspired by the Howling Butcher's favorite weapon, a triple headed flail is a Heavy *Martial Melee Weapon* that weighs 7 pounds and does 2d6 bludgeoning damage.

NEW MAGIC ITEMS

Below you may find magical items common, uncommon, rare, or even legendary for gnolls.

THE HOWLING FLAIL

Weapon (triple headed flail), legendary (requires attunement)

Gnolls are not known for their craftsmanship, and *The Howling Flail* is no exception. This weapon was "commissioned" by Annesh Wick-eyes, an ambitious abyssal gnoll who wished to instill fear in her foes. Crafted under great duress by an elvish wizard who's family was held captive by Annesh, this triple headed flail has a horrid countenance. Its three heads are steel hardened skulls with mouths agape. The skulls are from an elf warrior, a dwarf priestess, and a gnome sorcerer - all foes Annesh had defeated in battle. It is said that the vile Annesh christened her new weapon upon its creator and his family,

capturing their screams for her use.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When wielded as a melee weapon this triple headed flail does 3d6 bludgeoning damage.

Howling Terror. As a bonus action while you wield this weapon you can spin the heads of the flail before and after you strike, causing the flail heads to howl in the wind. All creatures within 30 feet who are not your allies and who can hear the howls must make a DC 15 Wisdom saving throw or be Frightened, as the condition, until the beginning of your next turn.

Screaming Flight. As an action while you wield this weapon you can command a flail head to detach, take flight, and attack independently. Upon its initial detachment each head screams in agony. All creatures within 30 feet who are not your allies and who can hear the scream must make a DC 15 Wisdom saving throw or be subject to the effects of a *fear* spell. Only one head can be detached per action, but all three heads can be flying at the same time.

Once detached you can use a bonus action to command one or all detached heads to fly up to 30 feet, in separate directions if desired, and attack opponents within 5 feet of each head. No head can be commanded to fly more than 30 feet from you, and if you move more than 30 feet from a detached head the head falls to the ground inert until it is once again within 30 feet. Each detached head can continue to fly and attack for up to ten rounds. On the tenth round the detached head returns to the flail.

Each detached head uses your attack roll and your ability score modifier to damage rolls. You add the weapon's magical +3 bonus to the attack and damage rolls of each head. The detached flail heads each bite for 1d6 piercing damage.

For each head that is detached reduce the Howling Flail's melee damage by 1d6.

Once any head has detached using Screaming Flight it cannot be detached again until the following nightfall.

BLOOD FANGS

Wondrous item, rare (requires attunement by a creature with a bite attack)

A set of Blood Fangs consists of four three inch long teeth that you attach to your upper and lower canines. The fangs magically form themselves to make a tight fit. Once so attached they attune themselves. Your bite attack gains a +1 bonus to attack and damage rolls while these magical fangs are attuned. Additionally when you roll a 20 on an attack roll with your bite that bite does an additional 10 points of necrotic damage and you gain 10 temporary hit points.

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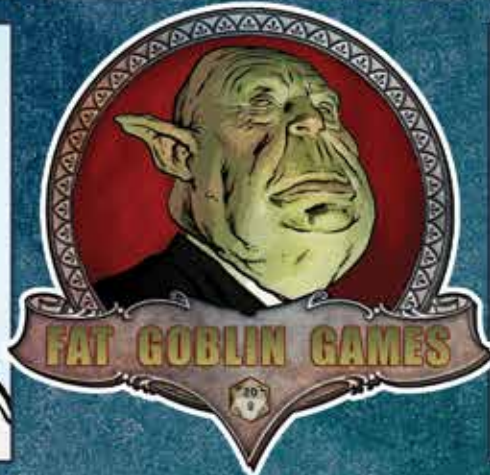
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Gnolls

Just the word whispered in a crowded inn is enough to bring a hush to the crowd. Feared, hated, and distrusted, gnolls are the last thing that a seasoned party of adventurers want to see.

Unless they are a member of the party.

Play your next game as a Gnoll and use your powers, abilities and racial heritages to balance the scales of justice. Or bring a bit of your own brand of justice to the table.

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