



d30 Gnoll Encounters

GNL1: GNOLL ENCOUNTER VARIATIONS

Roll	Group Background/Description
1	bloodthirsty and malicious, looking for trouble
2	buying goods from (human) smuggler
3	buying slaves from slave trader
4	escaped slaves returning to pack (no arms/armor)
5	gorging themselves on recently killed prey
6	hunting for food (+1-3 hyenas)
7	laying in wait for ambush
8	locked in combat with giant(s)*
9	locked in combat with goblins*
10	locked in combat with kobolds*
11	marking territory with clan sigil (in blood)
12	negotiating alliance/planning raid w/ bugbears†
13	negotiating alliance/planning raid w/ hobgoblins†
14	negotiating alliance/planning raid w/ ogres†
15	negotiating alliance/planning raid w/ orcs†
16	negotiating alliance/planning raid w/ trolls†
17	patrolling (reluctantly at behest of alpha)
18	patrolling area, under spell of powerful NPC
19	pursuing escaped demi-human slave(s)
20	pursuing escaped gnoll slave(s)
21	pursuing escaped male slave(s)
22	raiding party heading to target of raid
23	raiding party returning from recent raid
24	training hyenas (+1-3 hyenas)
25	transporting scavenged items, food stores
26	transporting scavenged items, misc. furnishings
27	transporting scavenged items, weapons/armor
28	transporting slaves, demi-human
29	transporting slaves, human
30	weak, undernourished, desperate, seeking food

* roll 1d3 [1=overwhelmed, 2=even battle, 3=winning]
† monster types will be of relatively equal strength to gnolls

GNL2: CLAN NAME

Roll	Part 1	Roll	Part 2
1	battle	1	bark
2	beastly	2	bite
3	cruel	3	blade
4	curse	4	chomp
5	down	5	clamp
6	dread	6	claw
7	evil	7	cleave
8	fiendish	8	fang
9	filth	9	gorge
10	foul	10	gouge
11	gash	11	growl
12	heinous	12	howl
13	horrid	13	lash
14	loathe	14	moan
15	low	15	nip
16	mean	16	paw
17	nasty	17	pelt
18	putrid	18	rip
19	rank	19	rive
20	retch	20	scream
21	rogue	21	shred
22	rotten	22	snag
23	savage	23	snarl
24	scourge	24	tail
25	strike	25	tongue
26	terror	26	tooth
27	vicious	27	wail
28	vile	28	whine
29	war	29	whip
30	wicked	30	yowl

GNL3: CHIEF'S TITLE*

Roll	Title†
1	emperor
2	bone emperor
3	first emperor
4	grand emperor
5	exalted emperor
6	supreme emperor
7	emperor king
8	king
9	king emperor
10	king ruler
11	bone king
12	carcass king
13	carrion king
14	corpse king
15	exalted king
16	grand king
17	high king
18	sole king
19	supreme king
20	lord
21	bone lord
22	grand lord
23	lord ruler
24	overlord
25	grand ruler
26	exalted ruler
27	supreme ruler
28	bone master
29	grand master
30	master of the land

* alpha male's self-appointed title
† 1-in-3 chance title is followed by "of all gnolls"

GNL4: NUMBER APPEARING

Roll on d30	Number of Gnolls					Add'l Hyenas/Leaders*
	1	2	3	4	5	
	6	7	8	9	10	+1-2 hyenas
	11	12	13	14	15	+1-3 hyenas
	16	17	18	19	20	+1-3 hyenas, +1 leader
	21	22	23	24	25	+1-5 hyenas, +1 leader
	26	27	28	29	30	+1-6 hyenas, +1 leader

* gnoll leaders have 16 hp and fight/save as 3HD creature

GNL5: ARMS AND ARMOR

1s Digit: Arms	10s Digit: Armor*		
1	sword	1-10	as leather armor
2	sword, bow	11-20	as scale armor
3	polearm	21-30	as chain mail
4	polearm, dagger		
5	polearm, sword		
6	polearm, morningstar		
7	battle axe		
8	battle axe, sword		
9	morning star		
0	morning star, bow		

* scavenged pieces as indicated comparable type