

GNOLLS

"What doesn't kill you, didn't try hard enough and now its spine is my new bowl!"
Zarick 'Spine Plucker' of the Tar Digger Pack

They live in the desolate corners of the world, the vast deserts and ruined wastelands scorched from arcane hubris. Where an adventurer expects to find monsters, they may instead come upon this pack of true survivors. The denizens of the unwanted earth. The Gnolls.

Though they are famed for their ability to thrive in impossibly harsh environments, the Gnolls did not choose this way of life. As some of the last sentient races to emerge into the world, they travelled in nomadic tribes in search of a place to call their own. However, many races had already claimed territory and cultivated sedentary kingdoms by this time. The nomadic Gnolls were often seen as invaders, though history makes it unclear if they were ever hostile, or merely rejected the notion of land claim. They were soon driven out into the wastes of the world and expected to die out. The Gnolls instead flourished against the cruelty of the world, be it in desperation or pure spite, they were forged into the modern Gnolls we see today. Over time the Gnolls have established conclaves outside their homelands, it is not so strange to see one mingled in towns far from the desert these days. Alas, their appearance and crass disposition has made it hard for some to accept the people of the unwanted earth. But their loyalty and daring nature has made many a companion out of a stranger.

TRUE SURVIVORS

Gnolls as a people have had to learn to live in the worst places of the world. From scavenging food where crops refuse to grow, to hunting terrifying beasts for basic materials, and maintaining steady relations with the more intelligent monsters they share territories with.

Because of their harsh environment the very concept of hardship has been built into the Gnolls culture. Though the methods and extremes are not universal between the different families and tribes, all believe in passing on The Wisdoms of Survival, and telling tales of overcoming pain for the future with wit, guts and grit. Just as their forebears did for them.

PRACTICAL ORIENTED

You are alive with every limb intact. For a Gnoll, it is a good day. Gnolls do not need much, a warm hearth and a full belly is a welcomed comfort, but they have lived with less and do not crave much more. To some this is a humble trait, while others will accuse a Gnoll of lacking ambition; an unkind soul might call them simple. Gnolls have found it hard to integrate into societies dependent on social and economic class. They are often seen as rude and crass, having no concept of formal speech and have a habit of ignoring rank and titles. The idea of showing respect to one who has not earned it through hardship and glory is an alien concept. In turn, Gnolls are often found in the lower tiers of communities outside their own lands.



Artwork by MisterCrowbar

THRILL SEEKERS

Despite their survivalist nature Gnolls are far from cautious. More often than not they will happily venture into high risk situations without hesitation. To them danger is a challenge waiting to be overcome, with the chance of reward at the end. They are curious by nature, experiencing deep satisfaction in finding new things through combat and exploration. A trait often rewarded in the wastes, and perhaps the very reason Gnolls continue to exist.

Modern day Gnolls have managed to translate this homed instinct into different avenues, adventuring becoming the perfect mantle for the once nomadic people. Though Gnolls have a habit of being caught up in the moment, and may drag their companions into unnecessary trouble if the danger proves too exciting. Others may find their thrills in more unexpected ventures, but all are united by their need to seek new things.

However, if left unstimulated, instinct quickly turns into urge. Most Gnolls find monotonous, unchanging life to be a near-tortured existence, and have been known to become troublemakers when forced into an unexciting environment.



Artwork by DM Tuz

PACKBONDS

A survivalist quickly learns to respect a helping hand in dire situations. One universal lesson all Gnolls pass on to their families is The Wisdom of The Pack.

Despite what outsiders may assume, Gnolls are very social and loyal to their pack, and who they define as a member can have great implications for the one chosen.

Gnolls will go to great lengths to protect, and perhaps overprotect their members, and Gnolls will resort to any means necessary to secure the wellbeing of their packmates. They will be the first by your side in any situation, no matter the odds. Dying together is a Gnolls only wish when faced with the end. Dying alone is the greatest hardship a Gnoll can face.

PHYSIOLOGY

Upon first meeting one, unfamiliar travelers might mistake a Gnoll for a monstrous beast. They are tall grown humanoids with bestial features; covered in fur, a hyena-like head, with claws and fangs. They possess tall and usually lean bodies, and commonly possess a slight hunch, though the degree of that can vary. Their furs can show different patterns and various colorations, ranging from dark brown, almost black, to bright rust colors.

GNOLL NAMES

Generally, Gnoll names have up to three components:

A calling name, which is their preferred name to be called among their pack and strangers alike.

A pack name, which is the name of the pack they are born in or inherit. A pack name can change as the Gnoll might join, or form a new pack.

An exploit name, which is the closest thing Gnolls have to titles. They receive this name upon accomplishing or performing a memorable and amazing feat; these names can only be given to a Gnoll by their pack when deemed worthy of it.

Male: Arkaz, Bren, Critz, Duheks, Ekko, Fyrgul, Gizzit, Hakkuk, Ilkor, Jaxx, Kiklo, Lurt, Moksol, Nourezz, Ozarr, Peccu, Quregg, Rarkon, Sittaz, Thezz, Urotak, Voz, Wolrek, Xikks, Ykkar, Zot

Female: Aelzi, Bahz, Chos, Dyrish, Ehri, Fohna, Gihluh, Hil-tur, Iwyrh, Jhith, Krea, Lui ruh, Mrui bah, Narhor, Oth, Pargluh, Qyrgehz, Rizah, Snih, Thelgalh, Ulah, Vahs, Wenzihl, Xerseh, Ynoh, Zhavyh

Example Exploit Names: Akimbo, Blade-Catcher, Calamity, Deep Delver, Extra Large, Fiend Ripper, Giant Wrangler, Hex Shrugger, Inferno Walker, Jumps-The-Pit, Keg Kicker, Loyal, Marvel Tale, Never-Dies, Overdrive, Piledriver, Quest Freak, Rock-Puncher, Sharp Eye, Turns-Away-From-Explosions, Undertaker, Vault Breaker, Wild Hook, X Slash, Yoke Finder, Zap Clapper

GNOLL TRAITS

As a gnoll, you possess innate traits that ensure survival in extreme living conditions, your lore reflects the history of your ancestors and how they survived the harsh wastelands.

Ability Score Increase. Your Dexterity score increases by 1.

Age. Gnolls reach maturity within the first 8 years of their life. They commonly live up to 60 years, with some unique Gnolls living past 100.

Alignment. While gnolls respect established rules, they are free spirits and can easily sway to bend the rules if need be, and especially if these rules impede on the well being of their pack. Gnolls are commonly chaotic in their nature, but can show lawful behaviors within their own pack.

Size. Gnolls grow up to 7 feet. Your size is medium.

Speed. Your base walking speed is 30 feet.

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

Dark vision. Because of your animalistic senses you have superior vision in dark and dim conditions. 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 can't discern color in darkness, only shades of gray.

Bite. Your bite is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

True Survivor. You gain proficiency with one of the following skills: Athletics, Perception, Stealth, Survival.

Exhilarating Thrill. When you roll a 20 on an attack roll, ability check, or saving throw, you have advantage on the next ability check, attack roll, or saving throw you make before the end of your next turn.

Survival Way. Your ancestors had a unique path of survival and you inherited their wisdoms they gathered and traits they developed. Choose from the Way of the Hunter, Way of the Scavenger, Way of the Fiend eater, or Way of the Withered Ones.

WAY OF THE HUNTER

You hail from a lineage of hunters who tracked the great beasts across the wastelands long ago. These forebearers hunted for the sake of their tribes. Homing agility and battle prowess to take down monsters twice their size, and turning apex predators into their prey.

Ability Score Increase. Your Strength score increases by 2, or your Strength score increases by 1 and your Dexterity score increases by 1.

Rush. You can use a bonus action to move up to half of your speed and make a bite attack against a target in range. Once you use this trait, you can't use it again until you have finished a short or long rest, or you reduce an enemy creature to 0 hit points.

Powerful Bite. Your bite deals 1d6 damage, instead of 1d4.

Sprint. When you use your action to dash, you gain an additional 20 ft. of extra movement, unless your movement is reduced by any amount.

DM Tuz Note for Exhilarating Thrill:

Exhilarating Thrill is meant to represent a Gnoll's surging excitement after performing an amazing feat. Yes, according to the rules as written, a Gnoll character could make Dexterity (Acrobatic) checks to perform backflips until they eventually roll a 20 to then use the trait's effect to make another ability check (like picking a lock) with advantage. This is against the intent of the trait. Players should not aim to trigger Exhilarating Trait on purpose. That would be **lame**.

WAY OF THE SCAVENGER

You have the blood of sturdy scavengers in you. Crafty survivors that pilfered the unfarmable wilderness for food. There are places in the wastes that barely hold life, and these forebearers adapted by consuming things the flies would not touch, rewarding their descendants with iron tenacity and resistance.

Ability Score Increase. Your Constitution score increases by 2, or your Dexterity increases by 1 and your Constitution increases by 1.

Infectious Bite. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals additional poison damage equal to your proficiency modifier, and if the target is a creature, it must succeed on a Constitution saving throw or is poisoned until the end of your next turn. The DC is equal to 8 + your Constitution modifier + your Proficiency bonus. Once you use this trait and the attack hits, you can't use it again until you finish a short or long rest.

Immunity. You are resistant to poison damage and have advantage on saving throws against being poisoned and diseases.

WAY OF THE FIEND EATER

You descend from a lineage of Gnolls that faced the true unspeakable horrors that dwell in the most dangerous parts of the world, every day a savage fight for survival. Be it in desperation or celebration, your ancestors feasted upon the corpses of their defeated foes, and became touched by otherworldly corruption.

Ability Score Increase. Your Charisma score increases by 2, or your Dexterity increases by 1 and your Charisma increases by 1.

Wicked Bite. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals damage as normal, and if the target is a creature, it must succeed on a Wisdom saving throw or is frightened by you and can't make opportunity attacks against you until the end of your next turn. The DC is equal to 8 + your Charisma modifier + your Proficiency bonus. Once you use this trait and the attack hits, you can't use it again until you finish a short or long rest.

Vile Cackle. You know the *Vicious Mockery* cantrip. Charisma is your spellcasting ability.

WAY OF THE WITHERED ONES

You descend from a lineage of Gnolls who dwelled in the necrotic poisoned corners of the earth, hellish regions that siphon energy from anything foolish enough to breathe upon its soil. Instead of succumbing to these unhallowed lands your ancestors adapted well, learning to feed upon life itself, turning the siphoning power into a deadly art.

Ability Score Increase. Your Wisdom score increases by 2, or your Dexterity increases by 1 and your Wisdom increases by 1.

Swift Fangs. Your bite attack has the finesse property.

Necrotic Bite. When you hit with a bite attack, you can deal an additional 1d6 necrotic damage and regain hit points equal to half the necrotic damage dealt. Once you use this trait, you can't use it again until you finish a short or long rest. The necrotic damage increases to 2d6 at 5th level, 3d6 at 11th level and 4d6 at 17th level.

Vengeful Snap. When you see one of your allies within 60 ft. of yourself be reduced to 0 hit points or killed, you can use a reaction to move up to half of your speed and make a bite attack.



Artwork by DM Tuz



Artwork by DM Tuz

HALF GNOLLS

As Gnolls began to leave the wastelands and mingle with other races, it was only natural their straight-forwardness and tendency for recklessness would attract others. Half Gnolls are the results of these unions.

Ability Score Increase. Your Constitution score increases by 2 and two other ability scores of your choice increase by 1.

Age. Half Gnolls aging is heavily influenced by their non-Gnoll parent.

Alignment. Typically, your alignment is influenced by whether you were raised by your gnoll parent, or your other parent.

Size. You grow between 5 and 6 feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common, Gnoll, and one additional language, typically the one of your non-Gnoll parent.

Darkvision. Because of your gnollish heirtage, you have superior vision in dark and dim conditions. 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 can't discern color in darkness, only shades of gray.

Bite. Your bite is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Skill Proficient. You gain proficiency with a skill of your choice.

Versatile Training. You are proficient in a martial weapon or tool of your choice.

Survival Instincts. When you are reduced to below half of your maximum hit points you gain temporary hit points equal to your Constitution modifier (minimum 1) and can use a reaction to move up to half of your speed, before or after you move you can make a bite attack as part of the same reaction. Once you use this trait you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.

GNOLL UNIQUE FEATS

Gnoll characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, "Customization Options", of the Player's Handbook.

The following special feats allow your character to expand upon their innate abilities, as each feat represents an evolution of your character's nature and traits.

ADRENALINE

Prerequisite: Gnoll

In the thick of action adrenaline surges through your veins, allowing you to be numb to wounds and quicken your stride. You gain the following benefit:

- Your **Exhilarating Thrill** trait now also activates when you reduce an enemy creature to 0 hit points with an attack or spell.
- When you use your **Exhilarating Thrill** trait, you can gain temporary hit points equal to your level which last until the end of your next turn, and you gain an additional 10 ft. of speed until the end of your next turn. Once you use this feature, you can't use it again until the end of your next turn.

FIGHT ON

Prerequisite: Gnoll, Half Gnoll

Bloodied, beaten, and with your back to the wall, you are able to tap into a ferocious fighting spirit. You gain the following benefits:

- When you are below half of your maximum hit points, the first time in a turn you deal damage with an attack, you deal additional damage equal to your proficiency modifier.
- When you are reduced to 0 hit points and not outright killed, you can use a reaction to move up to half of your speed towards the nearest enemy creature and make a melee weapon attack before you fall unconscious (if more than one creature is nearest to you, you can choose between them). If this attack reduces a creature to 0 hit points you regain 1 hit point and don't fall unconscious.

PACK FIGHTER

Prerequisite: Gnoll, Half Gnoll

Fighting in groups and coordinate attacks to take down a greater foe is almost second nature to you. You gain the following benefits:

- When an ally makes a melee attack against a creature that is within 5 ft. of you, you can use a reaction to grant your ally advantage on the attack roll. To do so the creature must be able to see you.
- When you make a melee attack against a creature that is within 5 ft. of an ally, you can allow the ally to use a reaction to grant you advantage on the attack roll. To do so the creature must be able to see the ally.
- At the beginning of a combat round, you can choose to change your initiative to be equal to the initiative of an ally that has lower initiative than yourself. Once you use this feature you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.



Adrenaline
Artwork by MisterCrowbar

GNOLL BLOOD

Prerequisite: Half Gnoll

Your bond to your Gnoll heritage is deep. You gain the following benefits:

- Increase an ability score of your choice by 1 to a maximum of 20.
- Choose one of the following traits: **Rush** (see Way of the Hunter), **Infectious Bite** (Way of the Scavenger), **Wicked Bite** (Way of the Fiend Eater), **Necrotic Bite** (Way of the Withered). You gain the trait and can use it once before you have to finish a short rest or long rest to use it again.

OPENING RUSH

Prerequisite: Gnoll (Way of the Hunter)

An enduring wisdom among hunters is to strike hard and swiftly to take down your target. You gain the following benefits:

- Increase your Strength or Dexterity by 1 to a maximum of 20.
- When you use your **Rush** trait in the first round of combat, you can move up to your entire speed instead of half.
- The first time when you hit a creature with an attack in the first round of combat, you deal additional damage equal to twice your proficiency modifier.

STINGING SALIVA

Prerequisite: Gnoll (Way of the Scavenger)

Your mouth is a breeding ground for virulence and infectious filth. You gain the following benefits:

- Increase your Constitution by 1 to a maximum of 20.
- Your bite deals an additional 1d6 poison damage on a hit.
- A creature that fails its saving throw against your **Infectious Bite** is poisoned for 1 minute instead and repeats the saving throw at the end of its turn, ending the condition on a success.

SIPHON LIFE

Prerequisite: Gnoll (Way of the Withered)

As you siphon the life from your foes, your body is emboldened with their vitality. You gain the following benefit:

- Increase your Wisdom by 1 to a maximum of 20.
- When you regain hit points after using your **Necrotic Bite** trait, you regain additional hit points equal to your proficiency modifier and add 1d4 to each attack roll and saving throw you make for one minute.

TRAP JAW

Prerequisite: Gnoll, Strength 13 or higher

Your jaws lock like a deadly vice around your foes, making escape impossible. You gain the following benefits:

- When you use an action to attack with your bite and hit a creature, you can attempt to grapple the creature as part of the same action. While you have a creature grappled this way, you have advantage on attack rolls with your bite against that creature, but you can't use your bite against another creature.
- The first time in a turn you hit a creature grappled by you with a bite attack, you can force the grappled creature to succeed a Strength saving throw or be knocked prone. The saving throw is equal to 8 + your Strength modifier + your Proficiency bonus.

WICKED MAGIC

Prerequisite: Gnoll (Way of the Fiend Eater)

A faint trace of supernatural blood inherited by your ancestors unlocks your wicked magic. You gain the following benefit:

- Increase your Charisma by 1 to a maximum of 20.
- You learn the following spells: *Cause Fear*, *Hex*, *Hideous Laughter*. You can cast one of these spells once without expending a spell slot. You regain the ability to cast one of these spells in this way when you finish a short rest. Charisma is your spellcasting ability for these spells.

GNOLL (ALTERNATIVE)

In spirit of Wizards of the Coast's changes of player races, here is an alternative Gnoll player race that conforms to the recent changes.

Type. Humanoid.

Size. Gnolls vary in size between 6 to 7 feet. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Because of your animalistic senses you have superior vision in dark and dim conditions. 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 can't discern color in darkness, only shades of gray.

Bite. Your bite is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Skill Proficiency. You gain proficiency with a skill of your choice.

Exhilarating Thrill. When you roll a 20 on an attack roll, ability check, or saving throw, you have advantage on the next ability check, attack roll, or saving throw you make before the end of your next turn.

Survival Way. Your ancestors had a unique path of survival and you inherited their wisdoms they gathered and traits they developed. Choose from the Way of the Hunter, Way of the Scavenger, Way of the Fiend eater, or path of the Withered Ones.

WAY OF THE HUNTER

Rush. You can use a bonus action to move up to half of your speed and make a bite attack against a target in range. Once you use this trait, you can't use it again until you have finished a short or long rest, or you reduce an enemy creature to 0 hit points.

Powerful Bite. Your bite deals 1d6 damage, instead of 1d4.

Sprint. When you use your action to dash, you gain an additional 20 ft. of extra movement, unless your movement is reduced by any amount.

WAY OF THE SCAVENGER

Infectious Bite. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals additional poison damage equal to your proficiency modifier, and if the target is a creature, it must succeed on a Constitution saving throw or is poisoned until the end of your next turn. The DC is equal to 8 + your Constitution modifier + your Proficiency bonus. Once you use this trait and the attack hits, you can't use it again until you finish a short or long rest.

Immunity. You are resistant to poison damage and have advantage on saving throws against being poisoned and diseases.

WAY OF THE FIEND EATER

Wicked Bite. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals damage as normal, and if the target is a creature, it must succeed on a Wisdom saving throw or is frightened by you and can't make opportunity attacks against you until the end of your next turn. The DC is equal to 8 + your Charisma modifier + your Proficiency bonus. Once you use this trait and the attack hits, you can't use it again until you finish a short or long rest.

Vile Cackle. You know the *Vicious Mockery* cantrip. Intelligence, Wisdom, or Charisma is your ability score to cast this spell.

WITHERED ONES

Swift Fangs. Your bite attack has the finesse property.

Necrotic Bite. When you hit with a bite attack, you can deal an additional 1d6 necrotic damage and regain hit points equal to half the necrotic damage dealt. Once you use this trait, you can't use it again until you finish a short or long rest. The necrotic damage increases to 2d6 at 5th level, 3d6 at 11th level and 4d6 at 17th level.

Vengeful Snap. When you see one of your allies be reduced to 0 hit points or killed, you can use a reaction to move up to half of your speed and make a bite attack.

Adapting Gnolls to the original flavor:

Obviously, these Gnolls differ quite a bit from conventional Gnolls presented in Faerun or other go-to Dungeons and Dragons settings. This take on Gnolls was designed to be a player race first and a monstrous race second.

But this doesn't mean that this is the default state of these Gnolls and what they have to be. If you want to use this set of rules for Gnolls but want to maintain the original flavor, here are a few suggestions on how to tweak them:

- Change *Exhilarating Thrill* to *Blood Fury*.
- Change *Languages* to: You can speak and read Common and Abyssal.
- Rename *Rush* to *Rampage*.
- Rename *Way of the Fiend Eater* to *Flinds*.
- Rename the *Way of the Withered* to *Witherings* and remove their *Necrotic Bite* trait. Instead they get the *Construct Nature* trait.

Alternative Traits:

Blood Fury. Whenever you reduce an enemy to 0 hit points, outright kill a creature, or score a critical hit, you have advantage on the next attack roll you make before the end of your next turn.

Construct Nature. You are a construct in addition to being a humanoid. Being a construct gives you the following benefits:

- You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in an inactive, motionless state, during which you retain consciousness.

Check out these other Player Races!

Aside from the Hagspawn I also have created 2 other player races: the [Hagspawn](#), the discarded children of hags who will have to rise above in spite of what the world thinks of them, and the [Gremlins](#), a displaced people that endure with resourcefulness and guile. Each Player Race features new lore, numerous unique subraces, original art, several new race exclusive feats, and more!



JUST ANOTHER GNOLL HOMEBREW?

I am well aware of the fact that a lot of player-created Gnoll Player Race options exist. I was debating with myself whether or not making another Gnoll homebrew. It was a statement by Jeremy Crawford and the recent development within the D&D community which made me decide that this project is worthwhile. Crawford once said that the D&D team should have labeled Gnolls as fiends instead of humanoids. This statement certainly makes sense considering the Gnoll's original flavor who are described as originating from the demon lord Yeenoghu.

Gnolls as player options are commonly described as savage and ferocious humanoids and, in case you play one, your character will always have to either fight their inner beast, their demonic corruption, or other lower impulses. My goal was to move away from this notion and instead reinvent what a Gnoll was and give them a sympathetic and fun new spin; this is my reinvention of Gnolls as full fledged humanoids.

I did not create this to invalidate the original take on Gnolls, nor will I say that this new take is inherently superior. I want to provide options and new ideas to people that would like to feature Gnolls as a playable race in their games (for example in an Eberron campaign) but want more out of their Gnolls than savage hyena-folk. What people will take from this piece is up to them, they are welcome to change, adjust, and mix and match as they see fit for their game. I encourage it all and I hope people will have fun with this material!

MY OTHER WORKS

If you like my work, consider checking out my other freely available works:

[Horrors of the Dark](#) - A complete bestiary fan adaptation of Red Hook Studio's *Darkest Dungeon*

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Created by Dungeon Master Tuz

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