

GNOLLS

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.

THRILL SEEKERS

Despite their survivalist nature, Gnolls are far from cautious. They venture into high-risk situations without hesitation, treating danger as a challenge with reward waiting on the other side. This instinct has found a natural home in adventuring, the perfect mantle for a once-nomadic people, though a Gnoll caught up in the moment may drag their companions into trouble they didn't ask for.

Left unstimulated, that instinct curdles into urge. Most Gnolls find a monotonous life close to torture, and are known to become troublemakers when stuck in one.

PACKBONDS

A survivalist learns fast to respect a helping hand in dire situations. Gnolls pass this down as The Wisdom of The Pack, and it makes them fiercely social and loyal, whatever outsiders assume of them. They will go to any length to protect their packmates, first to your side no matter the odds. Dying together is a Gnoll's only wish at the end. Dying alone is the greatest hardship one 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, Hiltur, Iwyrh, Jhith, Krea, Luiruh, Mruibah, Narhor, Oth, Pargluh, Qyrgehz, Rizah, Snih, Thelgah, Ulah, Vahs, Wenzihl, Xerseh, Ynoh, Zhavyh

Example Exploit Names: Akimbo, Blade-Catcher, Calamity, Deep Delver, Extra Large, Fiend Ripper, Giant Wrangler, Hex Shrugged, 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

Creature Type. Humanoid.

Size. Medium (about 6-8 feet tall).

Speed. 30 feet.

Bite. Your bite is a natural weapon which you can use to make Unarmed Strikes. It deals Piercing damage equal to 1d4 plus your Strength modifier, instead of the normal damage of an Unarmed Strike.

Darkvision. You have Darkvision with a range of 60 feet.

Exhilarating Thrill. When you roll a 20 on a d20 Test, you have advantage on the D20 Test you make before the end of your next turn.

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

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

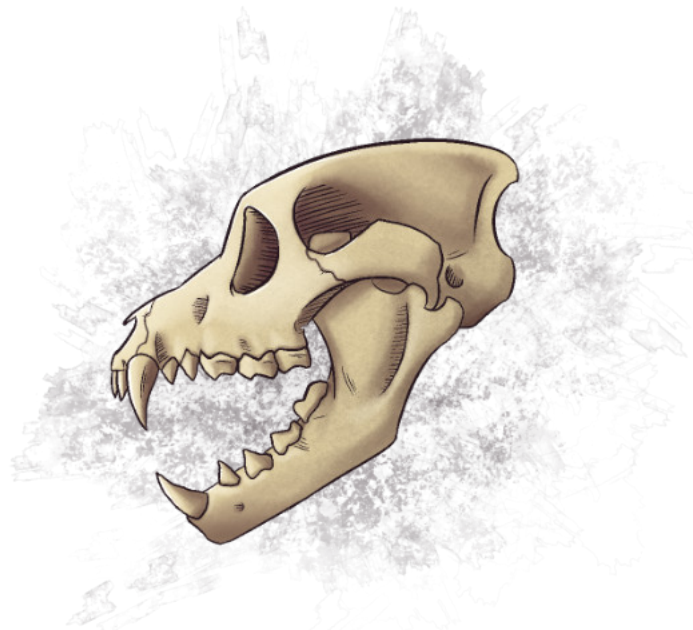
WAY OF THE HUNTER

You hail from a lineage of hunters who tracked 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 many times their size, and turning apex predators into their prey.

Rush. You can use a bonus action to move up to half of your speed towards a creature you can see and make a bite attack against a target in range. If you have reduced an enemy creature to 0 hit points since the beginning of your turn, you can move up to your full speed instead. 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

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.

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 bonus, 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 diseases and being poisoned.

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.

Wicked Bite. As a bonus action, you can make a special attack with your bite. If the attack hits you deal an additional 1d6 psychic damage, 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 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, you choose which when you gain this trait.

WAY OF THE WITHERED ONES

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.

Swift Fangs. Your bite attack has the Finesse property.

Necrotic Bite. As a bonus action, you can make a special attack with your bite. If the attack hits you can deal an additional 1d6 necrotic damage and regain hit points equal to half of the total damage dealt. Once you use this trait and the attack hits, you can't use it again until you finish a short or long rest.

Vengeful Snap. When you see one of your allies within 30 ft. of yourself be reduced to 0 hit points or killed, you can use a reaction to move up to your speed or make a bite attack.

EXHILARATING THRILL

While I omitted on any limitations when Exhilarating Thrill can trigger, the intent of the trait is to represent a Gnoll character's surging excitement after performing an amazing feat. Therefore it would go against the intent of the rule for a character to purposefully trigger this trait by repeatedly performing a skill to then use the benefit of advantage on another.



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.

Straddling two worlds rarely comes easy, and Half Gnolls often find themselves proving their place twice over; too feral for polite society, too soft for the pack. Yet many find this dual nature suits them well, carrying a Gnoll's grit alongside a sharper eye for the customs and cunning of the world beyond the wastes.

HALF GNOLL TRAITS

Creature Type. Humanoid.

Size. Medium (about 5-7 feet tall).

Speed. 30 feet.

Bite. Your bite is a natural weapon which you can use to make Unarmed Strikes. It deals Piercing damage equal to 1d4 plus your Strength modifier, instead of the normal damage of an Unarmed Strike.

Darkvision. You have Darkvision with a range of 60 feet.

Legacy. You gain proficiency in two skills of your choice, or you gain proficiency in one skill and one tool of your choice.

Survival Instincts. When you gain the Bloodied condition, 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 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

General Feat (Prerequisite: Gnoll)

Ability Score Increase. Increase your Constitution or Charisma score by 1, to a maximum of 20.

Exciting Finish. Your **Exhilarating Thrill** trait now also activates when you reduce an enemy creature to 0 hit points with an attack or spell. Once you use this feature, you can't use it again until the beginning of your next turn.

Feeling Invincible. 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 beginning of your next turn.

FIGHT ON

General Feat (Prerequisite: Gnoll, Half Gnoll)

Ability Score Increase. Increase your Strength or Constitution score by 1, to a maximum of 20.

Down But Not Out. As long as you have the Bloodied condition, the first time in a turn you deal damage with an attack, you deal additional damage equal to your Proficiency Bonus.

Not Yet. 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 the creature to 0 hit points you regain 1 hit point and don't fall unconscious. 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.

GNOLL BLOOD

Origin Feat (Prerequisite: Half Gnoll), you can replace your Origin Feat from any Background with this.

Ability Score Increase. Increase one of your ability scores by 1, to a maximum of 20.

Bloodline. 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), and gain that trait.

OPENING RUSH

General Feat (Prerequisite: Way of the Hunter Gnoll)

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Rushdown. When you use your **Rush** trait in the first round of combat, you can move up to your entire Speed instead of half.

Opening Strike. The first time when you hit a creature with an attack in the first round of combat, you deal additional damage equal to 1d6 or your Proficiency Bonus, whichever is higher.

STINGING SALIVA

General Feat (Prerequisite: Way of the Scavenger Gnoll)

Ability Score Increase. Increase your Strength or Constitution score by 1, to a maximum of 20

Poison Bite. The first time in a turn you hit with your bite attack it deals an additional 1d6 Poison damage.

Festering Mark. A creature that fails its saving throw against your **Infectious Bite** gains the Poisoned condition for 1 minute instead and repeats the saving throw at the end of its turn, ending the condition on a success.

SIPHON LIFE

General Feat (Prerequisite: Way of the Withered Gnoll)

Ability Score Increase. Increase your Dexterity or Wisdom score by 1, to a maximum of 20.

Rejuvenation. When you regain Hit Points after using your **Necrotic Bite** trait, you regain additional Hit Points equal to your Proficiency Bonus and add 1d4 to each attack roll and saving throw you make for one minute.

WICKED MAGIC

Prerequisite: Gnoll (Way of the Fiend Eater)

Ability Score Increase. Increase your Dexterity or Charisma score by 1, to a maximum of 20.

Wicked Magic. You learn the following spells: *Cause Fear*, *Hex*, and *Hideous Laughter*. You can cast one of these spells once without expending a spell slot. You regain the ability to cast one of these spell in this way when you finish a short rest, or after using your **Wicked Bite** trait.

Charisma is your spellcasting ability for these spells.

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