

The Gnoll Pack Scroll

1d6 pack themes, 1d4 pack leaders, and 1d10 pack tactics for your gnolls



Gnoll Packs

They're no laughing matter.

1. **{The God Slobbers}** Manically drool during combat and rituals. Believe they were born from their god's slobber which falls upon the land as poisonous rains.
2. **{The Jackals}** Peered beyond the veil of reality in ritual and were driven insane by the laughter of the old gods. Do little more than mimic those laughs and offer up their kills to the "Grinning One."
3. **{Auntie's Hounds}** Built their den in the rusty cauldron of a {dead?} giant hag who they now worship. The interior walls of the cauldron are covered in the gnolls' crude etchings of this hag.



4. **{The Muzzled}** A small tribe of repentance-seeking gnolls who abandoned their cruel and twisted god. As a sign of their efforts, these gnolls muzzle themselves with rope and chains.
5. **{The Scale Rippers}** Revel in the hunt of drakes, wyverns, and lesser dragons, but especially dragonborn who they view as their sworn enemies. Decorate themselves in the stolen scales of their kills.
6. **{Blackspot's Crew}** Band of pirates whose vulgar sea shanties send shivers down the spines of the most infamous of captains. Use their victims' blood to stain their ship with a distinct spotted pattern.

Pack Leaders

The cruelest of the bunch.

1. **{Snuka}** Loves collecting instruments from the delicious bards she eats despite not knowing how to play any of them.



2. **{The Dotraks}** Was eaten alive by giant hyenas only to fully regenerate and burst out of their stomachs. Their pack believes them to be immortal, and several more clones have burst out of stomachs since.
3. **{Rohha}** Being both fond of the taste of wizards and the only one in her pack smart enough to read, Rohha has become a ferocious caster thanks to her collection of blood-stained spellbooks.
4. **{Kurf}** Has discovered blood possess many strange properties when combined with the various alchemical components of his home jungle. Properties that sweeten the meat and cause it to fall from the bone.

Pack Tactics

Cruel. Clever. Effective.

1. **{Fire Shepherds}** Use brush fires to corral prey into steep and narrow canyons.
2. **{Giggle Gas}** Lob smoke bombs filled with laughing-gas into enemy camps.
3. **{Martyrs}** Kill the weakest pack member in battle to unleash their "blood spirit."
4. **{Masochists}** Only grow stronger from blood loss until they're drained entirely.
5. **{Rabid Hunters}** Coat their spears and arrows in rabies-carrying saliva.
6. **{Abusers}** Starve their hyena companions to make them extra ravenous in battle.
7. **{Enslavers}** Take some of their victims as slaves which they use as human shields.
8. **{Booming Laughs}** Stun and disorient their prey with giant "cackle horns."
9. **{Mange Armor}** Allow their fur to become so matted with blood it acts like hide armor.
10. **{Big Game}** Always focus their pack's attacks on the biggest prey available.