

GNOLLS

No goodness or compassion resides in the heart of a gnoll. Like a demon, it lacks anything resembling conscience, and can't be taught or coerced to put aside its destructive tendencies. The gnolls' frenzied bloodlust makes them an enemy to all, and when they lack a common foe, they fight among themselves. Even the most savage orcs avoid allying with gnolls.

Grand Explorer Gran'ur.

APPEARANCE

Gnolls are extremely tall, with the average member of the race standing on average between 7'0"–7'6" (2.1–2.3m). Though gnolls were relatively lean for their height, weighing in usually between 280–320lb (130–150kg), they cut an impressive visage. Gnoll skin is greenish-gray, and their furry hide a light or dark brown hue, sometimes marked with spots or stripes. Many gnolls also have a dirty yellow to a reddish-gray crest-like mane that stands on end when they are angry.

TRIBAL AT HEART

Gnolls have placed a very strong value on the family, for instance, respecting blood ties perhaps more than any other aspect of a relationship. Though gnolls within a pack will commonly fight with each other for dominance, these battles are quickly forgotten after their resolution, and in most situations, gnolls of the same bloodline are loyal friends and allies to one another. These bloodlines are almost always traced maternally.

GOD-TOUCHED

A lot of the individuality of gnolls has been crushed by their overbearing god, Yeenoghu. The hyena god craves violence and demands it from his worshippers, bringing glory and feast to those who obey him. This religion is so deeply ingrained in gnoll culture that those who dare go against are either eaten alive, or exiled in the best case. This brutal maintenance of the mind-washing religion is one of the main reason why gnolls are hard to reason with.

*The first gift is hunger.
It is His blessing.
It is our call to bring death.
The second gift is death.
Death proves our strength.
Death purges our fear.
The third gift is fear.
We fear that we will fail him.
We fear the onset of hunger.*

— THE HUNTER'S CHANT

Some gnolls have been known to escape the violent religious practice, but they are few and far in between.

GNOLL TRAITS

Ability Score Increase. Your Constitution score increase by 1

Age. Gnolls reach maturity around age 14 and rarely live longer than 70 years.

Alignment. The craving of the hunt, primal bloodlust that inhabits gnolls' minds, and influence of Yeenoghu have made many of the race lean towards a chaotic evil alignment,

Size. Gnolls are a bulkier and taller than humans, often 7'0"–7'6" for a weight of 280–320lb, their mane making them appear even larger. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Darkvision. Being a hunter any hour of the day, 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.

Voracious Appetite. You race thrives by consuming raw and rotting food, you automatically succeed on saving throws against diseases caused by food and ingested poison.

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.

Hunter's Knowledge. You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

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

Subraces. Gnolls are located everywhere on the social ladder, some are influenced by their god, some by their clans, some exist only by dark rituals, no matter the case, there are 4 subraces: Tribal, Yeenoghu's Chosen, Witherling and Flind.

TRIBAL

Forming the bulk of the gnoll population, tribal gnolls are fierce in battle and in their loyalty. Always prioritizing family they will go to any length to protect them, and improve their situation. You gain the following traits:

Ability Score Increase. Your Strength score increases by 1 and one ability score of your choice increases by 1.

Family Ties You gain proficiency in one skill of your choice, reflecting the tribe you belong to.

Loyal till death When an ally within 5 feet of you should be hit by an attack, as a reaction, you can interpose yourself, shielding them with your body, if the original attack roll clears your AC, you take the damage, otherwise the attack misses. You then return to your space. You can use this ability a number of times equal to your proficiency modifier before needing to take a short or long rest.

WITHERLING

Gnolls who were killed and devoured by their war band companions, and whose skeletons were then raised through a ritual to Yeenoghu. These undead gnolls traveled with the band killing and destroying as they did in life, but do not eat, leaving more food to the rest of the band. You gain the following traits:

Ability Score Increase. Your Constitution score increases by 1 and another ability score of your choice increases by 1.

Undead. You are considered undead instead of humanoid, but healing spells still affect you normally.

Resilience From Beyond. Your undead nature gives you the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.

Vengeful Strike. As a reaction to an ally being reduced to 0 hit points within 30 feet of you, you can make a single melee attack.

YEENOGHU'S CHOSEN

Some gnolls have traces of demonic blood, which is evidenced by unusual features found among some of the gnoll bloodlines. These include talons, gleaming red eyes, or black fur with fiery orange spots. You gain the following traits:

Ability Score Increase. Your Wisdom or Charisma score increases by 2.

Tongue of the God You can understand and speak Abyssal.

Poisoned Fangs Your bite attack deals an additional 1d4 poison damage. In addition once per short rest when you hit a creature with a bite attack you can force them to make a Constitution saving throw (DC: 8 + your proficiency modifier + your Constitution modifier), on a failure they are poisoned for one minute.

FLIND

These gnolls were shorter, broader, and stronger than others. They were often found leading a tribe or settlement of gnolls. If they didn't manage to rise to the top, they would become lone hunters roaming the lands. You gain the following traits:

Ability Score Increase. Your Charisma and Strength score increase by 1.

Aura of Blood Thirst. As a bonus action you can cause all allied creatures within 10 feet of you to make a melee attack using their reaction. Once you use this trait you can't use it again until you take a short or long rest.

Flind Weapon Training. You are proficient with all martial weapons.

Flind Armor Training. You have proficiency with light and medium armor.

