

GNOLL

Gnolls are feral, hyena-headed Humanoids typically living in tribes on the outskirts of civilized society. These tribes are reluctant to join the world around them, and hardly ever work with non-gnolls. When threatened, a gnoll that is part of a smaller group will often lead a fight, charging in toward their enemies in a violent rampage. Gnolls that are willing to leave their pack, even for a short time, tend to be especially resilient or resourceful in order to survive alone.

While they are another creation of the First Son, a deity worshiped on Titan, they were at one point corrupted by a powerful demon, known as the Laughing Prince. Several generations were influenced with this demon's madness and has forever linked these people to the cackling lord. Many gnolls have resisted this demonic calling, and have tried to restore their people's lost history and identity.

GNOLL TRAITS

Creature Type: Beast and Humanoid

Size: Medium (about 5-6 feet tall)

Speed: 30 feet

WITHERED VARIANT

With GM permission, you may be allowed to be a Withered gnoll. These gnolls have been brought back to life in some way whether through necromantic, divine, or abyssal means. You have the following variations to your species:

Withered. Your creature type is Beast and Undead.

Rampaging End. You lose your Rampage feature. Instead, when you are reduced to 0 Hit Points, you can use your Reaction to make a Bite attack against a creature you can see within 5 feet of you.



As a Gnoll, you have these special traits.

Abyssal Cackle. As a Bonus Action, you can let out a horrifying cackle. Creatures of your choice within 10 feet of you that can hear you must succeed on a Wisdom saving throw or have the Frightened condition until the end of your next turn. The DC of the save equals 8 plus your Proficiency Bonus and your Constitution modifier. The DC of this trait increases by 2 and the range increases by 5 feet for each additional allied gnoll within 5 feet of you.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Bite. Your fanged maw is a natural weapon, which you can use to make Unarmed Strikes. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning or Piercing damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

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

Rampage. When you reduce a creature to 0 Hit Points within 10 feet of you on your turn, you can use your Bonus Action to move up to half your Speed and make a Bite attack.

You can use this trait a number of times equal to your Proficiency Bonus, and regain all uses when you finish a Short or Long Rest.

