

# GNOLL

**S**AVAGE PACK HUNTERS UPLIFTED FOR demonic servitude, gnolls are renowned for their ferocity, their grotesque affinity for bloodshed, and their tight-knit coordination in hunting bands. Thanks to their foul heritage, gnolls are predisposed toward evil, and their bloodlust is reinforced by their solidarity with their pack.

Once separated from their pack, a gnoll will often seek a new clan to call their own, especially in the company of warriors, mercenaries, and adventurers who give them an outlet for violence.

As they become more independent and integrated with society, many gnolls reject their evil disposition, often viewing acts of goodness and kindness as a form of rebellion or protest against their uplifters. In many ways, rebellious gnolls indulge goodness the way that other species might indulge evil.

## HISTORY

On the arid western reaches of the Rosan Empire, gnolls can often be found scavenging the badlands and mountains for easy prey. They frequently antagonize the dwarves of Scarvault, but will happily terrorize any outposts or villages they stumble upon.

Within Rosa, gnolls are often viewed with extreme skepticism and caution. Those who travel with adventurers are often seen as dangerous and unpredictable, and those conscripted by the military are often seen as dangerous and unpredictable investments.

## RACIAL TRAITS

### PHYSIOLOGY

Gnolls reach maturity around age 4 and can live up to 40 years, showing very few signs of age as they get older. Gnolls are, on average, a little larger than most humans, usually varying between 6 and 8 feet tall. Your size is Medium. Your base walking speed is 30.

### ABILITY SCORE INCREASE

Your bestial heritage grants you +2 STR.

### LANGUAGES

You can speak, read, and write Common and Abyssal.

### BUTCHER'S LURE

You know the *thaumaturgy* cantrip. Charisma is your spellcasting ability for this spell.

### CARRION EATER

You have advantage on saving throws against poison, illness, and disease.

### DARKVISION

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 you can see as if it were dim light. You can't discern color in darkness, only shades of gray.

### TOOTH AND CLAW

You are proficient with your unarmed strikes, and may attack with your claws or your bite. Your claws may be treated as if they had the *finesse* property. On a hit, deal 1d4 slashing damage (claws) or 1d6 piercing damage (bite).

### PACK TACTICS

When you use your action to make a melee attack against a creature, you may use your bonus action to use the Help action.

### COMPETITIVE

When any of your allies lands a critical hit on an attack roll, you may use your reaction to make a weapon attack on the same target, as long as you are not incapacitated and were able to see them perform the attack. After using this ability, it cannot be used again until you complete a short or long rest.

