

Gnarly Options for Gnolls

This supplement aims to provide some extra tools to help you flavour gnolls, turning them from malicious hyena people to malicious hyena people with even more deadly options! These are options you can swap out with a gnoll to alter how they operate in battle.

Now, even though these gnarly options are flavoured for those spotted, chompy boys, there's nothing stopping an unscrupulous adventurer from adding these options to their arsenal. Ask your Dungeon Master for permission before kitting your character out with gnoll-powered goodness.

Equipment

Below are some options for kitting out your gnolls on the battlefield.

BURNING ARROWS

With arrowheads dipped in oil, the arrow is set ablaze. A perfect strategy for forcing villagers to run out of their burning houses into the maws of their warbands.

When one of these burning arrows hits a creature wearing flammable equipment, that equipment is set on fire. While these arrows don't deal extra damage on the initial hit, the flames harm the creature for 1 minute. For the duration, at the start of each of the creature's turns, it takes 1d6 fire damage.

A burning creature can use half of its movement to go prone and roll to snuff the flames out.

DISEASED BLADE

Coating bladed and pointed weapons in offal and waste offers a new level of intimidation and panic.

When a weapon that deals piercing or slashing damage is coated in this waste, the hits can cause the target to catch a disease. On a hit against a humanoid target, it must succeed on a DC 10 Constitution saving throw or contract 'Cackle Fever' (DMG p257).

SERRATED WEAPONS

These jagged and cruel blades leave wounds that cut deep and continue to bleed long after the damage has been dealt.

Any weapon that deals piercing or slashing damage can be serrated. After taking damage from a serrated weapon, a creature will take extra damage if it exerts itself. If the creature moves a number of feet equal to half its movement or more, it takes 1d4 piercing or slashing damage (depending on the weapon used). It also takes this damage if it takes the attack action. This damage can't be reduced in any way.

A creature can use its action to make a DC 10 Wisdom (Medicine) check to stop the bleeding and stop the creature from taking that damage.

UNTREATED FLESH ARMOUR

Wearing the flesh of less-than-fresh kills is a cruel way to wage psychological warfare.

The stench from the untreated flesh starts to build with time. Any creature other than a gnoll that starts its turn within 5 feet of the gnoll must succeed on a DC 10 Constitution saving throw or be poisoned until the start of the creature's next turn.

Spells

Here are some spells that you can have a gnoll spellcaster use, though they can be options for players as well.

CHOMPING MAW

1st-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a handful of teeth)

Duration: Concentration, up to 1 minute

You touch one creature and cause its jaw to unhinge and teeth to grow larger, jagged and pointed. For the duration, the creature can use this new maw to make attacks with its attack action. It is proficient with this attack and it uses its Strength modifier for attack rolls. On a hit, the target takes piercing damage equal to 2d10 + its Strength modifier + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Learnable by druids, warlocks, and wizards.

INCITE

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You target up to three creatures you can see in range and magically force them to make a melee attack at another creature. If a target is unwilling, it can make a Wisdom saving throw to resist.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher, you can choose one additional creature to target for every two slot levels above 3rd.

Learnable by bards, clerics, and paladins.

WEAPON OF THE BUTCHER

4th-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a flail worth at least 1 sp)

Duration: Concentration, up to 1 minute

You create a vicious three-headed flail in your free hand. For the duration, you can use your action to make a melee spell attack with the flail. On a hit, the target takes bludgeoning damage equal to 3d12 + your spellcasting modifier and you can force the creature to make either a Constitution or Wisdom saving throw.

If you choose a Constitution saving throw, the target is paralysed until the start of your next turn on a failure.

If you choose a Wisdom saving throw, the target must immediately use its reaction, if available, to move as far as its speed allows in a random direction (determined by a d8, with each die side assigned a direction).

If you end your turn without the flail in your hand, it disappears, but you can summon it again as a bonus action.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each slot level above 4th.

Learnable by Bards, Sorcerers, Warlocks, and Wizards.

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