

GNOLL

You're a gnoll, a bipedal doglike humanoid known for nomadic wandering and a preference for nocturnal activity. A prominent barrel chest, humped shoulders and long lean limbs gives you the appearance of being both gangly and powerfully built at the same time. Despite this hunched stature your eye-line is easily six and a half feet off the ground and you would likely exceed 8 ft. tall if your frame would allow you to stand fully erect. You are covered in a short, often matted, fur that can range in color from a dirty yellow or reddish-brown through black, often with spots, tips and other canine colorations and markings.

You've likely spent your childhood moving constantly as you fellow tribe members raided other races' homes for food, supplies and slaves. You also quickly learned to eat heartily when food was plentiful and conserve your efforts during the lean times. Your people are well suited to working at night and constant competition intertwined with coordinated actions gives you an outlook that puzzles comrades of other races.

Common Personality Traits: Brutal, chaotic, cruel, opportunistic, paranoid

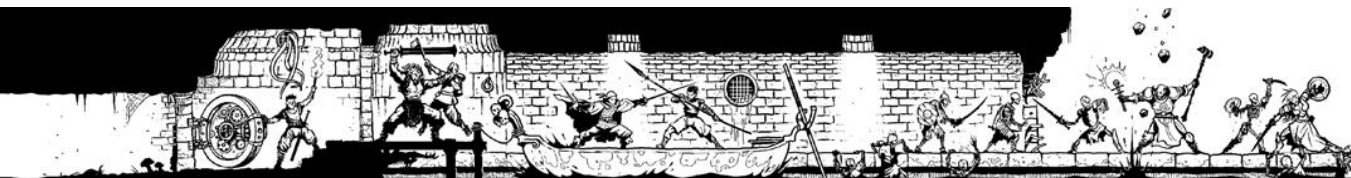
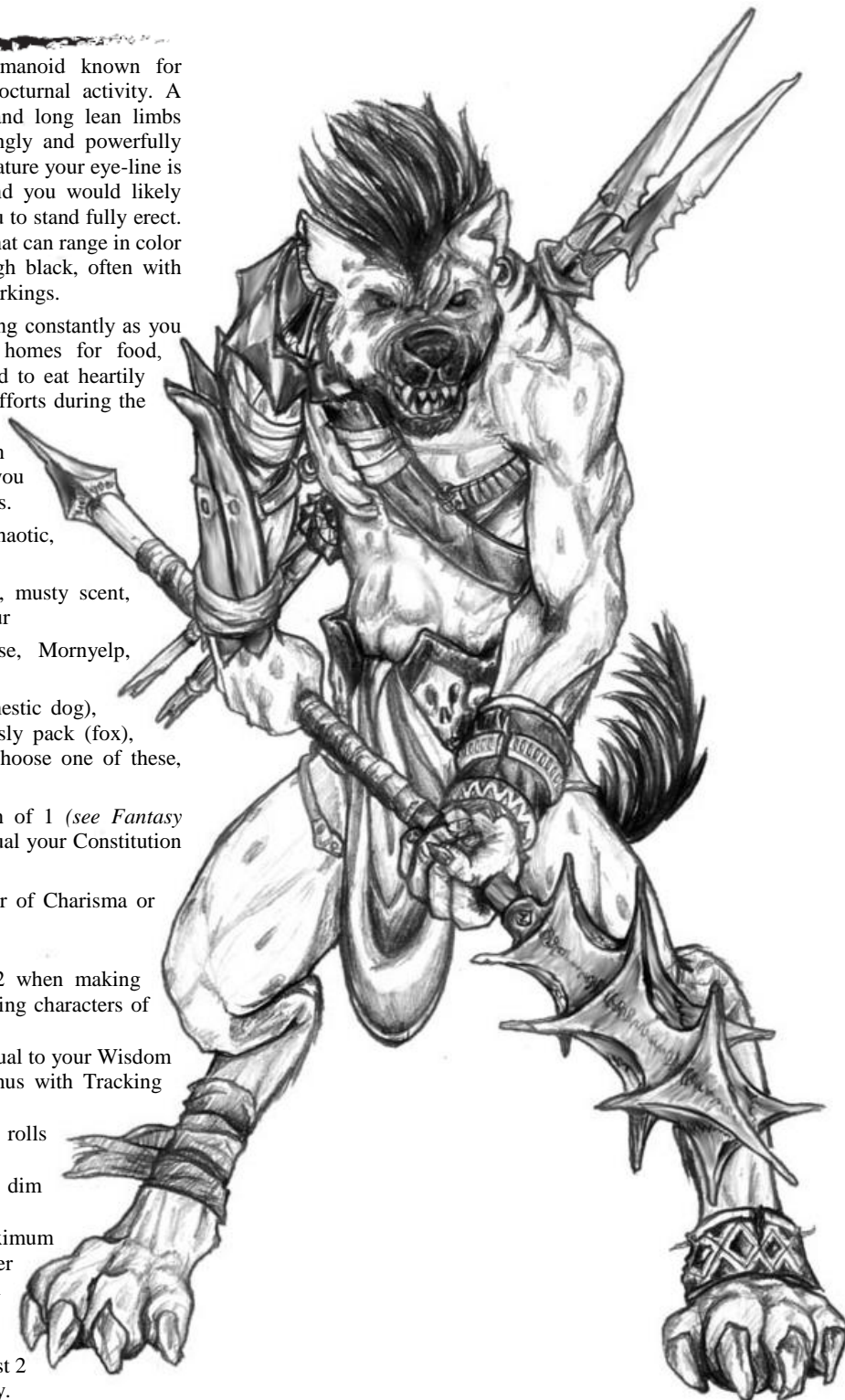
Common Physical Traits: Lanky limbs, musty scent, nervous demeanor, predatory gaze, unkempt fur

Example Names: Gnawtooth, Keennose, Mornypel, Yellowspot

Splinter Race Feats: barking pack (domestic dog), hunter pack (wolf), laughing pack (hyena), sly pack (fox), trickster pack (coyote, jackal). Unless you choose one of these, you're a 'mongrel pack'.

Type: Medium biped folk with a Reach of 1 (*see Fantasy Craft, page 227*). Your maximum wounds equal your Constitution score.

- *Attributes:* +2 Strength, -2 to the higher of Charisma or Intelligence.
- *Base Speed:* 30 ft.
- *Aloof:* Your error range increases by 2 when making Impress and Sense Motive checks targeting characters of other species.
- *Bloodhound:* Your base scent range is equal to your Wisdom score \times 10 ft. Also, you gain a +6 bonus with Tracking checks.
- *Crunch!:* Your Strength-based damage rolls inflict 1 additional damage.
- *Darkvision I:* You ignore the effects of dim and faint light.
- *Enlightened Intimidate:* Your maximum Intimidate rank increases to your Career Level + 5. Only the highest bonus from any enlightened ability may apply to each skill.
- *Hearty Appetite:* You benefit from the first 2 food and 2 drink you consume in each day.
- *Lean Season:* You require only 1 common meal per day.
- *Reviled:* The disposition of non-gnolls decrease by 10.



GNOLL (LTI) (SPECIES)



FANTASY CRAFT SUB-SPECIES

In the Fantasy Craft Adventure Companion (on pages 134-135) there are dozens of examples of classic fantasy races that can be simulated using various combinations of species and species feats. The Gnoll species can do likewise with its attendant feats. Here are several examples from Classic D&D and other sources.

- Anuchu (fox folk) : Gnoll Species + Sly Pack
- Dog-man : Gnoll Species + Barking Pack
- Flind : Gnoll Species + Laughing Pack
- Lupin : Gnoll Species + Hunter Pack
- Jackal folk : Gnoll Species + Trickster Pack



NEW ROGUE TEMPLATE

GNOLL (+3 XP):

Benefit: The NPC's Strength rises by 2 and he gains *darkvision 1*. In most cases you should also avoid Impress and Sense Motive.

NEW SPECIES FEATS

The following new Species feats expand the abilities of gnolls in any campaign containing them as a character option.

BARKING PACK

You look just like man's best friend. With thumbs. And clothes. And a club.

Prerequisites: Gnoll, Level 1 only

Benefit: You may, once per session, improve the Disposition of any 1 non-adversary NPC by 5. Also you gain 1 interest of your choice. Finally, you lose the *Reviled* quality.

BARKING PACK ALPHA

Your bite's worse than your bark, but not your growl.

Prerequisites: Barking Pack

Benefit: You gain the *Bite 1* natural attack (see *Fantasy Craft*, page 235). Also, you may Threaten up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately.

GNOLL BLOOD

Both their tall lanky frame and short fuzzy fur point towards a half-gnoll's parentage. That and the often pointed ears.

Prerequisites: Non-Gnoll Folk, Level 1 only

Benefit: Your Strength score rises by 1, you gain *darkvision 1* (see *Fantasy Craft*, page 233), you require only 1 common meal per day, and you may select feats as if you're a Gnoll. However, the Dispositions of non-gnolls worsen by 5.

Special: You may only have 1 "Blood" feat. When you gain this feat you may reduce any of your attributes by 2 to gain an additional Species feat with the requirement "Level 1 only."

HUNTER PACK

With wolf-like features and dignity, you project an almost noble demeanor to others and can coordinate with your own kind on an almost subconscious level.

Prerequisites: Gnoll, Level 1 only

Benefit: You gain +2 morale bonus to Defense and all saves when at least 2 adjacent characters share your Species. Finally, you lose the *Reviled* quality.



HUNTER PACK ALPHA

Without question, you were born to lead the pack.

Prerequisites: Hunter Pack

Benefit: You gain a +4 bonus with Morale checks. Also, once per scene, you may speak to 1 of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene. Finally, you gain the *grueling combatant* NPC quality (see *Fantasy Craft*, page 233).

LAUGHING PACK

While your coloration and pattern of spots are distinctive, it is your powerful hyena-like jaws that set you apart from your cousins. That and your mocking, laughing war cry.

Prerequisites: Gnoll, Level 1 only

Benefit: You gain the *Bite I* natural attack (see *Fantasy Craft*, page 235). You also gain a +5 gear bonus with Blend checks while in your choice of either Desert or Plains terrain.

LAUGHING PACK ALPHA

You can crush bone between your teeth with an ease that is truly unnerving.

Prerequisites: Laughing Pack

Benefit: Your *Bite I* natural attack increases to *Bite II* (see *Fantasy Craft*, page 235). You also gain a trick.

Bonecrusher (Bite Attack Trick): If the target is a standard character with a lower Strength score than yours, he immediately fails his Damage save (damage isn't rolled). You may use this trick once per round. You may use this trick a number of times per combat equal to the number of Species feats you have.

SLY PACK

You're petite, sleek, personable... maybe even... foxy?

Prerequisites: Gnoll, Level 1 only

Benefit: Your Charisma score rises by 1 and your Appearance modifier also rises by 1. Also, you may, once per session, improve the Disposition of any 1 non-adversary NPC by 5. However, you lose the *Crunch!* and *Reviled* qualities.

SLY PACK ALPHA

You're just a sly, manipulating devil, aren't you?

Prerequisites: Sly Pack

Benefit: You gain the *Beguiling* ability (see *Fantasy Craft*, page 22 for an example). Also, you may Distract up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately.

TRICKSTER PACK

Table X.X: Armor Upgrades (Craftsmanship)

Name	DR	Effect	DP	ACP	Speed	Disguise	Const	Comp	Weight	Era	Cost
Gnoll	—	-1 Appearance (when visible)	—	—	—	—	—	-5	—	Primitive	+50%

Table X.X: Weapon Upgrades (Craftsmanship)

Name	Effect	Const	Comp	Weight	Era	Cost
Gnoll	Grants Veteran's Attack trick (see <i>Adventure Companion</i> , page 142)	—	—	—	Primitive	+100%

Smaller and more clever than most of your cousins, you slink through the night with skill that makes all envious.

Prerequisites: Gnoll, Level 1 only

Benefit: Your Intelligence score rises by 1 and when taking the Basic Skill Mastery feat you have access to a new skill pair: *Slinker* (Notice & Sneak). Also you gain *darkvision II* and *light-sensitive* (see *Fantasy Craft*, pages 233 and 234). However, you lose *Crunch!*.

TRICKSTER PACK ALPHA

Keen ears compliment your stealthy nature.

Prerequisites: Trickster Pack

Benefit: Your base Defense increases by 1. Also, your hearing range increments are equal to your Wisdom score × 10 ft. Finally, you may always act during a surprise round unless *deafened*.

RACIAL ARMOR AND WEAPON UPGRADES

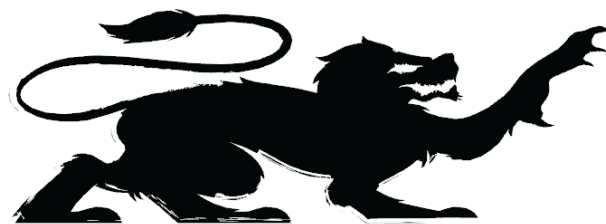
The following craftsmanship upgrades follow the same parameters as those in *Fantasy Craft* (see *Fantasy Craft*, pages 184-186) – namely that of a racial construction/craftsmanship upgrade for the gnoll race.

ARMOR UPGRADE DESCRIPTIONS

Gnoll: Gnoll armor is often made of a hodge-podge of other bits. This makes it unattractive, but easy to make and repair.

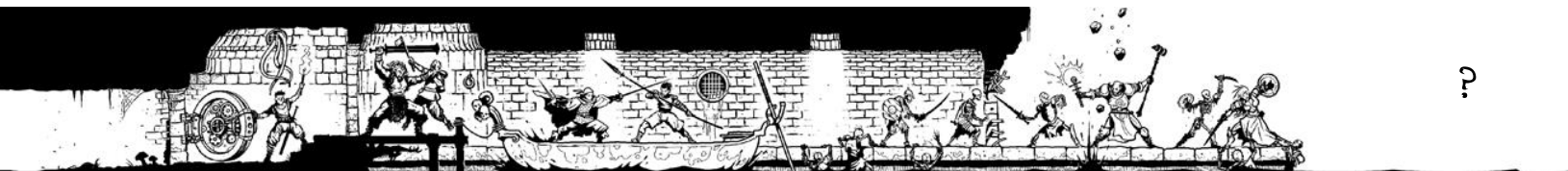
WEAPON UPGRADE DESCRIPTIONS

Gnoll: Gnoll made weapons are made to attack the weak, the gnoll's favorite target.



NEW MASTER CLASSES

There is one new master class that accompanies the addition of gnolls as a playable race to a campaign.





LEGENDARY GNOLL

(MASTER)

The Legendary Gnoll is an apex predator on two legs; a member of civilization only so far as what it can provide for him. Typically what it provides is food, slaves, and the goods that make life a not so hard-scrabble existence. Sadly, the internal politics of the tribe then picks up that slack as the power struggles for these resources become much fiercer. As the various members struggle, then the truly cunning, the most vicious of a vicious race, rise to the top and becomes the undisputed masters of the tribe.

Depending on your campaign, a Legendary Gnoll could be...

- A stealthy rogue, scouting ahead of his party where the dark is his cloak and his senses are keenest
- A hunter of dangerous beasts, made all the more unnerving to his buyers due to his animalistic visage
- One of the premiere assassins of the realm, whom others claim is the shadow come to life
- An opportunistic bandit, striking with his fellows and overcoming all opposition with lightning efficiency
- The greatest slaver of all the gnoll tribes of the central regions

Party Role: Combatant. You are a brutal warrior, focused heavily on dealing with standard characters. You're even more deadly in the darkness.

CLASS FEATURES

Requirements: Gnoll, Strength 13+, Intimidate 4+, Search 10+, Contempt

Favored Attributes: Strength, Dexterity, Constitution

Class Skills: Athletics, Blend, Search, Sneak, Survival, Tactics

Continuity: At Level 1, choose 2 skills that are class skills for any of your other classes. These become Legendary Gnoll class skills for you.

Skill Points: 4 + Int modifier per level

Vitality: 12 + Con modifier per level

CLASS ABILITIES

Gnoll Epitome: You display many of the most renowned traits of your kind. At Level 1, you gain 1 additional Species feat. With GC permission, this feat may possess

the "Level 1 only" prerequisite (see *Behind the Curtain: Racial Epitomes*, next page). If you do not qualify for any Species feats when you gain this ability, you instead gain 1 Basic Combat feat.

Night's Hunter: At Level 1, you gain a +1 bonus to all attacks made while in faint or no light.

At level 4, this bonus rises to +2.

Keen Sense Of Smell: Your sense of smell is so sharp that you can smell the musty air on the other side of a secret door... At Level 2, you gain a bonus to your Search and Notice checks equal to your Class Level.

Cull The Weak: At Level 3, you gain the Harsh Beating ability (see *Fantasy Craft*, page 23), and you and your teammate's Veteran's Attack tricks (either granted by Gnoll made weapons or actual possession of the trick) now also affects standard characters with a Threat Level equal to yours.

Living Legend: At Level 4, your starting action dice increase by 1.

Master Of The Clan: You finally ascend to the leadership position you deserve. At level 5, you gain the Followers and More Followers feats, the NPC group consisting of Goons (see *Fantasy Craft*, page 246) with the Gnoll rogue template. Their numbers are determined using your Strength modifier instead of your Charisma modifier and you take no Reputation loss for their deaths or dismissal.

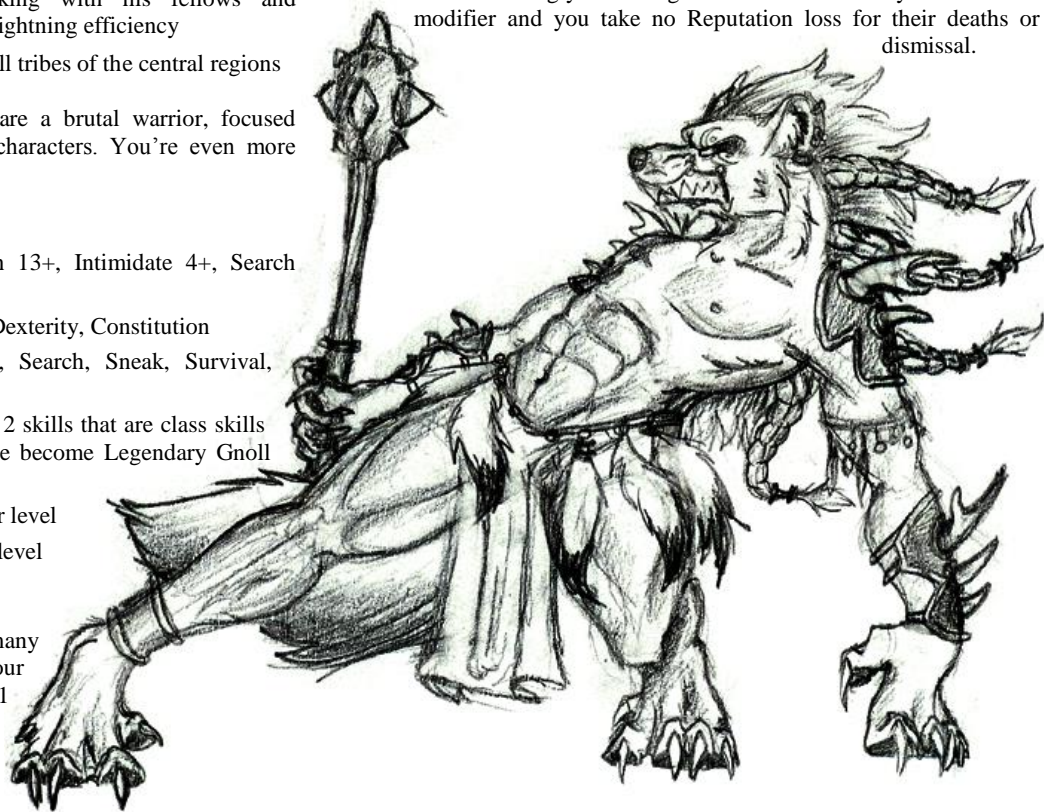


Table X.X: Legendary Gnoll

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+1	+1	+1	+0	+2	+2	+0	+0	Gnoll epitome, night's hunter (+1)
2	+2	+2	+2	+0	+3	+3	+0	+1	Keen sense of smell
3	+3	+2	+2	+1	+3	+4	+1	+1	Cull the weak
4	+4	+2	+2	+1	+4	+5	+1	+1	Living legend, night's hunter (+2)
5	+5	+3	+3	+1	+5	+5	+1	+1	Master of the clan



NPC CLASS ABILITIES

The following new class abilities from the Legendary Gnoll master class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Night's hunter (+1)	1
Night's hunter (+2)	3
Cull the weak	3



BEHIND THE CURTAIN: RACIAL EPITOMES

Many legendary master classes grant bonus Species feats through the *epitome* ability and some of these feats involve radical physical transformations (e.g. the Swan Nation feat grants an elf a pair of wings). With GM approval, the *epitome* ability may allow a character to ignore the "Level 1 only" prerequisite when taking a Species feat, which can result in physical transformation after a character's been in play for a while. In these cases, the player and Game Master should work together to come up with a plausible in-setting reason for the transformation. This might involve divine intervention, genetic manipulation, exposure to magic rituals and sites, or something unique to the world.

Fortunately, levels and class abilities are generally gained "off screen," which places major body adjustments outside adventures and therefore most regular play. In settings where such events are exceedingly rare, the GM may also require the character to undertake some task or incorporate some additional background to explain the change. Ideally, players are encouraged to bring their plans and questions to the GC prior to choosing a transforming Species feat. This helps ensure a preservation of the setting and a smooth progression of the story.

Race, craftsmanship, feats, and Master Class design by Big Jim, with help from the Crafty Forum-ites.
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