

Gnoll

Gnolls are feral, hyena-headed humanoids that attack without warning, slaughtering their victims and devouring their flesh.

Gnoll Traits

- **Ability Score Increase.** When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1. You can't raise any of your scores above 20.
- **Languages.** Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The *Player's Handbook* offers a list of languages to choose from. The DM is free to modify that list for a campaign.
- **Creature Type.** You are a Humanoid. You are also considered a Gnoll for any prerequisite or effect that requires you to be an Gnoll.
- **Size.** You are Medium.
- **Speed.** Your walking speed is 30 feet.
- **Darkvision.** 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 discern colors in that darkness only as shades of gray.
- **Bite.** You have a fanged maw that you can use to make unarmed strikes. When you hit with it, the strike deals 1d4 + your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike.
- **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.
- **Incite Rampage.** You can use a bonus action to command a creature you can see within 30ft of you that can hear you. This creature can use it's reaction to make a melee attack.