Everyman Minis
Gnoll Options

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Author: Alexander Augunas
Cover Artist: Alexander Augunas
Cover Design: Alexander Augunas
Editing: @@@

ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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Welcome to Everyman Minis!

From the company that brought you jewels such as *Ultimate Charisma*, *Microsized Adventures*, and the *Everyman Unchained* series, *Everyman Minis* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, "Yes," and so *Everyman Minis* was born!

Everyman Minis combines top *Pathfinder Roleplaying Game* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some Everyman Minis are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all Everyman Minis are intended to add something cool or weird to the *Pathfinder Roleplaying Game*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of Everyman Minis you'll feel the same!

~ Alexander Augunas

Gnoll Racial Traits
- » **+2 Strength, +2 Constitution**: Gnolls are terribly strong and capable of resisting even the most deadly of blights.
- » **Gnoll**: Gnolls are humanoids with the gnoll subtype.
- » **Medium**: Gnolls are Medium creatures and have no bonuses or penalties due to their size.
- » **Normal Speed**: Gnolls have a base speed of 30 feet.
- » **Darkvision**: Gnolls can see in the dark up to 60 feet.
- » **Natural Armor**: Gnolls have thick fur and their bodies are often scarred from harsh living, granting them a +1 natural armor bonus to their Armor Class.
- » **Languages**: Gnolls begin play speaking Gnoll. Gnolls with high Intelligence scores can choose any of the following bonus languages: Abyssal, Common, Giant, and Orc.

Alternate Racial Traits

The following racial traits may be selected instead of typical gnoll racial traits. Consult your GM before selecting any of these new options.

Feral Gnoll: Gnolls who are raised alone in the wild or who are simply too lazy to learn to wield proper weapons often learn to use their sharp fangs as deadly weapons out of necessity, though countless clobbering to the skull earned from taking such strikes often leaves them denser than most other gnolls. Gnolls with this racial trait gain Snapping Jaws^MC as a bonus feat, ignoring its prerequisites. They also take a −2 penalty to their Intelligence. This racial trait alters the gnoll's racial ability score modifiers.

Feycursed Gnoll: Foolish gnolls who eat the meat of fey creatures, especially hated pugwampis, are said to invoke a generations-old curse that strips their bodies of the physical traits gnolls admire most about themselves—their brawn and their fortitude. Gnolls who have been so cursed gain feylike intelligence and force of personality, but their bulging muscles fade and their hulking frames diminish slightly below that of humans. They gain a +2 bonus to Intelligence and Charisma instead of a +2 bonus to Strength and Constitution, and take a −2 penalty to Strength. In addition, the gnoll gains Eldritch Heritage with the fey bloodline as a bonus feat, ignoring its prerequisites. The gnoll also ignores the Charisma score requirements of all feats that Eldritch Heritage as a prerequisite, but only if she selects the fey bloodline. This racial trait alters the gnoll's racial ability score modifiers and replaces natural armor.

Slaver Magic (Sp): Gnolls are notoriously lazy and value slaves who can be made to toil for their benefit and amusement. Some gnolls develop a gift for enslaving members of lesser races with magic rather than force. They gain a +1 bonus to the DC of any saving throws against enchantment (compulsion) spells they cast, and their caster level with such spells is +1 higher for the purpose of determining duration. A gnoll with a Charisma score of 11 or higher can also use *command* once per day as a spell-like ability, using the user's character level as the spell's caster level. This racial trait replaces natural armor.

Terrifyingly Ugly (Ex): Although all gnolls—with their snarling, canine faces and their penchant for eating disobedient slaves—are intimidating, the ugliest gnolls are always the most frightening. They gain a +2 racial bonus on Intimidate checks and Intimidate is a class skill for them. In addition, when a gnoll uses Intimidate to shift a creature's attitude, they can do so up to three steps up rather than just two. They also take a −2 penalty to their Charisma. This racial trait alters the gnoll's racial ability score modifiers.

Weapon Familiarity: Gnolls love using scary-looking weaponry that inflicts painful wounds, especially the favored weapons of their demonic patron, the Mother of Monsters, and some gnolls train constantly to perfect their skill with these weapons. They are proficient with scimitars and falchions and treat the spiked chain, the scorpion whip, and the whip as martial weapons. This racial trait replaces natural armor.

Gnoll Feats

Gnolls have access to the following feat, which enhances the tactics of gnoll packs.

Canine Gait

You take advantage of your body's natural proportions to drop to all fours to move with a canine gait.

Prerequisite: Gnoll.

Benefit: You can adopt a canine gait as a free action, dropping to all fours to boost your speed. As long as neither of your hands are occupied, your land speed increases by 20 feet while moving with a canine gait. Standing up from a canine gait is a move action that provokes an attack of opportunity unless you are charging—at the end of a charge, you can stand up from a canine gait as a swift action without provoking an attack of opportunity.

Command Obedience

You are able to use magic to command intelligent creatures as if they were mere beasts.

Prerequisite: Favored class is a spellcasting class, gnoll.

Benefit: You add all *obedience* spells (see the spells section of *ULTIMATE OCCULT*) of 6th level and lower to your favored class's spell list as spells of their telepath spell level (*obedience I* is added to your class's list of cantrips, knacks, or orisons for this purpose, as appropriate). You must still select these spells as spells known. These spells always match the type of magic that your favored class casts (arcane, divine, or psychic), and if your favored class cannot cast 5th or 6th level spells, you do not add *obedience VI* or *obedience VII* to your spell list. If your favored class spontaneously casts spells, you can undercast these spells as if you were a psychic spellcaster. If your favored class prepares your spells in advance, you cannot undercast obedience spells.

Heckling Laughter (Combat, Teamwork)

You are able to heckle your foes with a cacophonous laughter that makes concentration difficult.

Prerequisite: Intimidate 1 rank, gnoll.

Benefit: You can heckle opponents with jeering laughter as a move action. Any opponents that are within 30 feet that are benefiting from a morale effect reduce all bonuses gained from that effect by +1 for 1 round (minimum +0). Heckling from multiple allies stack this reduction. In addition, if an opponent who has been heckled attempts to cast a spell or spell-like ability, that opponent must attempt a concentration check or lose the spell. The concentration DC is equal to 10 + the highest Intimidate bonus among all creatures heckling the opponent + 1 for every additional opponent heckling her beyond the 1st. You count as heckling an opponent for this purpose if you spend a move action to use this feat and are within 30 feet of the opponent when she attempts to cast her spell or spell-like ability.

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