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VILLAGE BACKDROP: FARRAV'N



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VILLAGE BACKDROP: FARRAV'N

Farrav'n and its oasis of crystal-clear water provides a haven of rest and relaxation in the cruel Luminous Desert. To the surprise of visitors, a tribe of gnolls, usually known as savage raiders and slavers, hospitably oversees the oasis. Acting under the auspices of the little-known nature goddess Rrav through her head priestess, the gnolls have given up their cruel heritage. They accommodate their guests without extorting money or enslaving them, unlike the gnolls controlling the only other nearby waystation, the Shadescar Oasis. The gnoll leader of the Shadescar tribe is displeased business has dried up, and rumours of a kinder, gentler location has begun to reach him. It is only a matter of time before the two tribes come into conflict.

Designed for use with the 5th edition of the world's most popular roleplaying game.

CREDITS

Design: Mike Welham

Development: Creighton Broadhurst

Art: William McAusland and Dean Spencer. Some artwork copyright William McAusland, used with permission.

Cartography: Tommi Salama

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ragingswan.com
gatekeeper@ragingswan.com

FARRAV'N AT A GLANCE

Rulers: Janndra Rav and Balt Rav

Government: Overlord

Alignments: NG, CG, N, CN

Population: 89 (72 gnolls, 6 humans, 8 half-orcs, 3 halflings)

Notable Folk: Garritt Rav (Scorpion Circus), Gerda Fulp (The Date Frond), Quent Sorren (Open Air Market)

Languages: Common, Gnoll

Resources & Industry: Water, desert guides, trade goods

A group of ruthless gnolls control Shadescar Oasis, at one time the only place to get water and shelter in the Luminous Desert. The raiders extorted money from travellers and captured those appearing hapless or weak to be used as slaves (or food).

Nearly a decade ago, Jenndra Shadescar, one of the gnoll slavers, received a vision from the goddess Rav. The goddess promised Jenndra a place the gnolls could live in peace. However, the goddess required Jenndra and her followers to renounce their evil ways and accept Rav as their only deity. The gnoll, chafing at the harsh conditions at the oasis, was happy to comply. She awoke the next morning to find a set of golden armbands and a map etched on a silver scroll. Taking her closest compatriots ostensibly as a raiding party, she disappeared into a sandstorm summoned by Rav. When they did not return, the Shadescar tribe counted them as dead.

A dune field confronted the gnolls when they arrived at the promised location. Rav, through Janndra, commanded them to dig. After days of digging out tons of sand, water bubbled up from the great pit they had dug and pooled into a clean source of water. The gnolls planted dormant seeds they found nearby the water, and the seeds rapidly grew into full-sized date trees.

The gnolls now living in Farrav'n ("home of the Rav tribe") provide respite for travellers on the edge of desperation. Other than the occasional worm attacks, life is serene. However, the Shadescar raiders have grown suspicious about the lack of victims coming their way and reports of friendly gnoll guiding

travellers. It is only a matter of time before they locate and attack Farrav'n.



VILLAGE LORE

A PC may know something about Farrav'n, its history and surrounds. A PC making a DC 15 Intelligence check knows one or more pieces of information from the list below. A successful check gains all the information revealed by a lesser check.

DC 15: The oasis village Farrav'n was founded by a gnoll priestess of the nature goddess Rav.

DC 20: A few non-gnolls live in the village and receive fair treatment from the gnoll residents. Anyone planning to live in Farrav'n must pledge loyalty to Rav.

DC 25: The gnolls are outcasts from a larger tribe which controls the nearby Shadescar oasis.

VILLAGERS

Appearance: Gnoll villagers are serene and stand almost fully upright, allowing them to tower over most visitors. All gnolls bear a prominent brand displaying the palm tree representative of their goddess. Non-gnoll residents have weathered skin due to their time spent in the sun.

Dress: Clothing is loose for all inhabitants of Farrav'n. Most gnolls go shirtless, but wear loincloths out of courtesy to visitors. During ceremonies, hunting trips or in preparation for war, gnolls wear lightweight metal rings on their arms and legs for protection and to denote rank within the tribe.

Nomenclature: *male* Garth, Rolf, Vark; *female* Eeva, Parrdu, Zassa; *family* Fulp, Rav, Sorren.

WHISPERS & RUMOURS

While in Farrav'n, a PC may hear one or more rumours. A PC making a DC 10 Charisma check learns one rumour from the table below. A PC exceeding this check learns an additional rumour for each 5 points by which he exceeded DC 10.

D6 RUMOUR

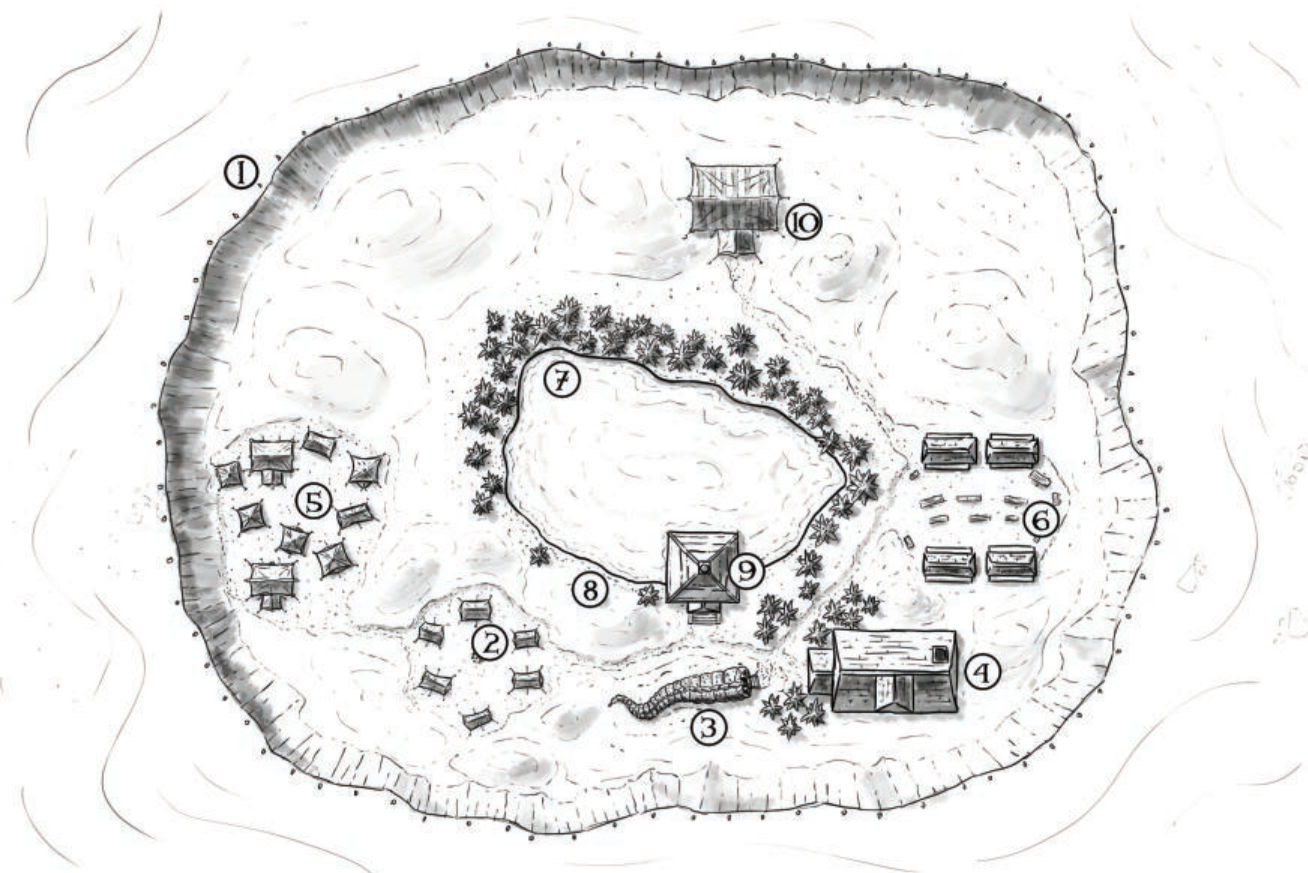
1*	Make sure you travel in groups. These gnolls may seem friendly, but they devour wayward travellers.
2	Kreegan, the gnoll chieftain at Shadescar Oasis, is amassing an army to take Farrav'n by force.
3	The Desert Wanderers have recently lost two humans they were guiding through the desert, ruining their otherwise spotless record.
4	The gnolls' goddess, Rav, expects a non-gnoll sacrifice every summer solstice. Supposedly, the sacrifice is a volunteer or a criminal.
5*	Garritt is a spy for Kreegan and plans to unleash his scorpions on the village as a prelude to a larger attack.
6	Noticeable tension has developed between Janndra and Balt over the tribe's new path.

*False rumour

NOTABLE LOCATIONS AT A GLANCE

Most of the village comprises the gnolls' tent-homes. A few locations, however, are of interest to adventurers:

1. **Sand's Edge:** A patrol watches the edge of the depression leading down into the village proper. The gnolls standing guard aren't here entirely for protection, because the sand itself acts as a trap for the unwary. Just inside the border, violet light shines from Rav's Blessings—staves preventing sandstorms from harming the village.
2. **Desert Wanderers:** Led by Balt Rav, the Desert Wanderers act as guides and trackers for those who can afford their services. The highly trained gnolls guard the village when they aren't otherwise engaged.
3. **The Tan Worm:** The Rav tribe killed this variant purple worm shortly after arriving. The worm's hollowed out, and reinforced, outer shell serves as barracks for the villagers and lodging for those who don't like sleeping in a tent.
4. **The Date Frond:** Contained within the only other permanent building besides the Wellspring Temple, this tavern offers a spiced date wine. Gerda Fulp, an affable halfling, and her sister manage the Date Frond.
5. **Visitors' Tents:** Within view of the Desert Wanderers, these accommodations of varying quality house travellers.
6. **Open Air Market:** As Farrav'n has grown, the village has become a trade hub where visitors can buy goods and supplies or trade desert artefacts. Quent Sorren, the first non-gnoll to settle in the village, oversees the market and appraises esoteric trade items.
7. **Oasis Public Access:** The gnolls opened a generous portion of the oasis for public use, but they regulate the amount of water individuals can take each day.
8. **Beasts of Burden:** Camels and other desert dwelling animals shelter between the public access and the temple.
9. **Wellspring Temple:** This temple to Rav welcomes all visitors and provides healing to those suffering from the effects of their desert travels. The tribe's spiritual leader, Janndra, spends most of her time here. The temple's inner sanctum is only accessible to gnolls who worship Rav.
10. **Scorpion Circus:** Garritt Rav discovered an affinity for scorpions and trains them to protect the tribe and act as entertainment for visitors to the village.



LIFE IN FARRAV'N

For visitors who have heard terrifying stories about gnoll hunters and slavers, Farrav'n may come as a shock. The village has a predominant gnoll population, but the inhabitants are generally friendly to visitors. Heavily armed groups draw interest, and perhaps a watcher or two, but no more than that. The village bustles with activity during the day, especially around the market and near Wellspring Temple. At night, when the temperatures cool, the village grows quiet

TRADE & INDUSTRY

Foremost for the village is the provision of water. While the gnolls ask for a nominal tithe (2 gp) to their goddess per gallon of water, they also accept items or services in trade, especially if they benefit the overall community. Throwing more money around does not allow someone to disregard the rationing limit (one gallon per day per person), however.

Guides from the Desert Wanderers are the village's second most important offering. Most of their earnings go to the individual guides in recognition of the danger they face, while a small portion goes to the village.

Finally, as the market has grown in size and popularity, visitors trade goods as well as items they discover in the desert.

LAW & ORDER

Jenndra and Balt divide matters of law into spiritual and martial concerns, respectively. Jenndra and her followers handle all affronts to Rrav, including openly wearing holy symbols of deities with extreme alignments (LG, CG, LE, CE), while Balt and the Desert Wanderers deal with thefts and assaults. Regardless of the type of transgression, the punishment is swift and depends on the severity of the crime: from a warning, up to stripping the violator of all food, water and gear, and then turning them out into the desert. Gnolls who commit severe crimes, either against other gnolls or visitors, face death rather than exile, since the village leaders do not want transgressors to bolster Shadescar ranks.

CUSTOMS & TRADITIONS

As the one who freed the gnolls from a cycle of violence and hate, the goddess Rrav receives devotion from all the gnoll residents. Anyone wishing to reside in the village, regardless of species, must worship Rrav. Daily services occur at dawn and dusk; while clergy are required to attend both, many villagers attend at least one. During Founder's Day, celebrated on the summer solstice, the village has a feast and splurges on the oasis's water before sunset, at which time Jenndra sacrifices a sentient creature to Rrav. All services except for the sacrifice are open to everyone; even non-gnoll villagers cannot attend the sacrificial ritual.

VILLAGE DRESSING

Use this table to generate the minor sights and sounds the PCs experience as they move about Farrav'n.

D20 DRESSING/EVENT

1	A surprise rainstorm strikes and lasts for an hour. The villagers murmur thanks to Rrav for her gift.
2	A group of frolicking gnoll children runs through the party, threatening to trip one of the PCs.
3	At sunrise, characters awaken to the sound of chanting emanating from the Wellspring Temple.
4	A cloud of flies crosses the village inflicting irritating bites on everyone in its path.
5	A human struggles to guide a team of bucking, snorting horses to the oasis.
6	A strong wind flings scores of dates to the ground. The villagers hurriedly retrieve the fruit.
7	The ground rumbles for several seconds. Gnolls grab weapons and seek out the source, but the rumbling abruptly ceases.
8	A funeral procession of gnolls carrying a linen-wrapped body passes by on its way out into the desert.
9	The sky grows dark to the east as a sandstorm approaches. Staves spark and hum to life, glowing purple and the storm parts around the village.
10	Dozens of green lizards with bright violet stripes about the size of a human index finger dart across the sand. The gnolls see this as a good omen.
11	Spears clatter loudly against one another as two gnolls spar. They hurl good-natured epithets at each other.
12	Vultures roost near the party and croak at each other while seeming to glance at the PCs meaningfully.
13	A cooling breeze drifts from the direction of the oasis, gently spraying those in its path with a fine, refreshing mist.
14	A trio of hyenas, broken tethers trailing behind them, chase a frantic jackrabbit.
15	A gnoll pup in its father's arms cries for food. Its father cuffs the young gnoll and admonishes it for making a loud noise. The youngster immediately ceases crying.
16	Screams erupt from the Scorpion Circus and then die down before turning into relieved laughter.
17	Two large gnoll children pelt younger children with balls of sand. The younger children squeal and scatter.
18	The smell of unfamiliar cooked meat reaches the characters. The tough, stringy meat is camel.
19	The ground erupts with worms the size of vipers. Villagers attack the worms (children beating them with sticks) and invite others to do the same.
20	A flock of birds lands in the date tree branches. Villagers attempt to shoo them away.

THE SURROUNDING LOCALITY

Farrav'n lies two days' ride from the eastern edge of the Luminous Desert, so named because the sand absorbs light from the sun and reflects the light at night. This makes it easy to traverse the desert during all hours, since the sand's eerie white glow is equivalent to the light of a full moon. This feature, along with the village's location in a depression, has kept the village a secret from the Shadescar raiders, long enough for Farrav'n to establish itself.

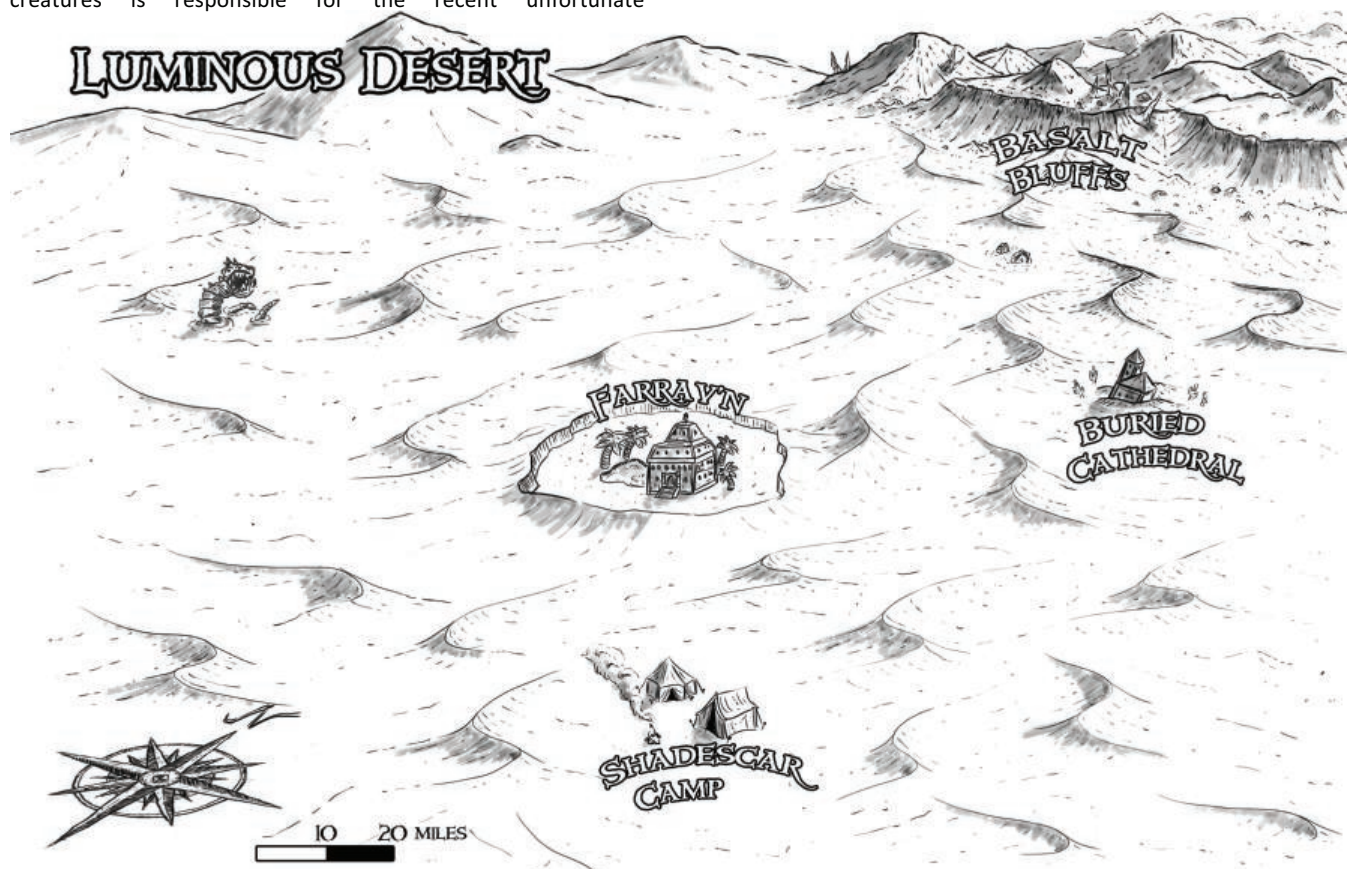
Temperatures climb to 110 degrees during the day and drop to 50 degrees at night. Natural hazards include frequent sandstorms and quicksand-like pits created by the many worms infesting the surrounding sands. Strange qualities of the sand make casting water creation spells difficult (requiring a DC 10 Constitution saving throw), which adds to the desert's peril.

Desert tan worms, like purple worms but appearing in a variety of sizes, pose the greatest indigenous creature threat. The Desert Wanderers know the tell-tale signs of an imminent worm attack, but unwary travellers must make a DC 15 Wisdom (Survival) check or DC 15 Wisdom (Perception) check (or possess tremorsense or the like) to avoid being surprised by a worm attack. Gnoll scouts have discovered evidence of a pair of gigantic birds of prey and a blue dragon living in basalt bluffs three days' travel to the north. They suspect one of these creatures is responsible for the recent unfortunate

disappearances of travellers they were charged with guiding.

The main threat to the village comes from the Shadescar gnolls, from whom the Rrav tribe broke off. Their base of operations is a day's hard ride to the southeast of Farrav'n. Kreegan, the gnoll tribe leader, was convinced Janndra and her raiding party were dead. However, he has recently heard of gnolls protecting people in the desert from two captured humans lamenting about "the other dog people being much friendlier." He has since turned some of his attention to locating these "friendly" gnolls and bringing them to heel.

With Farrav'n opening up the desert to more exploration, as opposed to mere survival, explorers have made startling discoveries in the desert. Two days' travel to the northeast, a party discovered a sandstone cathedral. The lone edifice is partially buried but still towers over the nearby desert. A tribe of cactus people guard the cathedral yet refuse to enter the building. They reportedly menace trespassers but do not give chase. They also refuse to speak about the cathedral. Additionally, unused worm tunnels have led explorers to an ancient underground settlement. The explorers surmise the desert buried the settlement centuries (or millennia) ago, but vengeful desiccated undead have made further investigation impossible.



NOTABLE LOCATIONS IN FARRAV'N

1: SAND'S EDGE

The featureless desert ends at a depression at least 30 feet deep. Within lies an oasis surrounded by palm trees and tents.

This roughly circular depression measures a quarter mile in diameter. The drop into the depression is the village's first defence. Shifting sand makes climbing down difficult (DC 20 Strength [Athletics] check), but the sand reduces any falling damage by 1d6. However, hidden worm holes riddle the ground, and falling victims must make a DC 20 Dexterity saving throw or fall an additional 20 feet and become buried as if by a landslide.

Two **gnoll** guards patrol Sand's Edge, checking travellers and aiding peaceful visitors to safely climb down to the village. Another four guards patrol the base of the wall and attack any obvious threats. The gnolls insist newcomers peace bond their weapons, but do not confiscate them.

Staves topped with purple gemstones thrust into the ground at regular intervals encircle Sand's Edge. These "Blessings of Rrav" protect the village from the frequent sandstorms plaguing the desert. The gnolls found a cache of these gems when they dug out the depression, and Rrav instructed Jenndra in their use. Gemstone replacement is only required once every five years. The remaining gemstones are in the Wellspring Temple's inner sanctum, but Jenndra is always interested in obtaining more.

WHAT'S GOING ON?

While the PCs are here, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	As one of the PCs makes his way down the wall, the sand gives way, much to the guides' surprise.
2	One of the purple crystals sputters and dies just as a sandstorm threatens the village.
3	An enormous desert worm bursts from the sand.
4	A cloaked figure decries Rrav as a false goddess. The figure departs and disappears into a sandstorm when the gnoll guards try to apprehend it.
5	A group of well-armed gnolls arrives at the same time as the PCs. The gnolls patrolling the upper level obviously need help turning them away.
6	Lightning strikes the sand, creating a chunk of glowing crystal which glows with light equivalent to torchlight for a week.

Quest for Stones: Jenndra's supply of gemstones powering the "Blessings of Rrav" has dwindled to a dangerously low level. Since she currently cannot afford to send any gnolls to find new stones, she asks the party to use an existing stone to guide them to another cache. She offers the PCs a favour (for example spellcasting or extra water rations) as payment.

2: DESERT WANDERERS

A cluster of tents surrounds an open patch of sand where several gnolls spar and wrestle with each other.

The village's guards and guides train and live here. Their foremost responsibility is keeping the peace in the village and enforcing laws everywhere except at Wellspring Temple. When the gnolls can spare the time, they offer their services as guides, which also serves the purpose of discovering imminent threats to the village. They charge 5 gp per guide per day and double their rate in known dangerous regions. The Wanderers refuse to guide anyone to Shadescar Oasis and warn off anyone planning to go there. However, lone scouts do carry out regular reconnaissance of their brethren's activities.

3: THE TAN WORM

This hollowed-out worm husk is about 20 feet in diameter. A door has been carved into the shell.

When a massive desert worm attacked Farrav'n shortly after the gnolls arrived, the villagers, along with newcomer Quent Sorren, slew the beast. Rather than drag the massive carcass out of the village, the inhabitants agreed to Quent's suggestion of transforming it into homes. After they dug out the inside, the wizard used alchemical treatments to preserve and bolster the shell. Most villagers reside in this semi-permanent structure, with room left over for those who don't want to sleep in a tent.

- **Accommodation** Bed 5 sp; partitioned one-bed chamber 20 sp; partitioned two-bed chamber 30 sp.

BALT RRAV

CN male **gnoll packlord**

This glowering gnoll stands well over seven-foot tall and bears deep scars from numerous battles.

Mannerisms: Balt converses in as few words as possible to convey his intent. He always carries a halberd and spends his "down time" sharpening the weapon's blade.

Personality: Balt is straightforward and brooks no haggling when it comes to naming his price for the Desert Wanderers' service. He rarely engages in social niceties.

Background: The large gnoll was a force to be reckoned with among the Shadescar raiders, but did not like their cruelty. He readily followed Janndra to Farrav'n and is her most ardent protector. However, as the residents turn to her more and more for guidance, he is becoming increasingly envious of her power and position.

4: THE DATE FROND

Surrounded by dozens of dates, a palm frond waves of its own accord over the entrance to this sandstone building.

Before Gerda Fulp (CE female halfling illusionist 3) and her sister's arrival at Farrav'n, visitors were left to their own devices for food and drink. Sometimes the residents would share cooked meat from desert lizards or from the beasts of burden which had outlived their usefulness, but travellers often had to resort to their own stores or kills. The halfling sisters earned their residence by broadening the culinary options available to villagers and visitors alike. Gerda insisted on a permanent building for the tavern and did not stand idly by while others complete the building. Her work ethic impressed the gnolls, and they now accept her and her sister as equals.

- **Food & Drink:** meal (roasted camel or lamb, prickly pear salad, and cornmeal biscuits) 4 sp, date wine (pitcher) 5 sp.

The date wine served here is the creation of Gerda's sister, Yaren (CG female halfling **commoner**) and has gained some renown among repeat visitors, although it remains in short supply due to the scarcity of its ingredients.

5: VISITORS' TENTS

Tents of varying sizes and quality cluster around a campfire. Interspaced among the tents stand areas of open, packed sand ready for visitor's tents to be pitched.

GERDA FULP

CG female halfling illusionist 3

This stout halfling moves among tables in a blink of the eye, making sure everyone is well fed and their tankards are full.

Mannerisms: Gerda is constantly on the move and cannot stand to remain motionless for more than a second. If there are no customers to attend to in the dining area, she makes her way to the kitchen to help with preparations there.

Personality: Gerda is friendly and accommodating to her guests and supportive of her staff. If someone tells her she can't or shouldn't do something, especially in relation to running the tavern, she becomes cold and redoubles her efforts.

Background: Gerda and her sisters were novice adventurers who attached themselves to a caravan traversing the Luminous Desert. After a disastrous attack on their caravan, which the halflings survived due to Gerda's skill with illusions, they found their way to the village and have remained here since.

The primary accommodations for travellers, these tents are quickly accessible to the Desert Wanderers should the need arise. The tents can sleep a total of 30 guests comfortably and room is available for those who wish to use their own tents.

- **Accommodation:** Single-occupant tent 3 sp; double-occupant tent 5 sp; quadruple-occupant tent 8 sp. Reduces prices to 1 sp, 2 sp and 4 sp, respectively, for those providing their own tents.

6: OPEN AIR MARKET

Offers of bargains and shouts of haggling come from this market filled with stalls and tables containing an array of goods.

As Farrav'n grew in reputation, traders began to call at the village to unload some of the objects found in the desert for food, water and other luxuries. Because of the reliance on found objects, items for sale vary on a weekly basis.

- **For Sale:** *potion of flying* (10,000 gp), *scroll of move earth* (5,000 gp), *goggles of night* (500 gp)

Treasure Hunt: Quent has come into possession of part of a greater magic item and wants to assemble the entire thing. The item comes from deep in the desert, so she cannot employ the gnolls to track it down. She asks capable parties to recover the remaining pieces and offers a generous reward for their service. Especially shrewd and charming PCs may convince her to part with some of her more powerful magic items to aid them in their search.

QUENT SORREN

NG female human **mage**

This tall, willowy human woman is greying at the temples.

Mannerisms: Quent conducts business with bombast and celebrates especially hard-won negotiations with a minor, yet showy display of magic. Even when things turn sour, she never loses her broad smile.

Personality: Quent is a gregarious person and enjoys the sounds of the market. She often inserts herself into trade negotiations where magic items are involved.

Background: Quent arrived at Farrav'n one year after its founding. Interested in following up rumours about powerful artefacts in the desert, she became intrigued when she spied the purple light emanating from within the bowl containing the village. Her timing was fortuitous when she helped kill a rampaging desert worm. Since then, she has decided to retire and use other travellers to find artefacts for her.

7: OASIS PUBLIC ACCESS

Mostly shaded by date trees, the water is perfectly clear down to a depth of at least 10 feet.

Roughly half the oasis is given over to use by visitors to Farrav'n. A patrol of villagers ensures people take no more than their quota of one gallon of water per day. While the water replenishes itself rapidly, Janndra does not wish to take advantage of her goddess's bounty. Those who refuse to honour the rationing are immediately escorted out of the village.

WHAT'S GOING ON?

While the PCs are here, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	An emaciated female lion leaps over the edge of the depression and trots toward the water, heedless of and unthreatening to everyone.
2	One of the PCs spies someone pouring the contents of a vial into the water.
3	Two bright blue fish leap from just below the water's surface and dive in with the barest of a splash.
4	A horse crashes through the trees, chased by a gnoll.
5	A gnome splashes about in the water but loses his footing and goes under, prompting a frantic rescue.
6	A loud crack precedes a date tree tottering and falling away from the oasis.

8: BEASTS OF BURDEN

Camels, horses, oxen, yaks and other more exotic animals rest along the edge of the water set aside for them.

The villagers encourage visitors to leave their draft animals here where they can rest and drink. There is no limit to the amount of

JANNDRA RRAV

N female gnoll cleric (Rrav) 10

Rings of violet metal adorn this female gnoll with bright violet eyes and a serene look on her face.

Mannerisms: Janndra is easy going and walks with a slow gait, bestowing blessings of Rrav upon all those she meets.

Personality: While the relaxed mannerism Janndra presents to the public is no act, she switches to a pragmatic attitude when required. She believes worship of Rrav is open to all but views gnolls as her goddess's chosen people. Thus, she puts the spiritual needs of her gnolls first and has no qualms about turning out non-gnolls from the village (or killing them) to protect her charges.

Background: See Farrav'n at a Glance.

water allowed for the animals, since villagers believe the creatures will drink no more than they require. A couple of gnolls (male or female **druid**) attend to the animals and keep them calm. Astute observers may note mere animals are allowed closer access to the temple than they are.

9: WELLSPRING TEMPLE

This building juts just over the oasis's water. An eye with a violet iris containing a symbolic representation of a wave over a symbol of wind in its pupil covers a banner over an open doorway.

The front part of this temple is open to all visitors and frequented by many villagers, especially during Rrav's holy times of sunrise and sunset. A pair of gnoll clerics (N **gnoll druid**) gently proselytize about their goddess, promising further safety during their travels in the desert if the visitor converts to Rrav's worship. The inner sanctum rests over the site where Rrav's blessed water first pooled up after the gnolls dug out the village site. This area is restricted to gnoll worshippers of Rrav and a trio of guards (N **gnoll packlord**) prevent unauthorized access.

10: SCORPION CIRCUS

This brightly coloured tent stands in contrast to the drab tents dotting the village. Several scorpions skitter about, avoiding foot traffic, but explaining the tent's solitary location.

Garritt Rrav used this secluded location to train his scorpions. However, a visitor spotted him working with the scorpions and, impressed by his command of the arachnids, spread word about it, making this a popular destination for visitors. The gnoll now puts on regular shows, costing 1 sp per attendee. He has also concocted an alchemical formula rendering the scorpions' poison inert for 24 hours. He sells vials of the liquid for 10 gp.

GARRITT RRAV

CN male gnoll druid 9

This gnoll wears a bright red jacket. Scorpions crawl over his fur, and he bears several scars showing the many stings he has suffered.

Mannerisms: Garritt enjoys putting on a terrifying show for his audiences and often employs a plant in the audience who agrees to be "attacked" by the gnoll's performers.

Personality: Even when he is not performing, he embraces the creepy reputation he has cultivated to the point where he repels his fellow gnolls.

Background: Garritt discovered an affinity for scorpions at a young age and used this to aid the Shadescar tribe in their attacks. With a newfound outlook following Rrav, he has become much more peaceful.

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