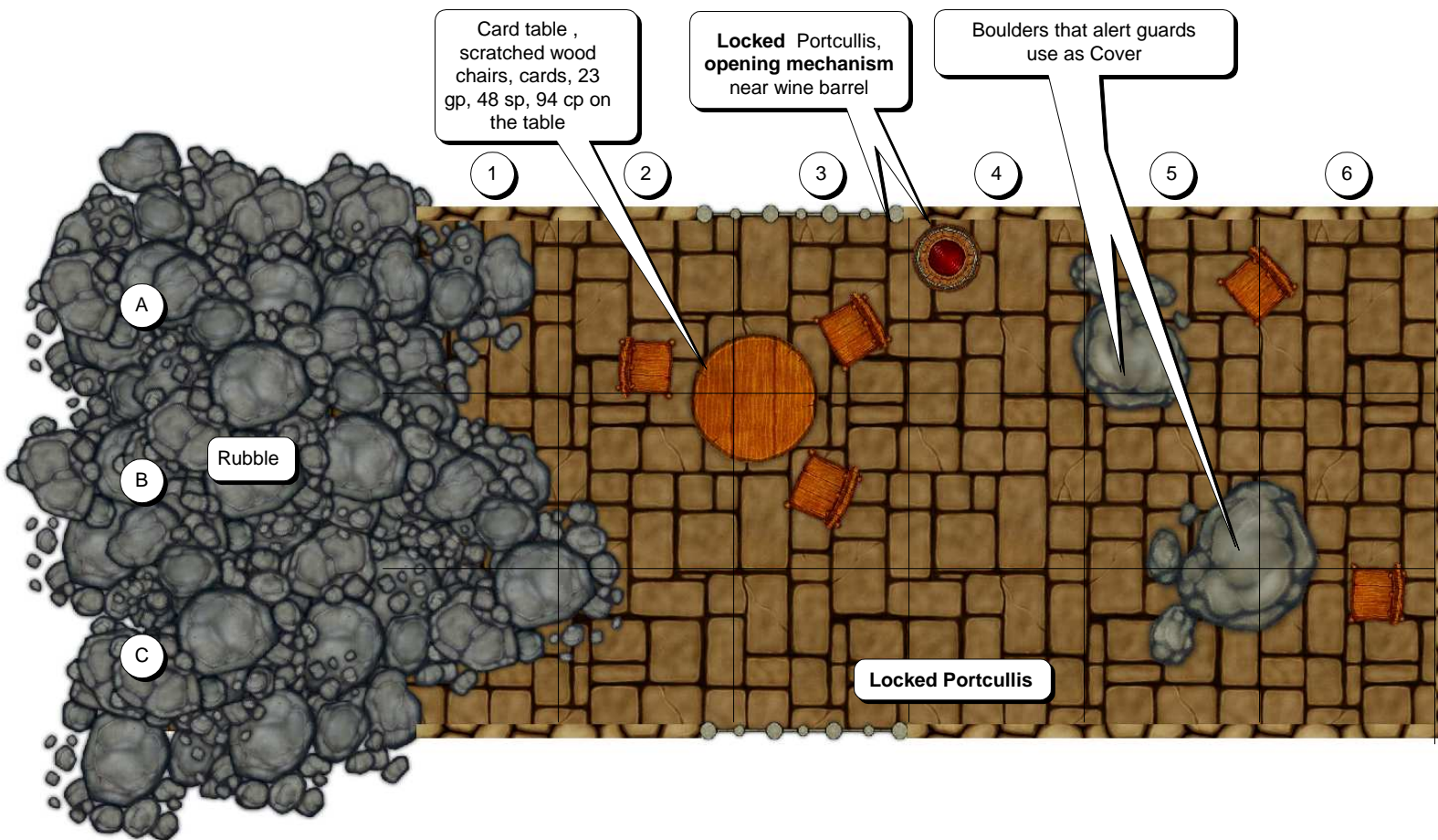


GUARD ROOM

This room is a guard station.. The gnolls in this room seem to be more interested in playing cards and drinking than in their duties. There are two gnolls who are actually semi-alert (they lost all their money and are now behind boulders). There is no illumination in this room; the cards have a special ink. On one side of the room, a collapsed section of wall has been hastily packed in place. The portcullis on the other side is opened by the wine barrel.



Gnolls

OSRIC, p. 195

5 large chaotic evil humanoids

Move: 90

Armour Class: 5

HD: 2

RSW: 16 **BW:** 17 **DPP:** 14

PP: 15 **Spell:** 17

THACO: 19

#Att: 1

Damage: by weapon type

1-Bow: 1d6(60',ammo 20)

2-Halberd: 1d10

3-PoleArm: 1d6+1

4-Morning Star: 2d4

Special: Infravision 60

Treasure: on table

NPC Dam. Surp. Ready HP

A 1 A5 A5 9

B 1 C6 C6 11

C 2 A2 C2 14

D 3 A3 C4 12

E 4 B3 B3 9

Locked Gate

Both gates are down but can be opened with a major strength test (OSRIC, p. 1). A listen check before getting to the gate reveals gnolls playing some sort of game.

Quick Names

Bmog, Bsuter, Kegadr, Magotx, Ntoxud, Rtebn

Quick Descriptors

solid, scratched, orderly, wet-dog smell, cracked, crumbling, spare

Treasure!

The gnolls have all of their loot on the table for the card game. The two guards have duty because they are out of the game.

Cover (OSRIC p.122)

The goblins will use the ruined tables as cover when possible. Gnolls using the tables to attack in melee (with spears) get a -2 AC bonus. Gnolls with ranged attacks get a -4 AC bonus as they duck behind the table when not throwing.

Gnoll Tactics

The gnolls will try to surround the gate and keep intruders from opening the gate while attacking them. The gnolls behind the boulders will shoot arrows at intruders and will try to alert others if they feel it necessary.

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