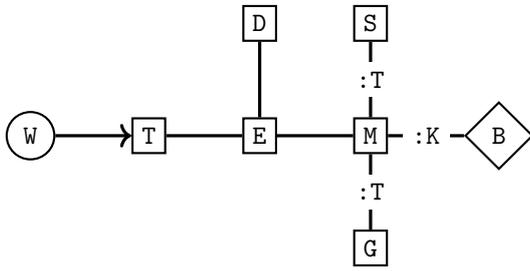


# Gnoll Caverns Onesheet

L. L. Blumire

## Pointcrawl



**:K** All gnolls encountered might have a key to the boss room on them if they are searched. Begin by rolling a D10

**:T** A 6 on a d6 = G, other S. After first find, move to 8 on d8, then move to 10 on d10, then 12 on d12.

**W** Wagon—have players introduce themselves, describe their characters, and set up why they are going on this mission. Drop IC where appropriate. Target no more than 10 minutes.

**T** Town—An optional area if Wagon did not take too long. It provides an opportunity for players to gather intel on the Gnolls. Primarily, this serves as an intel gathering mechanism for the players. Skip and explain as a mission briefing if Wagon overran. Target no more than 20 minutes. If the player are taking too long, have the gnolls that would appear at the Cave Entrance instead Raid the Town and run when the players start attacking. The players should follow, if they don't, have a villager urge them too.

- Where are they attacking from (FREE)
- What are Gnolls (FREE)
- When do they attack (FREE)
- Why are the Gnolls attacking (Speculative)
- Who leads them (Speculative)

**E** Cave Entrance—Place a few Gnolls as a tutorial fight at entrance. The opening of the Cave, a long passage entrance, with a drawn in side door to Dead End. Draw in entrance to Dead End only if not overrunning. Should take no more than 15 minutes.

**D** Dead End—Optional area, provides a chance to fight more Gnolls. Put more than in empty corridor, use as a balance check. Appears as a terminus to a corridor, but without a larger chamber as in Side Rooms or the Treasure Room.

**M** Main Chamber—Place a higher number of Gnolls than in Dead End if trying to ramp difficulty, less if not. Use as another opportunity to balance fighting and find the right pace. Should appear as a large open area, with many side doors to explore. These side doors are essentially an infinite resource.

**S** Side Room—A corridor terminating in a smaller chamber. Each one should have a balanced number of gnolls in it.

**G** Treasure Room—Same as Side Room, but containing no gnolls and instead containing treasure. These can be consumable potions, scrolls, or weaponry to help against the final boss. Stat as appropriate.

**B** Boss—The moment the boss chamber is unlocked, instead of the players walking into it, the Boss “Mis” should charge into the main Chamber, shaking whoever unlocked the door as they are knocked to one side.

## Gnoll

Agi d6, Sma d6, Spi d6, Str d10, Vig d8.  
Fighting d8, Intimidation d8, Notice d8,  
Shooting d8, Stealth d6, Tracking d6.  
Pace: 6”; Parry: 6 (+1 Shield);  
Toughness: 6 (+1 Torso, +2 Shield);  
+Boiled leather vest (+1 chest)  
Shield (+1 Parry, +2 Ranged Toughness)  
Flail (Str+d6, Ignores Shield Parry)  
Bow (2d6 Damage)  
+Low Light Vision  
+Scent: Notice, Tracking +2

## Head Gnoll, “Mis” (WC)

Agi d8, Sma d6, Spi d6, Str d12, Vig d10.  
Fighting d10, Intimidation d10, Notice d8,  
Shooting d8, Stealth d4, Tracking d6.  
Pace: 7”; Parry: 7 (+1 Shield);  
Toughness: 7 (+2 Torso, +2 Shield);  
+Toughened Leather Vest (+2 chest)  
+Shield (+1 Parry, +2 Ranged Toughness)  
+Hooked Flail (Str+d6, Ignores Shield Parry, Inflicts Fatigue on Raise)  
+Low Light Vision  
+Scent: Notice, Tracking +2