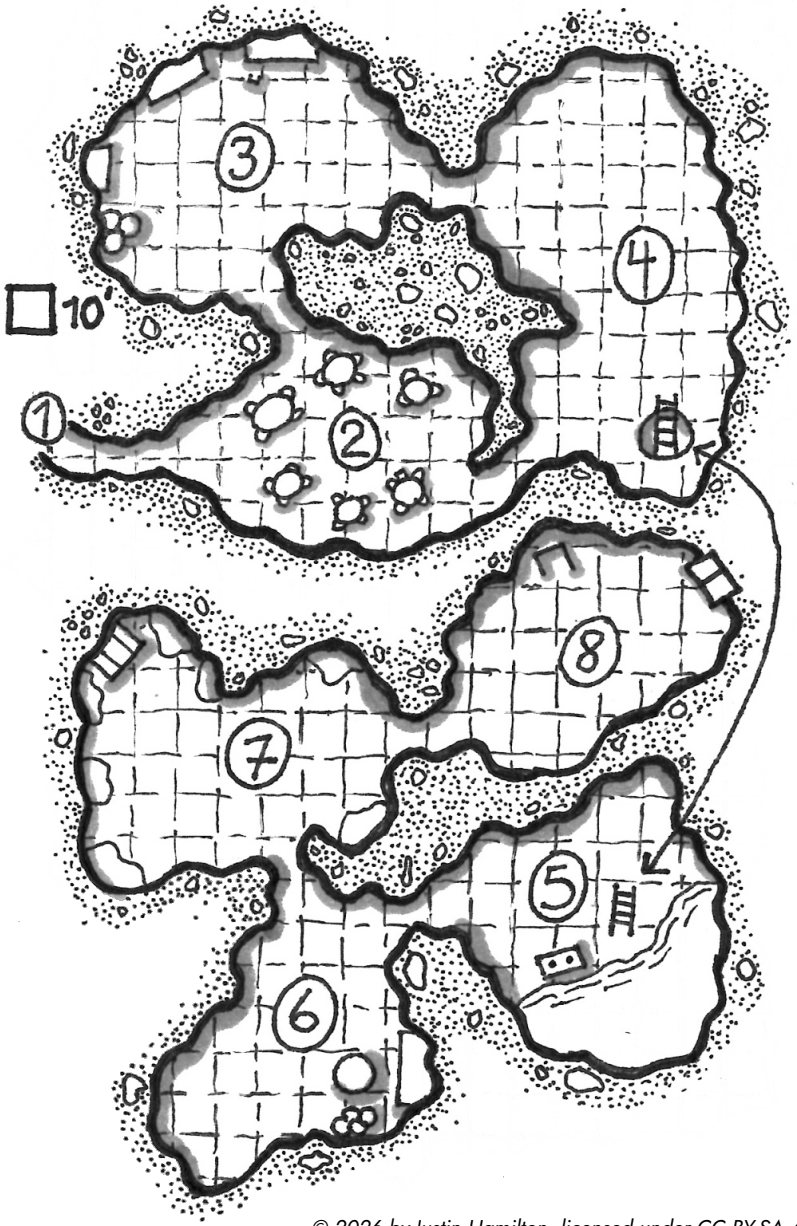
Grot Lair of Clan Murkmaul

A Gnoll lair for the original fantastic medieval wargame.



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01. Entrance: Approaching the cave, wooden pikes jut out of the ground affixing dozens of skulls from many different species upon them. 2d4 Gnolls and 1d6 Hyenas guard the descending passage into the grotto.

02. Commons: A half dozen pine tables fill the cave, cluttered by daggers, knucklebones, pots, and tallow candles. Two present Gnolls argue over the ownership of a particularly rare wine bottle of Hesfari White (worth 500gp, acts as a *Potion of Heroism*). 2d6 additional Gnolls may be relaxing here.

03. Workshop: Workstations and tool shelves line the far wall. Rork the Craftgnoll and her apprentice Xurog toil away at repairing damaged arms. She has a prototype oil flask launcher, a hybrid between a crossbow and a miniature catapult. It malfunctions 4-in-6 times when fired.

04. Barracks: Ridden with the scent of heavy musk. 2d20 Gnolls will be here at any time, with 1d10 Hyenas kept in a series of wooden kennels along the far wall. Straw cots line the floor, and a pit in the floor has been fixed with a ladder to the subterranean level (to 05).

05. Spring: Fresh water bubbles into a wide pool to the south. A small shrine has been erected in front of the spring. Lioraoria, a Naiad, dwells here, provided offerings by the Gnoll Clan, she uses her powers to keep them healthy. A ladder ascends to the barracks (04).

06. Den: 4d20 off-duty or non-soldier Gnolls dwell here at any time. A kitchen has been built nearby, with many barrels of preserved foodstuffs.

07. Storage: Piles of warbounty fill this wide cavern, including an ornate, locked chest. Attached to the ceiling above are hundreds of bats that will swarm any entering the chamber with a light source (save vs breath or suffer 1d6 per round). The chest contains 1,301gp, and 3 gems each worth 100gp.

08. Ghacax's Lair: A large throne carved of heavy stone dominates the dwelling of the leader of Clan Murkmaul, and his two bodyguards. To the far side of the cavern, a carved door has been uncovered, entering into a long-forgotten dwarven crypt. Ghacax wears a +1 chain hauberk, and wields the +1 Murkmaul, with 26 charges of *Hold Person* (must strike to be cast). Ghacax and his bodyguards fight as Trolls (without regeneration).