

# Grohog Clan

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DESIGNED FOR USE WITH

**OLD-SCHOOL  
ESSENTIALS**

DESIGNED FOR USE WITH

# OLD-SCHOOL ESSENTIALS

This Supplement Requires  
Old-School Essentials RPG  
Rules To Play

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## *Artwork:*

Gnoll

[Gnoll By LadyOfHats -  
Openclipart](#)

Old Paper Border

[Old paper border -  
Openclipart](#)

Country Cottage

[Country cottage | Free SVG](#)

Horn 2

[Horn 2 - Openclipart](#)

Round Sword and Shield

[Round Sword and Shield -  
Openclipart](#)

Leafy Design 5

[Leafy design 5 - Openclipart](#)

Star Decoration

[star decoration - Openclipart](#)

Knight Horse Frame

[Knight Horse Frame -  
Openclipart](#)

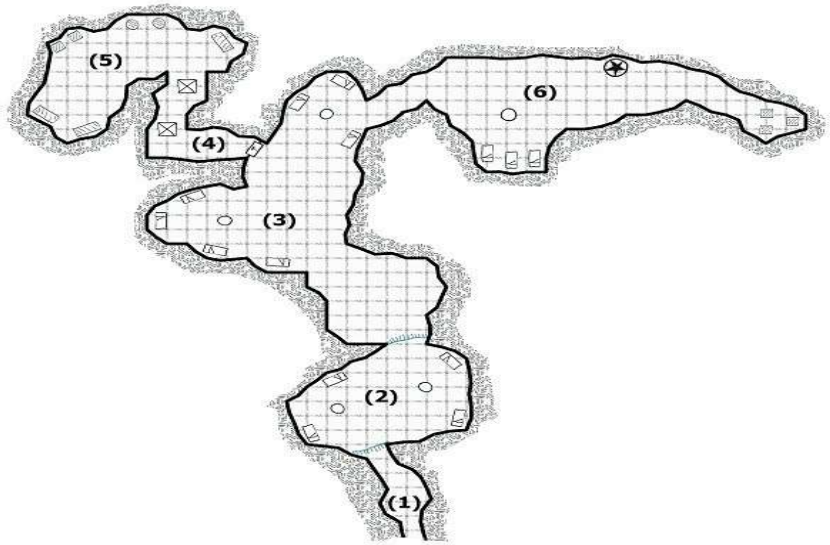
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Map Designed With

[Dungeon Painter Studio](#)

Map Design By

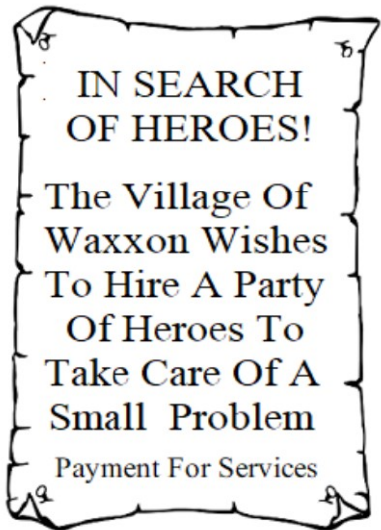
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### *The Story:*

Once upon a time the Grohog Clan of gnolls were numerous in size . They was feared by many and challenged by few.... but that was more than a few moons ago. As fate would have it, they finally met their match which cost them dearly before they was able to retreat. The remaining gnolls grabbed what they could from their old lair and fled the area. After many miles of traveling they finally found a small cave complex in hopes to rebuild their clan.

Due to their need to raid the locals their presence has been discovered and word has gone out seeking the help from a group of heroes.....



## ***The Meeting:***

I see you are interested in helping our village....

A group of canine looking beasts have been raiding some of our locals as well as the occasional traveler. The raids have been taking place near the West Pass Road where at one time a Hill Dwarf attempted to set up a mine that didn't work out for him. We believe that mine is the new home for these creatures.

We have gathered together a collection as a payment to those who are able to rectify our problem. As you can see some of the payment is in goods as we are a meager village that lacks in wealth I am sure you are more accustomed to.....



## ***Payment:***

20gp (various types of coins)  
1 mule and cart  
3 beaver pelts  
3lbs dried venison  
5 live chickens  
5lbs dried grain  
5lbs dried wildberries  
free lodging at Jax's Tavern

If the heroes try to barter more from the village another 20gp of various types of common jewelry will be added.

## ***Rumors:***

Talking with various locals reveal the following.....

Jax is behind the raids (F)

The beasts are werewolves (F)

The beasts are gnolls (T)

The leader can be bribed to leave the area (T)

The old mine has a rich gold vein yet to be discovered (T)

## *The Mine:*

The old mine is indeed located just off the West Pass Road that winds it's way through a nearby area of foothills and mountains. The path to the mine is overgrown but should be easily found and followed by observant characters.

The referee has 2 possible options for the travel time along West Pass Road.

Option 1 is obvious and the most simple to offer. The heroes have no threatening encounters and will eventually find the entrance to the mine.

Option 2 is to have the party encounter 2-5 of the gnolls waiting in ambush in hopes to waylay the party and make off with their possessions.

If the second option is used the referee has the option of deducting the number of gnolls killed, failed morale and ran away, or captured from the 15 to lessen the challenge at the mine.

After following the old trail that leads away from the West Pass Road you come to an area that was once cleared but is now being overgrown with much younger growth.

You notice across from where your party is standing there is a cave opening.... this must be the old mine you are looking for.....

Outside of the entrance stands a lone gnoll guard with a horn. If the party is not being careful while crossing the overgrown clearing there is a 20% chance that the gnoll guard will notice them and sound an alarm with the horn. If the party is careful they will have a chance to surprise the guard thus not giving him a chance to alert the others within the mine of their presence.

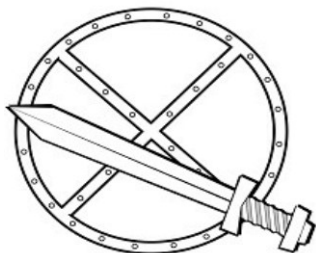


***All Framed Descriptions  
Are Presented As If No  
Alarm Was Raised By  
The Gnoll That Stands  
Guard At The Entrance***

***Inside The Mine:***

All areas of the mine have rough cut walls that allows those with climbing abilities normal chances of success. The ceilings range from 8 feet in the passageways to 15 feet in the chambers. The floors are relatively smooth and do not require any special checks for normal movement. Any movement beyond a fast walk may require special checks if the referee chooses to increase the difficulty level.

There are no natural light sources but the gnolls do maintain lit torches in all areas.



***>1 Entry:***

You can feel a steady breeze as you enter the mine. This area has dried leaves covering the floor.

There is nothing special about this area. The referee may choose to check for any alerted gnolls in area 2 due to the noise of walking through the dried leaves.

***>2 Gnoll Chamber:***

As Your party approaches this chamber you are confronted with a 10 foot tall cliff face leading up. Hanging down from the top of the cliff is a knotted rope for climbing.

Once the party climbs the cliff read them the following box text.....

The area at the top of the cliff has a layer of smoke in the air caused by the 2 fire pits. You can see 4 gnolls, 2 sitting at each fire pit, eating freshly cooked meat. Once they notice your party they pull their weapons as they quickly move to attack.

The gnolls have their combined treasure hidden behind a loose stone in the wall (detected as a secret door)

multiple pouches containing 1,000cp, 8 gems totaling 200gp, and 2 unmarked potions (healing).

The passageway that leads deeper into the mine has a similar 10 foot cliff down with a knotted rope for climbing.

### >3 *Gnoll Chamber:*

As you make your way you can hear the voices of multiple gnolls.

This gnolls in this area are

easily surprised as they are caught up in a discussion on what to do with one of their own who was caught cheating while gambling. Once they see the party they forget about their discussion and attack the party. 6 of the 7 gnolls already have their weapons in their hands while the 7<sup>th</sup> gnoll is tied up laying on the floor.

Each gnoll in this area keeps their treasure in pouches buried under their own bedroll.

- #1 – 300cp, 2 10gp gems
- #2 – 100cp, 2sp, 1 5gp gem
- #3 – 50cp, 5sp, 1 15gp gem
- #4 – 100cp, 5gp, 2 5gp gems
- #5 – 200cp, 15sp, 1 20gp gem
- #6 – 100cp, 25sp, 25gp
- #7 – 150cp, 10sp, 4 5gp gems

One of the gnolls has also hid behind a loose stone in the wall (detected as a secret door) 4 scrolls of healing.

Even though the gnoll can't read them he knew parchments with strange writings can be valuable.

### **>4 *Treasure Room Trap:***

The door to this room is locked and trapped. The key that unlocks the door and disables the trap is found on a chain hanging around Chief Grohog's neck. The door can be picked but without the key the traps cannot be disabled without using the key to unlock the door.

The traps are triggered when someone steps on the marked area on the map. When the area(s) are stepped on the ceiling will cave in causing all who are under it to take 2D8 points of damage and be trapped under the rocks until they are dug out. Those within the area beyond the traps will also be trapped in the room by the cave-in and will also be required to be dug out. Both could easily cause even more cave-ins as well.

### **>5 *Treasure Room:***

Within the various crates and chests are various common

goods and treasures that equal 4,000gp. Among these items there are also noteworthy items.

Boots of Levitation  
Ring Of Protection +1  
Compass of the Four Stars

plus various coins totaling 8,000gp

There is also a great treasure within this area that is not easily found. The rumor about the undiscovered gold vein with some mining can be accessed from this chamber. The actual value of the gold vein, how long it will take until it is played out, and any dangers encountered with mining is left up to the referee running the game to determine.

### **>6 *Grohog's Chamber:***

Once the battle starts in room #3 Grohog and his 2 bodyguards will grab their personal treasure and attempt to escape. Each of them will use their Ring of Invisibility.

The referee may give subtle hints as the 3 of them try to make their way past to their presence.

When the party enters this are read them the following:

This chamber looks to have been another sleeping chamber. You see 3 bedrolls and various crates with their lids tossed to the side.

There is very little of value left behind....

If Grohog and his bodyguards are found out and captured, they will offer all of their combined treasure (combined value of 15,000gp) including their rings of invisibility if they are allowed to leave the area never to return again....

If they are found out but not captured they will try to make the same offer and if the party refuses the offer the 3 will try to run away again and if they can't run they will fight "to the death".

## *Ending The Adventure:*

The villagers will celebrate their heroes for saving them and even a local minstrel will write a song about their great deeds and wondrous victory over impossible odds.

Meanwhile.....

If Grohog and his bodyguards either escape or allowed to leave they will work on recruiting a band of gnolls and seek revenge upon the village that hired the heroes. This won't happen right away but it will happen at some point. This can either lead to the heroes racing to save the village or the heroes hearing about the village being destroyed which would likely lead the heroes avenging the deaths of the villagers. The heroes could also be accused of working with Grohog since they did allow him to go free either through escape or bribery.

## *Monster Stat Block*

### **Gnoll**

*Lazy, humanoid hyenas of low intelligence that live by intimidation and theft.*

*Legends say that gnolls were magically created by a wizard who crossbred gnomes and trolls.*

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<b>Armour Class</b>	5 [14]
<b>Hit Dice</b>	2 (9hp)
<b>Attacks</b>	1 x short sword (1d6+ 1)
<b>THAC0</b>	18 [+1]
<b>Movement</b>	90' (30')
<b>Saving Throws</b>	D12 W13 P14 B15 S16 (2)
<b>Morale</b>	8
<b>Alignment</b>	Chaotic
<b>XP</b>	20
<b>Number Appearing</b>	1d6 (3d6)
<b>Treasure Type</b>	D

### **Grohog / Bodyguards**

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<b>Armour Class</b>	6 [15]
<b>Hit Dice</b>	3 (16hp)
<b>Attacks</b>	1 × battle axe (1d8+1)
<b>THAC0</b>	18 [+1]
<b>Movement</b>	90' (30')
<b>Saving Throws</b>	D12 W13 P14 B15 S16 (2)
<b>Morale</b>	10
<b>Alignment</b>	Chaotic
<b>XP</b>	35
<b>Number Appearing</b>	Special
<b>Treasure Type</b>	Special



# *New Magic Item*

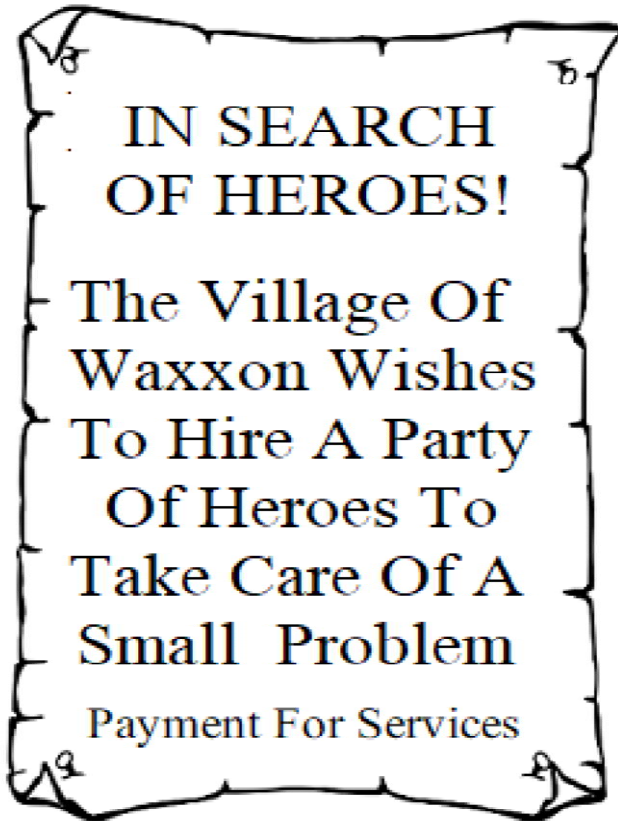


## *Compass Of The Four Stars*

The Compass Of The Four Stars Is A Highly Ornate Brooch That Allows The Wearer To Know The Direction Of The Four Points Of North, South, East, And West While Worn

Value = 5,000gp  
Silver Inlaid With Black Onyx

## *Player Handout*



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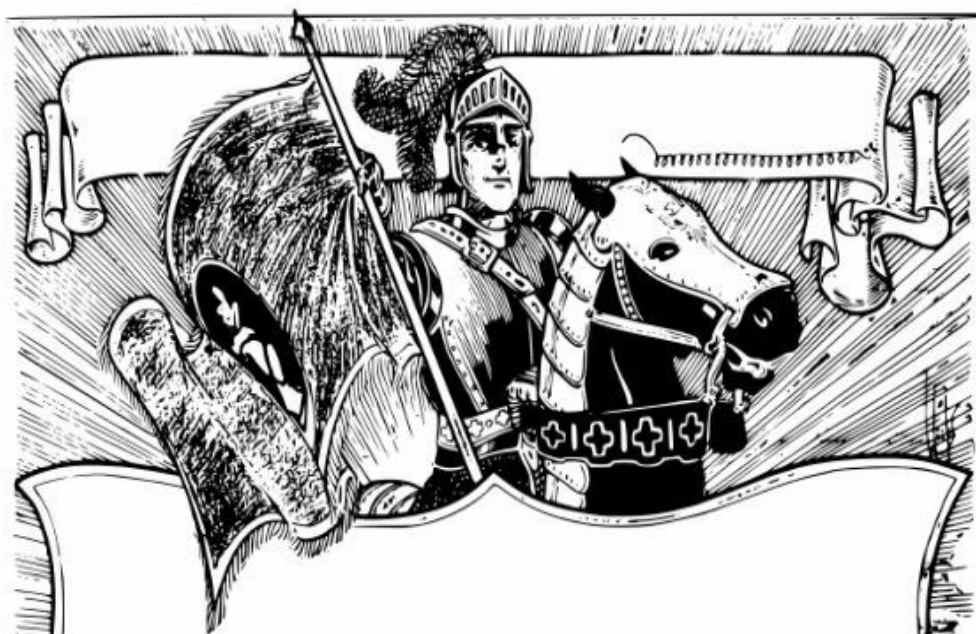
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**The Village Of  
Waxxon  
Needs Heroes  
To Save Them**

**Are You The Heroes?**