

## Hobrock

A dungeon for four to six characters of 5<sup>th</sup> to 7<sup>th</sup> level, by Lee Mohnkern

### Background

Nehruhk, a hobgoblin warlord, has nearly starved the nearby village of Hemin to death with the high tribute he demands from them, in exchange for not sending his warriors to slaughter them. The PCs have come to slay Nehruhk and free the town.

### The Dungeon

#### Area 1

When the PCs come within 100 feet of the guard towers, the guards (level 2 hobgoblin warriors) will open fire with their heavy crossbows. There are two guards, one in each tower, and they each have the Rapid Reload feat, so they can fire their crossbows every round. The arrow slits provide cover (+6 AC), and, if the PCs begin to overwhelm the guards, they will blow a horn to raise the alarm. The gates to Hobrock are barred and made of sturdy wood (break DC 25, hardness 6, 45 hp). Each tower contains a chest with 100 heavy crossbow bolts. Each guard has 150 gp, loot from raiding.

#### Area 2

This antechamber contains two weapon racks, each of which holds eight longswords. If the hobgoblins in Area 1 raised the alarm, there are two hobgoblins (1<sup>st</sup> level warriors) each in both Area 4 and Area 5, ready to pour burning oil down on the PCs as they pass, and fire arrows at them from their shortbows. The portcullis is metal and has hardness 8 and 100 hp, and a lift DC of 25. The winch is on the wall, right on the other side of the portcullis. The murder holes provide +6 AC cover.

#### Area 3

The hallway is regularly patrolled by two 2<sup>nd</sup> level hobgoblin warriors with a pair of worgs, who are there to sniff out invisible infiltrators. If the PCs have already raised the alarm, the hobgoblins have called in reinforcements from surrounding rooms, swelling their numbers to six 2<sup>nd</sup> level warriors and three worgs. However, even if the fight goes badly, Nehruhk remains in his quarters in Area 13, wishing to fight the PCs on his own terms.

Each hobgoblin has 50-150 gp (d% random) and a longsword and longbow.

#### Area 4

Access to the murder holes.

#### Area 5

Access to the murder holes. Also, crates of supplies and captured goods are stored under the stairs and against the east wall.

#### Area 6

Hobgoblins' living quarters. 6A, 6B, and 6C each belong to the three hobgoblin lieutenants. Each contains a suitable 4<sup>th</sup> level treasure; however, the lieutenants are carrying their armor and weapons. 6D belongs to Nehruhk's spiritual advisor, Ehmrak. 6E and 6G are shared by several hobgoblins each. 6F belongs to Jehka, Nehruhk's consort, and a 6<sup>th</sup> level sorcerer.

#### Area 7

Meeting hall, and gathering place for religious ceremonies. If the PCs haven't already raised the alarm, Ehmrak (6<sup>th</sup> level cleric) is providing a religious service for two hobgoblin warriors. Otherwise, he has likely moved to Area 13, to stand with Nehruhk in defense.

#### Area 8

Another portcullis. Two 2<sup>nd</sup> level hobgoblin warriors guard the door to Area 12; they will fire their crossbows through the bars at the PCs.

#### Area 9

Kitchen. There is a 1<sup>st</sup> level human expert, rogue 3) remains here until the PCs arrive, unless he learns that they are weak or hiding. Before the PCs come in, he has Jehka cast *invisibility* on him, before sneaking up behind the party after they enter, then flying into a rage and attacking from behind. There are also two 3<sup>rd</sup> level hobgoblin warriors here as well, to protect Jehka during the battle.

#### Area 10

Worg quarters. This room contains four worgs, minus any that were slain elsewhere.

#### Area 11

Armory. Many spears, longswords, heavy shields, light crossbows, longbows, and suits of studded leather armor can be found here, as well as a few masterwork weapons.

#### Area 12

If Ehmrak is still alive, he is here with two 2<sup>nd</sup> level hobgoblin warriors, to try to fend off the PCs.

#### Area 13

Nehruhk (hobgoblin barbarian 1 fighter 2) remains here until the PCs arrive, unless he learns that they are weak or hiding. Before the PCs come in, he has Jehka cast *invisibility* on him, before sneaking up behind the party after they enter, then flying into a rage and attacking from behind. There are also two 3<sup>rd</sup> level hobgoblin warriors here as well, to protect Jehka during the battle.

Nehruhk keeps 2137 gp, 1817 sp, and 3312 cp in a locked chest in the corner with a *lightning bolt* trap on it. Most of the loot is tribute taken from the village: it is up to the PCs how much of it they decide to return.

