# Hobrock

A dungeon for four to six characters of 5th to 7th 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 longspears. If the hobgoblins in Area 1 raised the alarm, there are two hobgoblins (1st 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 2nd 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 2nd level warriors and three worgs. However, even if the fight goes badly, Nehruk 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 4th level treasure; however, the lieutenants are carrying their armor and weapons. 6D belongs to Nehruk's spiritual advisor, Ehmrak. 6E and 6G are shared by several hobgoblins each. 6F belongs to Jehka, Nehruk's consort, and a 6th level sorcerer.

### Area 7

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

### Area 8

Another portcullis. Two 2nd 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 1st level human expert, named Krik, who is a slave to the hobgoblins, and kept prisoner here. There is also a small fire elemental in the stove that may attack the PCs.

### 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 Emhrak is still alive, he is here with two 2nd level hobgoblin warriors, to try to fend off the PCs.

### Area 13

Nehruk (hobgoblin barbarian 1 fighter 2 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 3rd level hobgoblin warriors here as well, to protect Jehka during the battle.

Nehruk 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.