

Tower Of  
Ruined here

# WINTERBLIGHT'S CHALLENGE™

PRESENTS

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## THE HAMMERED HOBGOBLIN

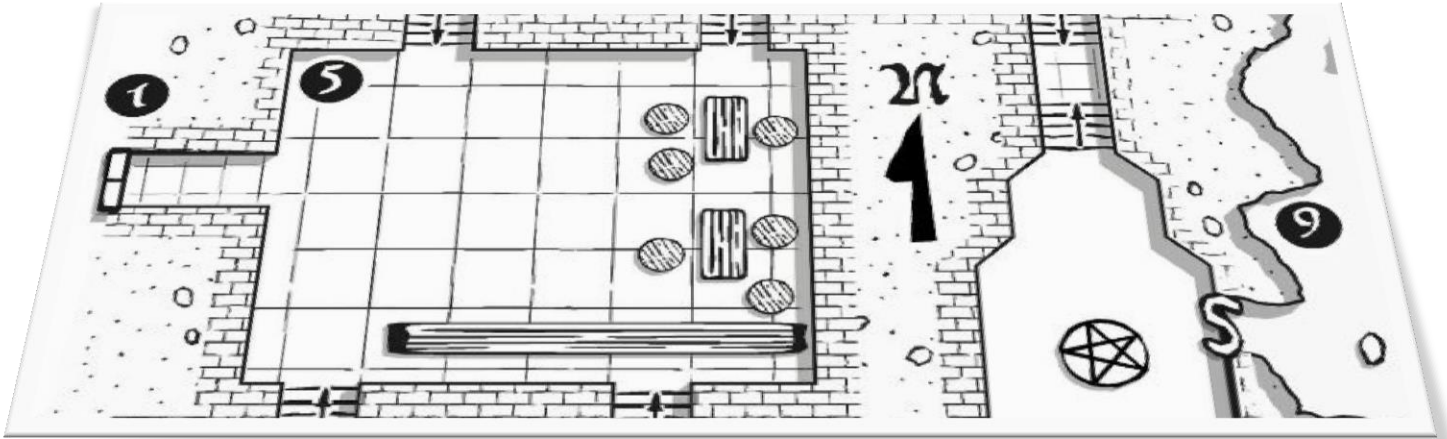
Western Marches



SMALL DUNGEONS  
WRITTEN BY ALLEN FARR

WBCSD 01

# THE HAMMERED HOBGOBLIN HAS A BLOODY HISTORY



A hobgoblin shrine, a murdered monk, and an adventurer's retirement plan. The Hammered Hobgoblin is a tavern with a bloody history – a history anyone could get caught up in for the want of a cold beer and a warm bed.

**Small Dungeons** are inconspicuous locations that can be dropped into almost any fantasy setting. The Hammered Hobgoblin includes the following:

- A short background
- Location description
- Location maps – Gamemaster and Player versions
- Adventure hooks
- Location poster map of the Hammered Hills
- Location poster map of the Hammered Hobgoblin



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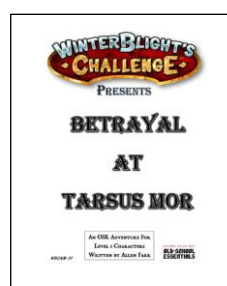
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Commissioned by Sharon O'Donnell

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# THE HAMMERED HOBGOBLIN

*Hobgoblins? Ridiculous! They were driven into the Hammered Hills never to return. I saw to that myself. If they were coming for anyone, I would be the first to know.*

**~ Last Words of Tegdle Brawlblade, Retired Adventurer and Tavern owner~**

## THAT BLOODY HISTORY...

Located in the Hammered Hills, lands sacred to the nomadic hobgoblin tribes, the Hammered Hobgoblin began as a shrine to many gods.

During a raid into civilized lands, the hobgoblins took prisoners, one of which was a cantankerous old monk. Fortunately for the monk, the hobgoblins not only enjoyed his caustic outbursts, but they had just lost their shaman.

In return for his freedom, and not being eaten, the monk struck an agreement. The monk would tend to the shrine, on the condition he could include his gods and that he could extend the shrine to become a hermitage. With the agreement in place, the hobgoblins left.

Each year the hobgoblins returned to the shrine to make devotions to their gods, before moving on again. In between times, members of the monk's order would arrive to offer spiritual guidance and help with the construction of the hermitage.

After a longer than usual period of absence, the hobgoblins returned to discover a single grave above the shrine in the Hammered Hills. The grave contained the butchered body of the monk along with the shrine's religious effigies. Not only had the monk had been murdered by members of his order, but they had desecrated the shrine and constructed a temple to their gods.

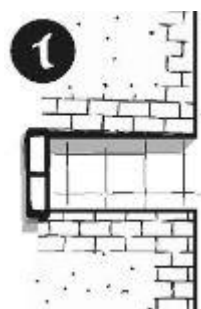
Enraged, the hobgoblin tribes descended on the newly constructed temple slaughtering everyone. Still not sated, the hobgoblin tribes spilled into the civilized lands, burning monasteries and temples wherever they could find them. Then, returning to their ancestral lands, they sealed the temple.

No civilized land could tolerate such a brutal attack. Adventurers were called to arms, and the hobgoblins were driven back, deep into the Hammered Hills.

One adventurer saw the hermitage as a retirement opportunity. Having cleared a trade route through the Hammered hills, the adventurer converted the hermitage to a tavern. Today, the Hammered Hobgoblin as it is known has become a thriving business with a small community of farmers and traders growing up around it.

The hobgoblins, however, have recovered from their losses, and a new leader has reunited the scattered tribes. The hobgoblins of the Hammered Hills intend to take back their lands and their shrine.

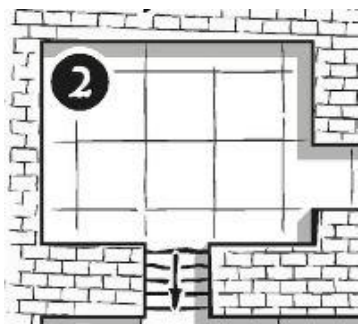
## TAVERN ENTRANCE...



Once the extent of the old shrine, the entrance has since been straightened and levelled. The door is locked during the small hours. However, given the number of permanent residents the tavern has, it is frequently left open by their comings and goings.

## COMMUNAL DORMITORY...

The largest of the three dormitories, this 15'X20' room sits at a higher elevation than the taproom.

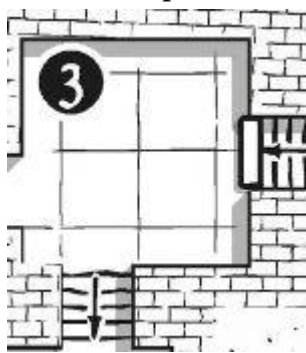


The dormitory is a messy affair with most of the floor covered with mattresses piled high with the belongings of their owners. A rough-hewn cupboard in the

southwest corner contains a series of lockers for more valuable equipment to be stored.

## COMMUNAL DORMITORY...

This 15'X15' room sits at a higher elevation than the taproom. The door to the owner's

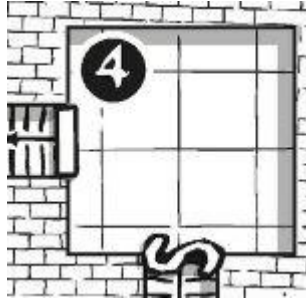


private residence can be accessed from here but is locked at all times. Unlike the larger, neighbouring dormitory, this one is neat and tidy with a clear path from the steps to the owner's door. A rough-hewn cupboard in the

southeast corner contains a row of large chests for storing valuable equipment and belongings.

## PERSONAL CHAMBERS...

This 15'X15' room is the private residence of the tavern's owner. The doors to the room and connecting corridor are locked at all times. This room contains everything you might

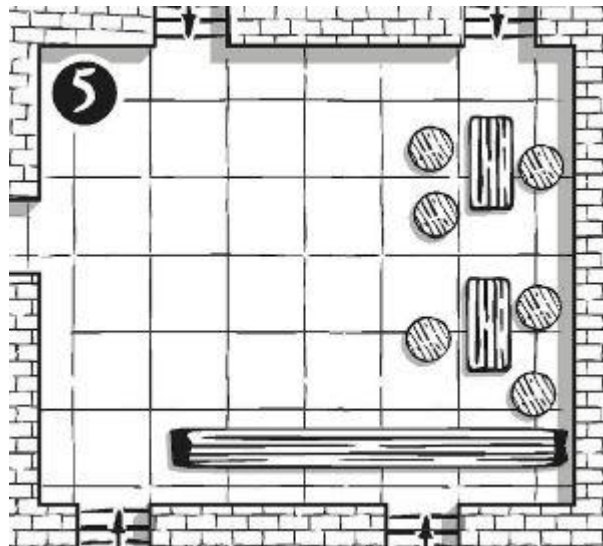


expect from a retired adventurer such as maps, trophies, weapons and even a small stash of treasure in a trapped chest under the bed. There is a secret

door located on the south wall of this room that leads to the hidden temple. The owner is unaware of the door's existence, the cracks in the wall hidden by a simple illusion.

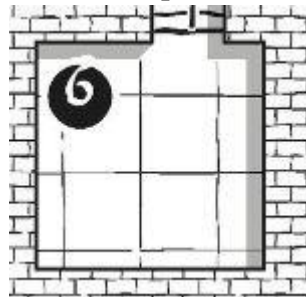
## THE TAP ROOM...

The site of the original hermitage, this 30'X35' room is now the life and soul of the Hammered Hobgoblin. The walls of this room are host to dozens of masks and idols of the Hobgoblin gods, the owner of the tavern seeing no reason to have them removed.



## THE RAT TRAP...

This 15'X15' room sits at a lower elevation than the taproom and is the cheapest of the

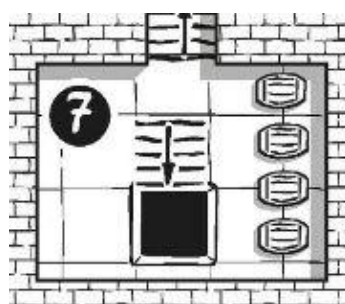


sleeping spaces to rent. Known as the Rat Trap among the locals, this room has several permanent residents of dubious character. Residents of the Rat Trap don't bother locking up anything valuable

they may have, preferring to sleep with them instead.

## KITCHEN CELLAR...

This 15'X20' room is where the food is cooked



and the ale is stored. Built into the floor is a set of uncovered stairs leading to a cellar, which has caught out more than one drunk and overly inquisitive guest during the

night. The cellar is identical in size to the kitchen above it and is used to store additional supplies. With chains and manacles still attached to the walls, it is clear that this room was created as a prison cell when the hermitage was expanded to include the temple. Occasionally the owner hires out the cellar to bounty hunters that are passing through.

### HIDDEN TEMPLE...

35' at its longest point and 15' at its widest, the temple remains unopened from the day it was sealed.



Uncompleted, with a statue as the only embellishment, the bodies of the slain monks lie where they fell. In the east wall is a secret door leading to the ancient caves known as the Caverns of the Lost.

### CAVERNS OF THE LOST...

Broken into during the construction of the temple, these caves are a continuation of the caves the hobgoblins refer to as the Caverns of the Lost.



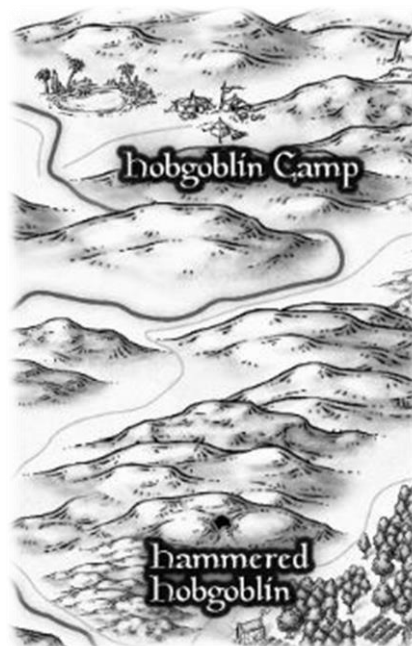
Twisting deep through the Hammered Hills they are believed to extend north as far as the Tower of Ruined Hope.

Tower of Ruined Hope.

### ADVENTURE HOOKS...

The Hammered Hobgoblin is intended as a location that can be dropped into almost any ongoing campaign or adventure. It can be used as a place to do business or for an overnight stay, but it also has the potential for the adventurers to get caught up in...well...adventure.

1. Having arranged to meet a contact or an employer, the characters arrive at the tavern to find it full of celebrating hobgoblins, the floor strewn with corpses, the stairwells slick with blood.
2. The characters are in the tavern when the hobgoblins attack. They must help fend off the assault, escape, or negotiate terms of surrender.
3. There is more going on with events surrounding the Hammered Hobgoblin than meets the eye. The characters arrive during the night to discover a corpse on the road.



The corpse belongs to a courier, a holy man, carrying a map with instructions on how to find the hobgoblin camp and where to leave a large sum of money.

Unfortunately for the courier, the residents of the Rat Trap noticed his bulging saddlebags and relieved him of his treasure and his life.

The money is a bribe to tribal elders to ensure they convince the newly appointed hobgoblin Queen to attack the tavern. The order of monks, like the hobgoblins, has regained their strength. If they can manufacture another hobgoblin incursion, the order will be able to summon their newly founded chapter of

knights militant, and having had the hobgoblins do their dirty work for them they can secure their temple.

4. Something terrible lives in the caverns and the hobgoblins sealed it in to prevent it from escaping. The hobgoblins didn't slay those in the temple as the order believes - they just found them like that. Whatever lurks in the caverns killed those in the temple when they broke through. Should the player characters discover the caverns, the terrible creature still lurks close by.

5. While staying in the Hammered Hobgoblin the characters have a visitation by the restless spirit of the murdered monk. The ghost implores the characters to quest on its behalf, to write a wrong he started.

During his self-imposed exile, the monk discovered and explored the Caverns of the Lost. He attempted to measure their extent and in doing so he not only discovered the caverns ran close to his hermitage, but in the cavern's depths lay a powerful and ancient relic.

Spooked by the power emanating from the relic, the monk ceased his exploration. However, he had awakened an ancient presence trapped within the relic. Over the coming weeks and months, the relic called to him in his dreams and thoughts, and in the end, it drove him to madness.

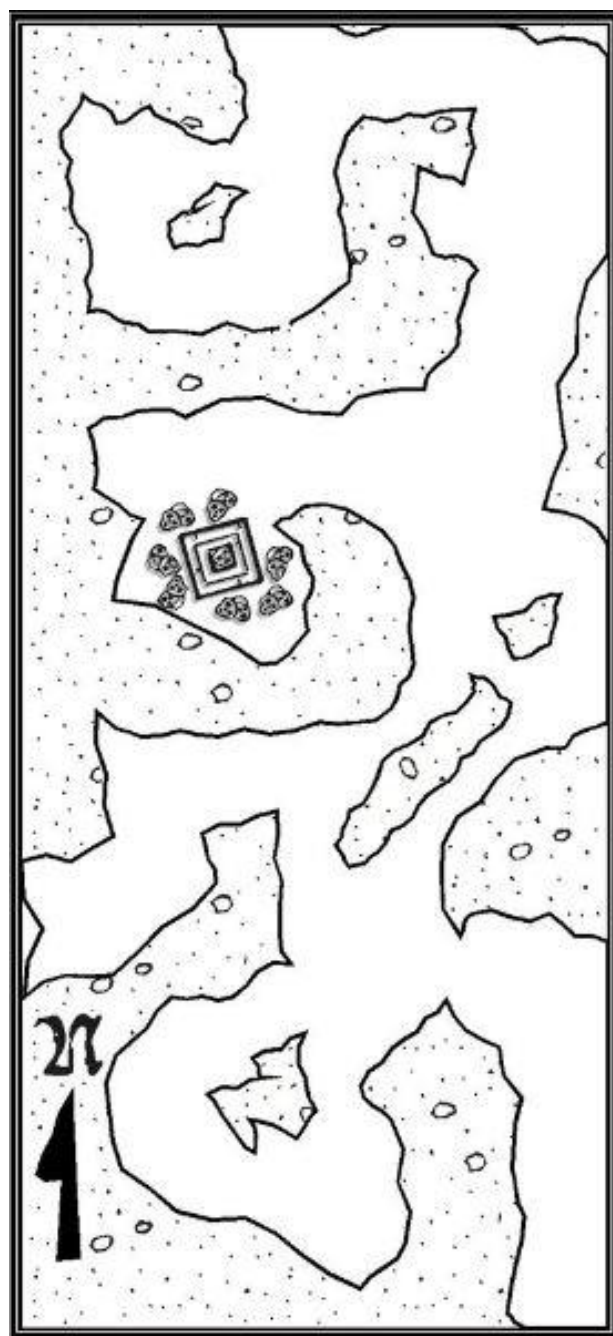
Learning of the relic's existence, and wanting it for themselves, the order broke into the caverns under the guise of constructing a temple. Unfortunately for the monk, the order could not have a madman telling everyone about the relic and he was murdered.

With the ancient presence once again asleep, the ghost wants the characters to take the relic and hide it somewhere, for he knows the order is coming for it under the guise of retribution on the hobgoblins once they exact their revenge on the Hammered Hobgoblin.

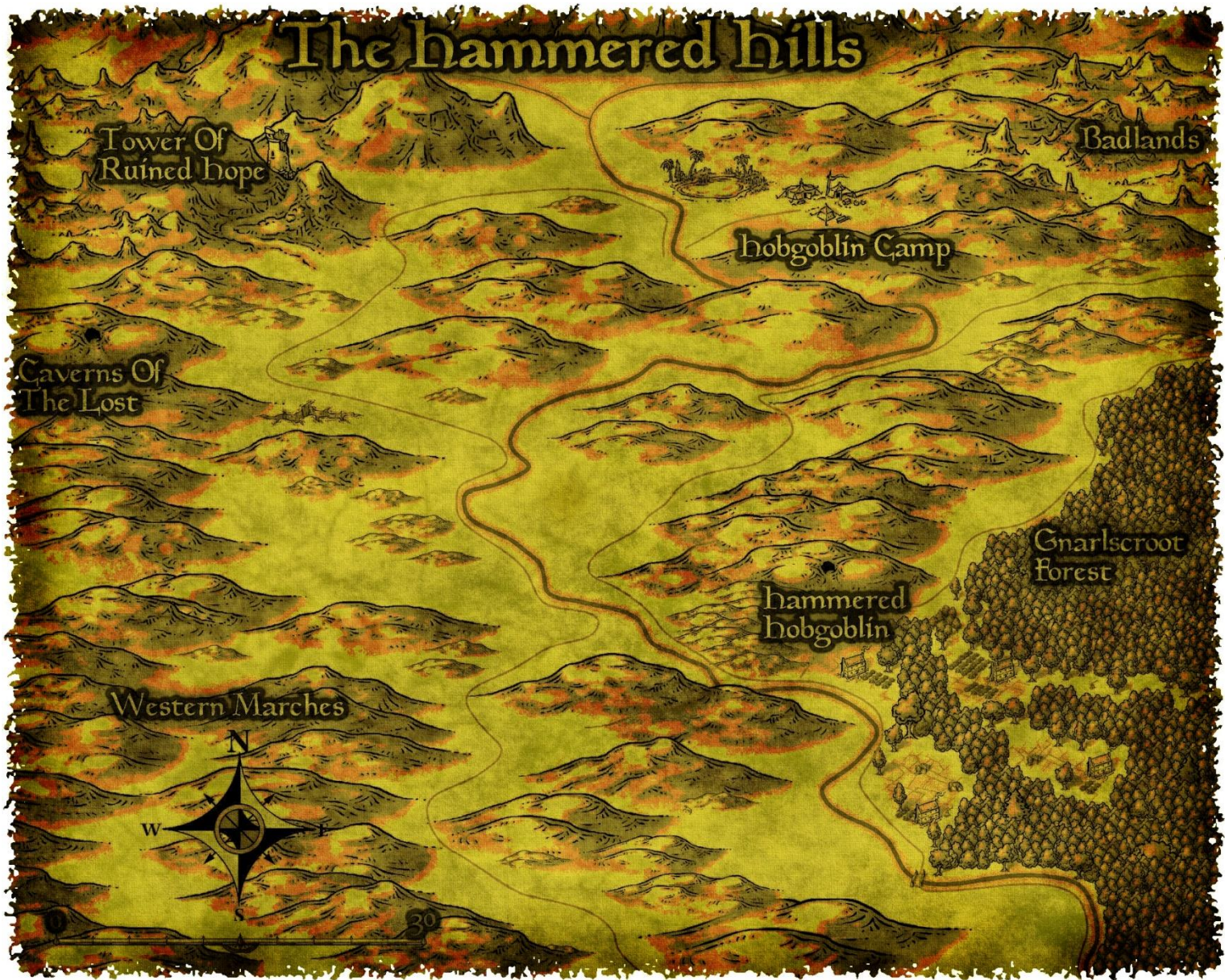
6. The presence trapped in the relic has awakened once again, and it seeks those weak of mind. Unfortunately for the patrons of the Hammered Hobgoblin, the Rat Trap is full of such weak-minded individuals.

Perhaps the characters are staying in the Tavern when those corrupted by the presence turn on the rest of the residents during the night, or perhaps they arrive just as the hobgoblins are making their advance.

Instead of finding a place of shelter, they find themselves trapped between the hobgoblins and raving madmen that have murdered the tavern's residents and are attempting to force their way into a hidden temple they believe exists behind a door they cannot see.

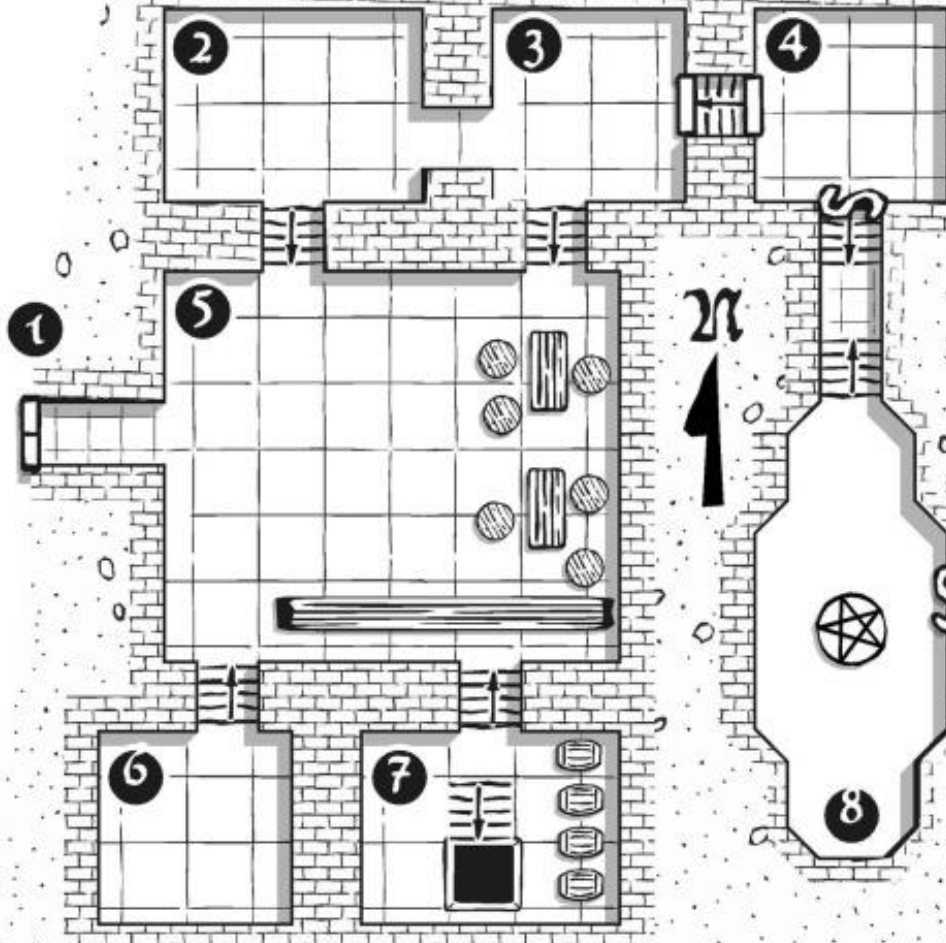


# The Hammered Hills



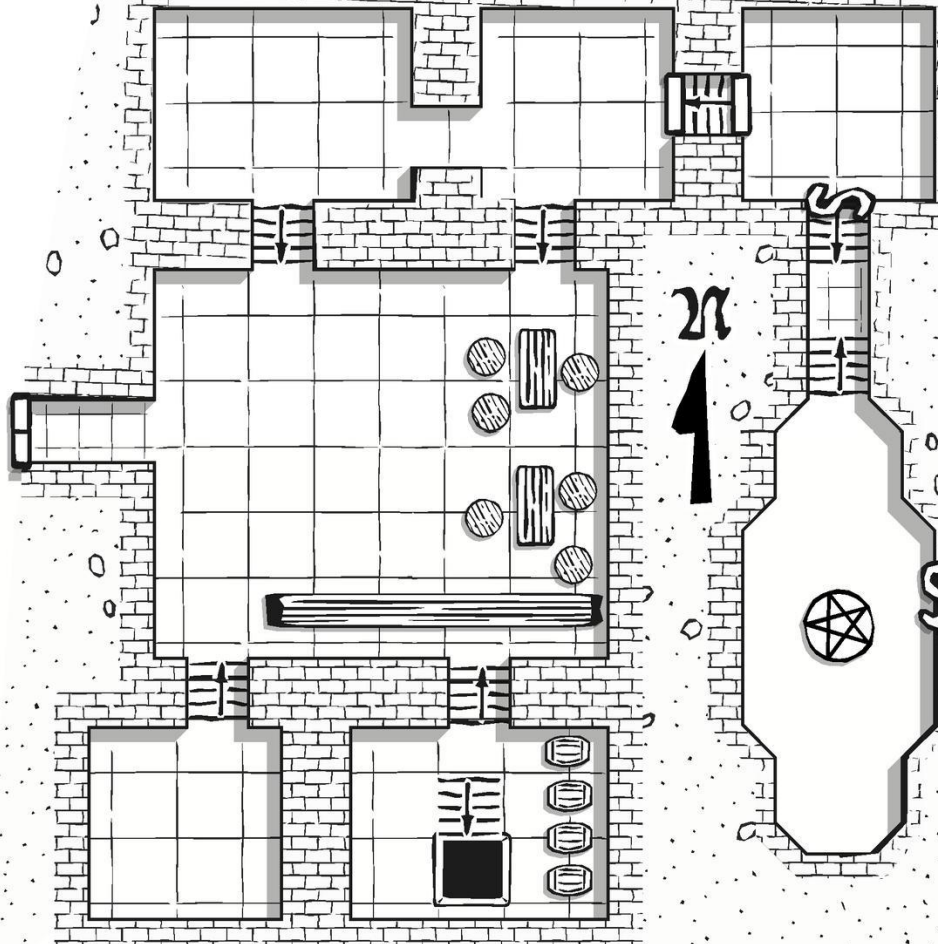


# The Hammered Hobgoblin

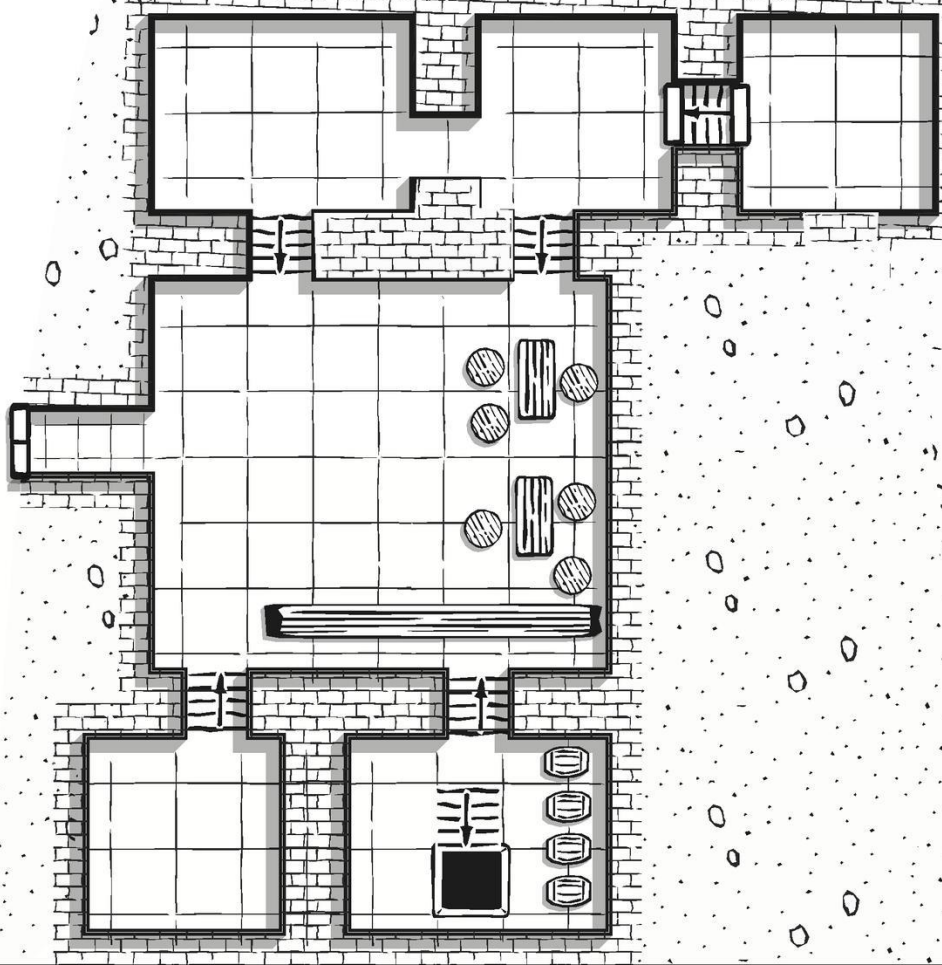


- 1. Entrance
- 2,3,6 Communal Dorms
- 4. Personal Chambers
- 5. Tap Room
- 7. Kitchen Cellar
- 8. Sealed Temple
- 9. Ancient Caves

# The Hammered Hobgoblin



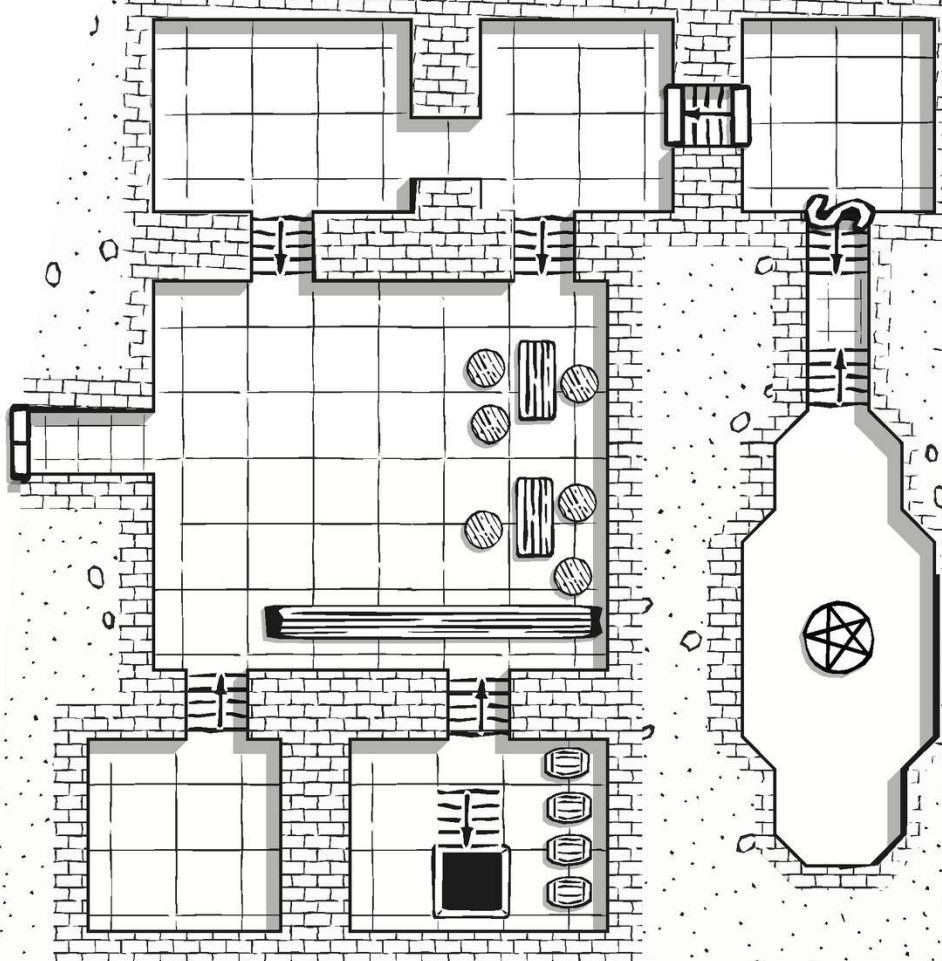
# The Hammered Hobgoblin



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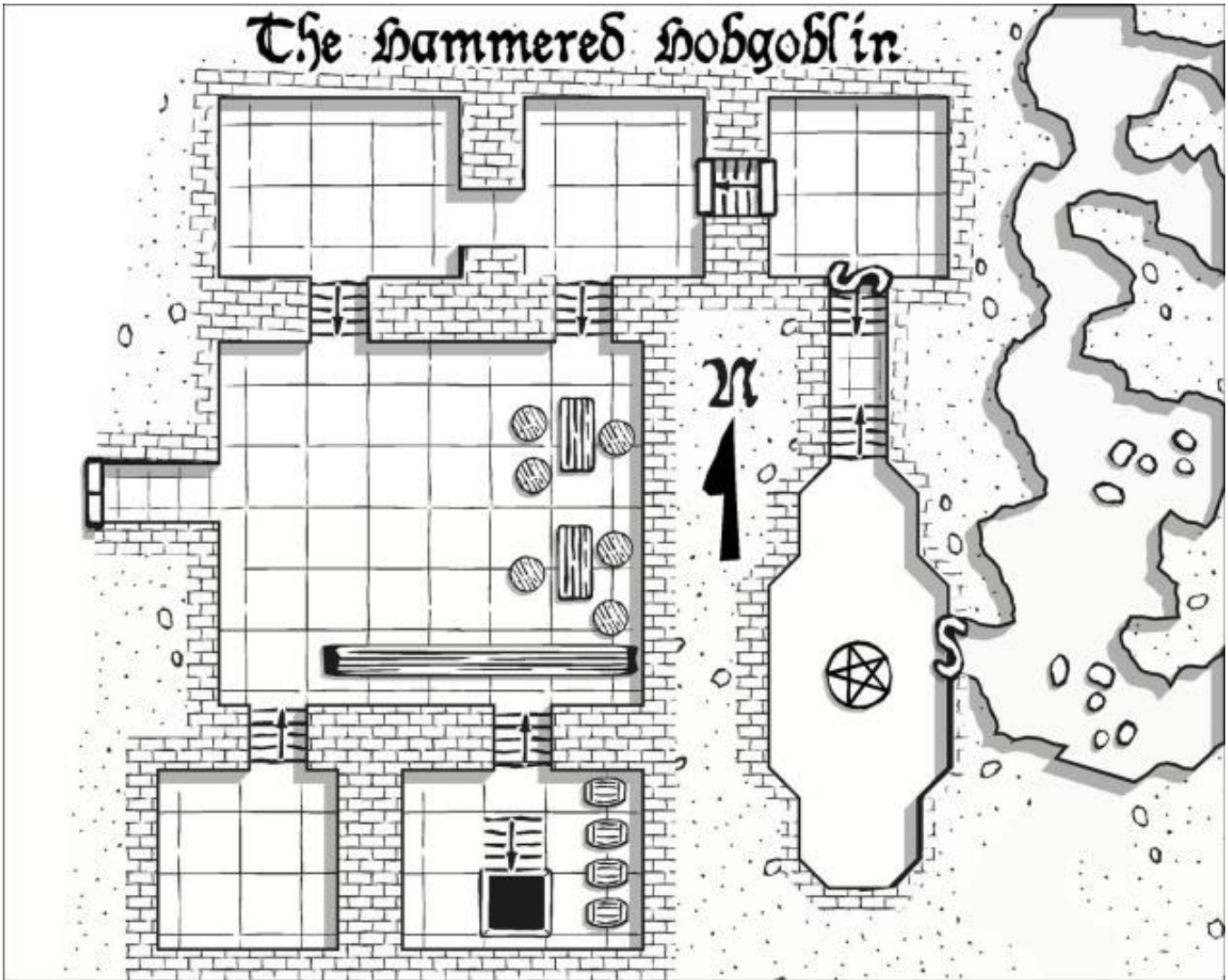
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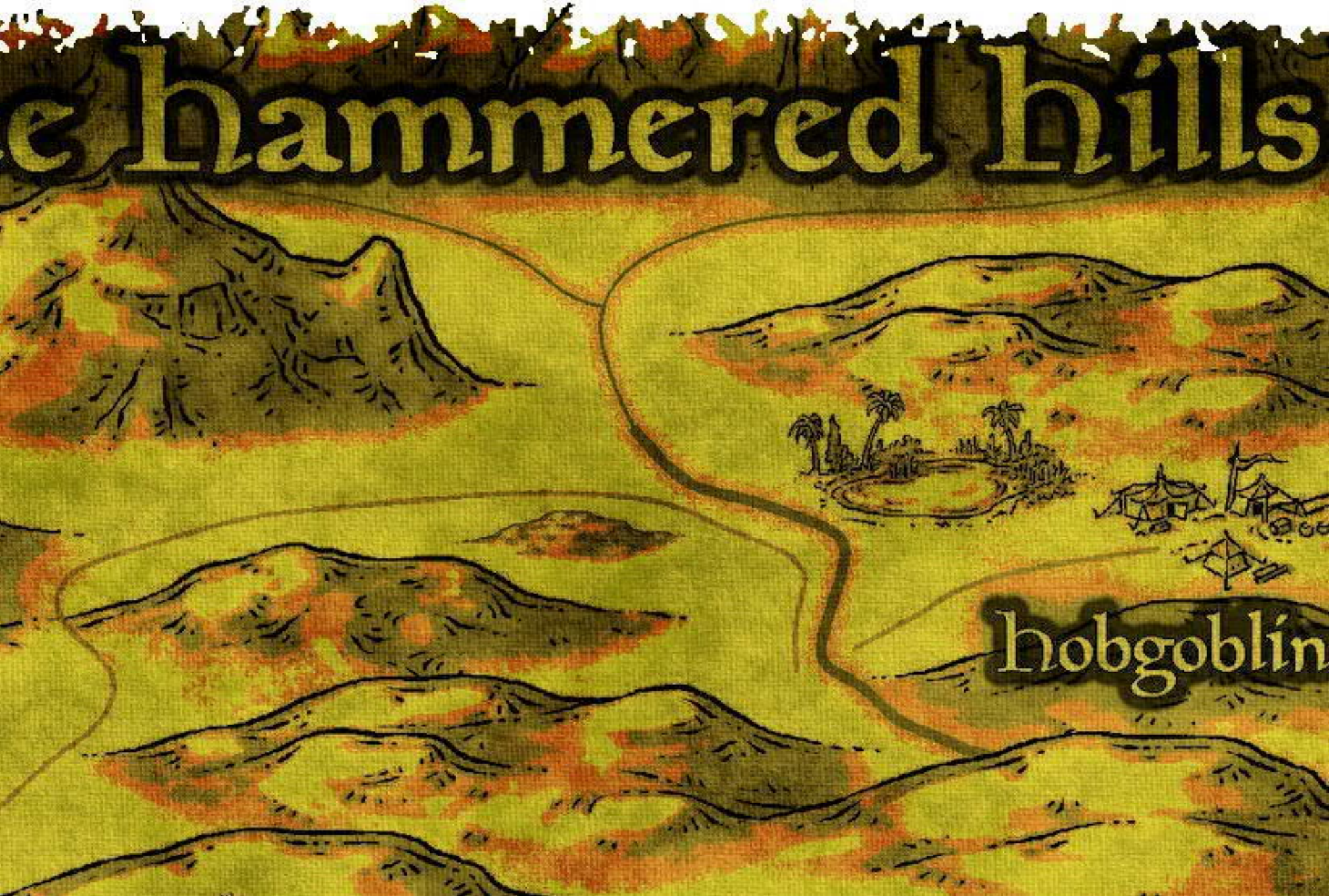
# The Hammered Hobgoblin



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# The Hammered Hills

Hobgoblin



Badlands

In Camp

# Caverns Of The Lost





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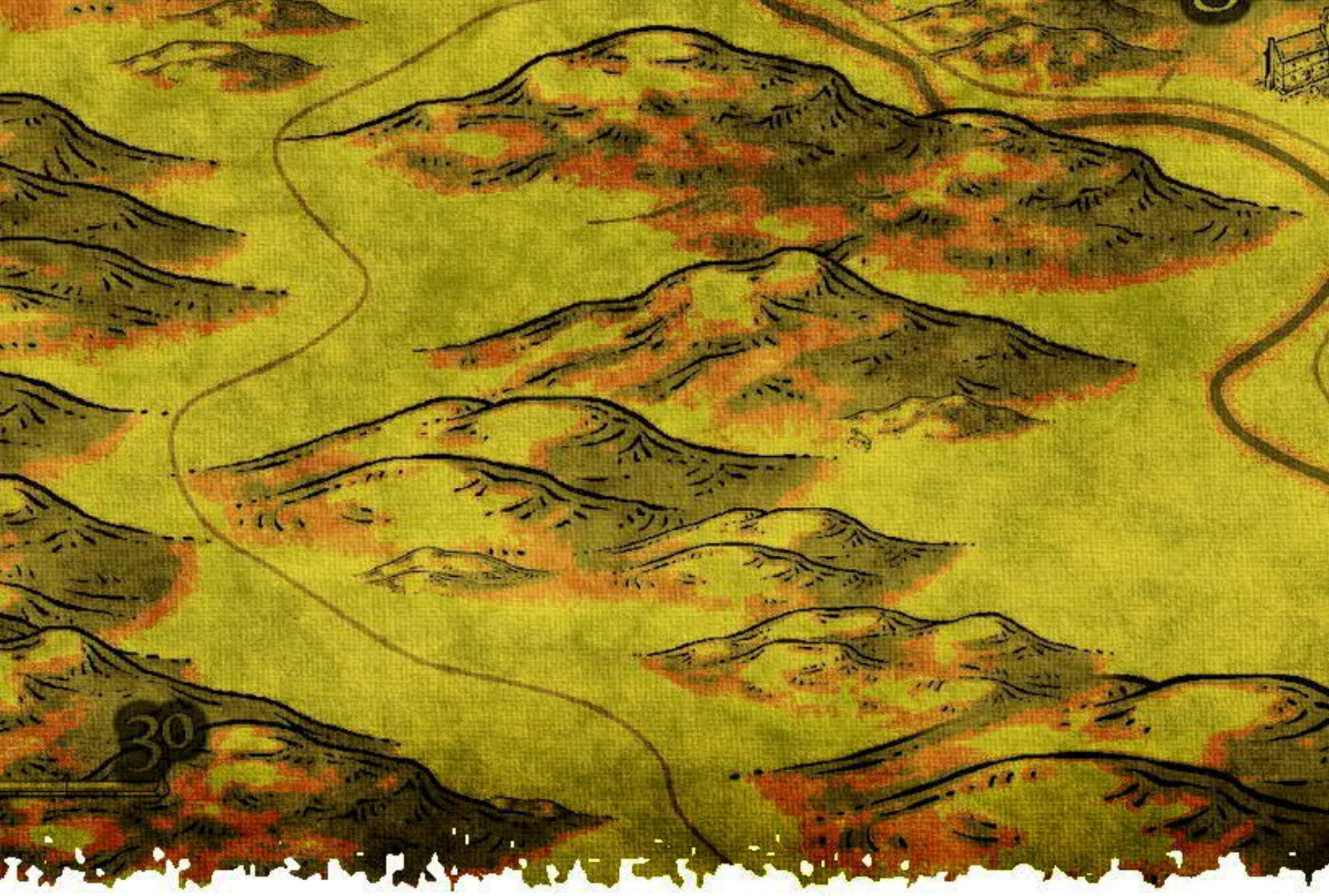


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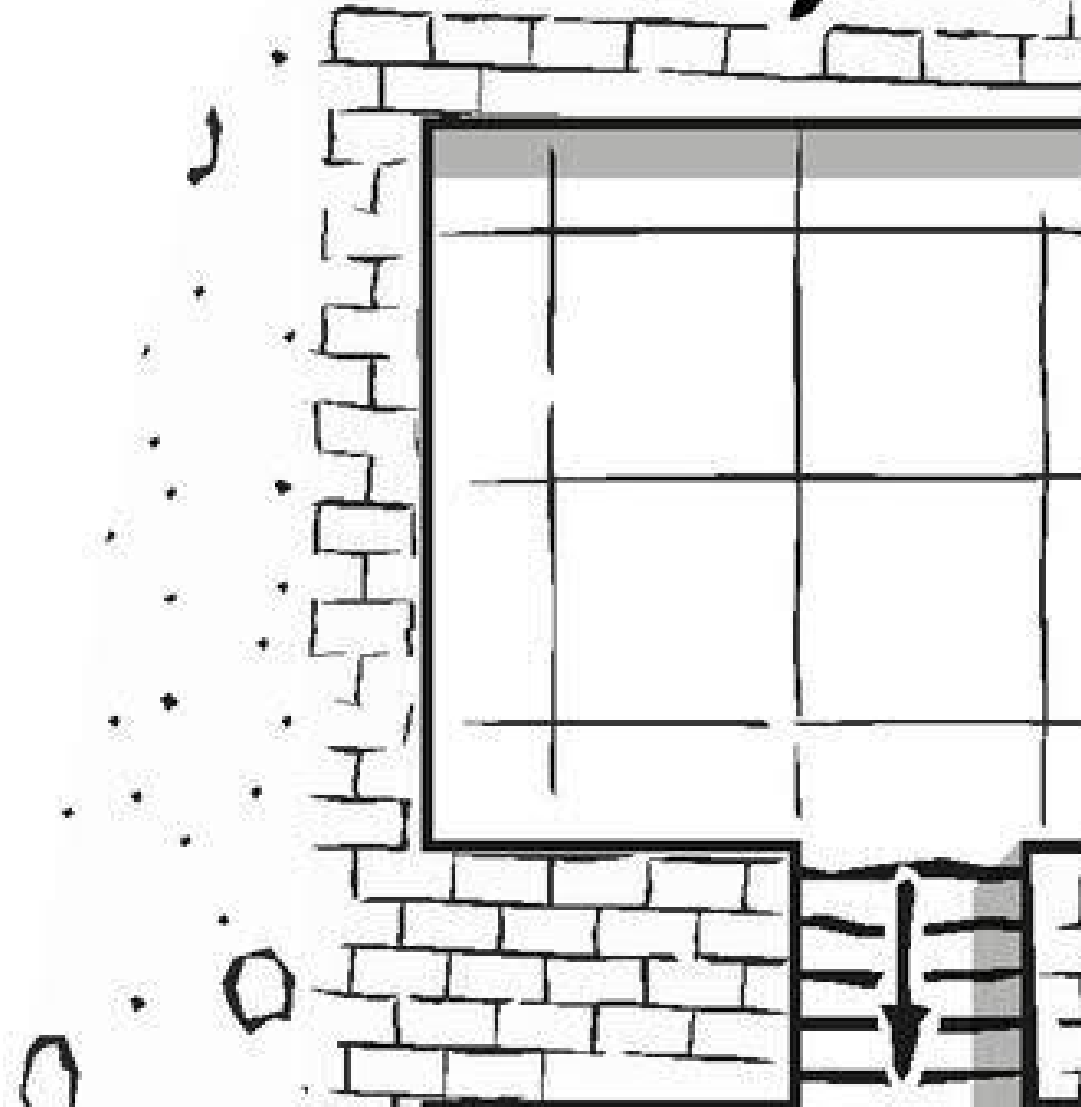
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