

# The Hobgoblin Hold

A Low-level Labyrinth Lord / BECMI side quest by Lloyd Metcalf



While traveling along the road the PCs discover three dead and bloodied kobolds and what was quite a skirmish. Closer investigation suggests that someone, or *something* has captured the creatures.

Crude cages are hidden nearby, and manacles are dangling from a low tree branch. The trail leads to a very unpleasant out-cropping.

The Hobgoblin encampment dominates the face of a series of cliffs. For years this tribe of Hobgoblins have been enslaving kobolds and goblins to carve their secure underground hold

out of the cliff for their leader, Blodnick. Blodnick seeks the favor of goblinoid wicked gods above ALL other things.

Within the lair are 30 hobgoblins, 20 Kobolds, and 15 goblins.

While making their way into the caverns and through the cliffs, the PCs find the kobolds and goblins quite desperate to escape and terrified of their captors. If the PCs approach with a willingness to converse, the kobolds reaction is at +1 bonus.

The Hobgoblins are more interested in simply getting the PCs to leave than they are in the dangerous business of killing them. Some may attempt bribery if given the opportunity.

Blodnick is attempting to become a cleric of the goblinoid gods, but simply can't find the blessings, literature, or tutelage to get there. He sees PCs disrupting him as an intrusion in a very private affair.

**Blodnick** – **Alignment** Chaotic, **MV** 90' (30'), **AC** 2 (Banded mail+1 + shield), **HD** 4, **#Att** 1, **DMG** 2d4+3 (broadsword +str) , **Save** F4, **Morale** 9, **Hoard Class** see below , **XP** 215

**Treasure:** Banded mail +1, Jewelry x 1, Potion healing x 1 (May use in battle), PP 50, GP 200, EP 80, SP 500, CP 2,300

**Hobgoblin** – **Alignment** Chaotic, **MV** 90' (30'), **AC** 6, **HD** 1+1, **#Att** 1, **DMG** 1d8 (or weapon), **Save** F1, **Morale** 8, **Hoard Class** XIX , **XP** 15

**Goblin** – **Alignment** Chaotic, **MV** 60' (20'), **AC** 6, **HD** 1-1, **#Att** 1, **DMG** 1d6 (or weapon), **Save** 0 level human, **Morale** 7, **Hoard Class** none , **XP** 5

**Kobold** – **Alignment** Chaotic, **MV** 60' (20'), **AC** 7, **HD** 1d4hp, **#Att** 1, **DMG** 1d4 (or weapon), **Save** 0 level human, **Morale** 6, **Hoard Class** none , **XP** 5

# Hobgoblin hold

1. Kitchen
2. Secret goblin lair
3. Feasting hall
4. Sleeping quarters
5. Temple

