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Credits

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Dragon Drop

Mini-Adventures

Dragon Drop Mini-Adventures are created to be easy to use mini-adventures that a DM can simply drop into their campaign. Dragon Drop Mini-Adventures can be played in 2-3 hours, and with minimal tweaking can fit easily into your campaign and setting. These mini-adventures are designed to only require a small amount of preplanning, aside from reading the document.

‘**Grime’s Hobgoblins**’ is designed for a party of 4 9th-level characters. If your party has more or fewer members, you can appropriately adjust the number of monsters present in each encounter.

Adventure Background

Grimes, a mysterious figure with a sketchy past has managed to situate himself within a hobgoblin tribe and take over, organising them into one of the most deadly bandit groups in the area.

Grime’s ability to make alliances with all manner of creature has lead to his home canyon being one of the most diverse, and dangerous places for miles around.

The local militia don’t stand a chance of clearing the bandits, and have recruited a band of adventurers to ‘take care’ of Grimes and his gang.

Customising the Adventure

By design, any part of the adventure can be customised very easily to fit your setting and campaign, however I’ve included a few simple examples.

Locations

Grime’s Canyon can be added almost anywhere in almost any campaign setting, with the only requirement that it be in a canyon that is very difficult to access from the sides.

NPCs

Grimes, Justin, or the Werebears can be replaced with NPCs that the party has encountered in the past for added impact in your campaign.

Difficulty

This is a **medium** difficulty encounter for four 9th level characters.

Grimes' Canyon

Grime's Canyon is where he makes his home. A truce with the natural residents of the canyon, the Dryads within their forests and the Werebears, adds an extra layer of security to the Canyon.

Grime's Canyon Features

The canyon has the following features, unless otherwise noted in the description for that area.

Treasure. Each inhabitant of the canyon has 3d8gp in assorted treasure.

Walls. The walls of the canyons are tall, steep natural stone. The height of the canyon walls vary between 200ft and 250ft tall.

Forest. The forests are thick and full of magical fog, restricting vision to only 5ft. This fog does not affect the 10 Dryads that dwell within each forest section.

1. Canyon Entrance

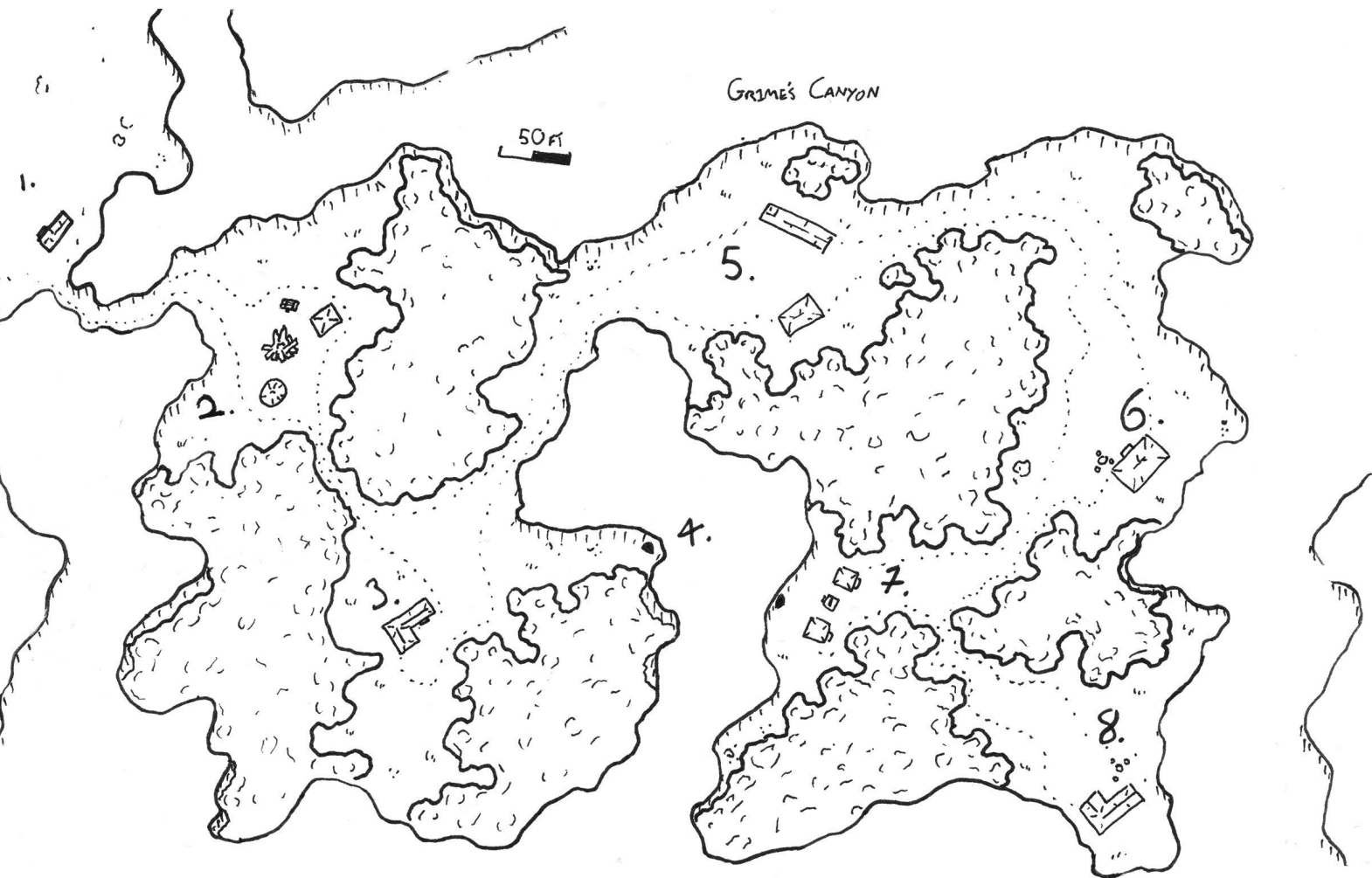
“A deep gorge cuts through the cliff face, signalling the entrance to Grimes' camp. Within, a group of five eagle eyed Hobgoblins stand guard.”

Four **Hobgoblins** (MM) and one **Hobgoblin Captain** (MM) are here during the day. During the night, the guards here switch with those in area 6. The current watch waits for the new guards to arrive before leaving their post.

Unless precautions are taken to act quietly, the sounds of combat here will alert the **Hill Giants** (MM) in area 2 of trouble. The Hill Giants will wait for any enemies to enter the canyon before engaging.

Treasure

The Hobgoblin Captain carries a pouch containing 120gp



2. Werebear Camp

“The gorge opens into a huge canyon. Immediately before you is a messy campsite. Skinned animals are strung up on salting racks beside a bonfire and chest. Two tents made of coarse material are either side of the fire. Thick treelines block the view to the rest of the canyon.”

The two semi-feral **Werebears (MM)** in this area are named Kieron and Martin.

Kieron and Martin lived here long before the arrival of Grime and his gang of thieves. Grimes was able to negotiate with the werebears, who now view the Bugbears as their pets, and in kind, view the humans as pets of the Bugbears.

Kieron and Martin are very protective of their pets and will fly into a rage at any evidence or suggestion that a Bugbear has been harmed.

Treasure

In amongst the Werebears's camp is a chest containing 300gp and over a hundred loose teeth from various animals and creatures.

3. Storage Area

“A single story wooden building stands central in this large opening. A clear path between the treeline and cliff face leads north..”

Six **Thugs (MM)** are here guarding a lone storage building. These bandits are new recruits and were, until recently, a street gang called the Purple Snuff Boxes. They are poorly organised, and weak willed. In combat they are far more likely to attempt to flee the moment they realize that the odds are not in their favour.

Storage Building. The only exterior door to the storage building is trapped with Poison Darts hidden in the frame of the door.

These darts are triggered to fire outwards in a 15 ft. cone when the door is opened, and have +7 to hit, dealing (11) 2d6+3 poison damage.

The dart trapped can be spotted with a successful DC 15 Wisdom (Perception). If the holes from which the darts fire are covered by anything, the trap does not trigger.

See the **Treasure** section below for an inventory of what is contained in the house.

Treasure

The storage building contains mostly empty chests. Each chest has a piece of paper inside documenting the amount of treasure added and removed from each chest.

One chest currently contains 310gp, 5000sp and 1500cp. An accounting document inside the chest suggests there should be an extra 1000gp within. This gold has been stolen by Travis (area 5) who has buried it near the werebear camp.

The bandits also store large amounts of food and barrels of ale in here. There are 16 barrels of ale, each worth 50gp, and 10 barrels full of provisions.

4. Hidden Path

A hidden path cuts through the rock here and can be spotted with a Passive Perception of 10. The bandits are aware of the path, and have trapped it.

At each end of the tunnel, tripwires simultaneously trigger bells and large logs which swing down, striking the creature that triggered the trap.

The logs and tripwires can be spotted with a DC15 Wisdom (Perception) check or with a Passive Perception of 20.

The logs have +10 to hit and deal 2d10 bludgeoning damage.

5. Courtyard

“Several well trodden paths all converge on a ramshackle stables, occupied by six large horses. A couple of battle ready, armoured wagons sit beneath a basic shelter.”

The bandits keep their horses and wagons in this area. There are two armoured wagons, along with six warhorses.

A stable boy named Travis is here tending to the horses. He has been kidnapped and enslaved by the bandits, but cares deeply about the horses. Travis sleeps in the barn with the warhorses at night. He is a **Commoner** (MM).

What Travis knows. Travis knows considerably less than the bandits about the workings of the camp. He can tell the party about the secret passage in area 4 and about the Dryads and alarm bells in the trees.

Treasure

Travis is not allowed any luxuries and is regularly searched. On him, he has a loaf of bread, and a *Potion of Healing* (PHB) that he recently stole from a sleeping guard. He has slowly stolen 1000gp gold pieces and buried them near the Werebear camp in the hope that he will be able to escape.

6. Guard Post

“Simple chairs and tables sit outside the only entrance to square wooden building. Halfheartedly patrolling the area are a group of disheveled Hobgoblins.”

Six **Hobgoblins** (MM) and one **Hobgoblin Captain** (MM) are stationed here at any one time. The guardpost contains a single room with eight beds. A simple chest sits at the foot of each bed.

There is a 25% chance that half of the Hobgoblins here will be asleep at any time.

Treasure

The chests each contain a set of *Simple Clothes* (PHB), and one item from the Trinkets table in the Player's Handbook. The chest belonging to the Hobgoblin captain also contains 42gp and one *Potion of Healing* (PHB)

7. Gong

“Two single story wooden buildings stand in the center of this area. Between them, positioned on a raised platform 50 feet from the ground stands a grizzled man next to a large gong.”

The two buildings only contain simple bunks for sleeping in, and not personal effects. They lock from the outside. The bandits use these as prisons on the rare occasion that they capture somebody alive.

The guard stationed at the Gong is a **Veteran** (MM). If he spots any intruders, he will attempt to use the gong to alert everyone in areas C6 and C8, before taking fire with his bow.

8. Grimes' Den

“A painted, reinforced wooden building stands tucked towards the edge of the canyon walls. Outside are stood two huge Ogres keeping watch.”

This area is where Grimes conducts the day to day runnings of the bandit gang. The building contains extensive records on the gang, their contacts, and which officials they bribe and extort.

Two **Ogres** (MM) and **Grimes** (Appendix) are here at any one time, with Grimes being inside the building. There is a 50% chance that there will also be a group of 4 **Hobgoblins** (MM) here.

Appendix

Grimes

Medium humanoid (human), lawful evil

Armor Class 16 (masterwork chain shirt)

Hit Points 76 (8d10 + 35)

Speed 40 ft.

STR +1 **DEX** +5 **CON** +4 **INT** +2 **WIS** +0 **CHA** +3

Skills Perception +2

Senses Passive Perception 12

Languages Common, Elvish

Challenge 5 (1800 XP)

Sneak Attack (1/Turn). Grimes deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Grimes that isn't incapacitated and Grimes doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Grimes makes three rapier attacks.

Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 5) piercing damage.

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