



Blackengorge - The Forest Ruins - Explored Area - Chapter #07, Appendix I

Oct 10

...continues from [Chapter #07, Scene #01](#)

Synopsis

The 20th Day of Ches in the Year of the Sudden Journey

Descending into the gloom of a long forgotten ruin in the northern forest the party begin to map their surroundings.

Appendix I

This appendix details the overall map and locations the party have discovered in the ruins.

Me:

Nov 21

EXPLORED AREA



Ruined Keep,
Second Level

Area 12: [The Hobgoblin Guard Room \(Chapter #07, Scene #01\)](#)

Area 13: [Hobgoblin Barracks \(Chapter #07, Scene #02\)](#)

Area 14: [The Warchief's Council Room \(Chapter #07, Scene #03\)](#)

Area 15: [The Carrion Stables \(Chapter #07, Scene #03\)](#)

Area 16: [Chamber of Statues \(Chapter #07, Scene #04\)](#)

Area 17:

Area 18:

Area 19:

Area 20:

Area 21:

Me: **Area 12: The Hobgoblin Guard Room** ([Chapter #07, Scene #01](#))

Nov 21

It looked as though the stairway led downwards at least thirty feet, but before the group reached the bottom they could hear the noises and industry of what they assumed were the hobgoblins. With a few measured steps, Khalin and Zero could peer into the chamber below. The stairs descended into a large, torchlit chamber, two human-sized creatures - obvious as hobgoblins even from behind - stood near the entranceway. Big, pointed ears stood out from under their helmets.

Known Exits:

- Up (back up to the first floor) to the [Crypt of Shadows](#).
- East (along corridor and north through door) to [Hobgoblin Barracks](#).
- East (along corridor and south down passageway) to [The Warchief's Council Room](#).
- South (along corridor) to [The Carrion Stables](#).

Me: **Area 13: Hobgoblin Barracks** ([Chapter #07, Scene #02](#))

Nov 17

Without getting too close he could see that through the door was a shortish corridor, twenty feet maybe, which then opened out into another, larger chamber. From here he could tell that it stretched out perhaps another thirty feet or so to the far wall. How big it was from north to south was anyone's guess. His search for the Hobgoblin ended there - it was right in front of him, albeit around thirty feet to his east. It must have negotiated the corridor in double quick time. Fast bugger. Tradden could also see some tables and chairs in the main room, perhaps hastily drawn back, as well as a second Hobgoblin standing right against the far wall. "Great" he muttered as he moved forward towards the door. No point in not taking a closer look now...

Known Exits:

- South (through door) to eastern corridor of [The Hobgoblin Guard Room](#).

Me: **Area 14: The Warchief's Council Room** ([Chapter #07, Scene #03](#))

Nov 17

The chamber was about forty feet wide by thirty feet, with the great oaken table in the middle dominating the space. The table was scarred with burns and dagger cuts, several mugs and crumbled parchments laid scattered across the surface. Two doors led out, both open, one in the east wall, the other in the south, into what appeared to be bedchambers. In the southeastern corner of the room were piled a number of barrels and crates, fortunately these did not smell of salty fish, nor rotting meat. Along the western wall was a huge weapon rack, mostly bereft of weapons and any armour. A couple of fallen spears and a small short sword laid askew gave the impression that a group had left here quite hastily. The bedchamber to the east had three beds, simple wooden frames with flea-ridden straw mattresses, but was ordered and tidy - with military precision, Khalin noticed. On the bedchambers western wall was a small lever - perhaps the mechanism for the portcullis Zero offered. The southern bedchamber was a grander affair, with a larger bed complete with a down-filled mattress. Again the room was tidy and ordered, with a large chest in the southwestern corner.

Known Exits:

- North (through door) to eastern corridor of [The Hobgoblin Guard Room](#).

Me: **Area 15: The Carrion Stables** ([Chapter #07, Scene #03](#))

Nov 21

It opened up into a larger chamber, about forty feet square. The smell of offal and worse grew gradually as they closed in on the chamber, and they were greeted with what appeared to be a makeshift stable, although there were no horses or mules to speak of. A pair of iron-banded wooden doors stood in a recess in the southern wall.

Known Exits:

- North (along corridor) to [The Hobgoblin Guard Room](#).
- South (through double doors) to [Chamber of Statues](#).

Me: **Area 16: Chamber of Statues** ([Chapter #07, Scene #04](#))

Nov 21

The doors opened on a large chamber with a high, vaulted ceiling perhaps thirty feet up, resembling some sort of memorial. Tendrils of light cascaded downwards from torches lodged in the rafters. Just offset to the west of the centre of the room, standing atop a raised dais, was a twenty-foot statue of a hobgoblin warrior in full plate mail holding a giant longsword in an outstretched arm, facing off to the east. Three times the height of a man, maybe four on the dais, it was an impressive sight in the flickering torchlight. It appeared to be metal, made of many conjoined pieces, and would be quite some weight. In the corners of the eastern wall sat two crouched dragons, instantly raising the heckles on Zero and Khalin's necks before they realised they were stone statues. To the south an entryway led to another set of double doors. In the entryway sat four more statues of small, cherubic figures holding vases above their heads - quite out of keeping with the rest of the decor.

Known Exits:

- North (through double doors) to [The Carrion Stables](#).
- South (through double doors) to **Unknown**.

Me: **Area 17: Area Name (Area Link)**

Oct 10

description.

Known Exits:

- Direction (*description*) to [named-link](#).
- West (along corridor) to **Unknown**.
- West (along corridor) to **Unknown**.


Me: **Area 18: Area Name (Area Link)**

Oct 10

description.

Known Exits:


- *Direction (description) to named-link.*
- *West (along corridor) to **Unknown**.*
- *West (along corridor) to **Unknown**.*

 Me: **Area 19:** Area Name (Area Link)
description.

Oct 10 ▾

Known Exits:


- *Direction (description) to named-link.*
- *West (along corridor) to **Unknown**.*
- *West (along corridor) to **Unknown**.*

 Me: **Area 20:** Area Name (Area Link)
description.

Oct 10 ▾

Known Exits:

- *Direction (description) to named-link.*
- *West (along corridor) to **Unknown**.*
- *West (along corridor) to **Unknown**.*

 Me: **Area 21:** Area Name (Area Link)
description.

Oct 10 ▾

Known Exits:

- *Direction (description) to named-link.*
- *West (along corridor) to **Unknown**.*
- *West (along corridor) to **Unknown**.*

Tags: