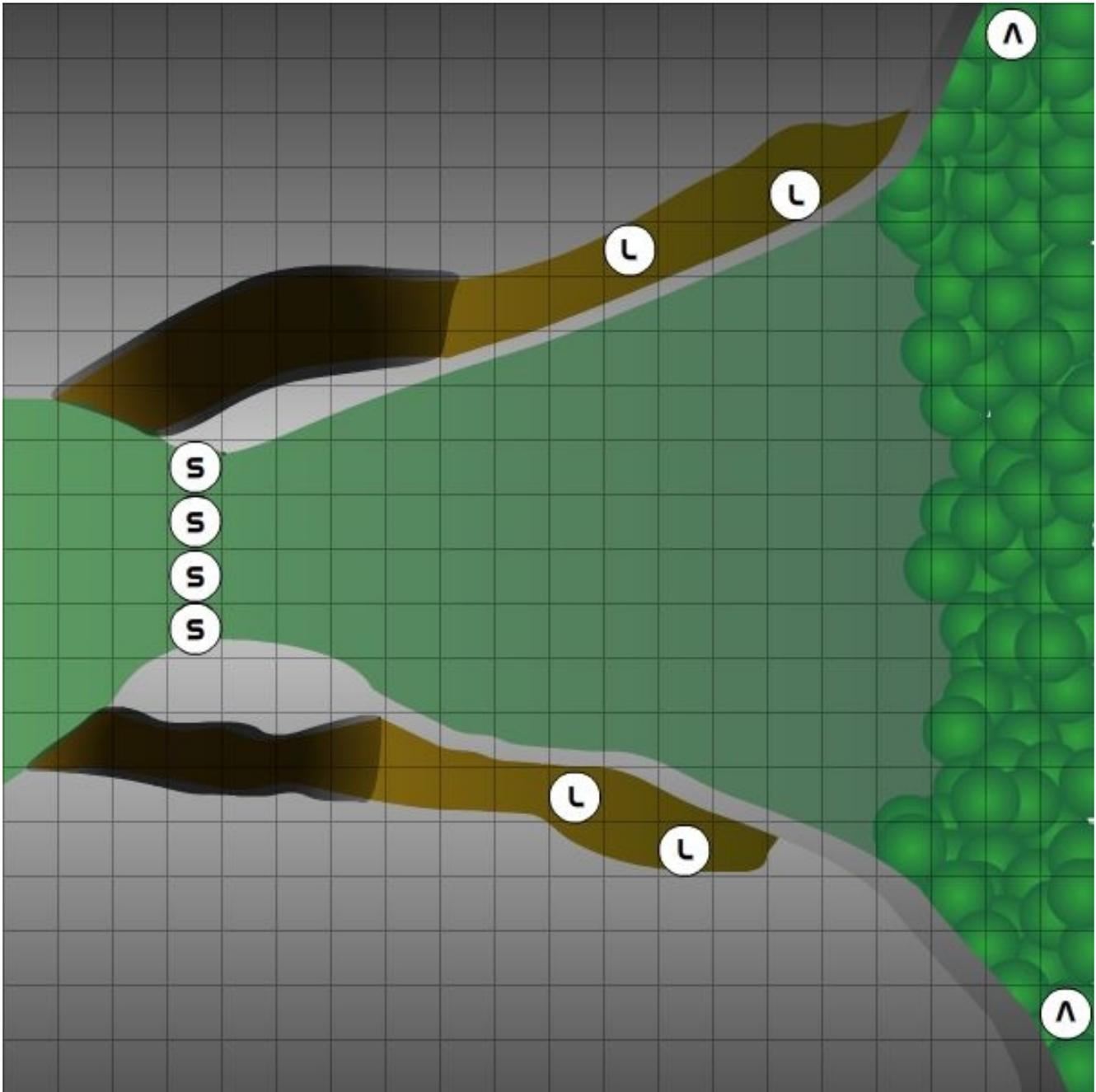


Battle of Arken Pass
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Encounter 1: Mouth of the Pass(3000xp)



Setup:

The elite hobgoblin Dragon Company was sent ahead to secure the Arken Pass so the their

army might use it to get through the mountains and invade a nearby kingdom. The main force of the hobgoblin army will reach the pass in two or three days, the defending kingdom's army will be there the day after. The PCs must take the pass before the hobgoblin army gets there or it will be impossible to dislodge them.

The first fight is at the mouth of the pass where a detachment of Dragon Company hobgoblins are positioned to hold anyone attempting to enter.

Forest: The trees on the right of the battle are difficult terrain and light obscurement.

Grassy advance: The grass slopes up towards the left of the map, but not enough to be considered difficult terrain.

Cliff Faces: The gray cliff faces are all rough and fairly difficult to climb (Athletics DC 20). The brown paths run through short, tunnels and out onto the cliff faces overlooking the forest, gaining height as they go right. If the battle is at night, the tunnels are in total darkness. In daylight they are dim light. Just past the tunnels, the cliff is about 30' high and is about 60' high where the paths end. Any creature on the paths has cover against any creatures below the cliffs. All other cliff faces are 100' tall.

Light: The area is lit as per time of day. The tunnels are one degree darker: if it's day, they are dim light, if it's night, they are total darkness.

Enemy forces:

- 4 Hobgoblin Spearman(S)
- 4 Hobgoblin Longbowman(L)
- 2 Hobgoblin Assassins(A)

Combat Start:

Have the party place themselves at or just outside the treeline. As soon as they do so, read the following:

You push your way out of the last dense tangle of the woods to see a rocky, grassy path leading up into a narrow, cliff-lined pass. At the top of the low hill ahead of you, a line of Hobgoblin Spearmen stand in a line, shields locked together, long spears raised high. A tattered red banner with a red dragon on it flaps from a banner pole driven into the ground behind them. As they see you leave the woods, a crisp order is barked and they lower their spears in perfect unison.

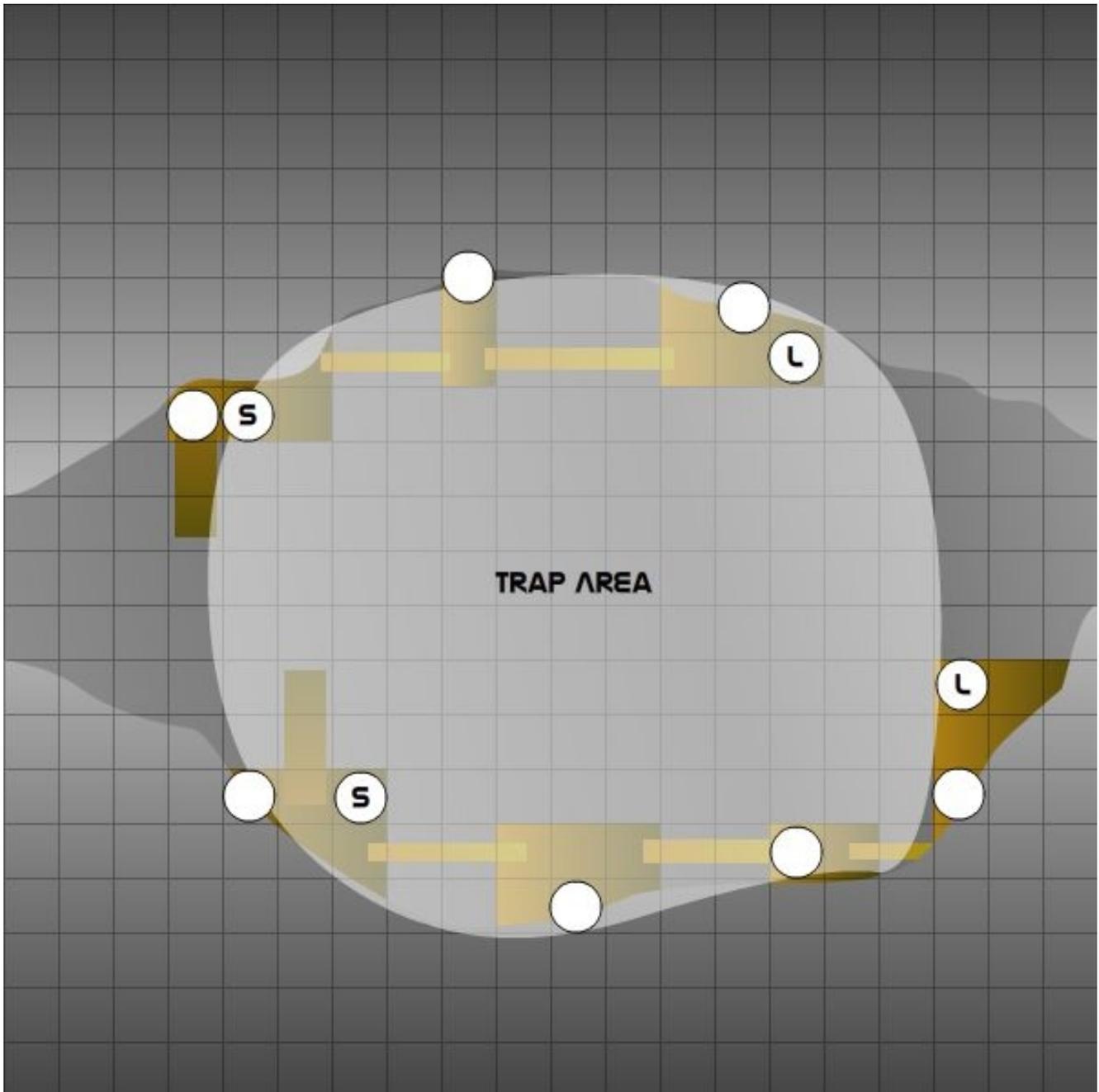
If any of the party members has a Passive Perception or makes a Perception check of 21 or higher, also read:

High above you on either side, hobgoblins step out from ledges cut into the cliffs, arrows pulled taut on massive longbows.

Tactics:

The Hobgoblin Spearman hold the line at the mouth of the pass as long as possible while the Longbowman rain down fire on the advancing heroes. The Assassins begin the battle stealthed (roll their +14 Stealth checks at the start of the combat). Any Assassin spotted attacks right away, going for a party member that didn't see them to gain their Combat Advantage bonus. If not spotted, they wait a round for the front-line heroes to move up and engage the Spearman so they can attack the ranged party members.

Encounter 2: The Highpass Quarry(3900xp)



Setup:

A quarry full of rare gold-veined marble was set up in the middle of the pass. Ricketty scaffolding ascends eighty feet up and crisscrosses the pass.

Alerted by the sounds of the previous battle, the hobgoblins shut down the quarry. Knowing the party must pass through the quarry, they have rigged the unstable quarry scaffoldings to collapse. When the PCs enter the center of the quarry, the two Spearmen

step out of caves with mallets and collapse the scaffolding on the party.

Cliffs: The quarry walls are rough and difficult to climb(Athletics DC 20). They are 100' tall.

Scaffolding: Before it is collapsed, it is obvious that the scaffolding is highly unstable. The map above shows the scaffolding that remains after the rest has collapsed. Each of the surviving scaffoldings is higher than the one that connects to it. On the top, the first scaffolding is 10' high, the second is 20', the third is 35'. On the bottom, the first is 10', the second is 20', the third is 30', and the fourth is 35'. This scaffolding is much tougher than the rest (Supporting legs break Athletics DC 30, 50hp each, break three to collapse a section).

Light: The area is lit as per time of day.

Trap: The Trap buries the area shown on the map with broken rock and scaffolding. All creatures inside the trap area are attacked: +14 vs. REF, 4d10+5 damage and restrained(save ends); on miss, ½ damage and slowed(save ends). The whole area of the trap becomes difficult terrain, including on the surviving scaffolding, and the dust of its collapse provides concealment on the whole map for 1d4 turns.

Enemy forces:

Collapsing Scaffolding Trap
2 Hobgoblin Spearman(S)
2 Hobgoblin Longbowman(L)
24 Slave Warriors

As soon as the trap is triggered, initiative is rolled. During each of the first 3 rounds, 8 Slave Warriors emerge from shallow tunnels on their initiative, each entering the map at any of the empty white dots (locations are under the scaffolding at the base of the cliffs, not on the scaffolding). Their movement to their starting point on the map is free.

Combat Start:

Have the PCs place themselves anywhere within the trap area and read the following:

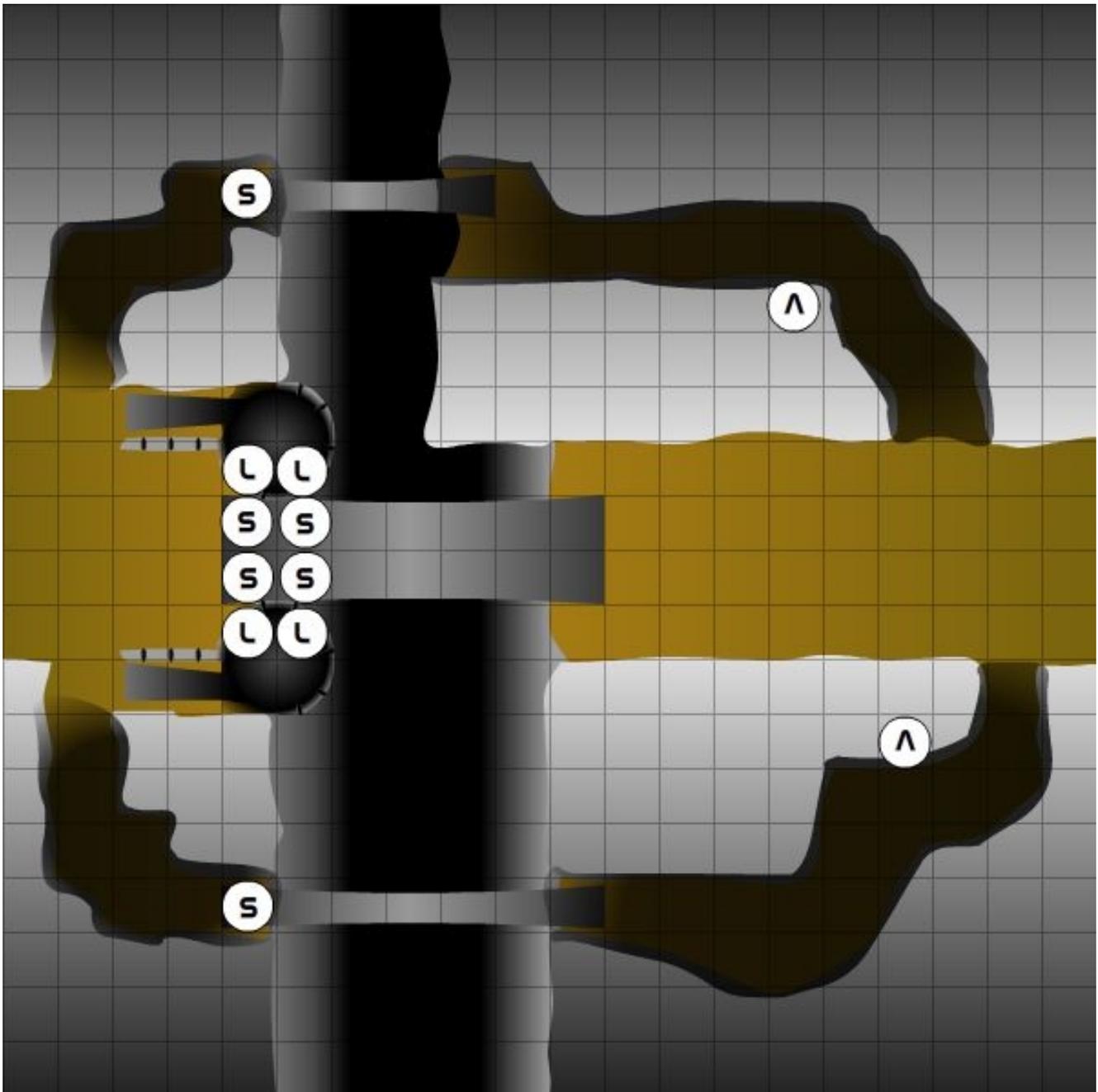
As you make your way onward, you come to a dusty quarry in the middle of the narrow pass. The whole area is criss-crossed with a dizzying maze of scaffolding and loose stone. Here and there stacks of rich white marble, laced with veins of gold, sit on sledges. All is still and silent. As you walk into the quarry, under and over and across the rickety scaffolding, there is a sudden shout in goblin, followed immediately by the creak and snap of collapsing wood and the crack of falling stone as eighty feet of scaffolding collapse over your head and under your feet!

Tactics:

The Hobgoblin Spearmen attempt to hold the base of the scaffolding while the Longbowman rain arrows down on the PCs and waves of Slave Warriors pour out of the

quarry tunnels.

Encounter 3: Bridge Assault(3600xp)



Setup:

The last of the Red Hand Dragon Company ready themselves to hold the Arken Pass Bridge. Lieutenant Feralith Sinruk gave them orders to hold, whatever the cost, while he finishes negotiations with the messengers of their allies in the sheltered grove ahead. The remnants of the Company will fight to the death rather than fail their Lieutenant.

Cliffs: The cliffs are 120' tall. The side passages to the north and south are all in tunnels; only the center path is open ravine. The drop off near the bridges is 50' down a crumbling

crevice in the middle of the Pass. The crevice walls are only Athletics DC 15 to climb; the rest of the cliff faces are DC 20.

Bridges: The bridges are of solid stone and cannot be broken. The north and south bridges are very narrow; if a creature tries to pass through a friendly creature's square while on these narrow bridges, they must make a DC 25 Acrobatics check. If they fail, they make a saving throw. If the saving throw succeeds, they fall prone in the square behind their ally. On failure, they fall.

Tunnels: The north and south branches are tunnels. The Assassins are hidden in secret alcoves just inside the tunnels. It requires a Perception or a Dungeoneering check at DC 25 to notice the alcoves and an additional Perception check against the Assassin's rolled +14 Stealth to notice the Assassins inside them.

Towers: On the far side of the center bridge are two 20' tall towers. Creatures on top of them have cover from the battlements. The walls along side the ramps that lead up to the towers are also 20' tall and have arrow slits at the level of the ramp so creatures on the ramp can fire through and have total cover.

Light: The area is lit as per time of day. The tunnels are one degree darker: if it's day, they are dim light, if it's night, they are total darkness. The base of the crevice is in total darkness regardless of the time of day.

Enemy Forces:

- 6 Hobgoblin Spearman(S)
- 4 Hobgoblin Longbowman(L)
- 2 Hobgoblin Assassins(A)

Combat Start:

Have the PC's place themselves anywhere within the first two squares of the right map edge and read the following:

As you continue onward, the pass narrows considerably above you so only a narrow strip of sky remains visible. Eventually, you come to a broken chasm. Dusty, dark side passages branch off on either side of you and ahead you see a narrow stone bridge across the chasm, flanked at the far end by a pair of ancient-looking stone towers 20' tall. Large red banners hang from the towers, one bearing the symbol of the Red Hand, the other showing a red dragon breathing flame.

A phalanx of hobgoblins hold the far side of the bridge, braced and waiting for your advance. While more hobgoblin archers stand on the battlements of the towers, longbows at the ready.

Tactics:

The Hobgoblin Spearmen hold the bridge while the Longbowmen fire from the security of their towers. If the party advances to the main bridge, the Spearmen there call out an

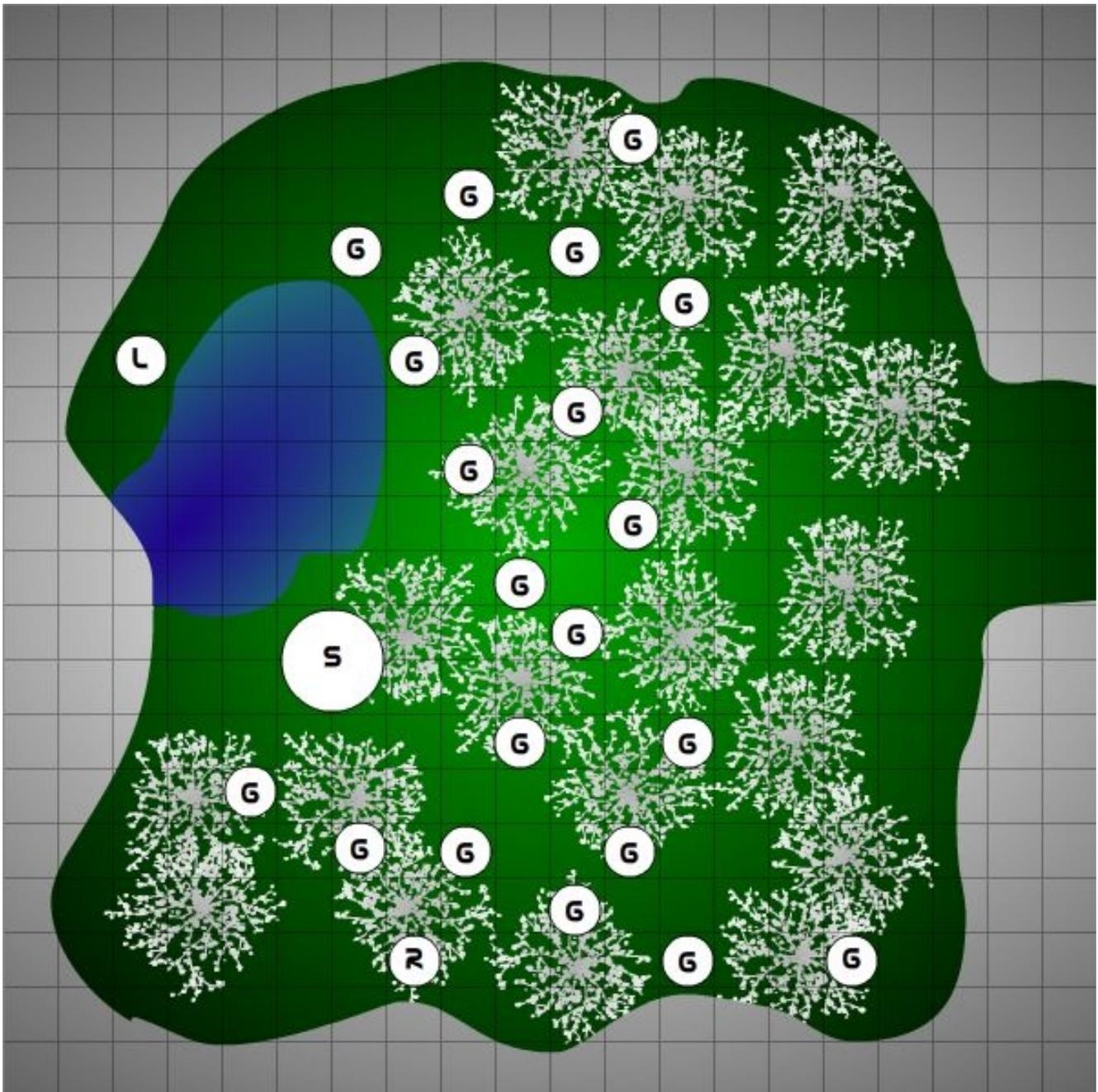
alarm to the Spearmen guarding the side bridges.

If the party sits and attacks the main bridge Spearmen at range without advancing, the Spearmen on the bridge pull back out of sight; one remaining at the base of each of the tower ramps to hold the enemy while the other two spearmen take the smaller side bridges to flank the party.

If members of the party approach the side bridges, the Spearmen there call out an alarm and hold as long as they can. If no enemy approaches after two rounds, they advance to flank if no alarm calls have been made by the other bridges, or pull back to defend the other bridges.

The Assassins' first round, they ready an action to attack anyone who spots them. Otherwise, they wait until party members pass and either move to flank anyone who moves to the nearest of the smaller side bridges, or they launch hit-and-run attacks on the party's rear at the main bridge.

Encounter 4: Shattering the Grove(4600xp)



Setup:

Sinruk has been meeting with the Illithid Lythk and the Drow Raenele Scae in a once-sacred hidden grove near the end of Arken Pass. He does not take kindly to the parties intrusion, nor do his visitors. The pass continues in a narrow tunnel behind the waterfall where the water meets the cliff.

Cliffs: The cliffs are 150' tall. Their climb DC is 20.

Trees: The trees here are short, slender, and graceful, and about 25' tall. They require an Athletics DC 25 to climb. If attacked, all defenses are 15, they have 15 hit points, and can be broken with a DC 25 Strength check. If broken or chopped down, they fall in a random direction(1d8 rolled, 1 is up, 2 up-right, 3 right, etc). All creatures in a 5 square line take an attack: +10 vs. Ref, 1d8+5 damage, if they are in a square where a tree falls. All 5 squares count as difficult terrain until the end of the battle.

Pool: The squares adjacent to shore are difficult terrain. Any other squares require swim checks to cross.

Enemy Forces:

Feralith Sinruk, Hobgoblin Lieutenant(S)
Lythk, Illithid Mind Bender(L)
Raenele Scae, Drow Treetop Marksman(R)
20 Goblin Cutters(G)

Combat Start:

Have the players place themselves within two squares of the eastern map edge and read the following:

You come across a clean, pleasantly fragrant clearing full of short, slender white trees with shimmering white leaves. Pale blue and purple butterflies flit about the grove and the tinkling of a waterfall into a small pond accompanies the rustling of the leaves.

Scattered across the grove are nearly two-dozen goblins clutching bent and rusty short swords. They leer and cat-call, their presense seeming a corruption in this place.

Behind them, a slender figure in a richly embroidered purple robe stands on the other side of a rippling pond, its face hidden beneath a cowl.

Your attention is quickly drawn to huge hobgoblin sitting in a strange saddle atop a massive thick-skinned grey beast with a huge horned snout. A tattoo of a red dragon covers the side of the hobgoblin's face, its ink body wrapping around his neck. A massive 15 foot long spear rests in his stirrup, a banner with a red dragon upon it stirring in the faint breeze, and a massive red-hilted sword rests on his back.

The hobgoblin stares across at you and speaks in gutteral Common. "If you are here, then all my men are dead. So be it." He gestures to the grove. "This will be our battleground, no better a place to die. If I do fall here, know that your victory is hollow, for we are but the most insignificant fragment of the vast horde that stands against you, much less the dragon whose charms I bear. For the glory of the Dragon Company!"

If any of the party have a Passive Perception that beats Raenale's +13 Stealth roll, also read:

You notice a slender, femenine figure in a white cloak standing atop a branch that

seems far too thin to hold her weight high overhead. She holds a slender black bow traced with green, eldrich runes in one black-skinned hand.

Tactics:

Sinruk charges the party, impaling as many characters as possible to trees or cliff faces as he charges about. If it has a chance of landing on a player character or if it is in his way, he will knock trees down with his Rhino. He uses Momentary Distraction if the death of one of the Cutters would grant him another Charge. Once he runs out of Rhino Spears and/or is Dismounted, he wades into battle with his Fullblade.

Lythk stays behind the pool until it can Enslave a party member, then closes in and uses Mind Blasts and Enslaves to disrupt the party. He uses his Thrall primarily to protect himself, attacking whatever party member is attacking him, or whatever character seems weakest. If he is forced into melee, he tries to eat his attacker's brain.

Raenale rains arrows down on the fight, spreading poison to as many targets as possible and otherwise focusing on weaker rear-line characters. Each tree has a spread of branches at it's crown 1 squares in every direction from its trunk. As long as the trees are standing, she can simply walk/run along the treetops, using Cloud of Darkness to hide herself whenever possible. She always has concealment from anyone below the trees, as do they from her.

All three have little concern for the Cutters. While they won't go out of their way to include them in attacks, they don't hesitate to use area or blast attacks that include a Cutter or two if they can also get a couple heroes.

The Cutters simply mob and attack the closest hero.

Enemies

Hobgoblin Spearman Level 7 Soldier

Medium natural humanoid XP 300

Initiative +8 **Senses** Perception +6; low-light vision

HP 80; **Bloodied** 40

AC 21; **Fortitude** 20, **Reflex** 20, **Will** 19

Speed 5

m **Spear Thrust** (standard; at-will)

Reach 2; +12 vs. AC; 1d8 + 4 damage, and the target is marked.

R **Javelin** (standard; at-will)

Ranged 10; +10 vs. AC; 1d8 + 4 damage, and the target is slowed (save ends).

M **Shield Slam** (standard; recharge 1)

+10 vs. Fort; 3d6 + 3 damage and the target is pushed 1 and the Spearman can make a Spear Thrust attack against it.

Shield Wall

The Hobgoblin Spearman gains +1 to all defenses per ally adjacent to it.

Hobgoblin Resilience (immediate reaction, when the hobgoblin suffers an effect that a save can end; encounter)

The hobgoblin makes a saving throw against the triggering effect.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +11, Intimidate +11

Stats 16 (+6)

Equipment 3 Javelins, Shield, Spear, Scale mail

Tactics The Spearman use their Javelins to slow approaching enemies, then switch to Spear Thrust, using Shield Slam whenever it recharges.

Hobgoblin Longbowman Level 7 Artillery

Medium natural humanoid XP 300

Initiative +8 **Senses** Perception +16; low-light vision

HP 64; **Bloodied** 32

AC 20; **Fortitude** 18, **Reflex** 20, **Will** 18

Speed 6

m **Longsword** (standard; at-will)

+12 vs. AC; 1d8 + 5 damage

r **Longbow** (standard; at-will)

Ranged 20; +14 vs. AC; 2d6 + 5 damage

R **Knockdown Shot** (standard; recharge 1)

Ranged 20; +12 vs. Fort; 3d10 + 5 damage and the target is knocked prone.

R **Volley** (standard; encounter)

Make Longbow attacks against 3 separate targets.

Hobgoblin Resilience (immediate reaction, when the hobgoblin suffers an effect that a save can end; encounter)

The hobgoblin makes a saving throw against the triggering effect.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +11, Stealth +11

Stats 16 (+6)

Equipment Longbow, longsword, hide armor

Tactics Longbowmen use Volley as soon as they have three targets in sight. They then use Knockdown Shot whenever it recharges, otherwise using regular Longbow attacks.

Hobgoblin Assassin Level 7 Lurker

Medium natural humanoid XP 300

Initiative +10 **Senses** Perception +11; low-light vision

HP 64; **Bloodied** 32

AC 21; **Fortitude** 18, **Reflex** 21, **Will** 18

Speed 6

m **Dagger** (standard; at-will) * **Poison**

+12 vs. AC; 2d6 + 5 damage and ongoing 5 poison and grants Combat Advantage(save ends both).

M **Eviscerate** (standard; recharge ☐)

The Assassin makes two Dagger attacks against a single target. If both hit, the target takes an additional 1d6 damage and ongoing 10 poison(save ends) instead of ongoing 5(save ends).

Trip Up (immediate interrupt, when an adjacent enemy moves or shifts; at-will)

+10 vs. Ref; The target is knocked prone and the Assassin shifts 1.

Assassin Training

The Hobgoblin Assassin does +1d6 damage when it has Combat Advantage.

Hobgoblin Resilience (immediate reaction, when the hobgoblin suffers an effect that a save can end; encounter)

The hobgoblin makes a saving throw against the triggering effect.

Alignment Evil **Languages** Common, Goblin

Skills Acrobatics +11, Athletics +11, Stealth +14

Stats 16 (+6)

Equipment 2 Daggers, leather armor

Tactics The Hobgoblin Assassin attacks with Eviscerate from hiding, then uses Dagger attacks, using Trip Up on the first enemy to try to move away. If it can do so without provoking opportunity attacks, the Assassin moves back into total cover or concealment so it can re-stealth.

Slave Warriors Level 7 Minion

Medium natural humanoid XP 75

Initiative +4 **Senses** Perception +5

HP 1; a missed attack never damages a minion

AC 20; **Fortitude** 19, **Reflex** 19, **Will** 18

Speed 5

m **Crude Weaponry** (standard; at-will)

+12 vs. AC; 2d8 damage

Contentious Rabble

If a Slave Warrior starts its turn 10 squares or more away from the nearest non-minion ally, it attempts to flee the battle.

Alignment Unaligned **Languages** Common

Stats 16 (+5)

Equipment Rags, shackles, crude two-handed weapon

Tactics Slave Warriors fight as long as their owners are there to press them on, otherwise fleeing.

Goblin Cutters Level 1 Minion

Small natural humanoid XP 25

Initiative +1 **Senses** Perception +1; low-light vision

HP 1; a missed attack never damages a minion

AC 17; **Fortitude** 13, **Reflex** 14, **Will** 12

Speed 5

m **Short Sword** (standard; at-will)

+6 vs. AC; 1d6 damage

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

Alignment Unaligned **Languages** Common, Goblin

Stats 13 (+1)

Equipment Leather armor, short sword.

Tactics Goblin Cutters attack with their short swords, using Goblin Tactics whenever possible .

Illithid Mind Bender Level 9 Elite Controller

Medium aberrant humanoid XP 800

Initiative +8 **Senses** Perception +13

HP 98; **Bloodied** 49; see also Mind Blast

AC 23; **Fortitude** 20, **Reflex** 20, **Will** 23

Saving Throws +2

Speed 6

Action Points 1

m **Tentacles** (standard; at-will)

+12 vs. AC; 1d8 + 5 damage and the target is grabbed (until escape).

M **Bore into the Brain** (standard; at-will)

Grabbed or stunned target only; +13 vs. Fort; 3d8 + 5 damage and the target is dazed (save ends). If the power reduces the target to 0 hit points or fewer, the Illithid devours it's brain, killing the target instantly.

R **Enslave** (standard; at-will) * **Psychic**

Ranged 10; +13 vs. Will; 1d8 + 5 psychic damage and the target is dominated (save ends). While dominated, the target becomes a Thrall and is immune to the Mind Blast power. The Mind Bender can only control 1 Thrall at a time.

C **Mind Blast** (standard; recharge ☒ ☒; also recharge when bloodied) * **Psychic**

Close blast 5; Illithids and their Thralls are immune; +12 vs. Will; 3d8 + 5 psychic damage and the target is dazed (save ends).

Alignment Evil **Languages** Deep Speech, telepathy 10

Skills Bluff +13, Diplomacy +13, Dungeoneering +13, Insight +13, Stealth +13

Stats 18 (+8)

Equipment Robes

Tactics The Illithid uses Mind Blast if it can hit 2 or more targets, otherwise using Enslave to control a Thrall. If any enemies get close while it already has a Thrall, it uses it's Tentacles and Bore into the Brain on it. It uses its action point whenever it has an opportunity to use Enslave and Mind Blast in the same turn.

Hobgoblin Lieutenant Level 10 Solo Skirmisher

Large natural humanoid XP 2500

Initiative +13 **Senses** Perception +11; low-light vision

HP 440; **Bloodied** 220; see also Dismounted

AC 25; **Fortitude** 24, **Reflex** 24, **Will** 23

Saving Throws +5

Speed 8 (6when bloodied)

Action Points 2

m Fullblade (standard; at-will)

+15 vs. AC; 2d6 + 5 damage and the Lieutenant shifts 2.

War Rhino (until bloodied)

The Lieutenant has 8 speed and Large size. He may use Rhino Spear and Impaling Rush, but not Fullblade Assault. When he moves, he ignores difficult terrain, gains +5 defenses vs. opportunity attacks, and makes automatic break rolls against any objects (such as trees) in his path at an extra +10 to the Strength check.

M Rhino Spear (standard, usable only when mounted; at-will)

Reach 3; +15 vs. AC; 4d8 + 5 damage and may immediately use Impaling Rush on the target. May be used in place of a charge attack.

Impaling Rush (minor, usable only when mounted; special)

+13 vs. Fort; 2d6+5 damage, the target is restrained (save ends) and the Lieutenant moves his speed. At any point during the move, he may select a square within 3 that contains a wall/solid object and slide the target adjacent to that square. Each Impaling Rush attack uses up a Rhino Spear.

Dismounted (when bloodied)

The Lieutenant's war rhino is killed. His size changes to Medium, he slides 3 squares and gains +2 defenses until the start of his next turn. His speed drops to 6. He can now use Fullblade Assault but cannot use Rhino Spear or Impaling Rush.

M Fullblade Assault (standard, usable only when dismounted; at-will)

The Lieutenant makes a Fullblade attack. If he hits, he makes additional Fullblade attacks, each with an additional -2 to hit until a Fullblade attack misses or 5 attacks hit.

C Momentary Distraction (minor; at-will)

Close burst 8; the Lieutenant moves an ally in the burst 2 squares. If an enemy makes an opportunity attack against the ally and hits, the Lieutenant may charge them.

Blessing of the Dragon (immediate interrupt, when hit by melee attack; at-will)

Targets the attacker. +13 vs. Ref; 2d6 + 5 fire damage and 5 ongoing fire (save ends).

Hobgoblin Resilience (immediate reaction, when the hobgoblin suffers an effect that a save can end; encounter)

The hobgoblin makes a saving throw against the triggering effect.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +19, Diplomacy +16, Intimidate +16, History +16, Insight +16

Stats 22 (+11)

Equipment 4 Rhino spears, scale mail, fullblade, war rhino

Tactics The Lieutenant charges enemies with his Rhino Spear. If he hits, he uses Impaling Rush to pin the enemy to a tree or cliff face. If any allied minions are already engaged with the enemy, he uses Momentary Distraction to try to gain another charge. If he cannot use Momentary Distraction, he uses an Action Point to charge another enemy. He continues to use Rhino Spears and Momentary Distraction until he runs out (in which case he switches to Fullblade attacks) or he is Dismounted (in which case he switches to Fullblade Assault attacks). He uses Blessing of the Dragon on whichever enemy first hits him each round in melee.

Drow Treetop Marksman Level 9 Elite Artillery

Medium fey humanoid XP 800

Initiative +10 **Senses** Perception +16; darkvision

HP 78; **Bloodied** 39; see also Killer Shot and Poison Arrow Volley

AC 22; **Fortitude** 20, **Reflex** 21, **Will** 21

Saving Throws +2

Speed 6, climb 1

Action Points 1

m **Scimitar** (standard; at-will)

+14 vs. AC; 1d8 + 5 damage

r **Longbow** (standard; at-will) * **Poison**

Ranged 20; +16 vs. AC; 2d6 + 5 damage and ongoing 5 poison(save ends).

R **Killer Shot** (standard; recharge ☞; also recharge bloodied) * **Poison**

Ranged 20; +16 vs. AC; 3d10 + 5 damage and 5 ongoing poison(save ends).

A **Poison Arrow Volley** (standard; recharge ☞; also recharge bloodied) * **Poison**

Area burst 1 within 20; +14 vs. AC; 2d6 + 5 damage and ongoing 5 poison(save ends).

Treetop Lurker

The Marksman can stand on tiny surfaces that normally wouldn't support his weight. Also, they he +5 Athletics when jumping.

Cloud of Darkness (minor; recharge ☞ ☞ ☞)

Close burst 1; this power creates a cloud of darkness that remains in place until the end of the Marksman's next turn. The cloud blocks line of sight for everyone but the Marksman. Anyone other than the Marksman in the cloud is blinded.

Alignment Evil **Languages** Common, Elven

Skills Acrobatics +13, Athletics +16, Nature +13, Stealth +13

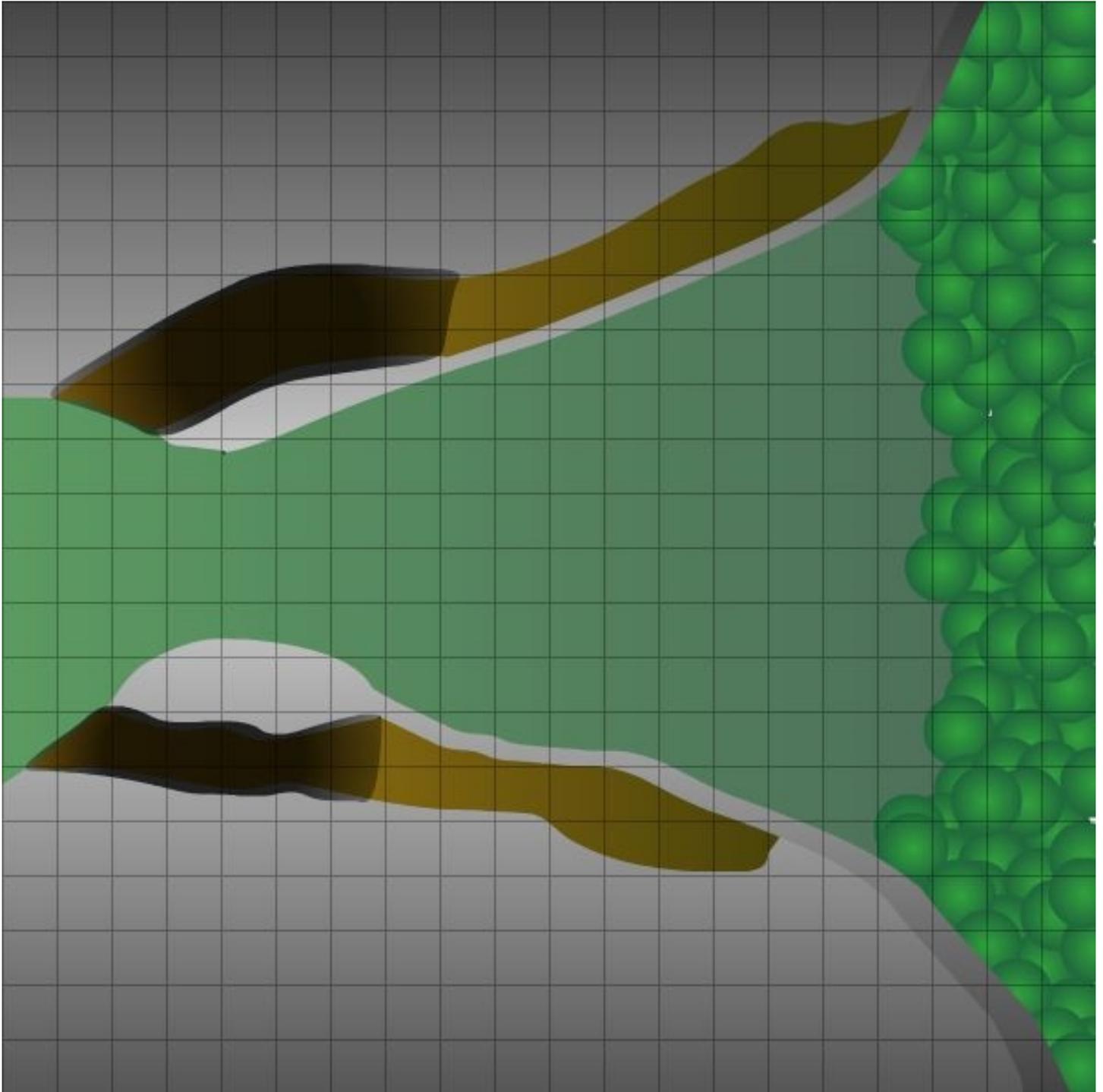
Stats 18 (+8)

Equipment Longbow, scimitar, leather armor.

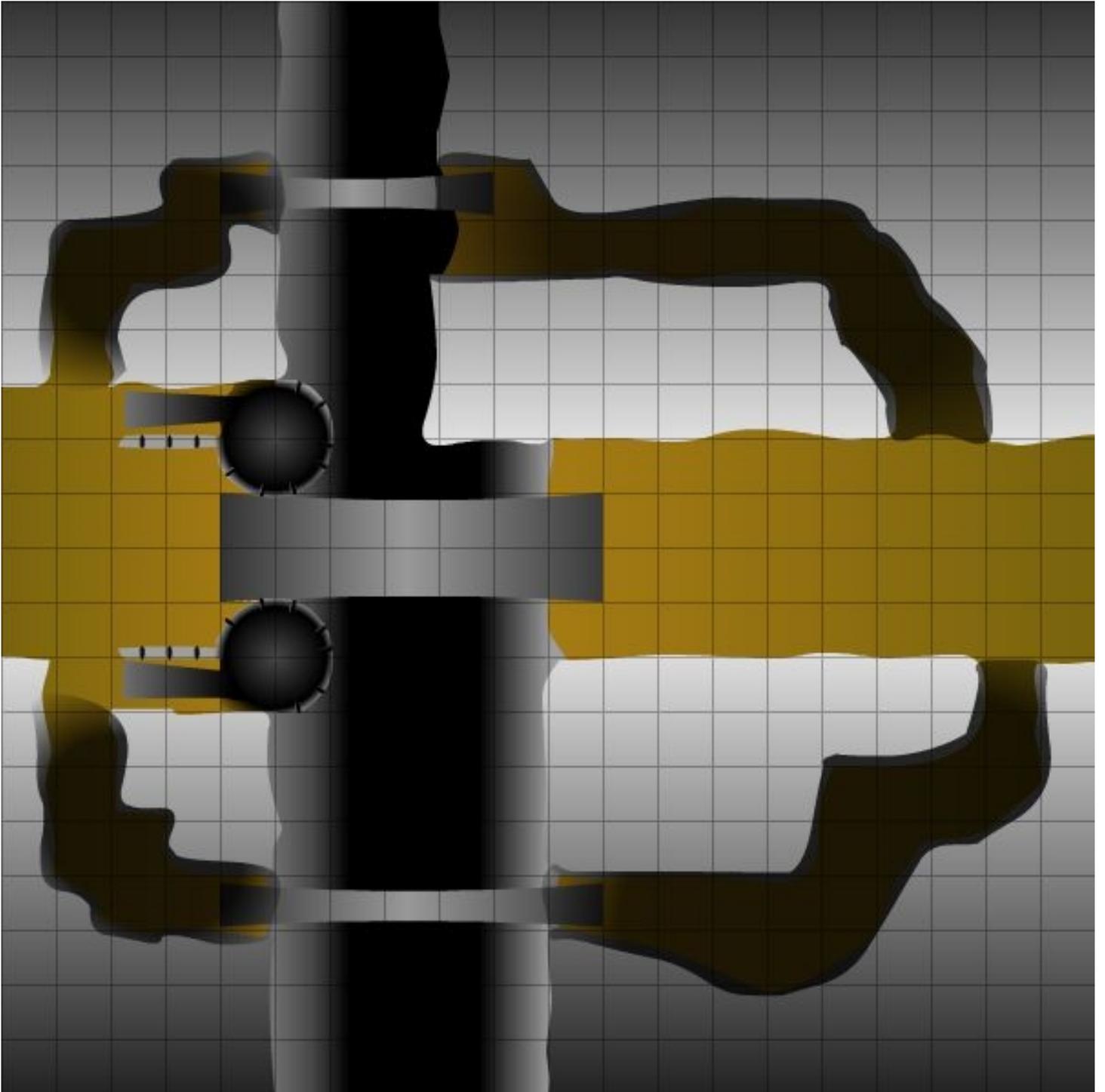
Description The Marksman hides at the tops of trees, firing off Poison Volleys against groups of enemies or Killer Shots against single targets. If those powers aren't available, he uses his Longbow. He fires from Cloud of Darkness whenever possible.

Unmarked Maps

Encounter 1: Mouth of the Pass



Encounter 3: Bridge Assault



Encounter 4: Shattering the Grove

