



Blackwheel Company: *None Left Behind*

**A One-Round DUNGEONS & DRAGONS® FACTION
Adventure Packet for 4th to 7th-Level Characters
BLACKWHEEL COMPANY™ Faction Adventure for the
XEN'DRIK EXPEDITIONS™ Campaign**

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Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

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Adventure Background

After gathering various fragments of giant history from Ek Tielnak and using those to help interpret portions of the Caldyn Fragments, Blackwheel scholars have discovered the location of a cache of information on one of the giants' long-forgotten armageddon machines. Unfortunately, knowledge of its whereabouts has also fallen into the hands of the Cabal of Shadows.

The PCs' platoon, returning from a successful mission elsewhere on Xen'drik, is re-routed to Ek Tielwot, an ancient giant city on the edge of the Bluespire Mountains. They are to recover the key components used in the construction of the armageddon device, and to destroy what they can't recover.

Ek Tielwot is a sprawling metropolis built into the icy southern slopes of the Bluespire Mountains. It's built atop a site of thermal activity, and was a major religious center at the height of the giant civilization.

Adventure Synopsis

Introduction

The PCs' platoon is on the way back to *The Glory Road* for long-deserved R&R after yet another successful mission when they are re-routed to Ek Tielwot for a critical mission. They're given only sketchy information at this time—they are to rendezvous with three other teams on the ground in the ruins and will receive further orders from Sergeant Pak "Krenshar" Cren there.

Part One

The Thick of It

The PCs are dropped unceremoniously over the ruins of the city. MAAD drops are hard enough under normal circumstances, but today, the PCs are being shot at, are dropping into unfamiliar territory filled with undead and Cabalists, have incomplete knowledge of the lay of the land, and to top it all off—they're dropped into an area of thermal activity and must avoid thermal vents, mud pots, and geysers both during the drop and the ensuing combat.

Rendezvous

The characters manage to locate Krenshar and rendezvous with the other three platoons. The orders are to get a picture of the layout of the city, avoid contact with the Cabal of Shadows, and recover or destroy any of the five pieces of the armageddon device they can. Each platoon is sent in a different direction and ordered to meet at a cave entrance in one hour.

Part Two

You Go... North

The platoons are scattered in the area around a statue, where fragments of the device are known to be located. The PCs follow an avenue to a shrine with a strange puzzle.

Reinforcements

After the PCs report back to Krenshar, he tells them that three of the other platoons require assistance. The PCs can choose one of the platoons to help.

Collapse

The PCs are sent to search for a team that has not yet reported in. After some exploration, they find a building that has recently collapsed. The platoon has recovered the device, but are trapped inside the building, which is slowly filling with boiling sulfurous water.

Cabal Elites

The PCs are sent to help a platoon that has run into a number of Cabal of Shadows members. The Cabalists have a part of the device and will stop at nothing to eliminate the Blackwheel hires and escape with the device.

Always Pirates, There Are

Following both Cabal and Blackwheel like gulls following a Sharn trash-barge, pirates are a growing thorn in Blackwheel's side. Here, the party encounters a group of pirates as they dispatch the last of a Cabal group. They can either fight their way out, or use diplomacy.

Part Three

Rear Guard

The PCs make it to the caves and meet up with the remaining members of the other platoons. The other teams have taken significantly heavier casualties, so the PCs are ordered to act as rear guard. A Lyrandar elemental galleon is on the other side of the caves, but the Cabal summoned a number of creatures which they bring to bear on the Blackwheel retreat. The PCs must slow the creatures down while retreating carefully through the necropolis to the pick-up point.

Troubleshooting

The Grinder

During this adventure the PCs will proceed from one encounter to the next with very little time to rest or prepare. As they will return to the rendezvous point on multiple occasions you may use this opportunity to provide them with some healing from Sergeant Cren. Perhaps he found a cache of healing and repair potions, or maybe one of the other teams discovered them in their exploration. Do not heal them completely, but use this to avoid wiping out the party.

Overwhelming Forces

In the final encounter, the PCs are grossly outmatched. If they attempt to simply hold their ground and fight from a stationary position, they will almost certainly all perish. If they run, the undead will overrun not only them, but the rest of the Blackwheel members in Ek Tlelwot. If they don't do so on their own, you may need to encourage them to pull back at the appropriate times.

Tone

BWC-6 None Left Behind is a fast-paced module, with few places for the PCs to catch their breath. From the initial encounter to the narrow escape by elemental galleon at the conclusion, the sense of urgency and danger should not let up. However, a few moments of tense quiet can help build that urgency as well. For example, if the party barricades the tunnels during the retreat, a pause between the penultimate and final crashes on the barricade — before the creatures burst through — can startle the PCs into action.

Adventure Start

The adventure starts with the party onboard the airship Bloodscale returning from a routine mission.

Part One: No Rest For the Weary

The adventure begins unceremoniously, with the platoon cobbled together from members of various platoons returning from a routine mission. Sergeant "Krenshar" Cren has just received word of an emergency mission — and his company is the nearest to the action.

Read the following to the players:

When you signed on to the Blackwheel Company you knew there would be travel involved. Airships, exciting locations, a bit of danger... all nice. What you didn't realize was that there'd be so much... sitting.

Guard duty is a fact of life. Often you find yourself on a mission where your goal is simply to be somewhere. No need to do anything, just be there in case you were needed. Those jobs were easy pay, but of late they've become tedious. Maybe it's the fact that Xen'drik from above starts to all look the same. The cramped quarters on the airship. The smell. The weather. By Mabar, maybe it's all of it together..

As you each sit in the small enclosure that is the Bloodscale's deck house watching the rain fall in sheets and the wind rock the ship erratically with the aroma of wet-gnoll hanging in the heavy air, Sergeant Pak "Krenshar" Cren emerges from the stairs below deck. He comes to a standstill on the top-most step, eyes fixed on the parchment in his left hand. His face betrays little of the note's contents. One by one each of the compartment's residents turn their gaze to Krenshar, waiting for his word.

After a pause filled only by the sound of the rain (and, of course, the smell of wet gnoll), Krenshar snorts. He considers each of you carefully.

"Well then. You grunts look like you could use a bit of a change of pace. We're going to need some volunteers." He looks at each of you and points. "How about you... you... you... you two... and you. That'll work." Krenshar sniffs and wipes his nose with the back of his hand and mutters. "Cursed rain."

He skims the parchment in his hand and casts his gaze back at you. He cracks a small grin on his broad, weathered face. "That should do the trick. You grunts ready for some action? Decksides with you..."

Krenshar shouts over the rain as he ascends the ladder to the deck. "We've got a couple of platoons in some trouble. No use making up fancy stories or excuses... they're in the wyrm's maw and need help or they'll end up in the gullet. We're close, so we're going to go help. The Bloodscale has changed course and we'll be there in a few minutes. No time to prepare, and we've got no supplies other than what we you scrounge between you. We'll be doing a MAAD when we get there — straight into a mess."

"So ..." he pauses, then continues with a smile, "the usual. Any questions?"

Development

The PCs are likely to have a host of questions, but unfortunately for them, Sgt. Cren has little information. What information he does have, he'll gladly share, though he's a man of few words.

Where are we going?

"Ek Tlelwot's the name of the place... some sort of giant ruin... a temple, city, I don't know. Something."

What's a MAAD jump?

"You're BWC regulars and you're telling me you don't know what a MAAD jump is? You there, tell this hire what a MADD jump is."

What's going on there? What's the problem?

"We've got other platoons there looking for the pieces to some device the Arclight crew want to get their hands on. The Cabal's looking for it too, and that's trouble."

What are we likely to face there?

"No idea. Sorry, but that's all I know."

Skill Checks

Additionally, the PCs might glean some information via Profession and Knowledge checks.

Profession (Sailor)

DC 15: The Bloodscale is flying over Southern Xen'drik, near the Bluespire Mountains, and heading south.

Knowledge (history)

DC 20: Ek Tlelwot is a small city of religious significance to the giants,

DC 20: Ek Tlelwot is somehow connected to Ek Tlelnak (where the events of *BWC-5 Tarnished Reputation* took place).

DC 25: Ek Tlelwot was located in a place where the giants could tap the power of the earth through the region's volcanic activity.

Knowledge (geography)

DC 20: Ek Tlelwot is located to the far south of Xen'drik, almost as far as the Iceflow Sea.

DC 25: The region is still an active volcanic region, with hot springs, steam vents, mud-pots, and other geothermal features.

Encounter 1: No Time to Think

After the PCs finish asking questions, Krenshar suggests they work out a plan for their drop — it's certain they'll be dropping directly into combat. The PCs can find mundane weapons and armor from the *Player's Handbook* in the Bloodscale's stores. With cash on hand as collateral, they can requisition these items for the course of the mission.

The PCs are not given long to plan and think — within five minutes, the Bloodscale reaches its target. Keep the pace of the adventure quick and convey the sense of urgency.

In the Thick of It

The Bloodscale reaches its destination. Below the ship, the city steams, boils, and bursts. Cabal members outnumber the small Blackwheel platoons that were dropped here earlier today.

Read the following to the players:

Explosions pepper the sky — fireballs, jet-black waves of magical energy, some stuff you can't identify. A shout from the steering deck gets Sgt. Cren's attention. He reaches into a pouch at his belt, grabbing a fistful of MAAD tokens. "Captain says we can't stay here, so this is it, hires. We don't have an extraction point lined up, but we'll figure that out once we get things down there sorted out. You lot ready? Good." Without waiting for an answer, Krenshar grabs his token and steps off the side of the ship.

The jump is short — the PCs have to activate their tokens immediately after clearing the ship. Below them, they can just make out glowing circles, and a number of figures moving around the ruins. A DC 23 Spellcraft check tells the PCs that they are summoning circles.

Due to the extremely low drop into combat, the characters may opt to take up to two standard actions during their brief decent. However, each action they take gives them a -5 penalty to their MAAD-drop roll. Characters can choose to take these actions after seeing the result of their roll, but before they land.

During the drop, Arc, the warforged warlock, uses his *eldritch spear* on the PCs. See the Tactics section for further information.

Landing

As you hurl yourself from the deck of the Bloodscale you quickly realize that you're far closer to the ground than you'd expected. Through the inferno of rain, wind, and dense fog it's barely possible to make out the jagged ruins below. You have only a moment to consider the harsh blue-gray rock expanding beneath you before activating your token. You manage to steer yourself away from a lake of boiling, sulfurous water and towards a clearing dominated by a glowing circle of runes... and mutter a curse as you see a number of creatures milling within. You brace yourself with the grim facts of the day.

Like many Blackwheel Company missions, you're headed right smack into the thick of it.

At this point, the PCs should activate their tokens and follow the rules for MAAD drops.

Magic-Assisted Airship Drops

Successfully activating a feather fall talisman at the appropriate time during a MAAD means succeeding at a DC 11 Will save. Use the chart below to determine the result of the Will Save.

Final Will Save Total	Result
1 or less	Death—Talisman not activated before impact, or talisman activated too soon (<i>feather fall</i> spell expires before impact)
2-3	3d6 falling damage, landing missed—Talisman activated late. DC 12 Reflex save required to keep from falling overboard. Succeeding on the Reflex save means the PC can catch some rigging and pull aboard the forecastle.
4-5	2d6 falling damage, land prone—Talisman activated late
6-7	1d6 falling damage, land prone—Talisman activated late
8-10	Land prone—Hard landing
11-19	Acceptable landing
20 or more	Flawless landing—PC lands with a flourish, +2 bonus on Spot, Move Silent, Hide, and Listen checks as well as Initiative and attack rolls within 20 seconds of landing.

Few situations are as difficult as a Magic-Assisted Airship Drop. While risk must exist, it's unrealistic to penalize 5% of players for rolling natural 1's on the Will save. Natural 1s are not instantly fatal. Treat them as you would any other roll of the d20 in this unique situation. Players may always add an action point roll to this save. NPCs may (and perhaps should) encourage PCs with negative Will save modifiers to use magic or other means to help augment or offset that weakness during the drop.

A DC 15 Tumble check successfully reduces any damage taken by 1d6 points. Casting a spell during freefall requires a DC 20 Concentration check due to the extreme conditions unless otherwise noted.

Griffon Wings

Characters who participated in the events of *BWC-3 Marked Man* or *BWC-4 The Trouble with Pirates* gain a +1 bonus to the Will save for the MAAD-drop.

Animal Companions

For members of Blackwheel Company who have familiars or animal companions granted as class abilities (such as a druid's animal companion), their animal companion or familiar has been trained to jump with the PC.

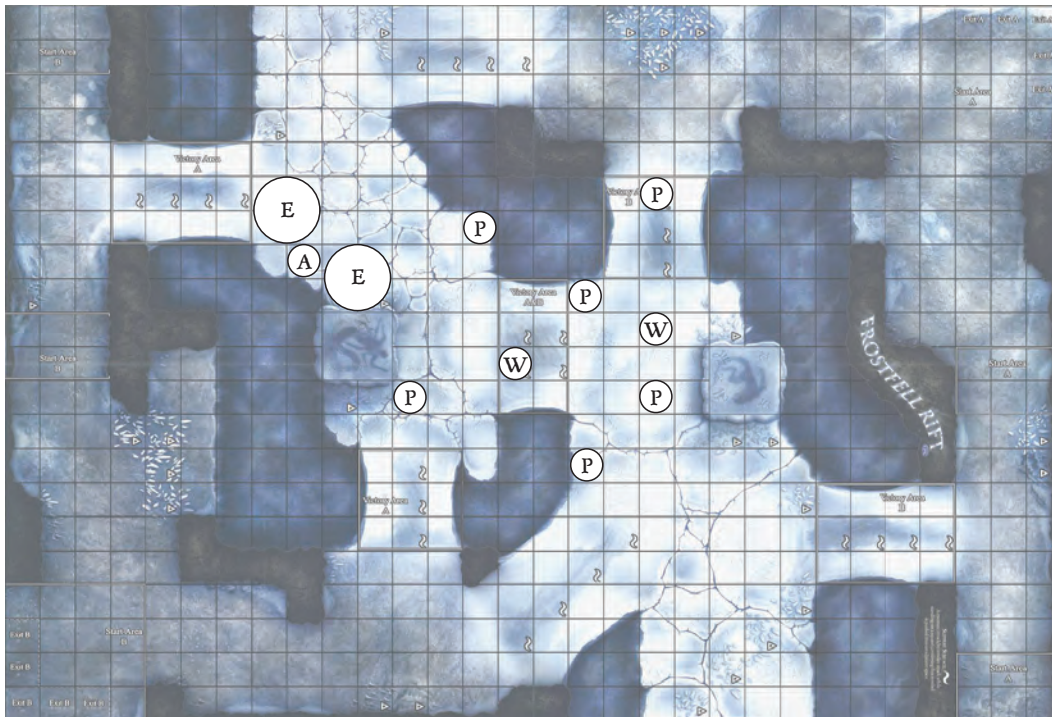
Medium or smaller creatures can share the PC's *MAAD token*. It does not need its own Will save (using the master's instead), and a DC 15 Ride or Handle Animal check (as appropriate) is sufficient to calm the animal and control it during the jump. A failed check causes the PC to take a -4 penalty on the MAAD chart.

Large or larger creatures must use their own *MAAD token*. A DC 20 Ride or Handle Animal check is required to calm and prepare the animal sufficiently before the drop, though it still uses its master's Will save for the jump. A failed Ride or Handle Animal check causes the PC to take a -4 penalty on the MAAD result.

Creatures that are not granted by class abilities can not participate in MAAD drops.

Tactical Map Details

If you have access to the Frostfell Rift map from *Fantastic Locations: Frostfell Rift*, use that map; otherwise, draw a similar map as shown below.



Creatures

Arc begins on the map at the square marked (A), the Wrackspawn begin in the squares marked (W), the Skeletal Equicephs begin in the squares marked (E). The Human Zombies begin in any square within 6 squares of Arc. The PCs can set up in any of the squares marked (P).

Mudpots

These squares contain fumaroles filled with bubbling, boiling mud. A creature entering a mudpot square must make a DC 15 Reflex save or take 3d6 fire damage. Creatures standing in a mudpot square take 2d6 fire damage each round (no save). Leaving a mudpot square requires a DC 12 Strength check. If you are using the Frostfell Rift map, all pit squares marked on the map are mudpot squares.

Low Stone Walls

Crumbling block stone walls are in these squares. The walls are 2 feet thick, and characters can stand on them to gain a bonus for higher ground (+1 to attack rolls). They can also be used for cover against attacks from the other side of the wall (+4 AC, +2 Reflex). Climb DC 20, break DC 35, hardness 8, 90 hp. If you are using the Frostfell Rift map, all wall squares marked on the map are low stone wall squares.

Statue Guardians

There are two large statues of skeletal giants near where the PCs land. A character who touches a statue must succeed on a DC 20 Will save or be stunned for 1 round. Living creatures who take damage while adjacent to a statue must make the same save. Arc is unaware of this property of the statues.

Arc**CR 4**

A silent killer, this cold and unfeeling warforged broods under a heavy cloak of red.

ECS 20, Complete Arcane 5

hp 29 hp (4 HD)

Male-personality warforged warlock 4

CN Medium construct (living)

Init +2; **Senses** Spot +1, Listen +1

Languages understands Common

AC 22, touch 12, flat-footed 20

Resist DR 1/cold iron

Immune poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain, magic missile

Fort +4, **Ref** +4, **Will** +5

Speed 30 ft. (6 squares)

Melee hideous blow slam +2 (1d4+2d6-1) or

Melee hideous blow masterwork longspear +3 (1d8+2d6-1)

Ranged +5 eldritch blast (2d6; 250 ft. range)

Base Atk +3; **Grp** +2

Combat Gear scroll of repair moderate damage (2)

Spell-Like Abilities (CL 4th):

at will—*eldritch blast*, *detect magic*

Invocations Known *dark one's own luck*, *eldritch spear*, *hideous blow*

Abilities Str 8, Dex 14, Con 16, Int 10, Wis 12, Cha 12

Feats Point Blank Shot, Precise Shot

Skills Concentration +10, Use Magic Device +8

Possessions combat gear plus masterwork longspear

Dark One's Own Luck (Sp) Arc gains a +1 bonus to one save of his choice (currently Reflex; reflected in the stats above)

Deceive Item (Ex) Arc can take 10 on Use Magic Device checks even when distracted or threatened.

Eldritch Blast (Sp) Arc can make ranged touch attacks with his *eldritch blast* at will.

Eldritch Spear (Sp) The range of Arc's *eldritch spear* is increased to 250 ft.

Advanced Wrackspawn**CR 4**

MM IV 182

hp 61 hp (6 HD)

CE Medium outsider (chaotic, evil, extraplanar)

Init +0; **Senses** blind, blindsight 120 ft.; Listen +11

Languages understands Abyssal

AC 14, touch 10, flat-footed 14; **DR** 5/—

Fort +11, **Ref** +5, **Will** +5

Speed 20 ft. (4 squares)

Melee bone shortspear +10 (1d6+5 plus pain) and double claw +6 (2d4+3) or

Melee double claw +9 (2d4+7)

Ranged bone shortspear +7 (1d6+5 plus pain)

Base Atk +6; **Grp** +10

Atk Options aligned strike (chaotic, evil), pain

Abilities Str 20, Dex 10, Con 22, Int 6, Wis 11, Cha 12

Feats Skill Focus (Listen), Toughness, Weapon Focus (shortspear)

Skills Climb +11, Hide +7, Intimidate +9, Jump +5, Listen +11, Move Silently +7

Possessions piecemeal armor (counts as leather), bone shortspear

Pain (Su) A living creature injured by the wrackspawn's bone shortspear takes an extra 2d6 points of damage and is sickened with pain for 1 round. A DC 18 Fortitude save halves the damage and negates the sickened effect.

Skeletal Equiceph

CR 2

hp 26 hp (4 HD); **DR** 5/bludgeoning

NE Large undead (evil)

Init +5; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 17, touch 9, flat-footed 17

Immune cold, undead immunities (*MM* 317)

Fort +1, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)

Melee large greataxe +5 (3d6+6/x3) 10' reach

Space 10 ft., Reach 10 ft.

Base Atk +2; **Grp** +10

Abilities Str 18, Dex 13, Con —, Int —, Wis 10, Cha 1

Feats Improved Initiative

Possessions splint mail armor, greataxe

6 Human Zombies

CR 1

MM 265

HP 18 each (2 HD); **DR** 5/slashing

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages understands creator's commands

AC 20, touch 10, flat-footed 20

Immune undead immunities (*MM* 317)

Fort +1, **Ref** +1, **Will** +3

Speed 20 ft. in half-plate (4 squares, can't run), base speed 30 ft.

Melee longsword +3 (1d8+3/19-20)

Base Atk +1; **Grp** +3

Abilities Str 15, Dex 11, Con —, Int —, Wis 10, Cha 1

SQ single actions, undead traits

Feats Toughness

Skills Listen +0, Spot +0

Possessions half-plate armor, light steel shield, longsword

Single Actions (Ex) One move or attack action per round. Can move its speed and attack if charging.

Sickened

A sickened character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Tactics

Arc used a *scroll of mage armor* and a *scroll of shield* when he saw the Bloodscale arrive. Arc has four rounds to use his *eldritch blast* on the characters as they drop; the PCs can take up to 2 standard actions as they drop, but they must take a -5 penalty on their MAAD-drop roll per action they take. On the ground, Arc stays behind a wall of undead, sniping at the characters. The other creatures either advance or charge the nearest enemy indiscriminately. They all fight to the death (or un-un-death).

Scaling the Encounter

4th-Level Characters

Remove one skeletal equiceph and one wrackspawn.

5th-Level Characters

Remove one skeletal equiceph.

7th-Level Characters

Add an additional pair of skeletal equicephs.

8th-Level Characters

Add an additional pair of skeletal equicephs and a pair of additional wrackspawn.

Development

Once the PCs defeat the motley crew here, they are joined by Sgt. Cren; begin **Rendezvous** immediately.

Encounter 2: Rendezvous

Sergeant Cren has rounded up the remains of the platoon that started the mission—between Cabalists, the hazards of the thermal fields, and the ruins themselves, they've taken heavy casualties. Less than a dozen of the hires dropped into El Tielwot remain alive.

He has gathered what little information he can, though most of the teams that had any real information about the mission have been lost.

Dispatching the last of the forces in the clearing, you realize the rain has finally subsided. Without the driving wind and sheets of rain the ruins are eerily quiet. The old bones of buildings on the ancient carcass of the Bluespine Mountains glisten with the remnants of the hellish torrent now subsided. In the midst of battle and wrapped in the temperamental maelstrom of rain, your ears were assaulted by a cacophony of sounds. Now, your labored breath's only accompaniment is the soft dripping of water on the remains of Ek Tielwot.

Taking a moment, you survey your surroundings. Sparse vegetation, grasses and shrubs mostly, punctuate the landscape with green and yellow dots of color. The rocky ground is mostly a grayish stone, made darker by the rain. The buildings themselves seem to have been constructed with the same material, such that the fallen detritus of the structures are subsumed back into the landscape... from stone to stone.

You also notice the heat. This far south you'd expect the temperatures to be colder, but they are oddly warm. Phantom tendrils of steam and vapor quietly peel themselves off the warm stone, coalescing into the quiet ghost of a fog.

Life can move pretty fast when you're in the Company, and the silence doesn't last more than a few short moments. Breaking from a cluster of structures to the North-East you see Sergeant Cren leading a group of other Blackwheel Company operatives towards your team. As your eyes meet he gives you a curt nod, and shouts.

"Ran into some trouble!" Krenshar leads the motley crew of soldiers through the debris towards your team.

Stopping, Krenshar folds his arms across his chest and considers the Company grunts assembled in front of him. Working his lower jaw back and forth, he seems to reach a conclusion.

"... can't be helped ..." he mutters to himself. Then, addressing the crowd before him, he continues. "Alright then ... we got a job to do. The whole city is crawling with Cabal who want to get their hands on those fragments. The teams dropped earlier got themselves ambushed and can't complete their mission alone. I've found what's left of

them and it's our job to try and salvage this mission and get us all out of here, so we'll be doing things my way." He points at your team, "You lot, you have five minutes while I debrief these hires."

The PCs have a few minutes to introduce themselves to each other as necessary.

After a few moments, Sgt. Cren motions you back to the group. "Here's what I've gathered: Blackwheel Company is here to get the pieces for some device of the giants... a weapon is what the Arclights think. Me, I don't care what it is. It's in four pieces here in these ruins and we need to bring them back. I don't know what they look like. I don't know what they do. I don't know anything about them. The ones that did know, didn't make it. My bet is you'll know them when you see them."

"Corporal Hitt... you, Yindle and Thannon head East. Corporal Usur, take Levin, Villiers and Tramere to the South. Nisbin, you take Gronk, Liss and Whisper to the West. You lot," he says pointing at your team, "that leaves the North to you."

Krenshar sniffs and then rubs his nose feverishly before continuing. "Remember we're here to retrieve these things and keep them out of the Cabal's hands. If you can't bring it with you, destroy it. You've got one hour, then meet back here. Any questions?"

At this point the party can ask questions, although Krenshar and the other Blackwheel hires are limited in what they know.

What are these devices again?

The artificers are calling it the Ek Tielwot device. A doomsday weapon of some sort, but don't know for sure.

What do they look like?

Grimd and Luthor knew but they were killed in the ambush. Probably look like something the Arclight'd be looking for.

Where are Grimd's and Luthor's bodies?

Over there, with the rest of the dead. I don't think they have any answers, though.

Why only an hour, Sergeant Cren?

Because I said so. We've got to get out of here and we'll need to find somewhere we can hold until we can get picked up.

If the PCs have access to *Speak with Dead*, they can ask Sergeant Grimd or Sergeant Luthor about the devices, but the spell fails. A Spellcraft check DC 23 determines that *Speak with Dead* has been cast on them within the past 24 hours.

After the PCs have asked all the questions they want, it's time to move off to the North and begin exploring Ek Tielwot; go to **You Go... North!**

Part Two: Reconnaissance

At this point the characters explore the region around Ek Telwot, starting first with the North and then assisting another platoon who's having difficulty.

Encounter 3: You Go... North!

The characters are sent north along a wide avenue to find a piece of the armageddon device. A statue still holds significant magical powers, and can grant the PCs the fragment of the armageddon device they seek.

The Puzzle Statue

As the PCs walk down the avenue, read:

You head down a wide avenue. The center of the paved path is a thirty-foot wide basin, no more than an inch deep, filled with crystal clear water. Lining the road are larger-than-life-sized statues of giants. The avenue leads to a circular plaza dominated by a hundred-foot tall statue of a winged giantess. Her arms are outstretched and her face is veiled. Hanging from the statue's arms are thousands of brightly-colored ribbons, and at its base is a strange device.

At the base of the statue is a contraption consisting of a series of metal tracks, four balls (three black, one red, and one gray) each carved with a rune, and a raised hammered copper dais. The device radiates faint necromancy and moderate conjuration.

In the dais is a shimmering, illusory chunk of elaborately detailed metal — the part of the armageddon device the characters seek. At the top of the device are five boxes into which the balls can be inserted. If all five balls are inserted, they all begin a decent through the device, looping and racing through a series of twists and turns, all the while making eerie an metallic song that reverberates throughout the city. Once a ball is inserted into a slot, it cannot be removed (except when released automatically when all five are inserted).

If the characters insert the five balls into the slots and place the red and gray balls in adjacent slots, read the following:

The device hums, shudders, and then the five balls drop from the boxes onto the track. As they race around the track, the balls clatter and ring off of pieces of the device, creating an eerie song which reverberates throughout the city, amplified somehow by the water basin behind you. When the balls finally reach the collection basin at the track's end, the copper dais flashes.

If the characters insert the five balls into the slots and do not place the red and gray balls in adjacent slots, read the following:

There is a dull thud as the five balls drop onto the track, then are immediately shunted into a chute which deposits them unceremoniously back into the collection basin.

Depending on the order in which the characters place the balls into the slots initially, different effects occur:

Coldfire (BBBRG or BBBGR)

A gout of coldfire explodes from the dais. Make a ranged touch attack at +10 against each PC within 60 feet of the statue and any PC standing in the avenue's water (no range restriction); upon a successful hit, the coldfire does 2d6 points of frostburn damage. The balls emerge from the device in BBRGB order.

Geyser Eruption (BRGBB)

Geysers throughout the city erupt simultaneously, flooding certain areas with boiling water. The balls emerge from the device in RBBBB order.

Protection from Undead (BGRBB)

The PCs are surrounded with a faint blue glow which provides minimum protection from undead. Any undead creature that uses a natural attack against the PCs takes 1d2 points of damage. The balls emerge from the device in RBBBB order.

Minor Aura of Protection (BBRGB or BBGRB)

Each PC gains a +1 insight bonus on his next saving throw. The balls emerge from the device in BRGBB order.

Rejected (GRBBB)

A black mist roils out of the dais and surrounds the characters. The next melee attack made against each PC by an opponent gains a +4 insight bonus on the attack roll, but the creature making the attack takes 2d4 points of negative energy damage if the attack succeeds (a DC 16 Fortitude save halves this damage). The balls emerge from the device in RGBBB order.

Success (RGBBB)

The fragment of the device they seek appears in the copper dais. The PC that picks the fragment up gains a +20 insight bonus on his first skill check, or attack roll against a creature holding another part of the device. The balls emerge from the device in RGBBB order.

Frostburn

Frostburn damage does not heal naturally and can only be healed magically with a Heal check (DC 25) performed as a free action. Resistance or immunity to cold damage likewise protects against frostburn damage—this includes spells such as *resist energy* [cold] and *protection from energy* [cold], but does not include *endure elements* and similar effects.

Background Information

If the characters ask to determine any significance of the runes on the balls, have them make skill checks as appropriate:

Knowledge (arcana)

DC 15: The runes are in giant.

DC 17: The runes do not correspond to alphabetical letters; they are instead symbolic.

Knowledge (history)

DC 18: The runes each correspond to kings from El Tielwot's past.

DC 20: The three black balls represent three kings that ruled as a triumvirate.

DC 25: Placed in order most distant to most recent, the balls go red, gray, black, black, and black.

Knowledge (religion)

DC 15: This is a place of worship.

DC 17: Even in a city full of religious monuments, this one stands out as particularly important.

DC 23: The ribbons symbolically represent individual prayers made at this altar.

DC 25: The statue is of a goddess of sacrifice, possibly an earlier manifestation of Boldrei.

Adventure Secret

The PCs may expend an Adventure Secret to learn the proper order of the balls, and all of the Knowledge (arcana) and Knowledge (history) items above.

Development

Once the characters have retrieved the device (or given up), they return to the rendezvous point; go to **Reinforcements**.

Encounter 4: Reinforcements

The characters return to the rendezvous point and are met by Krenshar, who gets right to the point:

"We dropped into a bad spot, and I think it's going to get worse before it gets better; none of the other teams have reported in yet. I need you to see if you can figure out what's happened to them and the status of those fragments. Corporal Thannon took his team East; Corporal Usur took her team South, and Private Nisbin took what was left of Grimd's platoon West. Pick one, and go." He thumbs towards a large cavern entrance, "I'm going there to see if there's somewhere in there we can hold until Blackwheel can get someone down here to pick us up. When you see my signal, you meet me there, whatever you have or have not discovered. Now go, go!"

The Sergeant brooks no questions at this time; he doesn't even pause to look back as he heads towards the cavern, alone.

If the players choose East, proceed to **Collapse** below.

If the players choose West, proceed to **Cabal Elites** below.

If the players choose South, proceed to **Always Pirates, There Are** below

Encounter 5: Collapse

The party arrives at the scene of a disaster—while the Blackwheel Company platoon assigned to this quadrant of the city was recovering a part of the device from a temple, a localized earthquake cause the temple to collapse and sink into the earth, trapping them inside.

If the PCs did not encounter Geyser Eruption in encounter 3, read the following when the party arrives at this encounter:

The ground here is shattered and uneven, and a cloud of dust and gas hangs in the air. Ahead, you see a collapsed building. It looks like it once towered above the plaza but has now collapsed into its basement. You hear faint moans coming from the rubble.

If the PCs triggered the Geyser Eruption in encounter 3, read the following instead:

The ground here is shattered and uneven, and a cloud of dust and gas hangs in the air. Ahead, you see a collapsed building. It looks like it once towered above the plaza but has now collapsed into its basement. Half-crushed in the rubble, you see a body clad in black leather. Its skin is boiled and peeling. Most of the flesh has been seared from its face, leaving a skeletal sneer.

Four successive Strength checks (DC 20), one at each spot marked (S), are required to clear enough of the rubble for a medium character to squeeze into the basement area, where the other Blackwheel hires are trapped (or dead) and the fragment of the device is buried. Alternately, the PCs can lower a rope into the collapsed building and pull surviving members of the platoon from the rubble.

A Search check (DC 22) reveals the locations of the spots where geysers may erupt.

A PC may make a Knowledge (engineering) check to reduce the DC required for the Strength check. For each point above DC 15 the character makes on his Knowledge (engineering) roll, the Strength check for moving the keystone rock is reduced by 1.

The fragment of the Ek Tlelwot device rests in a pool of clear water that gives off just a hint of steam. The water is superheated, and simply breaking the surface of the water is enough to cause the pool to explode, dealing 4d6 points of fire damage (DC 17 Reflex save for half) to all creatures within 20 feet. Any cold damage dealt to the pool cools it down enough to grab the fragment without triggering the explosion for 1 round.

A PC may use a Knowledge (dungeoneering) check to determine some of the features of the area:

Knowledge (dungeoneering)

DC 15: The pool the device rests in is super-heated and will rupture if the surface tension is broken.

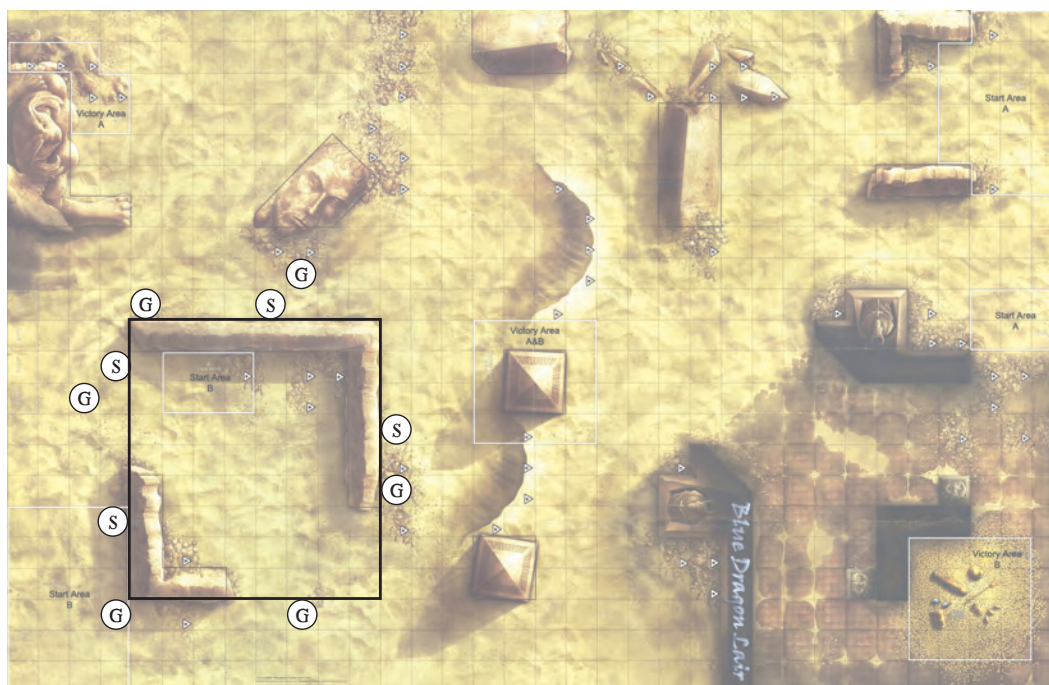
DC 18: After carefully examining the cracked basalt, you figure out where six potential weak spots in the area are.

(The PC learns the number and locations of the hidden geysers. PCs get a +2 circumstance bonus on saves against the damage of the geysers.)

DC 22: Dealing cold damage to the pool will cause the the pool to cool and allow you to grab the device safely.

Tactical Map Details

If you have access to the Blue Dragon Lair map from *Dungeons & Dragons Icons: Gargantuan Blue Dragon*, use that map; otherwise, draw a similar map as shown below.



Geysers

There are six geysers hidden just under the crust, marked (G) on the map, in the vicinity of the building. If a geyser square is entered or crossed by a PC, it erupts as an immediate action. In addition, one geyser (determine which randomly) erupts every round. Creatures within 15 feet of a geyser when it erupts must make DC 15 Balance or Strength checks or take 1d6 fire damage and be knocked prone. In addition, any characters in the geyser's square take 4d6 points of fire damage (DC 15 Reflex save for half). After eruption, the geyser becomes a boiling pool of sulfur water, which drains into the collapsed building's lower level. Dealing at least 1 point of cold damage to a geyser as it erupts (most likely with a held action) prevents the secondary fire damage, and reduces the damage dealt to creatures in the square to 2d6 fire damage.

Sulfur Springs

A boiling sulfur spring has opened in the area as the result of the collapsing building. A creature standing in a sulfur springs square takes 1d4 points of fire damage per round. Such creatures must also make a DC 15 Fortitude save each round due to the noxious nature of the gasses infused in the water. A creature that fails this save takes 1d6 points of nonlethal damage and has a -1 cumulative penalty on successive saves against this effect. A creature reduced to unconsciousness by this effect begins taking 1d4 points of damage per round (in addition to the nonlethal damage). After a geyser erupts, all squares adjacent to the geyser square (and the geyser square itself) become Sulfur Springs squares.

Collapsed Building

The sulfur springs and geysers drain into the collapsed building. It takes 10 rounds for the lower-level to be completely filled with water. Any creature fully submersed in the boiling water takes 10d6 fire damage each round. Any creature merely touching the boiling water takes 1d6 fire damage each round.

Development

If the party encountered the Geyser Eruption part of encounter 3, the Blackwheel platoon in this encounter is dead by the time the PCs arrive here. The PCs still have to retrieve the device from the ill-fated platoon, but they cannot rescue them from Ek Tlelwo's grasp. To find the device fragment requires a DC 30 Search check while in the basement of the collapsed building. As soon as the PCs have found the device, they hear Krenshar's signal; go to **Bruised and Battered**.

Encounter Six: Cabal Elites

The unfortunate platoon sent in this direction was ambushed by members of the Cabal of Shadows, sent to retrieve the same devices as Blackwheel Company. Both sides took heavy losses, but in the end, the Blackwheel platoon was outmatched.

Read the following to the players:

Amid the ruins of an ancient avenue, lined with towering statues of heroes past, you see battered and broken bodies. Six are clad in black leather, while four others wear unremarkable clothing. Down the avenue, an imposing figure clad in blood-stained plate mail steps into the open. "More pests? No matter. You will die, and become my servant in your death."

Olnn Methgill, second in command of the Cabal expedition to the ruins of Ek Tlelwot is arrogant, over-confident, and fights to the death. Throughout the combat, she taunts the PCs endlessly, while extolling the virtues of the Keeper. Neither Olnn nor Skern are interested in diplomacy, and they recognize that flight is impossible after they are discovered.

Olnn and Skern have both used many of their resources in their previous combat; their stats below reflect this.

Tactical Map Details

If you have access to the Blue Dragon Lair map from *Dungeons & Dragons Icons: Gargantuan Blue Dragon*, use that map; otherwise, draw a similar map as shown below.



Creatures

Olnn is on the map at **(O)**, Skern begins the combat hidden (DC 23 Spot to notice him) at **(S)**, and the Strahd Zombie begins at the square marked **(Z)**. The characters enter the map from the eastern edge of the map, in the squares marked **(P)**.

Low Stone Walls

Crumbling block stone walls are in these squares. The walls are 2 feet thick, and characters can stand on them to gain a bonus for higher ground (+1 to attack rolls). They can also be used for cover against attacks from the other side of the wall (+4 AC, +2 Reflex). Climb DC 20, break DC 35, hardness 8, 90 hp. All of the wall squares on the map are Low Stone Wall squares.

Stone Fragments

Fragments of fallen statues litter the avenue. A creature standing in the same square as these stone fragments gains a +2 cover bonus to Armor Class and a +1 cover bonus on Reflex saves. All of the difficult terrain on the map are Stone Fragments squares.

Olnn Methgil

CR 7

Libris Mortis 46

hp 42 hp (7 HD)

Female human cleric 6/master of shrouds 1

LE humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Languages Common

AC 20, touch 11, flat-footed 19

Fort +5, **Ref** +3, **Will** +12

Speed 30 ft. (6 squares)

Melee +1 *byeshk scythe* +6 (2d4+2; x4)

Ranged light crossbow +1 (1d8; 19-20/x2)

Base Atk +5; **Grp** +6

Special Actions *tempo bloodspike*, death touch, rebuke undead 9/day (+4, 2d6+8, 8th)

Combat Gear *potion of cure serious wounds*, *tempo bloodspike* (already inserted)

Cleric Spells Prepared (CL 5th):

3rd—*dispel magic*

2nd—*death knell* (DC 15); *detect thoughts* (DC 15); *hold person* (DC 15)

1st—*cure light wounds*

0—*detect magic* (2), *cure minor wounds* (2)

Deity: The Keeper. Domains: Death, Knowledge

Abilities Str 13, Dex 12, Con 10, Int 10, Wis 16, Cha 14

Feats Augment Summoning, Necromantic Presence, Spell Focus (conjuration), Iron Will

Skills Concentration +5, Knowledge (religion) +10, Spellcraft +5

Possessions combat gear plus +1 *full plate armor*, +1 *byeshk scythe*, light crossbow plus 20 bolts, armageddon device fragment

Tempo Bloodspike Once during the combat, Olnn can take an additional move action either before or after her other actions that turn. (*Magic of Eberron* 140)

Augment Summoning (Ex) Creatures Olnn summons with summon undead spells gain a +4 enhancement bonus to their Strength and Constitution (this is figured into the Strahd zombie's stats below).

Necromantic Presence (Ex) Undead within 60 feet of Olnn that she controls gain +4 bonus to their turn resistance (this is figured into the zombie's stats below).

Death Touch (Su) Olnn can attempt a touch attack against a living creature once per day. On a successful hit, roll 6d6; if this number exceeds the number of hit points of the creature touched, that creature dies (no save). She has already used this ability for the day, and cannot use it during this combat.

Skern Darkstep

CR 5

PHB II 5

hp 27 hp (5 HD)

Male gnome gninja 5

CN humanoid (gnome)

Init +7; **Senses** low-light vision; Listen +6, Spot +2

Languages Common, Gnome

AC 21, touch 15, flat-footed 18

Fort +1, Ref +9, Will +3

Speed 40 ft. (8 squares)

Melee +1 *light mace* +8 (1d4+2) or masterwork dagger +8 (1d3+1)

Ranged masterwork dagger +9 (1d3+1)

Base Atk +4; **Grp** -1

Atk Options Weapon Finesse; sudden strike +3d6

Special Actions *boots of stomping* (15-ft. cone; DC 14 Reflex, 1d4 nonlethal damage and fall prone);
Ghost Step

Combat Gear *potion of cure light wounds*

Spell-Like Abilities (CL 1st):

1/day—*dancing lights, ghost sound, prestidigitation*

Abilities Str 12, Dex 16, Con 10, Int 10, Wis 14, Cha 10

Feats Improved Initiative, Weapon Finesse

Skills Balance +11, Bluff +8, Escape Artist +11, Hide +11, Jump +11, Listen +6, Tumble +11

Possessions combat gear plus +1 *agility leather armor*, +1 *light mace*, 3 small masterwork daggers

Ki Power (Su) 4/day, Skern can channel his *ki* to use his *Ghost Step* ability; though he used one use in previous fights, he has three uses remaining.

Sudden Strike (Ex) If a target is denied its Dexterity bonus to Skern (such as when Skern is invisible), Skern does +3d6 damage on melee attacks and on ranged attacks within 30 feet.

Ghost Step (Su) As a swift action that does not provoke attacks of opportunity, Skern can become invisible for 1 round.

Strahd Zombie

CR 2

Expedition to Ravenloft 132

HP 29 (2 HD)

NE augmented undead (humanoid)

Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 16, touch 10, flat-footed 16

Resist turn resistance +4

Immune mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain

Fort +2, **Ref** +2, **Will** +5

Speed 30 ft. (6 squares, can't run)

Melee +8 slam (1d6+6)

Base Atk +3; **Grp** +8

Abilities Str 19, Dex 10, Con —, Int —, Wis 10, Cha 10

SQ hard to kill, plodding

Feats Toughness

Hard to Kill (Ex) Whenever a Strahd zombie has taken enough damage to drop it, roll a d20. On any roll of 11 or higher, the zombie ignores the damage that would have dropped it.

Plodding (Ex) Zombies can move and attack, but they cannot move more than their speed (6 squares) on their action, and they cannot charge.

Tactics

Olnn and Skern fight to the death to retain possession of the fragment of armageddon device they have in their possession. Olnn begins the combat by casting *hold person*, then she wades into battle, fighting alongside her summoned zombies with relish. Skern begins the battle hidden and attempts to move into position for a ghost step assisted sudden strike on the weakest PC. He attempts to knock PCs prone with his *boots of stomping* before taking advantage of cover as best possible to strike at lightly armored individuals with ghost step and sudden strike. Both use the stone fragments in the area (see Features of the Area, below) to their full advantage.

Scaling the Encounter

4th-Level Characters

Remove the Strahd Zombie

7th-Level Characters

Add one Strahd Zombie (hp 35; see above for stats)

8th-Level Characters

Add two Strahd Zombies (hp 32, 35; see above for stats)

Add one use of Death Touch to Olnn

Development

If the party encountered the Geyser Eruption part of encounter 3, both Olnn and Skern have 1d8 fewer hit points due to contact with boiling water.

Olnn has a fragment of the armageddon device in her possessions. However long the combat takes, as soon as it's over, the PCs hear the signal to regroup at the necropolis entrance; go to **Bruised and Battered**, below.

Encounter 7: Always Pirates, There Are

A group of pirates in the area stumbled upon the closing moments of a battle between the Cabal forces and a Blackwheel Company platoon. Being pirates, they waited and watched and the Cabal forces eventually overcame the Blackwheel Company. Moving in, they handled the weakened Cabal elites and are looting the bodies when the PCs approach.

If confronted, only Brindor Loss, their leader, speaks to the PCs.

Read the following to the players:

The road ahead leads towards a blackened ruin, charred by the heat of near-by magma vents. The glow of the molten rock below the ground casts upwards-lifting shadows against the walls. Occasional goutts of flame erupt from the hemorrhaged earth, punctuating the building with orange strobes. The sulfurous glow and acrid smell strain your eyes and make it difficult to focus. Approaching closer to the building, you see shapes moving about inside.

At this point the players can choose to approach the building directly or instead engage in a bit of roguery and try to glean some information using stealth.

Outside the Building

PCs who remain outside the building and attempt to see inside from a distance of greater than 30 feet run no risk of being seen by the pirates inside (unless they attack). Due to the ambient background noise, listen checks are impossible from farther away than the doorway.

Spot Check

DC 15: You see a crew of four armed people, perhaps pirates, moving about inside.

DC 20: They seem to be gathering objects from the floor.

DC 25: The pirates are looting bodies.

If the PCs attack the pirates (ranged attacks, charge through the doorway), proceed to **When Words Fail, Fight** below. The PCs automatically gain surprise in this case.

At the Door

Any PCs who approach the door or enter the building may make spot checks to identify the scene inside with more clarity. Unless the PCs have an unobtrusive means of spying they will need to make a Hide check after the Spot check to remain hidden (assume the pirates are taking 10 on their Spot checks, giving them a 16 on their rolls).

If the PCs have a means of listening without detection (such as a successful Hide check), they may make a Listen check to overhear the conversation between the pirates.

Spot Check

DC 10: Read the following to the players:

Inside the ruins of the building you see a handful of brigands... no, pirates. They move with more of a purpose than run of the mill brigands. A short human seems to be the leader, barking terse commands to his crew.

DC 15: Read the above, and then the following to the players:

One larger human is kneeling close by, prodding a body at his feet with a mace. A shifter kneels on the floor, rifling through the robes of one of the fallen. Finally, a strange lizard-like humanoid stands before a collection of items dumped unceremoniously on a piece of rubble and is sorting them into pouches.

DC 20: Read the above, and then the following to the players:

Getting a better look at the bodies on the ground, you can clearly see your Blackwheel Company brethren mixed with those of the Cabal of Shadows and their undead minions.

DC 25: Read the above, and then the following to the players:

The blades of the Cabal and Blackwheel fallen glisten with the blood of their foes, but save for the maces of one pirate, theirs shine bright and clean.

Anyone who wants to examine the bodies more closely may make an Intelligence check (DC 17), Profession (Soldier) check (DC 15), Heal check (DC 20) or another Spot check (DC 20). Success reveals that there were two fights—the first between the Cabal of Shadows and Blackwheel Company and the second between the survivors of the first and the pirates.

Hide Check

DC 16: You remain unseen.

If this hide check fails proceed directly to the **Verbal Confrontation** section below.

Listen Check

DC 16: You can only make out bits and pieces of the conversation and have difficulty matching voices with their speakers.

Read the following to the players:

The wind, weather and environmental noise in this place makes it difficult to hear. Straining your ears you can make out a few phrases, but not the entire conversation. Try as you might, you recognize only a few short fragments.

"not sure who if they've got friends"

"walking dead"

"easy to handle ... reward for little work"

"what this trinket is"

Finished with their looting, their leader nods a signal. The crew gathers their belongings and prepares to withdraw.

DC 20: You can hear their conversation without trouble.

Read the following to the players:

"Alright mates," you hear the shorter human address to the others in a thick Lhazaar accent, "let's get this business over and done. Not sure who these blokes were but we don't want to wait around and see if they've got friends."

The shifter stands and swings a backpack onto her shoulder. "Aye. I don't care much for the walking dead. What do ya suppose they are here for?"

Without hesitation the leader replies, "Nothing worth my blood, sure enough. Odd thing though. Never seen a battle when the last things standing were the dead."

Standing, the larger human casts a look of disdain on the body at his feet. With grunt, he kicks the body at his feet and grins "Very dead now. At least they were easy to handle ... good reward for little work. Not sure what this trinket is, but I'm sure it's valuable."

Scraping the last of the metallic bits into a pouch, the reptilian tucks it into his belt and trots over to the leader. As he cocks his head to the side you hear a squeaky voice query, "Now?"

With a nod from the leader, the group gathers its belongings and prepares to withdraw.

Going, Going, Gone

Give the players a few minutes to decide what to do. If the players do not engage the pirates in conversation or attack them, they withdraw and continue exploring the rest of the city. After the pirates disengage, the weather, landscape, and tight timeframe do not give the party opportunity to follow. As soon as the pirates leave the building, the PCs hear the signal from Sgt. Cren to regroup.

Verbal Confrontation

If the players decide they'd like to speak to the pirates, read the following:

Stunned to see your team approach, a look of shock—perhaps even panic—appears on their faces. You certainly have their attention as they stop what they are doing immediately. Their fingers inch towards their weapons, a habit you recognize instantly... these are seasoned warriors.

The pirates start with an attitude of **unfriendly** towards the PCs. The PCs may use Diplomacy or Intimidate checks to improve their attitude. Continue with an open dialog between the PCs and the pirates— however, only the pirate leader, Brindor Loss, does any talking. The others remain silent. Let the players discuss freely with Brindor Loss for a while. As wary as he is of the PCs, Brindor will not offer information on his own, but will respond to questions.

After the conversation, the PCs may make an additional Diplomacy or Intimidate check to determine the final disposition of the pirate gang. See below for the results of this check.

If the PCs direct questions towards any non-leader pirates

Brindor Loss will interrupt the PC; his crew won't speak—the PCs will need to talk to him.

If the PCs accuse the pirates of slaying their Blackwheel Company comrades

Immediately shift the pirates' attitude one step towards **hostile**.

Pirates Helpful

- They came upon the aftermath of the battle.
- They have a base further up the coast "that way" about two days by foot, not quite as far by boat.
- They don't know who was fighting whom.
- When they arrived, the only things remaining were a handful of zombies, which they dispatched.
- Seizing the opportunity, they looted the bodies and didn't find much; they did discover a strange humming box (part of the El Tlelwt device).

Pirates Friendly

- They came upon the aftermath of the battle.
- They have a base further up the coast "thataway" about two days by foot, not quite as far by boat.
- They don't know who was fighting who.
- When they arrived, the only things remaining were a handful of zombies, which they dispatched.

- Seizing the opportunity, they looted the bodies but didn't find much. (Lie: A DC 18 Sense Motive check reveals this as a lie; if pressed, Brindor admits they found weapons, armor and a strange trinket—a humming box).

Pirates Neutral

- They came upon the aftermath of the battle.
- They have reinforcements nearby (Lie: a DC 18 Sense Motive check reveals this as a lie).
- They don't know who was fighting who.
- When they arrived, the only things remaining were a handful of zombies, which they dispatched.
- Seizing the opportunity, they've looked through the bodies but didn't find much. (Lie: a DC 21 Sense Motive check flags this as a lie; if pressed, Brindor admits they found weapons, armor and a strange trinket—a humming box).

Pirates Unfriendly

- They came upon the aftermath of the battle.
- They have reinforcements nearby (Lie: a DC 21 Sense Motive check reveals this as a lie).
- They don't know who was fighting who.
- When they arrived the only things that had survived were some zombies, which they dispatched
- Seizing the opportunity, they've looked through the bodies but didn't find much. (Lie: a DC 24 Sense Motive check flags this as a lie; if pressed, Brindor admits they found weapons, armor and a strange trinket—a humming box—but doing so moves the pirates one step closer to hostile)

Pirates Hostile

If the pirates become hostile at any point, they begin to withdraw. Give the players an opportunity to engage them. If they do, proceed to When Words Fail, Fight below. If not, the pirates leave, taking the piece of the armageddon device with them.

If at the end of the Diplomacy and Intimidate checks, the pirates are neutral or better towards the party and the party discovered the existence of the humming box, Brindor can be convinced to hand over the device.

After Brindor hands over the device, the pirates withdraw as in **Going, Going, Gone**, above.

When Words Fail, Fight

If the PCs decide to engage the pirates in combat, they will fight back, but attempt to withdraw as they do.

Tactics

Scirra is the only pirate who will readily engage in melee—the others prefer to remain at range. Once any of the pirates is reduced to one-quarter of his total hit points, all but Scirra execute a fighting withdrawal. Any pirate that reaches the edge of the map, they are considered disengaged and flee.

Scirra is holding the piece to the armageddon device; the players can find it on his body if he is killed.

Tactical Map Details

If you have access to the Magma Keep map from *Fantastic Locations: Hellspike Prison*, use that map; otherwise, draw a similar map as shown below.



Creatures

Brindor Loss begins in the square marked **(B)**. Scirra begins in the square marked **(L)**. Finally, Hastur begins in the square **(H)**. The PCs can set up in any of the squares in the area marked **(P)**.

Sulfur Springs

A boiling sulfur spring surrounds much of this building. A creature standing in a sulfur springs square takes 1d4 points of fire damage per round. Such creatures must also make a DC 15 Fortitude save each round due to the noxious nature of the gasses infused in the water. A creature that fails this save takes 1d6 points of nonlethal damage and has a -1 cumulative penalty on successive saves against this effect. A creature reduced to unconsciousness by this effect begins taking 1d4 points of damage per round (in addition to the nonlethal damage). If you are using the Magma Keep map, all squares marked as pits are instead Sulfur Springs.

Brindor Loss

CR 7

PHB 49

hp 44 hp (7 HD)

Male human rogue 7

LE humanoid (human)

Init +3; **Senses** Listen +1, Spot +1

Languages Common, Orc

AC 17, touch 13, flat-footed 17

Fort +6, **Ref** +10, **Will** +5

Speed 30 ft. (6 squares)

Melee masterwork rapier +9 (1d6) or

Melee masterwork rapier +7 (1d6) and masterwork dagger +7 (1d4)

Ranged masterwork composite shortbow +9 (1d6)

Base Atk +5; **Grp** +5

Atk Options Weapon Finesse, Point Blank Shot, Precise Shot; sneak attack +4d6

Combat Gear masterwork composite short bow plus 14 arrows, masterwork rapier, masterwork dagger

Abilities Str 10, Dex 16, Con 14, Int 13, Wis 12, Cha 8

Feats Weapon Finesse, Two-Weapon Fighting, Point Blank Shot, Precise Shot

Skills Appraise +11, Balance +15, Bluff +9, Diplomacy +13, Escape Artist +13, Hide +13, Intimidate +11, Jump +12, Sense Motive +11, Tumble +15

Possessions combat gear plus +1 *cloak of resistance*, *potion of blur*, *potion of cure moderate wounds*

Uncanny Dodge (Ex): Brindor retains his Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Evasion (Ex): On a successful Reflex save against a magical attack, Brindor take no damage.

Scirra

CR 4

PHB 37, ECS 12

hp 43 hp (4 HD)

Male changeling fighter 4

NE humanoid (shapechanger)

Init +3; **Senses** Listen +1, Spot +1

Languages Common

AC 19, touch 13, flat-footed 16

Fort +6, **Ref** +10, **Will** +5 (+2 against sleep and charm effects)

Speed 20 ft. (4 squares)

Melee masterwork light mace +1 (1d6+4) or

Melee masterwork light mace +5 (1d6+4) and masterwork light mace +5 (1d6+3)

Ranged dagger +5 (1d4+2)

Base Atk +4; **Grp** +6

Special Actions Lightning Mace (gains an extra attack after scoring a critical threat)

Combat Gear 2 masterwork light maces, 2 daggers

Abilities Str 14, Dex 16, Con 16, Int 10, Wis 12, Cha 8

Feats Combat Reflexes, Two-Weapon Fighting, Weapon Focus (light mace), Weapon Specialization (light mace), Lightning Mace (*CW 113*)

Skills Jump -2, Swim -7, Tumble +3

Possessions combat gear plus +1 *breastplate*

Minor Change Shape (Su): Scirra can change his appearance as by the *disguise self* spell with restrictions

Lellinda

CR 4

PHB 37, ECS 19

hp 33 hp (4 HD)

Female shifter ranger

CN humanoid (shapechanger)

Init +4; **Senses** low-light vision; Listen +8, Spot +8

Languages Common

AC 18, touch 14, flat-footed 14

Fort +6, **Ref** +8, **Will** +2

Speed 30 ft. (6 squares) (+10 ft. while shifted)

Melee masterwork greatsword +6 (2d6+1)
Ranged masterwork mighty (+1) composite longbow +10 (1d8+2) or
Ranged masterwork mighty (+1) composite longbow +8/+8 (1d8+2)
Base Atk +4; **Grp** +5
Atk Options Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Shifting
Combat Gear masterwork mighty (+1) composite longbow and 22 +1 *arrows*, masterwork chain shirt, masterwork greatsword

Abilities Str 13, Dex 18, Con 14, Int 6, Wis 12, Cha 8
Feats Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track
Skills Jump +9, Listen +8, Spot +8, Survival +8
Possessions combat gear only

Favored Enemy (Ex) Lellinda gains a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls against animal creatures.
Shifting (Su) Longstride: As a free action, Lellinda can shift for 5 rounds 1/day.
Longstrider (Su) While shifted, Lellinda gains a +2 bonus to Dexterity and a bonus of +10 feet to her base land speed.

Lellinda (shifted)
Init +2

CR 4

AC 19, touch 15, flat-footed 15
Fort +6, **Ref** +9, **Will** +2

Speed 40 ft. (8 squares)
Ranged masterwork mighty (+1) composite longbow +11 (1d8+2) or
Ranged masterwork mighty (+1) composite longbow +9/+9 (1d8+2)

Abilities Str 13, Dex 20, Con 14, Int 6, Wis 12, Cha 8

Hastur
MM3 97
hp 33 hp (4 HD)

CR 5

Male poison dusk lizardfolk ranger 4
NE small humanoid (reptilian)
Init +7; **Senses** low-light vision; Listen +1, Spot +8
Languages Common

AC 17, touch 14, flat-footed 14
Fort +7, **Ref** +7, **Will** +2

Speed 30 ft. (6 squares)
Melee claw +6/+6 (1d3+2) and bite +4 (1d3+1)
Ranged +1 *mighty* (+2) *composite longbow* +8 (1d6+2) or
Ranged +1 *mighty* (+2) *composite longbow* +6/+6 (1d6+2)
Base Atk +4; **Grp** +2
Combat Gear +1 *mighty* (+2) *composite longbow*
Prepared Spells (CL 5th):
1st—*magic fang*

Abilities Str 14, Dex 17, Con 16, Int 8, Wis 12, Cha 8
Feats Endurance, Rapid Shot, Improved Initiative, Multi-Attack, Track
Skills Balance +7, Climb +8, Hide +18, Jump +11, Move Silently +10, Spot +8, Survival +8, Swim +7

Possessions combat gear only

Favored Enemy (Ex) Hastur gains a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls against humans.

Hold Breath (Ex): Hastur can hold his breath for 64 rounds before he risks drowning.

Development

As soon as the encounter is completed, the PCs hear Sgt. Cren's signal to regroup; proceed to **Bruised and Battered**. They do not have time to search the building or chase after the pirates that have fled.

If the PCs decide that the ultimate resolution is combat, the pirates will oblige. Unlike the mindless or driven Cabalists, the pirates value their lives greatly and will not fight to the death, instead withdrawing as soon as things do not appear to be in their favor.

Part Three: None Left Behind

In keeping with the frenetic and frantic pace of the adventure, the PCs go immediately from one encounter to the next with hardly any time to regroup.

Encounter 8: Bruised and Battered

As soon as the PCs finish their encounter, they hear the signal to regroup. Returning, they find that Krenshar has found a few more hires, but all are casualties. Sgt. Cren barely looks up from the leg injury on a gnoll he's binding as the PCs approach, but he speaks up:

"Good. You're back. Report, but make it brief."

After the PCs are done, continue:

"Good work, hires. I got the drop on a few of the Cabal down in the caves, and learned that they have a stolen Lyrandar elemental galleon on the other side of these caves. I also learned that the airship sent to pick the original mission up was shot out of the sky. We get ourselves out, or we don't get out." He raises a bloody hand and points South-East, towards a series of holes in the Bluespire Mountains. Glancing at the rows of dead and dozen injured hires standing around him, he says, "This place will be crawling with Cabal in no time. You're the only ones left in good shape, so you get to take up the rear. Help me get these grunts up and moving."

Krenshar offers the PCs a quickly sketched map of the caverns leading to the dock on the other side. It shows just tactical details, and those only in sketchy detail. Allow the PCs three rounds to look over the map and plan their pullback.

"If you can give me and the rest of these hires one minute, I think we can make it. One minute, no more, you got that? Don't be stupid and try to stick around any longer than that." He turns and, by some coincidence, a crash of thunder and a strobe of lightning cross the sky, which opens up in a torrential hailstorm. You race alongside the other hires to the entrance of the cave, then turn to face whatever might be coming. There's a long pause... then you hear a shout nearby, "Cabal! Stand fast, hires, give me that minute, by Grandmother Tiger and Grandfather Wolf, give me one minute!"

Encounter 9: Rear Guard

The PCs have only a few seconds to prepare, as the Cabal forces are moving with uncharacteristic speed. Details are difficult, if not impossible, to discern through the storm outside.

Except for the hailstorm outside the cavern, nearly obscuring sight outside, and the faint sound of the retreating boots in the cavern, there's a moment of calm. Then, indistinct shadows become individual. They crash into the cavern entrance. Outside, larger and more menacing creatures appear to be on the way, and you hear an unearthly screech from the sky above the entrance.

In the first wave, six Cabal Mooks burst into the cavern. While they are no match for the Blackwheel hires, they are fanatical and fight to the death. After dispatching the first wave of Cabal, a second wave of six Cabal Mooks

breach the cavern. They are tossed aside (to their death if necessary), as two Wrackspawn barrel into the fray. Shortly thereafter, two Bloodhulk Fighters careen into the mix... followed by a Zombie White Dragon.

9A. Sacrificial Pit

A large pit surrounded by crushed bones dominates this chamber. Giant's bones line the walls and ceiling of the cavern, as well. Despite the obvious age of the necropolis, the edges of the pit are still visibly stained with blood.

The use of this room as a sacrificial pit is much newer than the bones on the walls—yuan-ti in the area have been using it for the past several decades. Originally, this was an altar to what is now known as Khyber.

9B. Flame Jet Trap

To one side of this room, a flame burns brightly. It looks as though it originally filled a much larger portion of the room, but its magic is waning. Every so often, it sparks back to life, filling the room with flames.

This room was once held a holy fire; time has taken its toll on the continual flame, and it only sporadically functions now.

Flame Jet Trap

CR 8

Description A jet of flame fills the room, repeating each round on the trap's initiative. The floor has sixteen nozzles embedded in it, one per 5-foot section. Roll 1d20 each round on the trap's initiative; on a result of 1-16, that nozzle activates that round. On a result of 17-20, all nozzles activate that round.

Search DC 23; **Type** mechanical

Trigger continual; Init +4

Effect Alchemical flame (8d6 fire), Reflex DC 18 half (each affected section)

Duration 10 rounds

Destruction AC 18, hardness 5, 10 hp (each nozzle)

Disarm Disable Device DC 23 (each nozzle)

9C. Beetlelord Statue

A fifty-foot tall statue of a giant cloaked in chitin armor sits in the center of this room. Although the floor is solid, you have a queasy sensation of movement when you look around, almost as if the walls, ceiling, and floor were alive.

The giants of Ek Tielwot were responsible not only for placating the gods of death, but those of renewal, as well. This statue is an altar to a long-forgotten god of decay.

9D. Cabal Camp

This plain chamber holds a number of cold fire pits, piles of bedding, and cooking implements strewn about haphazardly. A pair of dead Cabal acolytes lie crumpled in one corner of the room.

The Cabal of Shadows have been using this room as their base of operations while they explore the city for information about the Ek Tielwot device. Sgt. Cren caught the unfortunate acolytes here while searching the ruins, and got information about the stolen Lyrandar galleon from them.

9E. Last Stand

This plain chamber contains nothing remarkable. At the back wall, you see a tunnel leading further into the necropolis. The tunnel is meticulously carved with tableaux of giant history, and leads—straight as an arrow—to the other side of the Bluespines and into the Iceflow Sea.

This is the character's last stand. They have nowhere further to fall back to, so they need to hold the Cabal forces no further back than this room.

The Onslaught

Allow the PCs five rounds to explore, prepare and buff. PCs should be set up within the cavern. Combat ensues when the antagonists reach the entrance to the cavern.

The enemy arrives in waves:

1st round

Six Cabal Mooks and two Deathlocks

2nd round

Six Cabal Mooks and two Wrackspawn

4th round

Two Bloodhulk Fighters

6th round

Zombie White Dragon

Spot Checks

DC 15: They are moving quite fast and headed this way.

DC 20: There appear to be 16 humanoids, two of which are bloated, and one flying creature.

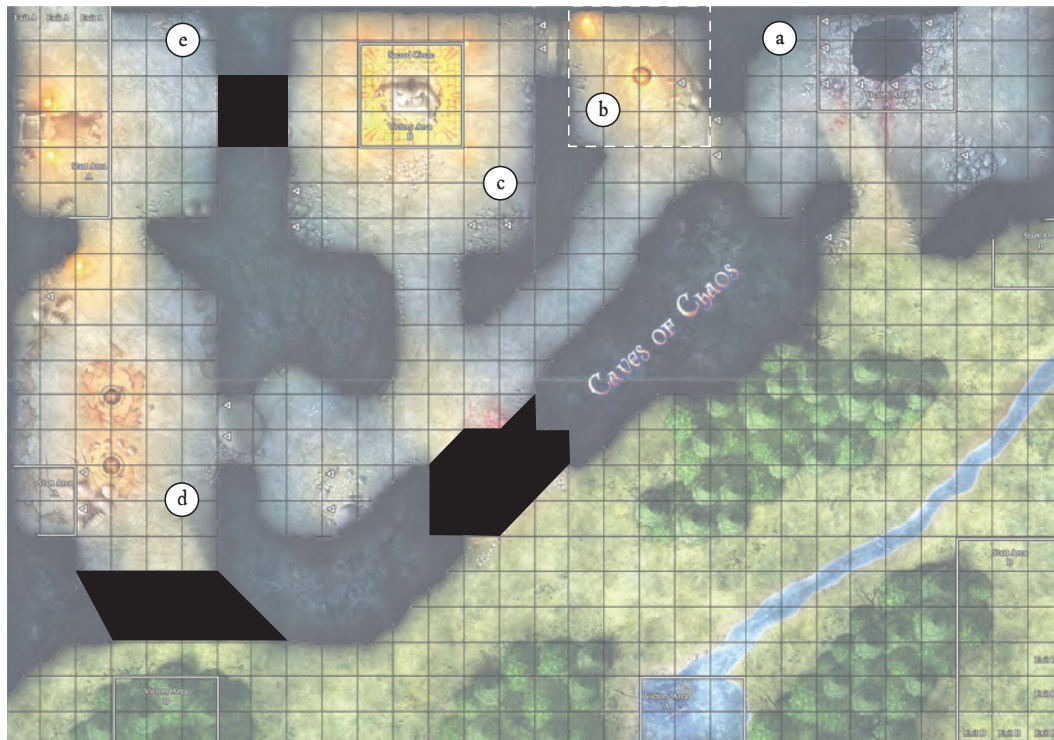
DC 25: A flying creature casting a large shadow lurks in the rear.

Knowledge

If a character makes the appropriate Spot check above, they may attempt a further DC 20 Knowledge (arcana) check. If successful, they determine the outline is draconic.

Tactical Map Details

If you have access to the Caves of Chaos map from *Fantastic Locations: Frostfell Rift*, use that map; otherwise, draw a similar map as shown below.



Sacrificial Pit

The pit is a standard, 40-foot hole in the ground. Creatures falling in take 4d6 damage.

Bonefield

Surrounding the sacrificial pit is decades of remains from sacrifices made at the pit. Movement through the bonefield costs 4 squares of movement per square of movement. Double moves are possible, but running is not without a DC 20 Balance check.

Beetlelord Statue

This statue of a giant god of decay holds particular sway over vermin. Any creature that touches the statue (as a standard action) gains the benefits of *invisibility to vermin* (as per *invisibility to undead*, but vermin only) for 1 hour.

12 Cabal Mooks

CR 1

hp 17 each (2 HD)

Warrior 2

N Medium humanoid (human)

Init +1; **Senses** Spot +1, Listen +1

Languages common

AC 19, touch 11, flat-footed 18

Fort +5, **Ref** +1, **Will** +1

Speed 20 ft. (4 squares)

Melee bastard sword +5 (1d10+2)

Base Atk +2; **Grp** +4

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Exotic Weapon Proficiency (bastard sword)

Skills Listen +1, Spot +1, Jump +8

Possessions half-plate, heavy steel shield, bastard sword

2 Deathlocks

CR 3

Libris Mortis 94

hp 19 each (3 HD)

NE Medium augmented undead (humanoid)

Init +6; **Senses** darkvision 60 ft.; Listen +7, Spot +7

Languages Common, Abyssal, Infernal

AC 13, touch 12, flat-footed 11

Immune undead immunities (*MM* 317)

Resist +10 turn resistance

Fort +1, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares)

Melee bite +1 (1d4)

Base Atk +1; **Grp** +1

Spell-Like Abilities (CL 3rd):

At will—*detect magic*, *inflict minor wounds* (DC 12), *read magic*

3/day—*cause fear* (DC 13), *magic missile*, *summon monster I*

2/day—*death knell* (DC 14), *hold person* (DC 14)

Abilities Str 11, Dex 15, Con —, Int 14, Wis 13, Cha 14

SQ undead traits

Feats Combat Casting, Improved Initiative

Skills Concentration +6 (+10 casting defensively), Hide +8, Knowledge (arcana) +8, Listen +7, Spellcraft +8, Spot +7

2 Wrackspawn

CR 3

MM IV 182

HP 45 hp (4 HD); DR 5/—

CE Medium outsider (chaotic, evil, extraplanar)

Init +0; **Senses** blind, blindsight 120 ft.; Listen +10

Languages understands Abyssal

AC 14, touch 10, flat-footed 14

Fort +10, **Ref** +4, **Will** +4

Speed 20 ft. (4 squares)

Melee bone shortspear +8 (1d6+4 plus pain) and double claw +3 (2d4+2) or

Melee double claw +8 (2d4+6)

Ranged bone shortspear +4 (1d6+4 plus pain)

Base Atk +8; **Grp** +8

Atk Options aligned strike (chaotic, evil), pain

Abilities Str 19, Dex 10, Con 22, Int 6, Wis 11, Cha 12

Feats Skill Focus (Listen), Toughness

Skills Climb +11, Hide +7, Intimidate +8, Jump +5, Listen +10, Move Silently +7

Possessions piecemeal armor (counts as leather), bone shortspear

Pain (Su) A living creature injured by the wrackspawn's bone shortspear takes an extra 2d6 points of damage and is sickened with pain for 1 round. A DC 18 Fortitude save halves the damage and negates the sickened effect.

2 Bloodhulk Fighters

CR 4

MM IV 20

HP 140 each (10 HD)

NE Medium augmented undead

Init -1; **Senses** darkvision 60 ft.; low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 11, touch 9, flat-footed 11

Immune undead immunities (MM 317)

Fort +3, **Ref** +2, **Will** +7

Weakness fragile

Speed 20 ft. (4 squares)

Melee slam +8 (1d8+4)

Base Atk +5; **Grp** +8

Abilities Str 16, Dex 9, Con —, Int —, Wis 10, Cha 1

SQ blood bloated, undead traits

Feats —

Skills Listen +0, Spot +0

Fragile (Ex) A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (Ex) A bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition, it **gains** 2 bonus hit points per Hit Die.

Zombie White Dragon

CR 5

Draconomicon 198

HP 130 (15 HD); DR 5/slashing

N Large augmented undead

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft.; Spot +0, Listen +0
Languages understands creator's orders

AC 15, touch 8, flat-footed 15
Immune undead immunities (*MM* 317)
Resist SR 16, turn resistance +8
Fort +9, **Ref** +8, **Will** +9

Speed 60 ft. (12 squares); burrow 30 ft. (6 squares) flight 200 ft. (40 squares, clumsy)
Melee bite +18 (2d6+4) and +13/+13 claw (1d8+2) and +13/+13 wing (1d6+2)
Space 10 ft., Reach 5 ft. (10 ft. with bite)
Base Atk +15; **Grp** +23
Special Actions breath weapon

Abilities Str 19, Dex 8, Con —, Int —, Wis 11, Cha 2
SQ undead traits
Feats Toughness
Skills Listen +0, Spot +0, Swim +4

Breath Weapon (Su) 40 ft. cone, once every 1d4 rounds, 2d6 cold, Reflex DC 13 halves.

Tactics

The Zombie White Dragon immediately flies in as far as it can in one round, hopefully basing the front-most PC. It continues from that point to the nearest PC and into base-to-base contact unless it can get multiple opponents in a breath weapon and does this cycle until dead. Because of the way it was summoned, this zombie dragon has lost its frightful presence. The Deathlocks advance slowly, working their magic missiles and cause fear from range. The Bloodhulk Fighters attempt to bypass the PCs and continue down the cavern. They will fight any PC that engages them (to the death), but until attacked they will pursue the other members of the company.

Scaling the Encounter

4th-level Characters
Remove both Deathlocks.

5th-level Characters
Remove one of the Deathlocks.

7th-level Characters
Add one additional Deathlock.

8th-level Characters
Add one additional Deathlock, two additional Bloodhulk Fighters.

Development

If the PCs manage to keep the Cabal forces from entering the tunnel in area 9D for ten rounds, Krenshar is given enough time to secure the elemental galleon and get the injured and dead hires aboard. If not, the mission is a failure, as the Blackwheel Company is overrun before they can escape.

Ending the Adventure

The adventure ends when the PCs pull back through the necropolis to the Lyrandar elemental galleon and successfully holds off the onslaught of undead.

Read the following if the PCs manage to hold off the Cabal attack:

The moment your booted feet hit the deck of the galleon—Windskipper, proclaims the title on the side—the air elemental confined to it roars into action. With a lurch, the ship thunders into the Iceflow Sea just as the Cabal forces burst out of the cavern and onto the dock.

If the PCs are unsuccessful in holding the Cabal forces, read the following:

The undead forces burst past you and leap onto the ship. The injured hires have no chance, even with Sgt. Cren's gallant attempts to save them. With horror, you realize you're next...

Event Treasure

If you are running *BWC-6 None Left Behind* as part of another event, please have each PC record the following event treasure upon their adventure journals in addition to any story objects. Each PC receives a *potion of blur* and a *potion of haste* to be carried on their adventure journal until the results of this event are reported and their EV is updated.

Adventure Questions

1. How did PCs fare in the initial MAAD drop?

- a. The PCs dropped like a bunch of drunk chickens.
- b. The PCs dropped ably, but not spectacularly.
- c. The PCs would have made Sgt. Crash proud with their extraordinary drop.

2. What happened with Arc and his minions?

- a. Arc and his Wrackspawn minions obliterated the hapless PCs.
- b. It was touch and go, but the PCs survived the fray with minor casualties.
- c. The Cabal warlock was no match for the well-honed Blackwheel platoon.

3. How did the PCs fare with the ball trap?

- a. The PCs gave up before they were given the fragment and reported back to Krenshar without it.
- b. The PCs tried several combinations, but managed to get the fragment out of brute force.
- c. The PCs used an adventure secret to uncover the mysteries behind the statue.
- d. The PCs figured out the puzzle, either through their knowledge of giant history, or by figuring out the pattern of returns.

4. How did the PCs handle the rescue operations of the other teams?

- a. The PCs failed to complete the mission.
- b. The PCs went East and rescued (or retrieved the bodies of) the hires and fragment from the collapsed building.
- c. The PCs went South and defeated the Cabal Elite forces.
- d. The PCs went West and avoided conflict with the pirates.
- e. The PCs went West and battled with the Scirra's pirate band, eventually forcing them to retreat or defeating them.

5. How tactical were the PCs in their holding of the caverns during the Blackwheel withdrawal?

- a. The PCs were killed and Krenshar and the other Blackwheel hires overrun.
- b. The PCs struggled, but managed to hold them off.
- c. The PCs showed some tactical use of the terrain features of the caverns, though not to full advantage.
- d. The PCs made the old Dwarf proud, showing perfect tactical skill and coordination, handily preventing the Cabal attack.

6. Rate the players' role-playing:

- a. Fantastic; everyone was clearly a member of Blackwheel Company. United aim!
- b. Good; the players made an effort to role-play where appropriate.
- c. Poor; the characters were just numbers on a sheet of paper.

Story Objects

Weapon Augment Crystal Cache

Code: EXBC19

You found a cache of weapon augment crystals in the cavernous necropolis underneath Ek Tlelwot. Your PC has unlocked all least and lesser weapon augment crystals from *Magic Item Compendium*. Your PC gains a 5% discount on the purchase of any such items from the point of this adventure forward.

Mark of the Dead

Code: EXBC20

Those Blackwheel Company hires that show extreme bravery and resolve in combating the undead are rewarded with a special insignia—the Mark of the Dead. Made of enameled bronze in the silhouette of a gnoll's snarling head, this pin commemorates the deeds of Yeech-Nau, an experienced gnoll veteran of dozens of campaigns. Yeech-Nau faced undead opponents in an alarming number of his missions and became an expert in combat against them. The bearer of this pin may spend an action point to gain a +2 competence bonus to melee attack and damage rolls against undead foes for the duration a single encounter. This ability is usable a number of times per day equal to the spokes on the PC's rank insignia.