



XEN'DRIK EXPEDITIONS

Chamber Made Crimson Codex Adventure #10 An Adventure for 10th Level Characters (Scaled for 10th to 13th Levels of Play)

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Sources: Draconomicon [Andy Collins, Skip Williams, James Wyatt], Dragon Magic [Owen Stephens and Rodney Thompson], Dragons of Eberron [Keith Baker, Scott Gray, Nicolas Logue, Amber Scott], Eberron Campaign Setting [Keith Baker, Bill Slavicsek, James Wyatt], Monster Manual 3 [Rich Burlew et al.], Races of Destiny [David Noonan, Eric Cagle, Aaron Rosenberg], Secrets of Xen'drik [Keith Baker, Jason Bulmahn, Amber Scott]

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Adventure Background

Big trouble is brewing for the city of Stormreach, and one of the many forces involved in that trouble is a small group of dragons belonging to the Chamber. This group of dragons (and their followers) has definitely chosen sides in the coming conflict. One of the dragons in this group is Voldrangor the Seeker. He has come to Stormreach with the purpose of establishing himself and his followers as spies and information gatherers. Upon his arrival, he found that a network of rogues was already in place, led by another member of the Chamber known as Stormrider. Before he could establish his dominance in Stormreach, Voldrangor the Seeker knew he would have to eliminate Stormrider and his network—which was fine with Voldrangor, since his plans directly contradicted the plans of Stormrider. However, no member of the Chamber is allowed to directly slay another member, so the elimination of Stormrider had to be done another way.

Voldrangor the Seeker and his followers went about that task quickly and efficiently. Stormrider was lured away from Stormreach on Chamber business, allowing Voldrangor's group to wipe out most of Stormrider's network in just a few hours. Only a few of Stormrider's group were able to escape the purge and go into hiding.

In the meantime, Stormrider was told by someone in league with Voldrangor that the rogue black dragon Tyrosian-Baed, not affiliated with the Chamber but certainly a powerful force on the continent of Xen'drik, possessed information about plans that could change the very landscape of Xen'drik. Stormrider traveled south into Xen'drik's Marsh of Desolation to speak with Tyrosian-Baed, but the black dragon had entered an agreement with Voldrangor the Seeker to capture Stormrider when he came. Tyrosian-Baed and his lizardfolk followers captured Stormrider, as ordered by Voldrangor.

Now Stormrider's network has been decimated, Stormrider himself is a captive, and a conspiracy against the city of Stormreach is beginning to unfold. Although the Crimson Codex knows nothing about this conspiracy yet, they will soon find themselves in the middle of it.

Adventure Synopsis

Returning from another mission, the PCs are hailed by Pfilo the Filch, a member of Stormrider's network. So far the halfling has escaped the purge being carried out by followers of Voldrangor the Seeker, but his time has run out. Some of the Seeker's elite assassins attack Pfilo as he approaches the PCs for help. If the PCs rescue Pfilo, the halfling explains the plight of Stormrider's network. He also provides clues, in the form of notes and hints from *Stormrider's Chapbook*, which lead the PCs south into the Marsh of Desolation: the realm of the black dragon Tyrosian-Baed and his lizardfolk followers.

In the swamps, the PCs must deal with triceratops sentries, lizardfolk guards and wizards, and then the black dragon himself. If they have deciphered some of the clues contained in *Stormrider's Chapbook*, in some of Caldryn's new fragments, and on the back of a boy starting to show signs of an aberrant dragonmark, then the PCs can deal with the swamp threats more easily. If the PCs succeed, they can rescue Stormrider, plunder the black dragon's hoard, and secure Stormrider's help in whatever conflict is about to engulf Stormreach.

Troubleshooting

As the players gather and prepare, get an idea of which previous Crimson Codex adventures they have played. Knowledge from these adventures may come into play during this adventure. The adventure assumes that the PCs are active and successful members of the Crimson Codex. If the PCs have never played in a Crimson Codex adventure before, provide a brief explanation of what the Crimson Codex is and what has happened previously, if you know the details. More about the Crimson Codex can be found on the RPGA website at <http://www.wizards.com/default.asp?x=dnd/ebxe/20070924a>. A summary of previous Crimson Codex adventures is available there as well, allowing you to familiarize yourself with the current plot.

Crimson Codex operatives use a "pass-signal" to confirm their identities and transfer information. Due to recent troubles inside the Codex, the "pass-signal" changes regularly. As the adventure opens, the PCs know the current signal: a handshake where each party taps once, then three times, on the other person's wrist. In situations where a handshake is not accessible, one Codex member uses the "long-short-short-short" signal to identify himself. (This could be through a cough, the ringing of a blacksmith's hammer, a knock, or so forth.)

Finally, as always, this adventure is meant to be fun for both the players and the DM. If circumstances require deviation from the flow of the adventure, do not hesitate to follow that new direction. As a DM, you should attempt to get the PCs back on track, but also feel free to make alterations to the adventure if those

changes contribute to a more enjoyable play experience. Certainly all adventures should challenge both the PCs and the players, and there should be a risk of death and loss, but a completely overwhelming (or underwhelming) experience can lessen enjoyment of the game.

If a PC has any Player Reward Cards or other abilities that allow the PC to know the next “adventure secret,” you can allow the PC to automatically know the answer to a riddle or another piece of important knowledge specified in the adventure.

Adventure Start

The PCs begin the adventure together, traveling back into Stormreach at dusk (8pm) after an uneventful mission escorting some Crimson Codex Tomes (scholars) to a dig site southwest of the city. You can set the scene for the PCs, and allow them to select their spells or other powers. Since their day has been uneventful, they have not used any resources for the day other than those they would normally use, such as long-term buff spells cast at certain intervals each day.

Once the scene has been set, allow the players to introduce their characters to one another if the players wish to do so. After introductions and other technicalities have been dealt with, move directly to the first scene of **Part One – A Crumbling Network**.

Part One – A Crumbling Network

The PCs must rescue Pfilo the Filch from the attacks of the followers of Voldranger the Seeker. If they succeed in rescuing the halfling, he informs the PCs about the fate of Stormrider's network and the probable plight of Stormrider himself. Before heading off to rescue Stormrider, the PCs can gain some insight from Ohnal Caldryn's writings on the draconic Prophecy and *Stormrider's Chapbook* that might pertain to their current troubles and the future of the Crimson Codex in Xen'drik. The Prophecy also points them to the young boy Maldwick Roe, who is beginning to show signs to being dragonmarked. All of these sources, when looked at together, provide clues important to the PCs in **Part Two – Tipping the Scales**.

Pfilo the Bloodied Filch

The PCs have had the chance to meet Pfilo the Filch in many previous Crimson Codex adventures. He is a member of Stormrider's network, and Stormrider has selected the halfling to act as the main emissary between Stormrider and the Crimson Codex. Pfilo managed to avoid the destruction being carried out against members of Stormrider's network, but now he has come out of hiding to seek the help of the Codex. He knows that some Codex members (the PCs) are returning from a mission, and he is attempting to reach them before his assailants can finish him off. Unfortunately for him, a team of mongrelfolk working for Voldranger the Seeker located him first.

Use **Map 1 – Attack on Pfilo** to run this encounter. As the PCs enter Stormreach at Point A on the map, Pfilo is passing through the alleyway marked B. Gregrotte, Larz, and Li (and any others at higher levels) wait atop the building marked C, and they pepper Pfilo with shurikens as he moves through the alley. As the PCs pass into the wider streets, Pfilo stumbles out of the alley and collapses. Read or paraphrase the following:

The streets in this section of Stormreach are eerily quiet as you enter the city. Most of the businesses have closed for the evening, and no one is moving through the streets here. Then a familiar form stumbles from an alley to your left: The halfling known to the Crimson Codex as Pfilo the Filch, associate of the blue dragon Stormrider, friend of the Codex, moves toward you. Suddenly, though, he collapses.

Anyone succeeding at a **DC 15 Spot check** notices several small metallic objects sticking out of the halfling's back. Simultaneously the monks leap from the roof of the building toward the halfling, intent of finishing the job. Roll for initiative before the monks leap down (a 20-foot drop which the mongrelfolk can make without sustaining damage). PCs beating the initiatives of the monks who make a **DC 17 Spot check** sees them lurking on the rooftop before the leap, and thus can act in the surprise round, if there is one.

Creatures: These half-bronze dragon mongrelfolk spawn of Voldranger the Seeker are his elite assassins and infiltrators. They are under the effects of *mage armor* (caster level 9) for another 5 hours, and just before they attacked Pfilo, they drank *potions of haste* (caster level 9). The haste effects last for 7 more rounds. The stat blocks take into account both of these magical effects.

Gregrotte, Larz, and Li: Half-bronze dragon mongrelfolk monk 8: hp 80, 78; Combat Statistics.

Tactics: The half-dragon mongrelfolk monks have been tasked to hunt down and destroy any members of Stormrider's network they can find, and any witnesses to their attacks are supposed to be destroyed as well. When Pfilo collapses at the entrance to the alley, he is at 0 hit points and stable. As he offers no threat to the monks while the PCs potentially do, the monks concentrate their attacks on the PCs until they have been neutralized as a threat. The monks do not retreat or surrender.

Developments: If the monks are captured and questioned, they only reveal that they are servants of a new master in Stormreach, and that the blue dragon and his followers are no longer a force here. Attempts to negotiate with the monks, or offers to join forces with their master, are answered with derision. Voldranger the Seeker is here to destroy the Codex, or any other force that could hinder the upcoming conflict in Stormreach, and nothing the PCs say could peak his interest.

Assuming Pfilo survives the attack, he provides the following information:

- In the last 48 hours, all members of Stormrider's network that he knows have been killed. He has no reason to believe or hope that any have survived.
- Stormrider was away from Stormreach for several days on Chamber business, and when he returned two weeks ago, he seemed worried. He mentioned to Pfilo that he had to travel south to speak with a rogue black dragon lairing in the Marsh of Desolation about something important to the future of Stormreach.
- Pfilo expected Stormrider to return many days ago, but the blue dragon has not returned and has not sent a message, which is highly unusual. Pfilo fears the worst, considering what is happening in Stormreach with his network.
- Before he left, Stormrider warned Pfilo about dark times ahead, at least according to his interpretations of the draconic Prophecy. The dragon mentioned corresponding pages of his *Chapbook* and Ohnal Caldyn's new collection of fragments boding ill for everyone. Pfilo thinks if he can look at a copy of Caldyn's new fragments and *Stormrider's Chapbook*, he can point out the relevant passages that Stormrider was referring to.

If the PCs fail to save Pfilo for some reason, they can still learn where Stormrider is. Pfilo jotted down the relevant page numbers in *Stormrider's Chapbook* and noted which of Caldyn's new fragments Stormrider thought relevant, as well as the phrase, "Stormrider is visiting rogue dragon in Marsh of Desolation—he should have returned by now." The PCs may miss some clues in this case, but they still should be able to move forward with the adventure.

Scaling the Encounter

11th Level Characters: No changes.

12th Level Characters: Use one additional mongrelfolk monk.

13th Level Characters: Use two additional mongrelfolk monks.

Combat Statistics

GREGROTTE, LARZ, AND LI

CR 10

Female and male half-bronze dragon mongrelfolk monk 8

LE Medium dragon (augmented humanoid)

Init +7; Senses Listen +5, Spot +5; darkvision 60 ft., low-light vision

Languages Common, Draconic, Mongrelfolk

AC 27, touch 19, flat-footed 23

hp 80 (8 HD)

Immune electricity, non-magical diseases, paralysis, sleep

Fort +11, Ref +11, Will +11

Speed 80 ft. (16 squares)

Melee unarmed strike (flurry) +12/+12/+12/+7 (1d10+6) and

claw +10 (1d4+3) and

bite +10 (1d6+3) or

Melee +1 *flaming kama* (flurry) +13+13/+13/+8 melee (1d6+7 plus 1d6 fire) and

claw +10 (1d4+3) and

bite +10 (1d6+3) or

Ranged shuriken (flurry) +9/+9/+4 (1d2+6)

Base Atk +6; Grp +12

Atk Options flurry of blows, Improved Trip, ki strike (magic)

Special Atk breath weapon, stunning fist 8/day (DC 18)

Combat Gear *potion of cure serious wounds* ×2

Abilities Str 22, Dex 16, Con 18, Int 8, Wis 18, Cha 8

SQ evasion, mongrelfolk traits, purity of body, slow fall (40 ft.), still mind, wholeness of body

Feats Combat Reflexes^B, Improved Initiative, Improved Trip^B, Improved Unarmed Strike^B, Multiattack, Quick Draw, Stunning Fist^B

Skills Balance +14, Hide +7, Jump +18, Tumble +14

Possessions +1 *flaming kama*, shuriken ×20, *cloak of resistance* +1, *gloves of dexterity* +2, *periapt of wisdom* +2, *potion of mage armor*, *potion of haste*

Breath Weapon (Su) 30-foot line, 1/day, damage 6d8 electricity, Reflex DC 18 half.

Emulate Race (Ex) Mongrelfolk can automatically emulate any humanoid race when using the Use Magic Device skill, and have a +4 bonus to emulate non-humanoid races.

Sound Imitation (Ex) A mongrelfolk can mimic and voice or sound it has heard. Listeners must succeed on a DC 16 Will save to detect the ruse.

Consulting the Prophecy

If the PCs rescue Pfilo and learn what he has to say (or if they find his note if the halfling perished), they should understand that the next step is to reference the appropriate pages from *Stormrider's Chapbook* and Caldyn's newest fragments. If they do this, provide the PCs with **Handouts 1 and 2**.

PCs can get a copy of *Stormrider's Chapbook* CY 999 and Caldyn's newest fragments from Candle, the spellscale who is the leader of the Crimson Codex operations on Xen'drik. She can also help guide their investigations into the various clues, although she does not provide easy answers. Candle excuses them from any other work they may have in order to find out what is happening and rescue Stormrider if he is in trouble.

Handout 1 contains the relevant portion of *Stormrider's Chapbook*. The gist of the text is a foreshadowing of terrible things in store for Stormreach, as well as the demise of various groups here, including the Crimson Codex. The important line talks about the fisherman's son. If the PCs don't automatically think of Maldwick Roe, Candle speaks up and mentions that a young fisherman's son named Maldwick Roe has been somehow involved in a few of the Codex mysteries in Stormreach.

Handout 2 contains the relevant portion of Ohnal Caldyn's latest interpretations of the draconic Prophecy. This seemingly nonsensical text needs to be used in conjunction with the rash that is forming on Maldwick Roe's back: If the text is held up to the places on Maldwick where there is no rash, certain words of the text are highlighted. These words provided the clues that could help the PCs in their later struggles in the swamp. **Handout 3** contains the words that are shown in contrast to the rash.

Consulting Maldwick Roe

If the PCs are able to decipher the clue about the fisherman's son, they may immediately know this refers to Maldwick Roe, who has appeared in previous Crimson Codex adventures. If the PCs don't know or remember him, Candle can inform or remind them that a fisherman's son, a boy by the name of Maldwick Roe, has been peripherally involved in more than a few Crimson Codex missions. It seems that the boy's fate is inexplicably (and inextricably) tied to the fate of the Crimson Codex.

The PCs need only succeed at a **DC 10 Gather Information check** or a **DC 25 Knowledge (local) check** to know where to find the boy. They may also know where to find him if they have played in adventures previously where they met him. During the day, he loiters at the stall of a fishmonger near the wharves, waiting for his father to return from his day of fishing. At night, the boy can be found at his parents' home on the east side of the city, in tenements housing fisherman and other poor laborers.

When the PCs find Maldwick, however, he is in a bad state. The boy, approximately 10 years old, is feverish and drenched in sweat. The people caring for him (the fishmonger Ollivant during the day, and the boy's mother Delores Roe at night) at first attempt to keep the PCs away from the boy, but they are scared enough at his current condition to allow anyone who seems capable of helping to do so. Unresponsive to questioning, Maldwick only keeps muttering over and over about how his arms and back are burning.

The boy wears a loose tunic that covers his upper body. Removing the tunic reveals two things:

- Deep blue markings are appearing on the boy's upper arms. They are obviously a dragonmark. A **DC 15 Knowledge (arcana) check** reveals that they are the start of an aberrant dragonmark. It is too soon in the process to know what power this dragonmark will convey.

- A strange scarlet rash is on the boy's back. The rash is strange because it is completely rectangular, about the size of a sheet of parchment. Some small areas within the rash are white instead of red.

If the PCs hold the parchment containing Caldyn's fragment to the boy's back, it is easy to see that the white spots on his back correspond to specific words on the page. Those words are given below and also shown graphically in **Handout 3**:

tribal enmity provides a tool ceiling is a weapon old nemesis shakes the ebon resolve

These phrases are each clues that the PCs can use to help themselves during second part of the adventure. Each one is handled separately below:

- "Tribal enmity provides a tool" — Two distinct tribes serve Tyrosian-Baed: the blackscale lizardfolk and the viletooth lizardfolk. The two tribes live in separate areas of the swamp, but their servitude to Tyrosian-Baed forces them to interact. While there is not open warfare between the two tribes, there is definitely hostility. Recently, a crazed viletooth lizardfolk infiltrated blackscale territory and destroyed a hatch of blackscale eggs. When the blackscals went to Tyrosian-Baed to seek redress for the atrocity, the black dragon only laughed. This greatly angered the blackscale tribe, and open hostilities are but a claw's length away. A **DC 25 Knowledge (local) check** finds this information, as does a **DC 20 Gather Information check**.
- "Ceiling is a weapon" — The underground lair of Tyrosian-Baed has a spot in the ceiling that is eroding. Damaging that spot on the ceiling could cause a partial collapse of the roof, which the PCs might be able to use to their advantage. There is no way to learn about the weakened ceiling until they get to the lair.
- "Old nemesis shakes the ebon resolve" — Before Tyrosian-Baed became the master of the Marsh of Desolation, the place was ruled by another black dragon named Groliphanxisus. Tyrosian-Baed drove the other dragon away after a terrible battle—a battle that almost killed Tyrosian-Baed. The whereabouts of Groliphanxisus was never learned, so Tyrosian-Baed lives in fear that the former master might return to enact revenge and reclaim the territory. A **DC 15 Knowledge (local) or Knowledge (history) check** reveals the history of the fight between the two black dragons. A **DC 25 Gather Information check**, or a PC with the **Research feat** perusing a library regarding Xen'drik history, can learn about Tyrosian-Baed's terrible fear of Groliphanxisus' return.

After the PCs have done all the research and information gathering they wish to do, they can prepare to go into the swamp. Tyrosian-Baed's lair is warded against divination spells such as *scrying*, so it is not possible to look directly in on the happenings there. It is fairly common knowledge among adventurers in Stormreach that the dragon's lair is at the center of the Marsh of Desolation, so getting to the place is not much of a problem. It is the leaving that is the challenge . . .

Part Two – Tipping the Scales

The PCs travel into the wilds of Xen'drik, infiltrate the domain of lizardfolk tribes, and then brave the lair of the master of the swamp, the black dragon Tyrosian-Baed. If the PCs can defeat the black dragon, they can rescue the blue dragon Stormrider.

Beware of Triceratops

As the PCs travel toward the Marsh of Desolation, the swamps where Tyrosian-Baed makes his lair and where his blackscale and viletooth lizardfolk servants make their homes, they pass through an area patrolled by two (or more) triceratops, trained by the black dragon's viletooth lizardfolk followers to attack any non-lizardfolk creatures not native to the area.

The area where these triceratops live and patrol is wide, flat grasslands. The disorientation magic that affects Xen'drik means that PCs cannot simply fly past the creatures: if the PCs do, they later find themselves facing the creatures when they land, thinking they are past the danger.

Creatures: These triceratops have been trained by the viletooth lizardfolk serving Tyrosian-Baed to guard the area around the dragon's demesne. They attack any non-lizardfolk creatures of small size or larger that are not normally found in the area.

Triceratops (2): hp 200, 184; *Monster Manual* 61.

Scaling the Encounter

11th Level Characters: No changes.

12th Level Characters: Use one additional triceratops (hp 192).

13th Level Characters: Use two additional triceratops (hp 192, 188).

The Village, Idiots

Use **Map 2 – Lizardfolk Guards** when running this encounter. Any square on the map containing a tree, bush, or hedge contains marshy land instead. These squares are considered difficult terrain (counts as 2 squares to move into, -4 on Balance and Tumble checks, no running or charging through these squares). A PC must make a **DC 15 Survival check** or a **DC 20 Knowledge (nature) check** as a free action to recognize these squares as problematic, and they can only recognize squares within 20 feet as marsh.

Through breeding with the local lizardfolk tribes, Tyrosian-Baed has created two distinct lines of lizardfolk: the blackscale lizardfolk and the viletooth lizardfolk. The former are particularly brutal and strong, but they are not particularly intelligent. The viletooth lizardfolk are not as hardy as the blackscapes, but they are much more intelligent and resourceful.

The two races of lizardfolk live a very tense coexistence within the Marsh of Desolation. Recently, a viletooth lizardfolk destroyed a large number of blackscale eggs. When the perpetrator was caught and brought before Tyrosian-Baed, the dragon only laughed and released the viletooth with no punishment. This has the blackscale population furious.

If the PCs learn about this treachery (thanks to the Prophecy and their Knowledge checks earlier), they can use it to their advantage. With a **DC 25 Diplomacy check** and a mention of this incident, they can persuade the blackscale guards to simply walk away, leaving the viletooth warwizards to fight the battle alone. If the PCs give a convincing or clever argument to the blackscapes (making up a story about some great conspiracy, claiming to knowledge of the viletooth lizardfolk's plans at domination, etc.), they can succeed with a **DC 15 Diplomacy check**. With a **DC 35 Diplomacy check**, the blackscale guards actually turn on the viletooth warwizards. These checks only succeed if the egg-destroying incident is mentioned.

The lizardfolk guard the cave entrance to Tyrosian-Baed's lair, located at the bottom-right corner of the map. Since the lizardfolk don't like each other's company, the viletooth warwizards stand near the entrance, while the blackscale barbarians patrol as a group near the center of the map.

Creatures: These blackscale and viletooth lizardfolk serving Tyrosian-Baed are not on the best of terms with each other. The black dragon has always made every effort to encourage competition, and sometimes even open hostility, between the two races of lizardfolk. While their teamwork is as effective as possible, it is certainly possible for the PCs to talk the blackscapes into simply walking away, or even openly attacking their enemy, as described above.

Blackscale Lizardfolk Guards, Barbarian 2 (5): hp 64, 62, 62, 62, 61; Combat Statistics.

Viletooth Lizardfolk Warwizards, Wizard 7 (2): hp 54, 52; Combat Statistics.

Tactics: The lizardfolk of both races were warned by Tyrosian-Baed not to kill any humanoids that breach the swamp. He instructs the lizardfolk to instead capture the humanoids and bring them to him alive. The lizardfolk do their best to follow their master's instructions. However, they are not as worried about this restriction as their master. The blackscale guards switch to dealing non-lethal damage if their target is under 10 hit points, and the viletooth warwizards attempt to leave anyone obviously close to death out of their area-of-affect spells.

The barbarians rage and attack. The warwizards blast the PCs with empowered area-of-affect spells or *scorching rays*. If there is a PC spellcaster causing trouble, one of the warwizards uses Improved Counterspell (or *dispel magic*) to neutralize that PC. If the situation gets dire, the warwizards can use *dimension door* to escape into the pool of water, and then either hide there to surprise the PCs later, or swim to warn the black dragon of intruders.

Developments: If the PCs try to handle the combat by simply forcing the lizardfolk in an impossible position (i.e. flying out of reach and hitting the lizardfolk with missiles or magic), the blackscale guards take shelter inside the cave entrance, while the viletooth warwizards enter the pool and swim into the black dragon's lair to warn him. He then emerges a few rounds later to assist the lizardfolk in dealing with the PCs.

If the PCs enter the black dragon's lair immediately after dealing with the lizardfolk guards, they do not have any more obstacles. However, if they rest for more than 10 hours, another group of guards and warwizards arrive to relieve the current guards.

Scaling the Encounter

11th Level Characters: No changes.

12th Level Characters: Add two additional viletooth warwizards.

13th Level Characters: Add two additional viletooth warwizards and replace 2nd level barbarians with 4th level barbarians.

Combat Statistics

BLACKSCALE LIZARDFOLK GUARDS CR 5

Mixed male and female blackscale lizardfolk barbarian 2

NE Large monstrous humanoids (reptilian)

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

Languages Draconic (illiterate)

AC 20, touch 7, flat-footed 20

hp 62 (6 HD)

Resist acid 5

Fort +8, Ref +4, Will +6

Speed ft. 50 (10 squares)

Melee mwk greatclub +14/+9 (2d8+10) and

bite +10 (1d6+3) or

Melee 2 claws +10 (1d6+7) and

bite +8 (1d6+3)

Ranged javelin +5 (1d8+7)

Space 10 ft.; Reach 10 ft.

Base Atk +6; Grp +17

Atk Options Power Attack, rage (1/day)

Combat Gear *potion of cure serious wounds*, *potion of bull's strength*

Abilities Str 24, Dex 10, Con 18, Int 8, Wis 11, Cha 7

SQ Fast movement, hold breath, uncanny dodge

Feats Multiattack, Power Attack, Weapon Focus (greatclub)

Skills Balance +5, Jump +17, Spot +5, Swim +15

Possessions +1 large breastplate, masterwork greatclub

Hold Breath (Ex) A blackscale lizard can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Hook Our master has made us strong, and with that strength we will crush you.

When not raging, the blackscale lizardfolk barbarian has the following changed statistics:

AC 22, touch 9, flat-footed 22

hp 50 (6 HD)

Fort +6, Will +4

Melee mwk greatclub +12/+7 (2d8+7) and

bite +8 (1d6+5)

Ranged javelin +5 (1d8+7)

Grp +13

Abilities Str 20, Con 14

Skills Jump +15, Swim +13

VILETOOTH LIZARDFOLK WARWIZARDS CR 8

Mixed male and female viletooth lizardfolk wizard (evoker) 7

NE Medium monstrous humanoid (reptilian, dragonblood)

Init +2; Senses Listen +0, Spot +0

Languages Aquan, Common, Draconic, Elf, Giant, Gnoll

AC 23, touch 14, flat-footed 21

hp 52 (9 HD)

Fort +5, Ref +7, Will +5

Speed 30 ft. (6 squares)

Melee bite +5 (1d6+1 plus 1d6 acid) and

2 claws +0 (1d4)

Base Atk +4; Grp +5

Special Atk acid bite

Combat Gear lesser rod of empower

Wizard Spells Prepared (CL 7th): restricted schools: illusion, enchantment

4th—dimension door, enervation, ice storm

3rd—dispel magic, fireball (DC 18), lightning bolt (DC 18), vampiric touch

2nd—flaming sphere, glitterdust (DC 16), ~~extended mage armor~~, scorching ray, scorching ray (2 rays)

1st—magic missile, magic missile, ray of enfeeblement, shield, shocking grasp, true strike

0—detect magic, flare, light, ray of frost, resistance, touch of fatigue

Abilities Str 12, Dex 14, Con 16, Int 18, Wis 10, Cha 8

SQ water breathing

Feats Empower Spell, Extend Spell, Improved Counterspell, Scribe Scroll, Skill Focus (Concentration),
Spell Focus (evocation)

Skills Balance +11, Concentration +18, Jump +10, Knowledge (arcana) +16, Knowledge (nature) +14,
Move Silently +7, Spellcraft +16, Swim +10

Possessions *headband of intellect* +2, *lesser rod of empower*, *ring of protection* +2

Acid Bite (Ex) A viletooth lizardfolk's bite attack deals 1d6 points of acid damage in addition to its normal damage.

Water Breathing (Ex) Viletooth lizardfolk can breathe underwater indefinitely.

Hook "Taste my magical fury!"

BLACKSCALE LIZARDFOLK GUARDS CR 7

Mixed male and female blackscale lizardfolk barbarian 4

NE Large monstrous humanoids (reptilian)

Init +0; Senses Listen +1, Spot +8; darkvision 60 ft.

Languages Draconic (illiterate)

AC 20, touch 7, flat-footed 20

hp 86 (8 HD)

Resist acid 5

Fort +9, Ref +5, Will +8

Speed ft. 50 (10 squares)

Melee +1 *greatclub* +16/+11 (2d8+11) and

bite +12 (1d6+3) or

Melee 2 claws +12 (1d6+7) and

bite +10 (1d6+3)

Ranged javelin +7 (1d8+7)

Space 10 ft.; Reach 10 ft.

Base Atk +8; Grp +19

Atk Options Power Attack, rage (2/day)

Combat Gear *potion of cure serious wounds*, *potion of bull's strength*

Abilities Str 24, Dex 10, Con 18, Int 8, Wis 12, Cha 7

SQ Fast movement, hold breath, trap sense +1, uncanny dodge

Feats Multiattack, Power Attack, Weapon Focus (*greatclub*)

Skills Balance +5, Jump +19, Spot +8, Swim +17

Possessions +1 *large breastplate*, +1 *greatclub*

Hold Breath (Ex) A blackscale lizard can hold its breath for a number of rounds equal to 4 x its

Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Hook "Our master has made us strong, and with that strength we will crush you."

When not raging, the blackscale lizardfolk barbarian has the following changed statistics:

AC 22, touch 9, flat-footed 22

hp 74 (8 HD)

Fort +7, Will +6

Melee +1 *greatclub* +14/+9 (2d8+8) and

bite +10 (1d6+3)

Ranged javelin +5 (1d8+5)

Grp +15

Abilities Str 20, Con 14

Skills Jump +15, Swim +13

Tyrosian-Baed and Stormrider

The black dragon Tyrosian-Baed rests in his lair, guarding the incapacitated Stormrider. The black dragon waits for the member of the Chamber who he is working with to return and take possession of the blue dragon. Tyrosian-Baed would like nothing more than to kill Stormrider, but he refrains from doing so with the knowledge that he gets no reward if he does—nor does he want to incur the wrath of the group behind the plotting. The black dragon has been warned that humanoids would most likely come seeking to rescue Stormrider, but he was also warned not to kill any of those humans. Instead, the humanoids coming to rescue the blue dragon should be captured and held to be turned over to the Chamber along with the blue dragon.

If the PCs enter the lair through the 200-foot-long tunnel the PCs discovered in the previous encounter, they come onto the map via the passage in the top-left corner of the map. (The *alarm* spell is halfway down this 10-foot-wide tunnel.) If the PCs use the pool of water as an entrance, they find the underground stream accessible from the previous encounter leads to the dragon pool in the top-right-most pool. The other three pools link to one another, and they also lead to another aboveground pool three miles to the east of this location. The pools go 40 feet down before connecting to each other. The other aboveground tunnels leading out of the chamber lead to dead ends after traveling a few hundred feet.

If the PCs are able to sneak into the lair without tripping the *alarm* spell, Tyrosian-Baed sits atop his “throne,” located in the bottom-center of the map. If he is alerted in any way, he moves to hide behind the pillar in the center of the map, waiting to ambush anyone entering without permission.

Stormrider is resting directly to the right of the “throne,” unconscious and completely incapacitated by a powerful poison. Even if healed of hit points, Stormrider does not regain consciousness. Only if the poison is neutralized in some way, followed by a *greater restoration* and then healing of hit points, does Stormrider regain consciousness. Even if he regains consciousness, Stormrider cannot interfere in any way with the conflict between the PCs and their opponents: a portion of the Prophecy he recently interpreted states that his direct interference in Crimson Codex matters would spell doom for himself and the organization.

The ceiling above the two central columns is weak, and it can be made to collapse. PCs might be aware of this if they are able to put together the clues provided earlier by the Prophecy. Even if they are not alerted to this by the Prophecy, a PC who makes a **DC 25 Knowledge (architecture and engineering)** or a **DC 30 Knowledge (dungeoneering)** check as a move action can see the weakness in the ceiling there. If PCs are looking for it because they found the clues, spotting the weak spot is a **DC 10 Knowledge (engineering)** check that can be made untrained. If 25 points of damage are done directly to any square of the ceiling between the two central pillars, the whole area between the pillars collapses. Any creature or object in that area during a collapse takes 20d6 points of damage (Reflex DC 21, half). Tyrosian-Baed knows nothing about this, and neither the dragon nor his lizardfolk helpers triggers a cave-in. Creatures are not trapped if caught in the cave-in, but all of the squares between the two central pillars become impassible (creatures can move out of the rubble, but cannot pass into it).

Also, if the PCs mention Groliphanxis, the former master of this area (any PC can do so as a free action during his or her turn), Tyrosian-Baed becomes agitated and is stunned for one round and shaken for the rest of the combat.

Creatures: Tyrosian-Baed is a particularly ruthless and not-so-intelligent member of the dragon race.

Tyrosian-Baed, huge black dragon: hp 253; *Monster Manual* 70.

Tactics: Tyrosian-Baed has been given explicit instructions not to kill Stormrider or anyone who approaches his lair to free Stormrider. Instead, he is supposed to capture and hold everyone until he gets further instructions. With that in mind, the black dragon does not use his breath weapon, and he attacks to do non-lethal damage only (–4 on attack rolls).

If the PCs enter the black dragon’s lair via the land tunnel, it is likely they trip the *alarm* spell that he places there on a regular basis. In that case, he casts *mage armor* and *razorfangs*, and then puts himself in a position to make a charge when the first PC emerges from the tunnel into his lair. If the PCs enter the lair via the water tunnel, the dragon is unprepared.

If he is damaged to less than 20 hit points, Tyrosian-Baed attempts to flee. If the dragon flees, he does not return for 24 hours, and the lizardfolk do not bother the PCs either.

Developments: If the PCs can somehow get Stormrider (a huge dragon) to safety without defeating Tyrosian-Baed, they have won the battle. If they leave a trail that the black dragon or his lizardfolk minions can track (assume a lizardfolk with the Track feat and a +10 Survival check), they are not safe. Stormrider returns to his senses after being out of the clutches of Tyrosian-Baed for 12 hours, when the poison leaves his system.

If the PCs are captured, they are held by the black dragon and his lizardfolk minions for 5 days. After that time, they are carried into the wilderness of Xen'drik and instructed not to return or they will be killed and their bodies fed to alligators. They are free to go back to Stormreach. If they attempt to go back to the dragon's lair, double the number of guards and place a full contingent of guards (5 barbarians and 2 war wizards) in the lair with Tyrosian-Baed as well. If they are defeated again, this time they are held indefinitely. The PCs are considered dead and should be reported as such (because although they are not killed, they are held until the events of the campaign have come to fruition).

Scaling the Encounter

11th Level Characters: No changes.

12th Level Characters: Remove tactical restrictions on Tyrosian-Baed when the PCs do over 100 points of damage to him.

13th Level Characters: Remove tactical restrictions on Tyrosian-Baed when the PCs do over 70 points of damage to him and add three 4th level blackscale barbarians.

Combat Statistics

TYROSIAN-BAED

CR 14

CE Huge dragon (water)

Init +2; Senses Listen +29, Spot +29; low-light vision, darkvision 120 ft., blindsense 60 ft.

Aura frightful presence 210 ft. radius (DC 23 Will negates)

Languages Draconic

AC 29, touch 9, flat-footed 29

hp 253 (22 HD); DR 5/magic

Immune acid, sleep, paralysis

SR 21

Fort +18, Ref +13, Will +15

Speed 60 ft. (12 squares); fly 150 ft. (poor); swim 60 ft.

Melee bite +29 (2d8+8) and

2 claws +26 (2d6+4) and

2 wings +26 (1d8+4) and

tail slap +26 (2d6+12) or

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Base Atk +22; Grp +38

Atk Options Cleave, Power Attack

Special Atk breath weapon, crush, Dire Charge

Sorcerer Spells Known (CL 5th):

2nd (5/day)—*razorfangs*, *scintillating scales*

1st (7/day)—*alarm*, *chill touch* (DC 13), *mage armor*, *shield*

0 (6/day)—*arcane mark*, *detect magic*, *ghost sound* (DC 12), *light*, *message*, *prestidigitation*

Abilities Str 27, Dex 10, Con 21, Int 10, Wis 15, Cha 14

SQ *corrupt water*, *water breathing*

Feats Alertness, Cleave, Dire Charge, Improved Initiative, Multiattack, Power Attack, Skill Focus (Hide),
Weapon Focus (bite)

Skills Hide +20, Intimidate +27, Listen +29, Move Silently +25, Spot +29, Swim +32

Breath Weapon (Su) 100 ft. line of acid, damage 14d4, Reflex DC 26 (half)

Crush (Ex) Standard action, area 15 ft. by 15ft., Small or smaller opponents take 2d8 +12 points of
bludgeoning damage and must succeed on a DC 26 Reflex save or be pinned.

Darkness (Sp) 3x/day, as per the *darkness* spell, but 70-ft. radius, caster level 7th.

Hook "You were foolish to come to your own tomb."

Ending the Adventure

With luck, skill, and daring, the PCs can rescue Stormrider and bring him back to consciousness. If they do, he can assist the PCs in escaping the swamp, although he refuses to take any direct action in fighting that might occur because of the Prophecy.

Stormrider is devastated to learn that his network has been decimated and its members killed. He weeps openly if told. Stormrider tells the PCs that he fears certain draconic interests might be involved in a plot against the Crimson Codex, against other powers of the civilized world, and maybe even against Stormreach itself. Dark times and untold destruction, he fears, are in the offing.

If asked his plans, he says that he cannot go back to Stormreach for the time being, but that he plans to remain in the area to try to learn more about what is happening. He does warn the PCs that great strife is in store for Stormreach, but the Crimson Codex is destined to play an important role in the outcome. He also vows to assist the Codex in any way he can in the coming struggles.

Event Treasure

The PCs may take the following event treasure into any other Xen'drik Expeditions adventures they play during this convention or game day. Once this event has been reported, the event treasure goes away. This treasure must be of a kind openly available to the PCs under normal rules. This event treasure is per PC, not for the entire group:

- A +4 stat boost item of their choice
- 4 *potions of cure serious wounds*
- One weapon, armor, or shield with a +2 bonus

Adventure Questions

1. How did the PCs fare against the half-dragon mongrelfolk?
 - a) The odd monks defeated the PCs.
 - b) The PCs defeated the odd monks with no problem.
 - c) The PCs defeated the monks, but not after considerable damage and problems.
2. How did the PCs fare in deciphering the clues within the various written sources?
 - a) They got almost all of the clues.
 - b) They got most of the clues.
 - c) They got some of the clues.
 - d) They got none of the clues.
 - e) They never made it this far.
3. Did the PCs follow up on the clues with Knowledge checks and/or research?
 - a) They never got this far.
 - b) They did a great job of turning those clues to their advantage.
 - c) They did an adequate job of turning those clues to their advantage.
 - d) They did a terrible job of turning those clues to their advantage.
4. How went the battle with the triceratops?
 - a) The battle went badly, and the PCs were defeated.
 - b) The battle cost the PCs much before they finally won.
 - c) The PCs won the battle easily.
 - d) The PCs never got this far.
5. Which best described the battle with the lizardfolk?
 - a) The PC never got this far.
 - b) The PCs won the battle easily.
 - c) The battle was hard-fought, but the PCs prevailed.
 - d) The PCs were defeated.
6. How did the battle with Tyrosian-Baed go?
 - a) The PCs defeated the black dragon easily.
 - b) The PCs never made it to this battle.
 - c) The PCs were completely defeated.
 - d) The PCs defeated the dragon only after much blood and sweat.
7. How would you rate the group's roleplaying?
 - a) Fantastic. PCs were interesting and interacted with the adventure in fun ways.
 - b) Good. PCs were relatively interesting and the players worked to add some roleplaying.
 - c) Okay. There was some roleplaying.
 - d) None. They treated the adventure as a set of objectives. There was no roleplaying.

Story Objects

Object ID: EXCC31

Object Name: Plundering the Dragon's Hoard

Object Description: You have defeated the black dragon Tyrosian-Baed. His hoard is yours. You may immediately unlock 4 magic items (listed in your adventure journal). These magic items must be items you could normally unlock. One of these magic items can be a scroll containing a locked spell. Unlocking the scroll in this case also unlocks the spell for your spell list.

Object ID: EXCC32

Object Name: Stormrider's Assistance

Object Description: Although Stormrider's network in Stormreach has been decimated, you have rescued the blue dragon. He has pledged his help to you in whatever great conflict is about to engulf Stormreach. This pledge may prove beneficial to you at a later time.

New Rules

Dire Charge [Feat] *Draconomicon* 68

You can make a full attack as part of a charge.

Prerequisite: Improved Initiative

Benefit: If you charge a foe during the first round of combat (or the surprise round if you are allowed to act in it), you can make a full attack against the opponent you charge.

Normal: Without this feat, you can only make a single attack as part of a charge.

Razorfangs [Spell] *Draconomicon* 80

Transmutation

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Choose one of your natural weapons that deals slashing or piercing damage (your bite or a single claw attack). That natural weapon's threat range doubles (in most cases becoming 19-20). This spell does not stack with any other effects that increase the natural weapon's threat range.

Scintillating Scales [Spell] *Draconomicon* 80

Abjuration

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

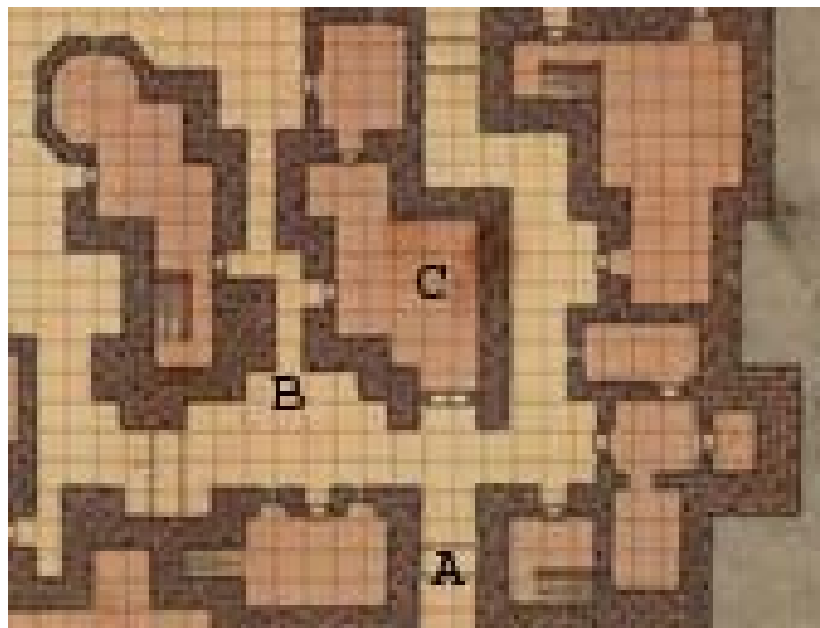
Range: Personal

Target: You

Duration: 1 round/level

Your hide glistens and shimmers with a protective magical aura, granting you a deflection bonus to your Armor Class equal to your Constitution modifier. Your natural armor bonus decreases by an amount equal to your Constitution modifier x 1/2.

Map 1 – Attack on Pfilo

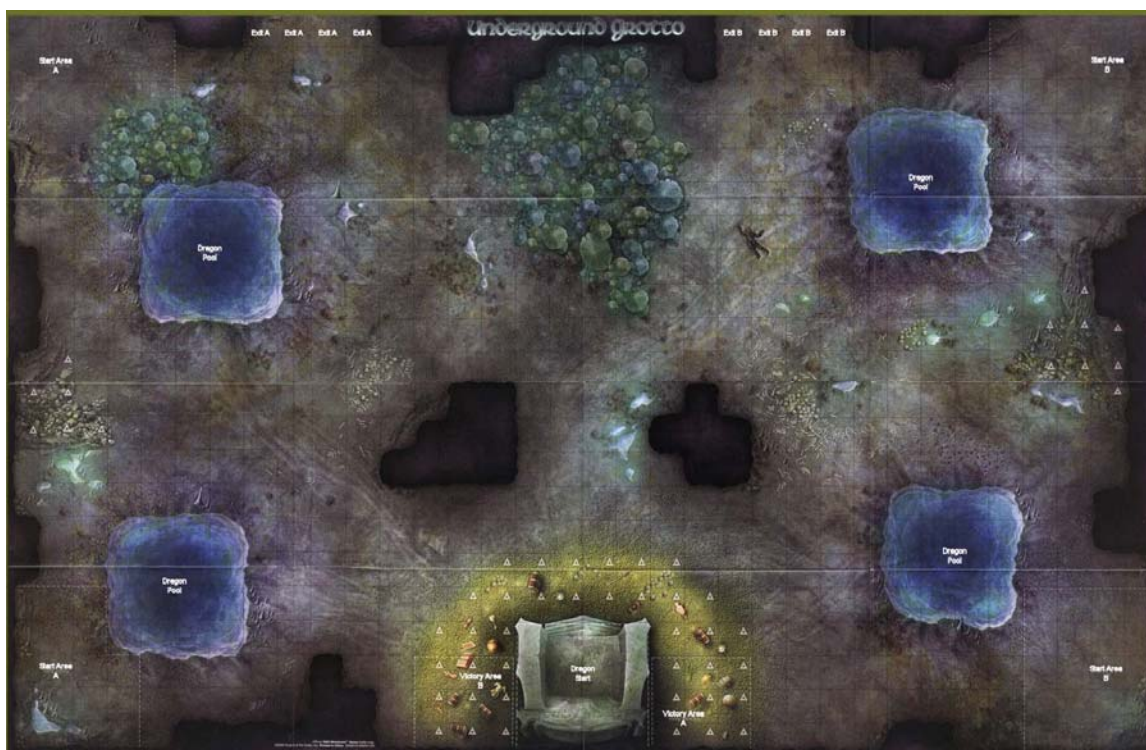


Map 2 – Lizardfolk Guards



This map was created using a single set of Ruins of the Wild Dungeon Tiles. If you own these dungeon tiles, feel free to come up with your own map. Remember that in this map, the trees, bushes, and other foliage actually represent marshy areas that act as difficult terrain.

Map 3 – Tyronian-Baed's Lair



This map accompanies the Gargantuan Black Dragon produced by Wizards of the Coast.

Handout 1

[This passage from *Stormrider's Chapbook* (CY 999) was deemed relevant to the current situation by Stormrider himself.]

In the time when peace is forged far from home
And the darkness below takes interest in the light,
A fisherman's son maps a path of rash decisions.

A three-pathed future stands before the prophets and the snakes:
One is destruction before another destruction begins.
The next is destruction at the destruction.
The final is escape thanks to the destruction of a friend.

The sea-touched and the serpent-touched bring the destruction.

Handout 2

[This fragment penned by Ohnal Caldyn was referenced by Stormrider as being relevant to the current situation. It is a fragment written on a single piece of parchment.]

Once security was tribal, covering Eberron with points of peace,
As well as points of enmity. Civilization detests tribes,
So progress provides a tool, not unlike a hammer.

As Siberys is our ceiling, so Khyber is our cellar.
The light from above is a weapon against the monsters below.

So now we look back at times of old, a time when
Even the empty darkness was a nemesis.
The shakes and quakes felt by our ancestor,
The fears they felt as they faced the ebon unknown,
Must now prove to be our undying resolve.

Handout 3

