

THIS ADVENTURE MODULE IS 4E COMPATIBLE

DUNGEON CRAWL CLASSICS

64



CODIX OF THE DAMNED

BY PHILLIP LARWOOD
AN ADVENTURE FOR CHARACTER LEVEL 5



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For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

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INTRODUCTION

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

The Codex of the Damned is a 4E adventure for five 5th-level characters. The adventure caters to a wide variety of character types and playing styles. Some of these characters could include paladins and clerics seeking to crush the darkness lurking within the Vault before the blasphemous texts held within can be unleashed upon the world, fighters and rogues slaking their lust for glory and bloodshed, and warlocks and wizards seeking ancient knowledge and power.

While the adventure is placed in the small town of Yaleford, it can be situated in any relatively small town or village on the outskirts of a major kingdom or empire.

ADVENTURE SUMMARY

At the start of the adventure, the PCs find themselves on the doorstep of a musty dungeon located beneath the ruins of Yaleford's old church. Sent there to stop the vicious murders plaguing Yaleford and to see to it that nothing else emerges from the dungeon to wreak havoc upon the world, the PCs soon find out that the place was used as a vault to store blasphemous, heretical and evil books, and is flooded with foul undead created from the vault's former custodians.

As they journey through the cursed and twisted chambers, the PCs gradually learn the fate of the vault and the artifact responsible, an enormous tome of fell power called the *Codex of the Damned*. From their own knowledge, the murders in Yaleford, and clues left throughout the vault, they soon realize that the *Codex* is trying to rebuild itself, and that if it reaches completion Yaleford will not be the

| Loc | Pg | Type | Encounter | EL |
|-------|----|--------|--|----|
| Start | 6 | S | Myths and legends | 3 |
| B | 6 | C | 3 slashwings | 4 |
| 1-1 | 8 | C/T | 1 collapsing bookcase 2 runecursed 4 spectral custodians | 6 |
| 1-4 | 10 | C | 6 clay angels | 5 |
| 1-6 | 10 | S or C | The Mad Scribe | 6 |
| 1-7 | 12 | C | 1 arcanashade 3 spectral custodians | 4 |
| 1-9 | 13 | C | 2 bloodspill raptors 2 oniars demons | 5 |
| 2-1 | 16 | C | 1 arcanashade 2 runecursed 2 spectral custodians | 5 |
| 2-4 | 16 | C | 5 animated chains | 5 |
| 2-7 | 18 | C | 1 bone swarm 5 lesser flameskulls | 6 |
| 2-8 | 19 | C | 8 magekiller wasps | 5 |
| 2-9 | 19 | C | 6 magekiller wasps 1 magekiller wasp queen | 5 |
| 3-1 | 21 | C/T | 1 fire rune trap 5 runecursed | 7 |
| 3-3 | 22 | C | 1 gloomstalker 1 foulblade | 6 |
| 3-5 | 24 | C/H | <i>stasis flare</i> 2 spectral custodians | 6 |
| 3-7 | 25 | C | 3 flayed horrors 1 animated iron maiden | 6 |
| 3-8 | 26 | C | 2 arcanashades Anurnadan (apocrypha demon) | 7 |
| 3-9 | 27 | C | 1 staff guardian 1 orb guardian 1 wand guardian | 9 |
| 4-1 | 29 | C | 5 flayed horrors | 7 |
| 4-3 | 29 | C | Shar-Thom | 10 |