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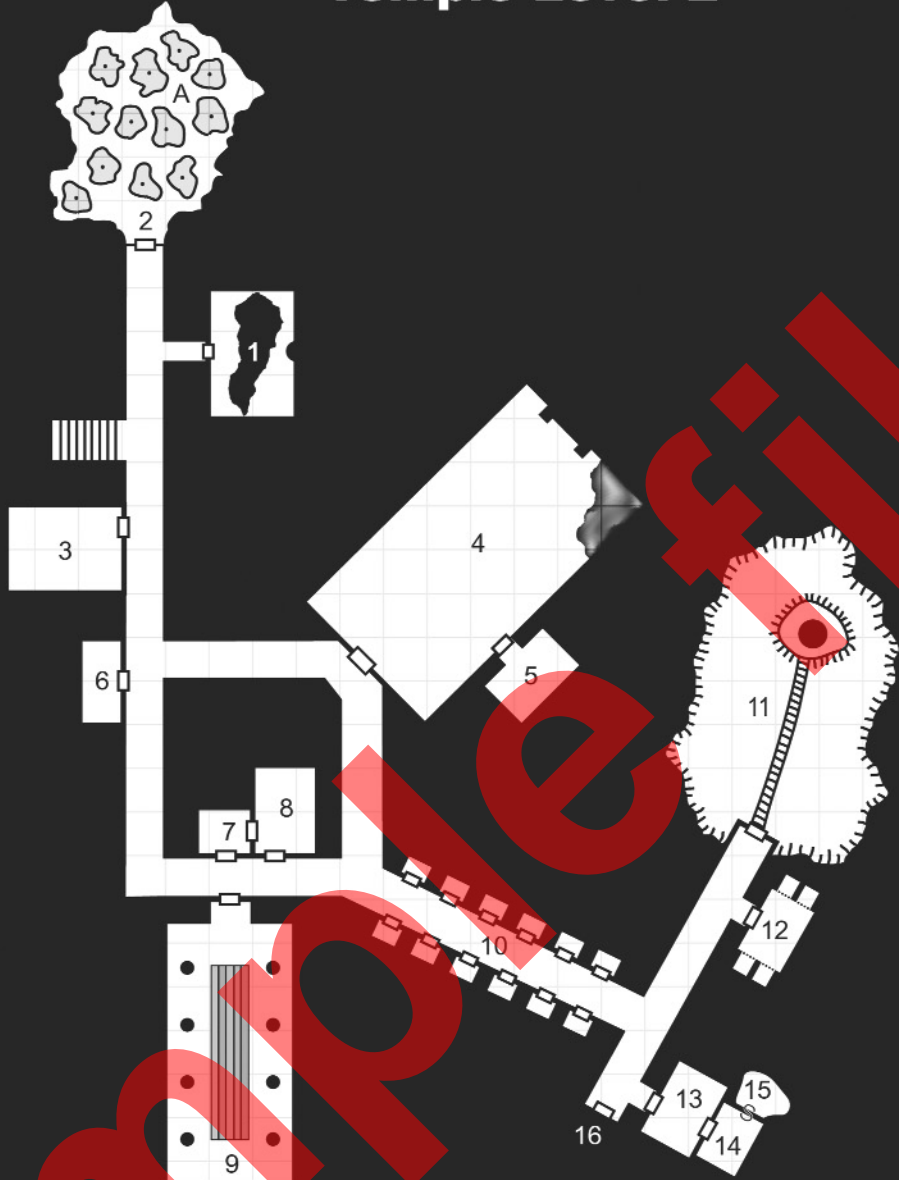
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# Temple Level 1

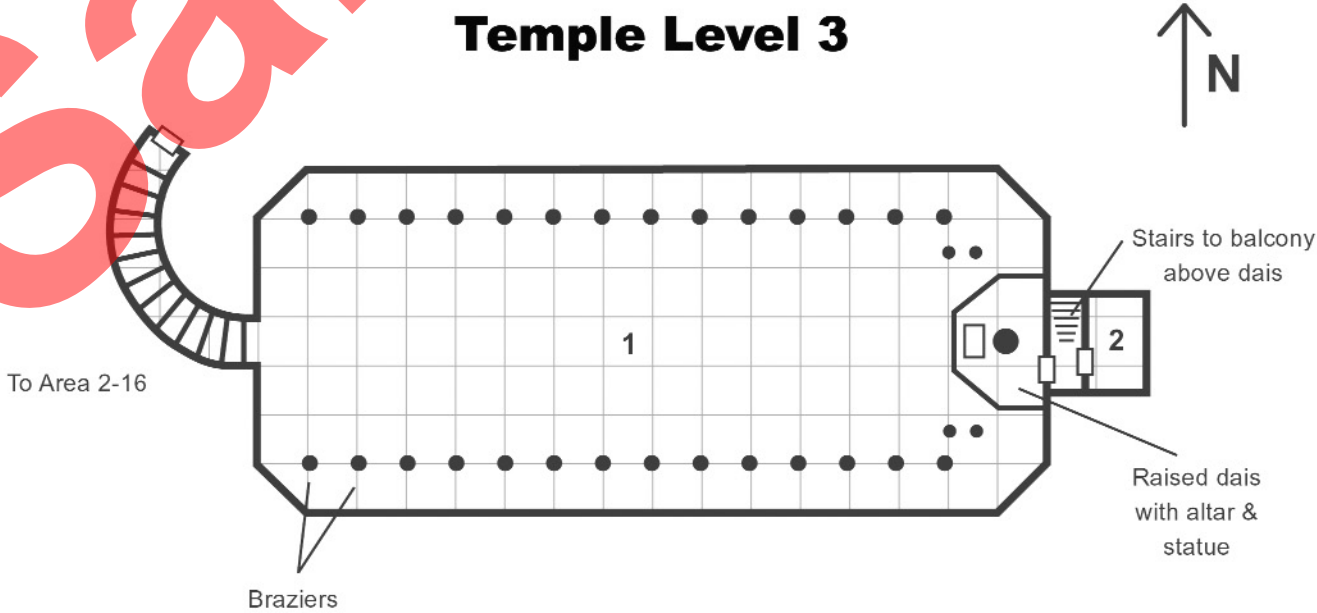


Sample file

# Temple Level 2



# Temple Level 3



# Dungeon Crawl Classics #5

## Aerie of the Crow God

By Andrew Hind

AN ADVENTURE FOR CHARACTER LEVELS 7-8



8Credits

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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.

Aerie of the Crow God is designed for four to six players of 7th through 8th level. While the composition of the player character group is not dictated by the adventure, a bard's knowledge and the services of a good-aligned cleric may prove useful. But ultimately, as always, a healthy blend of classes is ideal. See the "Scaling Information" section for suggestions on ways to tailor the adventure to your particular party's strengths, interests, and style of play. The setting is appropriate for any saltwater coastal region and can easily be dropped into an existing campaign.

## Adventure Summary

The PCs arrive at the coastal hamlet of Carnelloe. The old men huddled around a smoldering fire in the village tavern are gossiping about the assault on poor Lady Pendour, and the threat to kill her and her two young daughters. When the young mistress of the manor learns of the hardy adventurers who have arrived in town, she hires their services. Lady Pendour explains that she needs the key to her deceased husband's lockbox – and quickly – or she and her children will be killed. Unfortunately, Lord Pendour disappeared while questing to clear the ruined fortress of Gurnard's Head of the "harpies" that ravage the village sheep and defile the cemetery. It's to Gurnard's Head that the PCs must go if they are to find the key and save the beautiful lady.

The PCs soon learn, however, that Gurnard's Head is home to an evil far greater than mere harpies. Carved inside the very rock is a temple to Malotoch, the Carrion Crow Mistress, foul patron of scavengers and cannibals. The task ahead is far greater than imagined, and the danger more dire, but the desperate time limit remains. Can the PCs survive and return with the key in less than three days' time? Lady Pendour's life depends on it.

## Adapting the Plot

This adventure does not specify who is threatening Lady Pendour. This has been intentionally left vague so that the GM can use a favorite villain from his own campaign. It is up to you to decide what is in the lockbox that is so important to the villain.

Depending upon the plot thread that drives the story and nature of the villain behind the threats to Lady Pendour, the lockbox can contain anything from information of great value (perhaps damning revelations that might be used to blackmail and extort) to arcane secrets, great wealth, or a powerful magic item.

If you don't have a pre-existing villain you want to use and require an antagonist, choose one of the following two options:

- Gar Ebal, the seneschal of Carnello Manor (see page 49). In the event that Gar Ebal is the villain, the box contains some of Lord Pendour's wealth (gems to the sum of 10,000 gp) and his journal from years at court (in which Gar Ebal hopes to find information that will improve his lot).
- Tarrak, high cleric of Malotoch (see area 3-1, page 31). If Tarrak and the cult are behind the threats, the box is actually a magical item called the *Eye of Osirus*. Osirus, whose symbol is the eagle, is Malotoch's eternal enemy. The box, when opened, reveals the evil deity's machinations as per the spell *greater scrying*. Malotoch, for the purposes of the spell, is considered to be "familiar." The box has been passed down in Lord Pendour's family for generations. The family considers it simply a valuable family heirloom, unaware of its true power.

# Game Master's Section

## Encounter Table

To help the GM prepare for running the adventure, and for rapid accounting of experience points, we have included a quick reference table that shows all encounters at a glance. **Loc** is the encounter's location number keyed to the map, listed as room number; **Pg** is the module page number where the encounter can be found; **Type** indicates whether the encounter is a trap (T) or combat (C); **Encounter** describes the key monsters, traps, or NPCs that make up the encounter; and **EL** is the encounter level. *Italicized names* are classed NPCs.

<b>Loc</b>	<b>Pg</b>	<b>Type</b>	<b>Encounter</b>	<b>EL</b>
A-1	7	C	Juvenile scrag (10)	6-10
A-2	7	C	Rooks (2)	6
A-3	8	C	Skeletons (5)	5
A-5	9	C	Rooks (3)	7
B-1	10	T	Trick stairs	1/2
B-3	11	T	Camouflaged pit trap	4
B-5	11	T	<i>Fire trap</i>	4
B-6	12	C	Rook	4

Loc	Pg	Type	Encounter	EL
B-9	13	C, T	Ochre jelly Cave-in floor	6
B-11	13	C	Rooks (3-8)	7-9
1-1	15	C	Monstrous centipede	6
1-2	15	C	Zombies (9)	9
1-3	16	C	Ghoulish monstrous frog	3
1-5	17	C	Dire rats (20)	6
1-7	18	C	<i>Hornauer</i> , wererat Queen dire rat Dire rats (2)	7
1-9	20	C	Ghast	4
1-10	20	T	<i>Glyph of warding</i>	3
1-12	21	T	Door scythe trap	8
1-13	21	C	Plague tar elemental	5
2-1	23	C	<i>Xaxzar</i> , rook Clr3	8
2-2	24	C	<i>S'Kraa</i> , rook Exp2 Young anathaema eagles (2) Crow swarm	7
2-2A	25	C	Assassin vine	3
2-3	25	C	Acolytes (1-3)	2-5
2-4	26	C	<i>Xander</i> , duergar Exp5/Wiz5 Hell hounds (6)	9-11
2-5	27	T	<i>Fire trap</i>	5
2-8	27	C	Gibbering moulder	5
2-10	28	C	Acolytes (12)	9
2-11	29	T	Rope bridge trap	10
2-13	29	C	Acolytes	2
2-14	30	C	<i>Anselm</i> , ghast Clr5	8
2-15	30	T	Electrical shock trap	3
2-16	31	T	Insanity mist trap	5
3-1	31	C	<i>Tarrak</i> , ghast Clr5/Ftr3 Acolytes (2) Anathaema eagle	12

## Scaling Information

Aerie of the Crow God is intended for four to six characters of levels 7th through 8th, but it can be modified for parties of different sizes or levels. The adventure is more suitable when scaled up than down, since lower-level parties are unlikely to possess the requisite abilities to defeat the varied creatures found herein. Consider adapting the adventure as follows:

**Weaker Parties (level 6 or lower, or three or fewer**

**PCs):** Reduce the level of all named NPCs by two. Reduce all trap DCs by 2 (e.g., DC 18 becomes DC 16). Have the juvenile scraggs (area A-1) appear one at a time, and limit their total number to 4. Have only one rook appear in area A-2, only two appear in area A-5, and only two plus survivors appear in area B-11. Remove the skeletal crossbowmen's *screaming bolts* (area A-3). In area 1-2, remove the *eye of doom* from each of the nine zombies, or reduce their number to six. In area 1-5, reduce the total number of dire rats to 10. Make the plague tar elemental in area 1-13 weaker by eliminating his damage reduction ability, and reduce the DC of the foul air to 10 +1 per round. In area 2-4, reduce the number of hell hounds in the forge to 2. In area 2-10, reduce the total number of acolytes to 6. Finally, in area 3-1, make Tarrak a ghoul rather than a ghast, reduce his cleric level by 2, and eliminate his plan to raise the acolytes as zombies. Also reduce the acolytes to 2nd level.

**Stronger Parties (level 9 or higher, or seven or more PCs):** Add two character levels to all named NPCs. Increase all trap DCs by 2. Have the juvenile scraggs appear all at once (area A-1). Double the number of rooks who appear in any given encounter, with the survivors reappearing in area B-11. Double the number of skeletal crossbowmen (area A-3). In area 1-2, increase the number of zombies and sarcophagi to 13. In area 1-5, increase all dire rats to 3 HD (CR 1). Increase the plague tar elemental to 15 HD (CR 9). In area 2-4, have Xander release all of the hell hounds at once, so that they attack the PCs from behind. Finally, on the second temple level, make all acolytes 4th level clerics.

Remember that changing the encounter levels should raise or lower the amount of treasure in the adventure. Consult the relevant pages in the DMG to determine the treasure appropriate to the new encounters.

## Encounter Levels

The final encounter in this adventure is difficult. Most adventuring parties will have trouble with it, and may be forced to flee. That's okay; it creates an enduring, long-term villain who can add future plot hooks. On the other hand, if the characters complete the earlier stages of the adventure with success, they'll be getting tougher. Even though EL 12 looks awfully scary for an adventure for levels 7-8, keep in mind that unless the characters just topped 7th level prior to starting this adventure, they should advance two full levels before reaching Tarrak. This puts them in the 9-10th level range – still in for a difficult fight, but a fight that can be won.

## Treasure

And speaking of difficult encounters... this adventure rewards characters quite well for defeating them. The base amount of treasure, not including the unique Star