

Murder Knights of Corvendark



by Glyn Seal

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MURDER KNIGHTS OF CORVENDARK

Within the subterranean caverns beneath Wychington — on the shores of Lake Grimwater — a small part of a region from afar, either long ago, or maybe a time yet to pass, has come into existence. Malign and abhorrent half-men, half-crows inhabit this harrowing place. Standing menacingly, clad in the darkest armour, or on their pitch-black wings protected by lighter, piecemeal leather armour, they murder men and feast on their flesh. Strangely resentful of their barely-feathered gods, they despise other living creatures for drawing breath.

This is Corvendark, and under the sign of an inverted, five-skulled star, the Murder Knights dwell.

Since the coming of this otherworldly realm, the Grimwater Lake region has been plagued by the atrocities of the 'harpies' — as they have been incorrectly identified — regularly raiding the surface lands. None have been ravaged more so than Wychington, a small town on the northern lake edge at the mouth of the Lesselling River.

It is now that heroes are needed. Who will destroy this menace, or send them back whence they came?

"No one knows from where they came. All feathers and spite. Their vile beaks spitting angry screeches, and beneath their wing beats, acrid miasmas swirled."

To the bravest and most courageous,

We are almost lost. Our town is in dire need of assistance. Many have been murdered and we haven't the strength left to fight. Harpies filled with evil and butchery are killing our men, women and children.

We beg of you,
Please help us all.

Lord Truss of Wychington

INTRODUCTION

This adventure is intended for low level play and can be scaled up or down accordingly. It should work best with 4× Level 4 player characters.

The Lord of Wychington, Corben Truss, has sent out word of the need for aid and assistance to any that will heed it. Maybe, just maybe, that is you?

All is not as it seems in the region called Northern Hollowreach. The 'harpies' as they are called, are not harpies at all...

In a land called Sullen — that is far from Northern Hollowreach in distance, time, dimension, or all of those things — a group of brave warriors had fought long and hard to eradicate the followers of the deceitful and scheming lesser deity, Corvus the Crow God. Their purge against his followers had riled the deity of malign crows and he sought to lure them to his plane to deal with these 'crow-purgers' once and for all.

The valiant warriors travelled across Sullen to the main religious site dedicated to Corvus, the Temple of Blackest Crows. They were to destroy the holiest of crow relics, The Beakling — a scythe with a blade resembling a sinister, dark beak — and thus diminish Corvus' power. They entered the inner sanctum and upon seizing The Beakling, they realised they had been fooled. The worthless item was a lure and a trap, and the crow-purgers

were transported to Corvus' plane of existence.

Trapped within part of his lair, Castle Vylebleak, Corvus took away their original memories and forms, making them part-man, part-crow and filling their thoughts with murder and feasting on flesh.

Then, he triggered the final part of his trap — an aeon-old arcane ward originally built to quickly transport Corvus to another world in a time of need. The ward was used to transport the crow-purgers off his plane and to another place alien to them — a huge subterranean lake cave beneath the Hollowreach Hills in Northern Hollowreach. Here, they would leave his followers on Sullen alone, and do his bidding — murder. This part of his trap didn't quite go according to plan.

Hundreds of years previously in Northern Hollowreach, standing stones had been erected in the name of a now-forgotten druidic deity and they would ensure protection of its people, ripe harvests, and fertility. This was another deceit by Corvus, manipulating men to create dimensional anchors in the event that should he need to, he could quickly move himself to another world and relative safety.

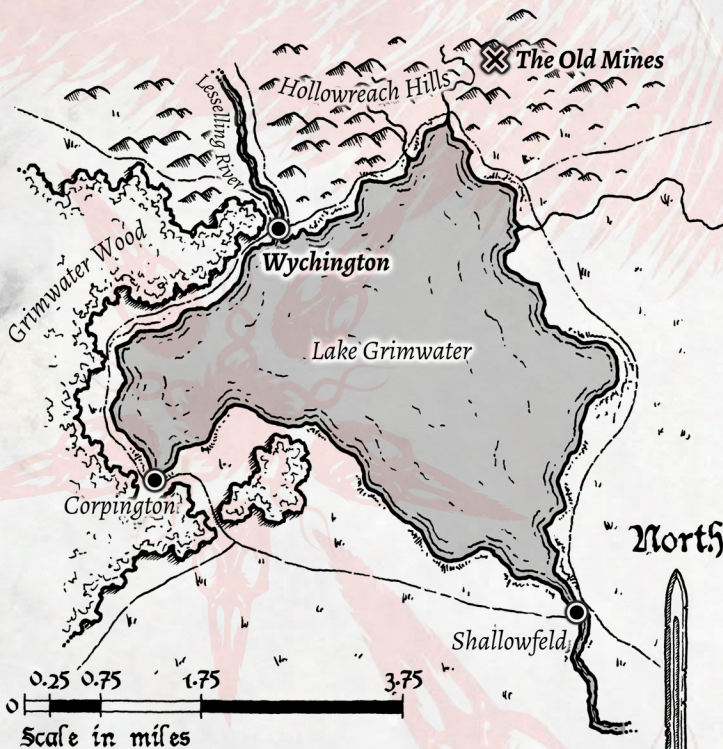
In Northern Hollowreach and the town of Wychington, the two sets of stones known as the Hauntstones and the Tenstones are the dimensional anchors that Corvus's deceit had built. Unbeknownst to Corvus, one of the

stones had become damaged. This had created an instability in the anchors, and as the ward was activated and the crow-purgers were transported to Northern Hollowreach, unintentionally so were parts of his plane and castle as well.

Now, in the depth of the Hills of Hollowreach, parts of Corvus' plane and the crow-purgers-now-crowmen dwell, hungry for flesh. The once-courageous fighting men and women of Sullen have only fleeting glimpses of their past existence, and confused they return to thoughts of blood and death.

WHAT DO THE PLAYERS NEED TO DO?

- They should travel to Wychington to heed Lord Truss' call to aid.
- Once there, they will need to visit Lord Truss and find out about the 'harpy' attacks.
- Lord Truss will suggest they rest up in the Old Galleon Inn (see Wychington map, location 18) and wait for the next 'harpy' attack, which happens the same evening that the players arrive in Wychington.
- Some clues (fungi in an attacker's pouch) from the attack suggest that the crows have come from the hills to the north east of Wychington. Gorban Willow (the local hunter) would know where this came from, but he is out scouting looking for where the harpies are lairing.
- Further clues can be discovered in the town — the scribe knows of some lore relating to the stones. Hessel has discovered the stones have runes, etc. (see Wychington map, location 4)
- The following day, assuming the PC's are struggling with the investigation, Gorban Willow runs into town. He has spotted a six-strong 'harpy' hunting party up near the entrance to the Old Mines in the Hollowreach Hills, which is where the uncommon fungi from the attackers pouch can be found.
- The player characters should enter the Old Mines and track the harpies into the depths of the mines and ultimately, Corvendark.
- In Corvendark, as they make their way through the caves and walkways fighting, they keep experiencing the uncertainty in the harpies as they recall old memories.
- When the players reach the remnant of Castle Vylebleak, they find Lord Vylebleak. A ruler in a state of confusion and split personality, switching between murderer and tortured soul.
- Also within the castle, in a secret chamber, is a series of engravings that are a further clue to the connection of the Haunstones and the Tenstones.
- Here the players have a decision to make — kill Lord Vylebleak and decimate all the remaining harpies, or break the curse by



Northern Hollowreach

BEAR	WILD BOAR	WORG
Hit Dice: 4+1	Hit Dice: 3+3	Hit Dice: 4
Armour Class: 7 [12]	Armour Class: 7 [12]	Armour Class: 6 [13]
THACo [BHB]: 15 [+4]	THACo [BHB]: 16 [+3]	THACo [BHB]: 15 [+4]
Attacks: 2 Claws (1d3) and Bite (1d6)	Attacks: Gore (3d4)	Attacks: Bite (1d6+1)
Saving Throw: 13	Saving Throw: 13	Saving Throw: 13
Special: <i>Hug:</i> Additional 1d8 damage if both claw attacks hit.	Special: Continues attacking 2 rounds after being killed.	Special: None.
Move: 9	Move: 15	Move: 18
Alignment: Neutrality	Alignment: Neutrality	Alignment: Chaos
Challenge Rating/XP: 4/120	Challenge Rating/XP: 4/120	Challenge Rating/XP: 4/120

damaging the stones and shattering the dimensional anchor sending the parts of Corvus' plane back, and freeing the curse of the remaining crow-purgers restoring them to their human form and restoring their memories (but not sending them back home — possibly a seed for another adventure).

NORTHERN HOLLOWREACH

The small region of Northern Hollowreach is dominated by Lake Grimwater. The folk rely on the lake and surrounding grasslands for their livelihoods. Fishing and farming are the mainstays of the small economy.

The Hollowreach Hills to the north were once known for mining iron ore, but the mines have long been stripped of their resources and the mining operations moved on or went bust. Most people avoid the old mines nowadays, as the fauna of the region — malign or not — occasionally build nests and lairs there.

Wychington is a small town, and the largest of the settlements in the region. The smaller villages of Corpington and Shallowfeld also assist the economy and provide a resting place for weary travellers. They have not been affected by the coming of the harpies as much as Wychington.

The protection of the towns and villages of the region is left to the

settlements themselves. Corpington and Shallowfeld have sent a few of their own militia to help Wychington in the past few days, but there have been casualties and deaths, and they are conscious of the ability to protect their own settlements.

Help from further afield is not forthcoming. The pompous ass of a duke that presides over the region from his ivory tower in Huntington, Duke Elbert Possing believes that Lord Truss is overplaying the incursions and can deal with matters himself. Duke Possing also has a dislike for Lord Truss.

HOOK

The characters can stumble across the letter from Corben Truss in anyway that suits the Game Master's campaign needs. Here are some ideas:

- They find the letter posted on a hiring board in a town a few days away.
- The letter is found on a savagely murdered body a few miles north of Wychington. Large black feathers blow in the breeze around it.
- The characters are approached by a mentor or benefactor — who knows of Lord Corben Truss — and asks them to go and investigate the matter.

Feel free to reward the player characters as fits your campaign, whether that be with copper, gold, title, land, or magic.

TRAVELLING TO WYCHINGTON

The player characters should arrive at the town as dusk begins to settle.

Should they plan to arrive earlier, feel free to inhibit their journey with a bear, wild boar and/or worg attacks (see page 4). Or, if they are on horseback have their horses get scared by wolves and run off forcing the player characters to travel the remaining part of the journey on foot, taking longer. They can find their horses again later in Wychington. These lands can be dangerous, you know?

WYCHINGTON

On the banks of Lake Grimwater sits the small town of Wychington. Dominated by the rocky island knoll of Ratnest Tor in the centre of the River Lesselling, this mound of granite supports the edifice of Truss Keep, home of Lord Corben Truss.

Many of the town's inhabitants depend on the lake and river for freshwater fish, mussels, clams, and crayfish. There is also ample food from livestock — sheep, goat, and pig farms — as well as seasonal crop farms of cabbage, leeks, turnips, potatoes, carrots, and sprouts.

ENTERING TOWN

The light is just beginning to fade as the player characters enter Wychington. They are struck by the solemn mood and heavy-heartedness

MAP LOCATIONS

1. Temple of the Green God
2. The Hauntstones
3. Northing Pond
4. Hessel's Tower (Scrolls and Spells)
5. Rope & Pack (General Store)
6. Blackwater Forge (Blacksmith)
7. The Red Lady Villa (Brothel)
8. Miro's Hut (Dwelling)
9. The Juicy Carp (Tavern)
10. The Tenstones
11. Dhakaan's Bath House (Baths)
12. Truss Keep
13. Hilligar's Stables (Stables)
14. Ollendar's Windmill (Flour Mill)
15. Jorgen Hamsson (Leatherworker)
16. Isillan Harrow (Scribe)
17. Perch Pond
18. Old Galleon Inn (Inn)
19. Wychington Militia Barracks
20. The Wartiest Goblin (Inn)
21. Jay Cromwill (Merchant and Fence)
22. The River Restaurant (Tavern)
23. Gorban Willow (Local Hunter)
24. Iddon Pankington (Livestock)
25. Captain Eremin Borth (Dwelling)
26. Silvercrown Pond
27. Kral Bottlepot (Alchemist)
28. Orralin Theatre and Dogfighting
29. Wychington Boatbuilders
30. Wulneryn's Farm
31. Grimpoint Keep
32. Hide & Scale (Butchers)
33. Grimpoint Tower (Watchtower)

that lays over the town. There are not many folk on the barely-cobbled pathways, and if the player characters talk to any of them, they seem



Wychington

0 20 60 140 300
Scale in feet



anxious, worried, and in some cases mournful. They seem to be rushing to secure their homes and get inside before the daylight fades.

Signs of a violent struggle are evident with smashed wagons, barrels, crates, doors, and windows. Huge pools of congealed blood and barely-recovered viscera cover some areas.

The town was attacked the previous night and many townsfolk and militia were slain. The clean up has been taking place all day and some of the bodies have been buried in the town graveyard (just off the southwest corner of the Wychington map in the shade of Grimwater Wood).

Anyone can direct them to Lord Truss, as his keep is dominant in the town centre. The only serviceable inn is the Old Galleon on the East Road out of town.

Refer to the map of Wychington on the previous page. Locations in red are given more detail in the **Notable Locations** section that follows. The other locations are there to add flavour and the Game Master can develop them as necessary.

NOTABLE LOCATIONS

The following locations are relevant to discovering more about the 'harpy' menace, and contain more detail below.

TEMPLE OF THE GREEN GOD

This temple is run by Father Ebediah Futherington, a bearded man in his late fifties. He wears white robes, and walks with a shillelagh.

The Green God is worshipped and followed by those that love nature in all its glory. Flora and fauna alike.

He believes that the Hauntsones and Tenstones were constructed hundreds of years ago by some of the earliest druids of his order. It is believed to be some kind of arcane protection and ensures good harvests, although most discount this is 'piffle'. He noticed that there was a strange disturbance in the order of things the day one of the Tenstones was toppled. The fauna seemed panicked and the birds took to roost although it was dawn, remaining there all day.

Also, he hasn't seen any crows about for days now.

THE HAUNTSTONES

Up the slight rise known as Temple Hill, a circle of six granite stones sit on the edge of Cadaverhaunt Copse painted with flaking whitewash. Each is irregular and around 10 feet tall. A fairy ring of mushrooms grows inside its centre.

The Hauntsones have been here for centuries, said to have been erected by an old order of druids that have long since passed. This is partly true, but the cult of druids were actually agents of Corvus preparing dimensional

anchors should the need ever arise to quickly move his castle and the Crow God away from his home plane to avoid any danger.

The Hauntstones (and Tenstones - see The Tenstones entry) are as deep in the ground as they are tall above it. A worn inscription around each of the stones is carved about a foot below the ground level. The inscription is in an old dialect and translates as: "We Serve Corvus". Clever players may link the name Corvus to an old name for crows.

HESSSEL'S TOWER

Bellya Hessel is middle-aged woman with black hair and weird dress sense. She is a wizard of small renown in the region, known for her spell-casting services and scrolls. At the Game Master's discretion, she can create scrolls of Magic-User spells up to level 2, and also cast level 3 spells. She charges a heavy fee (up to the Game Master).

Of more use is that she also felt the disturbance on the day the Tenstone toppled. Her interest piqued, she took a look at the stone and dug around its base finding the inscription. She has been unable to decipher it at the moment, but has written it down on a piece of parchment.

THE TENSTONES

A larger set of ten stones similar to the Hauntstones, but arranged in a row following the contour of the rise on the west side of the town. They reach 15–20 feet tall, with the stones closest the centre of the line being taller than the ones at its end.

One of the stones closest Ollendar's Windmill was toppled into two pieces a week ago, when a millstone accidentally rolled down Lostlook Hill and cracked the Tenstone right across its base before it fell over. The millstone still lies in twain next to it. The ground around the still-buried part of the broken stone looks to have been disturbed (by Hessel).

The same below-ground inscriptions etched into the bottom of the Hauntstones are also etched around all of the Tenstones.

If all Hauntstones and Tenstones are broken and then toppled, the dimensional anchor will break, and Corvendark will disappear back to Corvus' plane along with anyone inside it leaving just the huge lake in the cavern. Any crowmen still outside Corvendark will have the curse lifted and revert back to their original form and memories, having no idea of their actions of the past week or so.

TRUSS KEEP

Two bridges lead across the river and cobbled pathways wind up to steep sides of Ratnest Tor to the plateau at the top. Here sits Truss Keep, an old fortification built four hundred years ago as part of a series of defensive structures that protected Hollowreach and the surrounding counties from any military threats — domestic or further afield.

ISILLIAN HARROW

An old and learned scribe some seventy years of age, he has a shock of white hair atop his head and copper wire-framed glasses sit on his hooked nose. He sits in the midst of his cottage hemmed in amongst shelves lined with scrolls, books and writing paraphernalia.

If Isillian is shown the inscription around the bottom of the Haunstones or Tenstones (or Hessel's parchment), he is able to decipher it after a couple of hours:

"We Serve Corvus".

More importantly, he has a vague recollection of the name Corvus. If given another couple of hours, he recalls scribing a historical book when he worked in the libraries of the city to the south, and has managed to find an excerpt from a collection of older parchments. The original book was called *'On Matters of Beak and Feather — A Scholar's Guide to Obscure Avian Lore & Legend'*.

It reads:

"And so it was that the immortal of Crows Baleful took his place in Corvendark. Incantations and mantras recited by those of black feathers, crooked beaks, and broken talons lustrated him, Corvus."

If quizzed further on what the stones have to do with Corvus, he finds another extract:

"Perched upon a stony pinnacle safe from the destruction beneath, Corvus watched on as the manlings fell. Hacking each other to pieces, he cawed. The cry was sarcastic, mocking, bleak, and dark."

His vile wings beat once, and he was off amongst the dying flesh and slashing blades below. Eyeballs and innards. He feasted. Here was danger, but looking back at the finger of rock it looked safe. He tilted his gristle-filled beak sideways and thought of protection and deceit."

This text is a reference to Corvus realising there was safety in the perch from which he watched the world fall apart. This is the seed of thinking from which he crafted the deceit of the dimensional anchors.

OLD GALLEON INN

The owner of the Old Galleon Inn is Oswald Maybury. Now in his sixties, he captained a privateer back in his naval days and still likes rum. A cask of the finest Old Jallakka rum is always available in his cellar for when seafaring travellers visit.

LD GALLEON RUMOURS	
Roll 1d10	Description (T = True, F = False)
1	Gorban Willow found some Wolfsbane up by the Old Mines a few weeks ago (T).
2	Wolves attacked a merchant on the road north of Corpington yesterday (F).
3	The harpies are something to do with Shallowfeld, they have always envied Wychington's better economy (F).
4	Ollendar got a bollocking off Lord Truss for breaking that Tenstone. It's been there for centuries (T).
5	A fishing boat from Corpington was attacked by a gigantic carp the other day (F).
6	A body washed up on the shores of the Grimwater last month. It was covered in bite marks (T).
7	Father Futherington said the birds were acting weird the other day (T).
8	Jemima at the Red Lady Villa is offering a 50% discount to first time customers (F).
9	Old Farmer John — god rest his soul — buried a suit of armour in Perch Pond twenty years ago (T).
10	The other day, Hessel was poking around by that toppled stone (T).

The mood in the inn is sombre, yet a place for light relief from the harrowing events of the last few days. If the player characters enter just before dusk, they are barricading parts of the inn and setting up for another night of murderous violence.

Players may hear various rumours whilst here. Whilst drinking in the main taproom, roll once per hour on the *Old Galleon Rumours* table.

WYCHINGTON MILITIA BARRACKS

Scant few militia remain now and the barracks is badly damaged after a fire ravaged it in the first day of the attacks. The remaining members are busy setting up defences and gathering buckets and barrels of water to place around the town to fight any further fires.

HIDE & SCALE BUTCHERS

The town butcher, Festius Pike has a seven-foot tall, dead harpy trussed-up in his cold store, wings and all. The player characters can examine it, and have Pike dissect it if necessary. It should become clear that this is not a harpy, but some kind of crow-man hybrid.

It fought with a spear and wears piecemeal leather armour which appears to be of mundane origin, although the workmanship is definitely not of the region. Inside a pouch it carried is a peculiar green-capped mushroom. These mushrooms only grow near to the Old Mine

entrance, something Gorban Willow (the local hunter) would know, but he is out of the town looking for the 'harpy' lair.

OTHER LOCATIONS

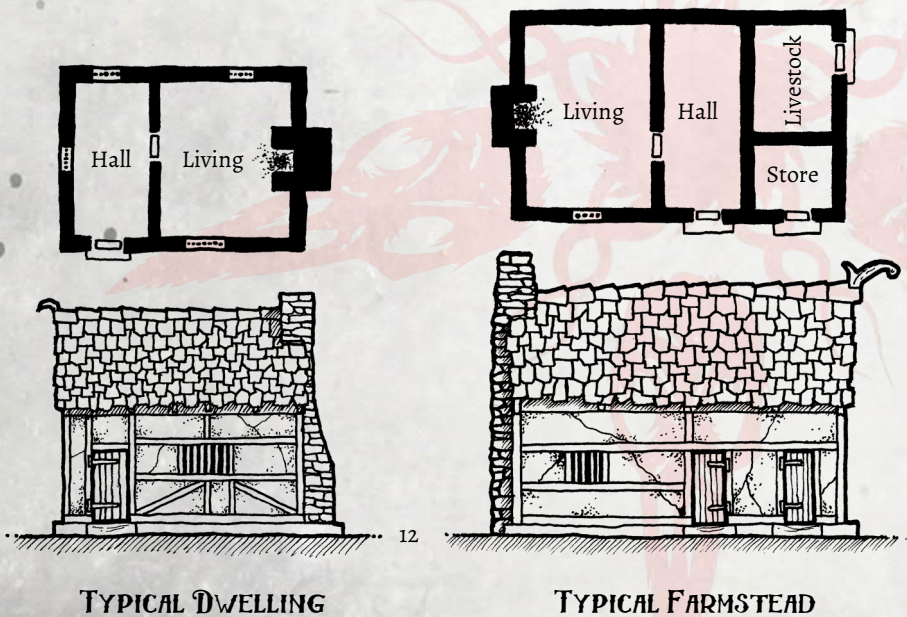
These locations are incidental to the adventure, but the following tables will help with fleshing out the details should the player's want their characters to explore further.

STRUCTURE STATE	
Roll 1d12	Description
1-6	Structure is intact
7-9	Structure is lightly damaged with some or no repairs.
10-11	Structure is badly damaged with some or no repairs.
12	Structure is burnt to the ground, and may still be warm/smouldering.

RANDOM BUILDING INFORMATION

Aside from the numbered locations, here is a series of quick tables to help determine the state and/or purpose of other town structures.

STRUCTURE PURPOSE	
Roll 1d20	Description
1-8	Dwelling
9-11	Farmstead
12-13	Warehouse or Barn
14	Baker
15	Carpenter
16	Cooper
17	Farrier
18	Forge
19	Furrier
20	Wheelwright



AN AUDIENCE WITH LORD TRUSS

Assuming the player characters visit Truss Keep, they will need to approach via the gatehouse to the south.

Haggard guards stand at the barbican, without the usual pride and sheen, one marked with a series of nasty-looking scratches across his cheek – wounds from the ‘harpy’/crowman attack the previous night. The guards are weary, and if the players ask to see Truss, the unscratched one will head off to the keep to see if Truss is available.

Moments later, assuming the player characters have stated they are here about providing aid, Truss himself comes out of the main keep and beckons the player characters in through the barbican.

Truss is in his late forties, with greying hair and look of someone that

hasn't slept for days. His build suggests a man that was once a strong warrior, but age is catching up with him now and his bones ache. He seems warm and genuine and offers them into the keep for food and talk of what has been going on.

QUESTIONS FOR TRUSS

Where can we stay? The Old Galleon Inn is the best place to rest up, and Lord Truss will ensure that there is no charge if the player characters are here to aid the town and its folk. The owners of the other inn in town — The Wartiest Goblin — were slain on the first night of attacks.

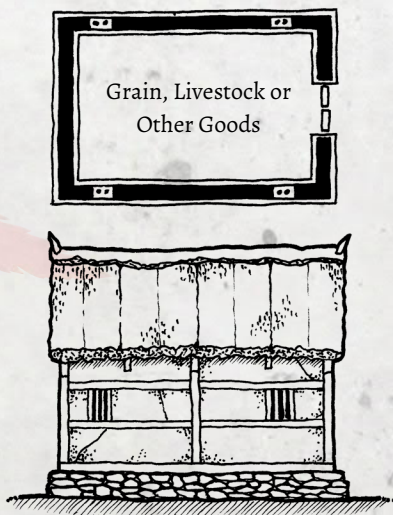
How many attacks have there been? Three in total so far. The first was a smaller attack of around 6 harpies. The other two attacks have been 12-15 strong.

Why have the authorities not helped? He doesn't get on well with Duke Possing, and although he has requested support, no help has been forthcoming.

When do the attacks happen? The first attack was 5 days ago, but the last two were on consecutive evenings, always after midnight but well before dawn.

Where have the attacks come from? The attackers fly in from above but it's difficult to make them out in the darkness. Some folk have said they heard wing beats and screeches from the north before the first attack.

What do the attackers look like? They look like harpies, although they are a mixture of males and females. There is a dead body of a harpy from the



previous nights attack that the player characters can see. It is currently trussed up in the cold store at Hide & Scale Butchers.

How many harpies have the town

killed? They have killed three and injured a few more. Two were burnt and the intact one is the one to be found at Hide & Scale.

Have you accounted for all the village

dead? No, some have been carried aloft screaming.

CROWMEN ('HARPY')

Hit Dice: 2

Armour Class: 7 [12]

THACo [BHB]: 17 [+2]

Attacks: Spear (1d8) or Polearm (1d8+1)

Saving Throw: 16

Special: *Carrion:* Crowmen cannot pass a carcass or other raw meat without becoming ravenous and gorging itself. If a carcass or raw meat is seen during combat, the crowman fights at -2 on attack rolls.

Move: 12, Flying 18

Alignment: Chaotic

Challenge Rating/XP: 2/30

Description: A Crowman is 7 feet tall high with arms in addition to pitch-black feathered wings. It wears no armour. Crowmen have Darkvision up to 60 feet.



PREPARING FOR THE NIGHT

As Lord Truss and the rest of the townsfolk are preparing for the evening and another possible attack, the player characters are urged by Lord Truss and any other prominent members of the town to help them this evening, and continue any desires they have to scour the area until daylight. As the player characters potentially have no good leads at this point, a night-time search of miles of terrain would seem irresponsible given that they are here to aid the town.

If the player characters wish to take over the defence of the town and can persuade Lord Truss they are qualified to do so, he will let them devise the town's strategy for the evening.

NIGHT ATTACK ON THE TOWN

The crowmen need to feed and murder at night, so they have been descending on the town to do so.

They will also attack this night in the early hours with fifteen crowmen. They attack indiscriminately and will use any hearths or lit fires in dwellings to set fire to them.

The town combat should be played out as they player characters want to do it. Some things to note about the attack:

- **Bloody and ruinous:** The attack will be as violent and damaging as it can be for the townsfolk.

- **Burn them alive:** Any intact dwellings will be set alight by the crowmen if fire is available to them. They attempt to lure townsfolk out into the streets.
- **Feed on their innards:** They will kill and feast on the innards of townsfolk in the streets. They prefer to avoid entering properties, unless it is from above and they can fly out.
- **Flee on the wing:** If more than ten crowmen are killed, the rest fly off back towards the Old Mines in a din of caws and screeches. They might also carry off a body to feed on later.
- **Capture:** The player characters can capture a crowman if they have a solid plan.

AFTER THE ATTACK

Once the attack has waned, the town and its folk assess the losses and damage. Casualties are attended to and fires are put out. Townsfolk openly weep for the dead who may still be disembowelled in the street.

The player characters may have captured a live crowmen and can interrogate them. The crowmen do not talk in the common tongue, but a tongue of crows created by *Corvus* although they are not considered animals for the purposes of the *Speak with Animals* or *Hold Animal* spells.

However, they are treated as a person for the purposes of the *Charm Person* or *Hold Person* spells. Any captured crowmen are rage-filled and angry



and spit, hiss and caw at the interrogators. Occasionally, for brief moments, it's as if their demeanour changes and their eyes get teary and wander, then they change back into their malign attitude.

Also, make use of the *Crowman Personal Effects* table below. This is a good table for making players think about why the crowmen carry these belongings. If the PCs are still confused then pick results to help steer their thinking.

CROWMAN PERSONAL EFFECTS	
Roll 1d20	Description
1-2	A love letter.
3-7	1d20 gold coins, 1d20 silver coins.
8-9	A silver enamel brooch with a human male/female painted upon it, worth 6 gold coins.
10-11	A will, which leaves all possessions to their wife/husband.
11-12	A holy symbol of a good deity.
13	A tattoo of a good deity, or human name.
14-16	2d20 gold coins, 2d20 silver coins.
17	A gold locket with a curl of hair, worth 12 gold coins.
18	A potion of healing
19	A potion of extra healing
20	A random potion or Game Master's choice.

They may leave one or more alive to follow them back to their lair when they flee — although they move fast when flying and don't have to mind terrain, so even pursuing on horseback would be challenging at best.

Any crowmen have personal effects upon them from their previous lives which should hint at them not being entirely who the player characters think they are. See the *Crowman Personal Effects* table. Roll once (or twice) for each crowman. Note that crowmen can be male or female, but it's quite hard to tell the difference.

GORBAN AND THE OLD MINES

If the players are having a struggle to figure out what to do next, then use the following plot device. Mid morning, Gorban Willow runs into town all out of breath and desperately looking for Lord Truss. He has spotted a hunting party of 'harpies' entering the Old Mines in the Hollowreach Hills about two and a half miles northeast of town.

If asked about the fungi found on the trussed-up attacker in Hide & Scale, he confirms that fungi is uncommon to the area and he only knows of it growing in the woods near the Old Mines.

THE OLD MINES

The Old Mines were abandoned years ago when the owners of the mine could no longer afford to operate it. Iron ore still exists in seams at the faces, but the caves are now dank and dangerous.

The approach to the mines should be uneventful.

INSIDE THE MINES

The crowmen prefer the taste of human flesh and will generally pass up animal flesh unless their hunger is insatiable. They tend to leave the mine chambers alone other than those they use to get out into the surface lands from Corvendark. As a result, they only enter and egress via the westernmost entrance and use the passageway into location 7, and through. The remaining chambers and passages are left untouched by them.

The galleries are all shored up with heavy timbers now rotting, and some passages shown signs of debris beginning to fall from the low roofs above.

Scattered around the entrances and within the mine corridors are occasional large, black feathers and large, anisodactyl claw prints — these are the left by the crowmen when not on the wing.

The following are detailed descriptions of the mine chambers and their contents.

1) THE MINE ENTRANCE

Overgrown and eerie, the Old Mines look to have been abandoned for years. Outside is scattered with abandoned mine carts and spoil heaps. There are three entrances cut into the rock face, the westernmost one is a storage chamber, but the other two have rusty iron cart rails leading down into the darkness beyond.

2) MINE TOOLS

A decrepit wooden shack filled with rusting and rotten tools such as pickaxes, shovels, iron spikes and nails, and hammers.

3) WORKER'S SHACK

An old wooden shack with a clay tiled floor. A now-rusty cast iron stove sits against one wall with a rusty haphazard flue. There are several wooden beds and cupboards, and much of the contents are covered in cobwebs and animal droppings.

Beneath a loose tile under the stove is a small recess containing: 37 gold pieces, and a *potion of healing*.

4) TIMBER STORE

This separate cave was used to store timber for the mine workings, and was a makeshift carpentry workshop. The timber stored here was used for cart track sleepers, timber shoring, support stumps and even building the shacks outside. There are rusty saws, sawblades, axes, and chisels to be found here.

The store is now home to two Giant Rats (Monstrously Huge) who attack on sight.

5) CLOSE TO COLLAPSE

This chamber is close to collapse. The stumps supporting the cavern roof above are rotten and if anyone messes with the stumps the roof will collapse. Saving Throw to avoid 3d6 damage. Anyone inside the cavern and taking damage will need to be dug out.

6) EMPTY CHAMBER

This chamber is empty except for piles of spoil and a relatively intact mine cart.

7) DEAD OWLBEAR

Old mine carts lie toppled as if strewn aside in a fight. The disembowelled corpse of an owlbear lies here too, feather and viscera spread across the floor and chamber walls. A passageway leads off northwards and descends into the darkness. A smaller cavern leads off to the east and here can be found feathers of both the owlbear and the crowmen.

8) COLLAPSED CHAMBER

This chamber has collapsed. Buried in the rubble in the western side of the chamber is a warrior clad in +2 *plate armour*. Crushed to death by the collapse his armour is intact. It would take about 6 hours of digging for one person to retrieve him. He also has a pouch with some crushed vials and 44 gold coins.

GIANT RATS (2)

Hit Dice: 3

Armour Class: 6 [13]

THACo [BHB]: 16 [+3]

Attacks: 2 Claws (1d3) and Bite (1d6)

Saving Throw: 14

Special: *Disease:* One of these creatures is diseased. When it bites, a Saving Throw is required to avoid contagion. Disease effects are left to the Game Master to decide, but should include vomit and diarrhoea.

Move: 12

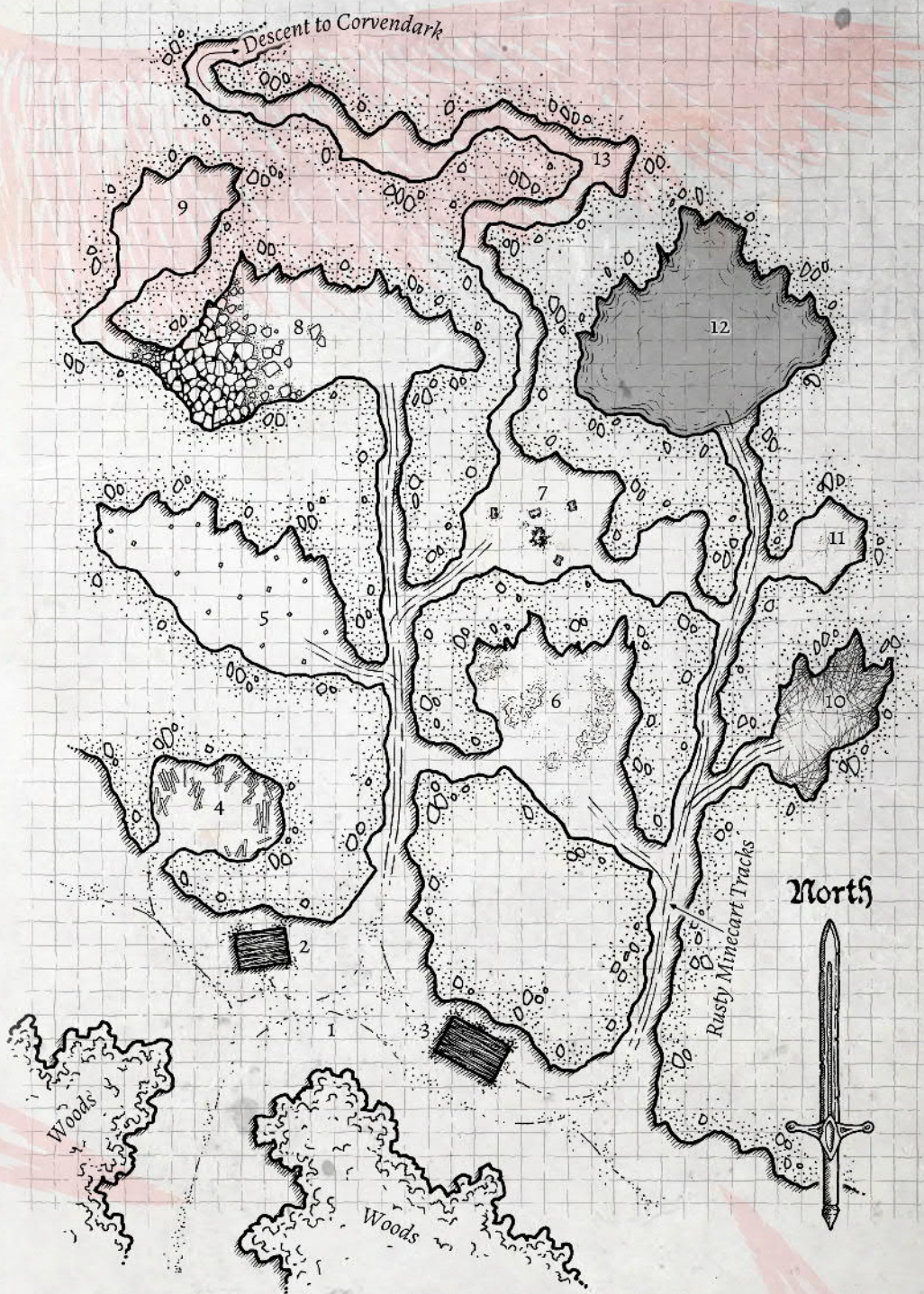
Alignment: Neutrality

Challenge Rating/XP: 4/120

9) HIDDEN CHAMBER

The collapse in the previous chamber has sectioned off this chamber from the rest of the mine. Unfortunately for a previous group of adventurers – who must have been injured during the collapse – they were unable to successfully dig themselves out or get help before the air ran out. They are a Magic-User with a broken leg and a Thief with a bandaged skull. Between them, they have the following usable items:

- Three backpacks,
- Three bedrolls,
- Flint & steel,
- A hooded lantern (oil has run out),
- 50 feet of hemp rope,
- A 30-pound capacity sack,
- Two empty waterskins,
- Crowbar,



Old Mines

19

0 10 30 70 150
Scale in feet

- Two empty glass vials, unstoppered.
- Leather armour,
- *Scroll of Protection from Drowning*,
- *Wand of Shield (6 charges)*,
- *Potion of Fire Resistance*,
- *Potion of Healing*,
- +1 *Shortsword*,
- 102 gold coins and 76 silver coins,
- Emerald worth 100 gold coins.

10) SPIDER CHAMBER

A giant spider lives in this chamber, tucked away in the recesses at the rear of the cave. It has killed a crowman who wandered into the chamber a few days ago, and has it cocooned in the middle of the chamber surrounded in webs. It can be seen from the entrance to the chamber where the webs start. If anyone sets fire to the webs, the spider will rush out to attack.

MAN-SIZED GIANT SPIDER (1)

Hit Dice: 2+2 (12 hit points)

Armour Class: 6 [13]

THACo [BHB]: 17 [+2]

Attacks: Bite (1d6) + poison

Saving Throw: 16

Special: *Poison:* Saving Throw at +1 or die horribly in 1d6 rounds.

Surprise: Surprises on 1-5 on a d6.

Move: 18

Alignment: Neutrality

Challenge Rating/XP: 5/240

11) ABOVE THE GEODE

This small chamber has a very thin floor due to an unexcavated chamber beneath it, and subsidence over time. If more than 450 pounds of weight enters the chamber, the floor collapses plunging anyone thirty feet into a natural geode below. This geode has no entry or exits but is covered with sharp quartz. Anyone falling takes 3d6 damage as they land on the pointy mineral deposits. Chunks of quartz can be taken if necessary.

12) SUBMERGED CHAMBER

This chamber slopes down slightly and is now water-filled. The water is ankle deep at the cave entrance, and touches the ceiling (10 feet deep) at the northern end. The water is cold but clear, and a few small fish have somehow managed to thrive here. The bottom of the chamber is filled with rubble and old mining tools.

13) CASUALTY

A dead crowman lies here, a victim of the owlbear in the first day after their arrival.

It is still in its leather armour although it is badly lacerated by what looks to be large claw marks. Its lower jaw is snapped.

A pouch containing: 31 gold pieces, and a letter written to a loved one. The letter reads: "*Sullivan, take care with your righteous purge against Corvus, I love you with all my heart and will be here when you return, Olivia*".

The letter belongs to the crowman, or rather the human he once was in his previous life. When the crowmen's forms were changed, they still had some of their close personal effects with them. Consult the previous *Crowmen Personal Effects* table for more.

THE JOURNEY DOWN TO CORVENDARK

The passage continues down much deeper into the earth. It gets colder as it descends and the distant echoes of screeches and squawks gets gradually louder as they descend. Eventually, after descending a mile below ground, and directly beneath Wychington, the passageway emerges onto the ledges above the cliffs overlooking the lake (see location 2 on the Corvendark map).

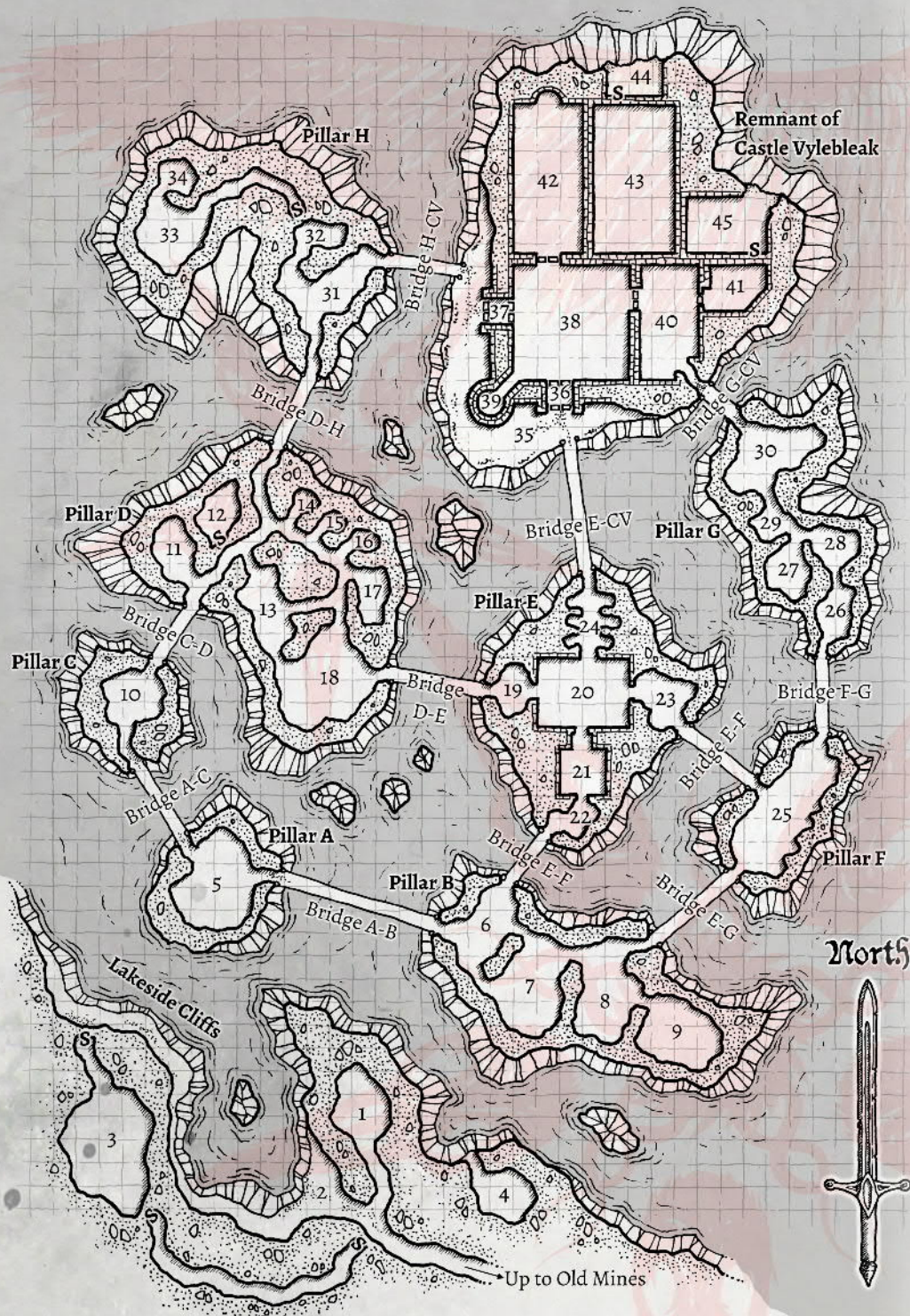
CORVENDARK

Corvendark itself sits almost directly beneath Wychington, although almost a mile below ground.

The passageway from the Old Mines above emerges into a huge cavern with an opaque lake. Protruding from the lake waters are red-tinged pillars of rock which reach the cavern ceiling. Between these pillars, stone walkways with low parapets span between openings which lead into the pillars themselves. The stone walkways are suspended 60 feet above the lake surface.

Visibility is poor at no more than 10 feet, with no light other than a faint bioluminescence given off by the murky lake water below. Anything beyond the biolight is hazy and shadowy. The crowmen have darkvision to 60 feet. Lighting torches, lanterns or casting light-providing spells could attract the attention of nearby crowmen, as any light would seem a strange occurrence to them.

The crowmen fly between pillars, whereas the Murder Knights walk using the stone bridges. If a Murder Knight is knocked into the waters below, it will need to pass two Saving Throws to shed its armour before it drowns. Once shed, it takes to the air and once again attacks the PCs as a crowman, rather than a Murder Knight.



Corvendark

22

0 10 30 70 150
Scale in feet

The lake is home to large fish up to 3-foot long, which the crowmen occasionally feed on when human flesh is not available. In the depths of the lake lives an aboleth. This horrid creatures is best left well-alone.

ABOLETH (1)

Hit Dice: 9

Armour Class: 3 [16]

THACo [BHB]: 10 [+9]

Attacks: 4 tentacles (1d6 + slime)

Saving Throw: 6

Special: Phantasmal force (3/day), Mucus cloud in water (save or cannot breathe air for 3 hours), special disease upon successful hit (save or must be immersed in water every hour).

Move: 9, Swim 12

Alignment: Chaotic

Challenge Rating/XP: 12/2000

Normal crows have gathered down here having followed the crowmen into the depths. The Murder Knights and Lord Vylebleak use these to create distractions with their *Crowshield* ability. Most of the crows are gathered near to the castle (areas 26-45).

A NOTE OF TACTICS

It is advised that the player characters try to enter Corvendark by stealth, hiding bodies where necessary to prevent suspicion.

For those players that prefer the 'kick the fucking door in' approach, here are some guides to handling the crowmen's response.

Crowmen will tend to try and lure the PCs out onto the stone bridges — if not on there already — so that they can either knock them off to the water below, or pick them up and drop them into the water. This is likely to be a highly successful strategy for the crowmen. Even when attacking on the stone bridges, the crowmen are always hovering, making it impossible to push them into the water below.

The crowmen tend to stay at their posts having been ordered to protect the castle approaches at all costs.

The sounds of battle and crows making a din is commonplace here and to some extent is not unusual enough to cause suspicion. If prolonged or another crowman spots something amiss, he will raise the alarm by flying to the castle to alert Lord Vylebleak.

The castle sends a **welcoming party** when the intruders are first spotted consisting of 6 crowmen carrying a murder knight in their talons whom they drop on the closest bridge.

CROWMEN (6): HD 2; **Hit points** 15, 13, 12, 12, 11, 10; **AC** 7 [12]; **THACO** [BHB] 17 [+2]; **Atk** Spear (1d8) or Polearm (1d8+1); **Move** 12, Flying 18; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** Darkvision 60 feet. -2 to attack rolls if a feedable carcass or raw meat can be seen.

MURDER KNIGHT (1): HD 4; **Hit points** 25; **AC** 3 [16]; **THACO** [BHB] 15 [+4]; **Atk** Bastard Sword, one-handed (1d8), or Bastard Sword, two-handed (1d8+1), or Beakhelm (1d8); **Move** 12, Leap 40 ft; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** Darkvision 60 feet. Can leap up to 40 feet a round. Attract crows 2/day lasting 1d6 rounds, attackers at -2 to hit.

REST AND RECUPERATION

The PCs may well need to take time out and rest and recuperate as Corvendark is a tough fight to clear the whole area.

Wychington suffers additional crowman attacks if they rest up back at town, which could result in an interrupted rest anyway.

If the PCs discover location 3, they could choose to rest here away from prying eyes. If they do this, they should be able to hear the sounds of a large number of (fifteen) crowmen heading up towards the Old Mines in the early hours to stage another attack on Wychington. This might be a perfect time to assault Corvendark as the crowman numbers are halved.

If they choose to do this, give the PCs **three hours** before the fifteen return. To simulate the diminished defence, half the number of crowmen in each encounter (round up) up to and including area 34 only.

BRIDGE PATROLS

The following bridges are each patrolled and guarded by a single Murder Knight: Bridges H-CV, E-CV, G-CV, D-H, D-E, E-F and, F-G. The other bridges can have crowmen on them as suits the discretion of the Game Master.

LAKE SIDE CLIFFS

1) CORPSE CHAMBER

A three-day old, disembowelled human female corpse lies here caked in blood and bits of guts. This is a Wychington villager that was dragged down here as a later meal.

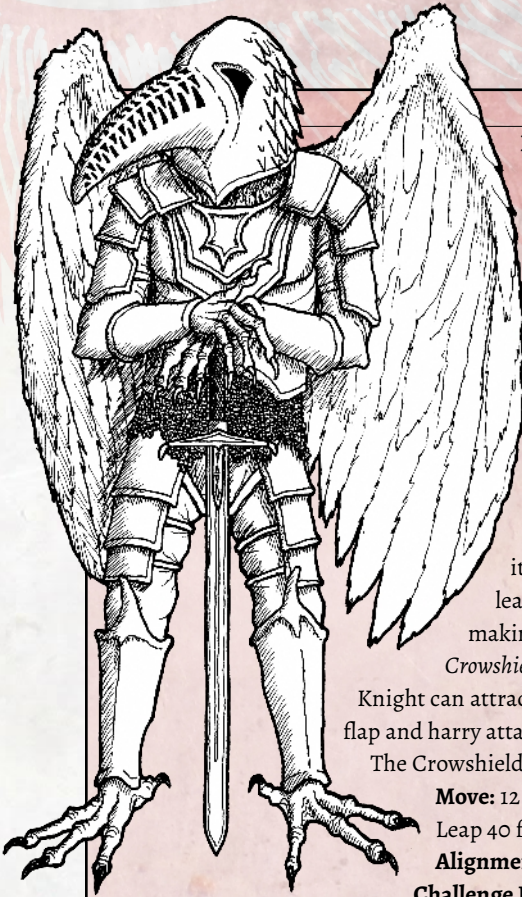
2) LEDGES

A narrow ledge winds around the edge of the cliff face with the murky lake water some 60 feet below.

From the ledge, with unaided vision, the PCs can make out the shadowy, red-tinged forms of pillars A, B and, C (see map)

3) SECRET CAVE

A long-forgotten secret cave has been created here hidden by secret doors opened by touching invisible runes on the walls. Their outlines glow when *detect magic* is cast. The door



MURDER KNIGHT

Hit Dice: 4

Armour Class: 3 [16]

THACo [BHB]: 15 [+4]

Attacks: Bastard Sword, one-handed (1d8), or Bastard Sword, two-handed (1d8+1), or Beakhelm (1d8)

Saving Throw: 16

Special: *Deadspeech:* A Murder Knight can converse with the dead as per the *Speak With Dead* spell once per day.

Leap: Whilst unable to fly due to its armour, the Murder Knight can leap up to 40 feet in any direction, making it a prodigious climber.

Crowshield: Twice per day, the Murder Knight can attract a murder of crows to fly around, flap and harry attackers. Attackers are at -2 to hit. The Crowshield lasts for 1d6 rounds.

Move: 12 (Unable to fly due to armour), Leap 40 feet

Alignment: Chaotic

Challenge Rating/XP: 4/120

Description: The Murder Knight is a 7 foot tall crow with arms in addition to feathered wings. It wears dull black plate-mail armour, which is modified to allow its wings to protrude from the rear. Although winged, it cannot fly in its armour. It wears a Beakhelm (much like a basinet) to fit its beak and can use it to viciously headbutt opponents. Murder Knights have Darkvision up to 60 feet.

stonework is well-crafted and blends into the rough cavern walls.

The PCs could use this cavern as a rest and recuperation area if they choose.

4) PERCH

This cave is hidden away, and cannot be seen from the ledges. It has been used by the crowmen as a perch from

which to hunt fish. Bones from large, lake fish scatter the floor here as well as putrid droppings. A very old, human skeleton lies against the southern wall with a crossbow bolt through its skull. A thorough search of the body reveals a *ring of poison resistance*, and a pouch containing 52 gold coins.



GETTING ACROSS

Getting across to the pillars is tricky. The closest pillar is about 30 feet across from the closest point of the ledge. The closest bridge from the ledge is Bridge A-C roughly 80 feet away.

The PCs could lower themselves down the cliff face, swim across to a pillar, and then climb up.

A grappling hook could be thrown across with a long enough rope. It has a 25% chance of latching onto a pillar surface, and each throw has a 5% cumulative chance of attracting the attention of a crowman.

A grappling hook thrown at a bridge, has a 75% chance of latching, and each throw has a 10% cumulative chance of attracting the attention of a crowman.

PILLAR A - WEAPON STORE

5) ARMOURY

Inside this chamber are racks of spears, polearms, and bastard swords used by the crowmen and murder knights. There are also 2 sets of plate armour with beakhelms, and various pieces of leather armour, straps and buckles. None of the weapons or armour are magical.

PILLAR B - BARRACKS

Any combat in the barracks will attract all crowmen in this pillar, and wake the ones in location 9.

6) CANDLE HALL

This area is a hallway between bridges and it is carved with dozens of small niches each holding a burning candle. Melted wax runs down the walls.

7) MESS

This is where the crowmen eat. Two long oak tables lined with benches are topped with dented, thin, iron plates. The plates hold remnants of a meal of innards, giblets and intestines and the copper smell of blood is in the air.

There are six now-sated crowmen sitting at the tables here, their weapons resting against the south wall. They do not suffer penalties from seeing a carcass or raw meat as they are sated.

SATED CROWMEN (6): HD 2; Hit points

14, 12, 12, 11, 9, 9; **AC** 7 [12]; **THACo** [BHB] 17 [+2]; **Atk** Spear (1d8) or Polearm (1d8+1); **Move** 12, Flying 18; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** Darkvision 60 feet.

8) GAMBLING DEN

Two crowmen crouch on the floor here tossing a human skull into a pit of gravel marked with a series of small stones. They chatter and squawk to each other, but reach for their nearby weapons if startled, and fight. They are also sated.

GAMBLING CROWMEN (2): HD 2; **Hit points** 15, 10; **AC** 7 [12]; **THACo** [BHB] 17 [+2]; **Atk** Spear (1d8) or Polearm (1d8+1); **Move** 12, Flying 18; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** Darkvision 60 feet.

9) ROOST

This is where the crowmen guards sleep in patches of dead branches and dried grass from the surface, and mosses and lichens from below ground. There are 3 sleeping crowmen here:

SLEEPING CROWMEN (3): HD 2; **Hit points** 13, 12, 9; **AC** 7 [12]; **THACo** [BHB] 17 [+2]; **Atk** Spear (1d8) or Polearm (1d8+1); **Move** 12, Flying 18; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** Darkvision 60 feet. -2 to attack rolls if a feedable carcass or raw meat can be seen.

PILLAR C - FOOD CHAMBER

10) KITCHEN

Two fat crowmen are cooking human offal in a cauldron here. A fire is lit beneath the cauldron and steam and smoke drift out from the northern pillar opening. An oak table holds thin

iron plates and rusty knives and saws. A large chest next to it stores the freshly cut body parts of what look like humans limbs. Blood oozes out from the bottom of the chest and trickles south and out of the opening onto the bridge where it has pooled.

The two crowmen have been picking on the food so do not feel the need to feed, and will not suffer a penalty by seeing food.

FAT CROWMEN COOKS (2): HD 2; **Hit points** 13, 12, 9; **AC** 7 [12]; **THACo** [BHB] 17 [+2]; **Atk** Spear (1d8) or Polearm (1d8+1); **Move** 10, Flying 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** Darkvision 60 feet. -2 to attack rolls if a feedable carcass or raw meat can be seen.

PILLAR D - THE PRISON PILLAR

11) SENTRY CHAMBER

Two crowmen guards rest at a table here. They have not yet eaten and the smells from location 10 are beginning to drive them insane. They are easily lured with meat.

HUNGRY CROWMEN GUARDS (2): HD 2; **Hit points** 10, 10; **AC** 7 [12]; **THACo** [BHB] 17 [+2]; **Atk** Spear (1d8) or Polearm (1d8+1); **Move** 12, Flying 18; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** Darkvision 60 feet. -2 to attack rolls if a feedable carcass or raw meat can be seen.

The keys to the cells can found on the table here.

12) VALUABLES

As the whole Corvendark location is part of Corvus' home, and the crowmen are not overly familiar with it, they have not yet discovered this chamber. Inside are religious artifacts dedicated to Corvus. There are candles, candelabra, strings of prayer beads, etc. The following are of special interest:

- **Curved Sacrificial Dagger:** The hilt is in the form of a pair of spread, feathered wings. It is a +2 dagger.
- **Feathered Crow Boots:** These act as *Boots of Leaping*.
- **Vials of Crowgod Blood:** These three vials contain blood from Corvus himself. If drunk, the imbiber changes into a crow as per the *Polymorph Self* spell for a duration of 1 hour. Additionally, the drinker is also able to converse in the language of the crowmen – Corvian.
- **Crowcoins:** Fifty, large, golden coins depicting the Crow God himself. Each is worth 5 gold coins each.

13) TORTURE ROOM

Implements of torture can be found in this room. Rusty knives, saws, pokers, spikes, and hammers. A large table with leather straps holds the beak-ravaged, naked body of a human male. Its chest cavity is wide open and beginning to putrefy.

CELLS

All the cells are barred and locked with iron gates. The keys to the cells are held in location 11.

14) CELL

A Wychington villager named Eliza Grainger can be found here, hungry and frightened.

15) CELL

A Corpington merchant named Ferras Gamworth can be found here. He was taken from the roadway in the early hours two mornings ago.

16) CELL

A now-dead Wychington villager lies in this cell, one of his eyes seems to have been viciously pecked out by a giant beak.

17) LARGE CELL

This large cell contains four prisoners. All of them are emaciated and scared villagers from Wychington.

They are: Jemima Sharrow, Roger Lackleton, Guy Grimmins, and Lester Brigstock.

18) GUARD ROOM

This area contains oak tables and weapon racks. Inside are four crowmen guards screeching over a human arm. A murder knight stands at the east opening flexing his wings, and looking across the bridge towards pillar E. They all attack on sight.



CROWMEN PRISON GUARDS (4): HD 2; **Hit points** 16, 16, 12, 11; **AC** 7 [12]; **THACo [BHB]** 17 [+2]; **Atk** Spear (1d8) or Polearm (1d8+1); **Move** 12, Flying 18; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** Darkvision 60 feet. -2 to attack rolls if a feedable carcass or raw meat can be seen.

MURDER KNIGHT (1): HD 4; **Hit points** 28; **AC** 3 [16]; **THACo [BHB]** 15 [+4]; **Atk** Bastard Sword, one-handed (1d8), or Bastard Sword, two-handed (1d8+1), or Beakhelm (1d8); **Move** 12, Leap 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** Darkvision 60 feet. Can leap up to 40 feet a round. Attract crows 2/day lasting 1d6 rounds, attackers at -2 to hit.

PILLAR E - MURDER KNIGHT ROOST

19) WEST ENTRY CHAMBER

This chamber is covered in niches with burning red candles. Bits of viscera cover the floor and rusting iron chains hang from the ceiling with half-eaten cadavers hanging on blood-soaked hooks.

20) MAIN ROOST HALL

In this room are two murder knights, with their helms removed. They rest on beds of moss and lichen.

The room is free of the carnage of the surrounding rooms, but the dried blood and stains are everywhere.

MURDER KNIGHT (2): HD 4; **Hit points** 24, 22; **AC** 3 [16]; **THACo [BHB]** 15 [+4]; **Atk** Bastard Sword, one-handed (1d8),

or Bastard Sword, two-handed (1d8+1); **Move** 12, Leap 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** Darkvision 60 feet. Can leap up to 40 feet a round. Attract crows 2/day lasting 1d6 rounds, attackers at -2 to hit.

21) PRACTICE ROOM

Cadavers hang from the ceiling here on chains. Presumably used as target practice for the bastard swords of the murder knights.

22) SOUTH ENTRY CHAMBER

Same as location 19.

23) EAST ENTRY CHAMBER

Same as location 19, except that a crowman is also suspended on one of the hooks, having fallen prey to the reprisals of stealing food from the murder knight roost.

24) HALL OF HEROES

This room is lined with six stone statues. All in the likenesses of devoted human followers of Corvus, wearing crow masks, carrying a shield with an inverted five-skulled star, and a longsword. The last two are infact Followers of Corvus — stone statues that attack any non-crows walking out onto the bridge towards Castle Vylebleak without speaking the command work 'Praise Corvus' in the language of crows.

They attack immediately. If the statues attack, the attention of the murder knight guarding the bridge will be drawn. The two murder

FOLLOWER OF CORVUS (2)

Hit Dice: 3

Armour Class: 3 [16] (stone)

THACo [BHB]: 16 [+3]

Attacks: 1 Longsword (1d8)

Saving Throw: 14

Move: 12

Alignment: Neutral

Challenge Rating/XP: 4/120

knights guarding the castle's south gate will hold their positions but raise the alarm.

PILLAR F - HOMAGE TO CORVUS

25) STATUE ROOM

Lining this long narrow chamber are various basalt and ebony statues. All the statues represent Corvus in some form, whether it is a crow in flight, a winged human with a sinister visage, a giant crow feeding on a corpse, a murder of tangled crows, etc. Around the chamber are niches holding red, burning candles which give off a feint, red light.

PILLAR G - CROWPRIEST CHAMBERS

26) ENTRY CHAMBER

Niches filled with red candle line this chamber. None are lit. A murder knight stands in the southern entrance looking south.

27) BLACKCRAW'S CHAMBER

The crowpriest, Blackcraw, resides here. He will be struggling to study a

tome – switching between memories of his previous personality – if not alerted already.

The room contains a small desk with a burning candle softly illuminating it. Various old tomes and codices are stacked here. All written in strange interpretations of animalistic languages.

BLACKCRAW THE CROWPRIEST

Hit Dice: 5 (34 hit points)

Armour Class: 5 [14]

THACo [BHB]: 15 [+4]

Attacks: Two-handed Flail (1d8) or Spells

Saving Throw: 11

Special: *Deadspeech:* Blackcraw can converse with the dead as per the *Speak With Dead* spell once per day.

Crowshield: Twice per day, Blackcraw can attract a murder of crows to fly around, flap and harry attackers. Attackers are at -2 to hit. The Crowshield lasts for 1d6 rounds.

Spells: Spells available to Blackclaw are as follows:

Level 1: *Protection from Good, Cause Light Wounds.*

Level 2: *Hold Person, Silence 15-foot Radius*

Move: 12, Flying 18

Alignment: Chaotic

Challenge Rating/XP: 5/240

Description: Blackcraw is a priest of Corvus, and wears the symbol of Corvus as an amulet around his neck. Darkvision up to 60 feet.

28) ACOLYTE CHAMBERS

Two crowpriest acolytes rest here dressed in grey robes. They leap to the defence of their master Blackcrow.

CROWPRIEST ACOYLTE (2): HD 1; **Hit points** 6, 3; **AC** 9 [10]; **THACo** [BHB] 19 [0]; **Atk** Mace (1d6); **Move** 12, Flying 18; **Save** 15; **AL** C; **CL/XP** 1/15; **Special:** Darkvision 60 feet. Cast *Cause Light Wounds* 1/day.

29) REGALIA

This small chamber holds religious regalia such as incense, unholy water, censers, gowns and other holy items needed for ceremonial duties.

30) LIBRARY OF CROWS

This is a large library filled with tomes about many things. The books may have some value to the established city libraries of the surface world above.

PILLAR H - HARROWCROW PILLAR 31) HARROWCROW HALL

The southern approach to this chamber is guarded by a murder knight. Inside the chamber itself, a Harrowcrow Golem rests against the northwest wall and attacks on sight.

HARROWCROW GOLEM

Hit Dice: 7

Armour Class: 3 [16]

THACo [BHB]: 12 [+7]

Attacks: 2 Fists (1d8) or Stonestorm

Saving Throw: 9

Special: *Stonestorm:* Twice per day, a Harrowcrow Golem can expel a shower of stones from its body that causes 2d10 damage to all within 10 feet, and 1d10 damage to all within 30 feet. A successful Saving Throw avoids the damage.

Burrow: Harrowcrow Golems can pass through rock.

Move: 12, Pass through rock 3

Alignment: Chaotic

Challenge Rating/XP: 8/800

Description: Harrowcrow Golems were crafted by Corvus to protect Castle Vylebleak.

- They attack any non-crow
- on sight and without mercy.



32) DEACTIVATED GOLEM

Another Harrowcrow Golem lies against the north wall here. It is deactivated. Pushing a button in its right eye socket opens a secret door into location 33.

33) GOLEM FACTORIUM

In this chamber, unknown to the crowfolk, is the construction area for the Harrowcrow Golems. One lies half-built on a stone altar.

34) MATERIALS

The valuable materials and instructions for creation of the Harrowcrow Golems is to be found here.

CASTLE VYLEBLEAK

35) CASTLE GROUNDS

This wide ledge before the castle walls is filled with loose, sharp rocks with occasional tufts of dagger blade-like grass. Any murder knights still on bridges adjoining the ledge will attempt to intercept and push intruders off the ledge into the waters below.

36) SOUTH GATEWAY

A massive pair of ebony double doors lead into a small lobby with another set of matching double doors. Two murder knights guard inside the lobby.

SOUTH ENTRY MURDER KNIGHT (2): HD

4; **Hit points** 22, 21; **AC** 3 [16]; **THACo** [BHB] 15 [+4]; **Atk** Bastard Sword, one-handed (1d8), or Bastard Sword, two-handed (1d8+1), or Beakhelm (1d8); **Move** 12, Leap 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** Darkvision 60 feet. Can leap up to 40 feet a round. Attract crows 2/day lasting 1d6 rounds, attackers at -2 to hit.

37) WEST GATEWAY

Same as location 36.

WEST ENTRY MURDER KNIGHT (2): HD

4; **Hit points** 24, 19; **AC** 3 [16]; **THACo** [BHB] 15 [+4]; **Atk** Bastard Sword, one-handed (1d8), or Bastard Sword, two-handed (1d8+1), or Beakhelm (1d8); **Move** 12, Leap 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** Darkvision 60 feet. Can leap up to 40 feet a round. Attract crows 2/day lasting 1d6 rounds, attackers at -2 to hit.

38) VYLEBLEAK HALL

In this large chamber, a feast has taken place. Bloody corpses lie everywhere and there is a risk of slipping on congealed blood, innards and brain matter.

39) WATCHTOWER LOOKOUT

A set of stairs winds up to a crenellated balcony. A murder knight stands watch here.

WATCHTOWER MURDER KNIGHT (1): HD

4; **Hit points** 20; **AC** 3 [16]; **THACo** [BHB] 15 [+4]; **Atk** Bastard Sword, one-handed (1d8), or Bastard Sword, two-handed (1d8+1), or Beakhelm (1d8); **Move** 12, Leap 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** Darkvision 60 feet. Can leap up to 40 feet a round. Attract crows 2/day lasting 1d6 rounds, attackers at -2 to hit.

40) TEMPLE TO CORVUS

A murder knight stands watch in the carved entrance into the castle's temple, protecting the bridge. Through the entrance, a massive ebony statue to Corvus dominates the north end of this chamber and pews lines the walls. Other than that, the chamber is empty.

41) WELL ROOM

A low, 10 foot diameter parapet wall protects a well. The well descends 60 feet into the water of the lake below. Halfway down the well, a hidden passage heads north and then joins another well shaft. Climbing up this shaft leads into location 45.

42) VYLEBLEAK'S THRONEROOM

A large throne made of crowskulls sits in an alcove in the north wall. Upon it, Lord Vylebleak stands flanked by two murder knights as his honour guard. He spreads his huge wings, screeches and rushes the players, two-handed sword aloft.

LORD VYLEBLEAK

Hit Dice: 8 (60 hit points)

Armour Class: 1 [18]

THACo [BHB]: 15 [+4]

Attacks: 1 Two handed sword (1d10+2)

Saving Throw: 11

Special: *Deadspeech:* Lord Vylebleak can converse with the dead as per the *Speak With Dead* spell once per day.

Crowshield: Three times per day, Lord Vylebleak can attract a murder of crows to fly around, flap and harry attackers. Attackers are at -2 to hit. The Crowshield lasts for 1d6 rounds.

Move: 12, Flying 18

Alignment: Chaotic

Challenge Rating/XP: 8/240

Description: Lord Vylebleak stands 8 feet tall and has a wingspan of almost 20 feet. He is a fearsome opponent, both muscular and agile. Darkvision up to 60 feet.

HONOUR GUARD (2): HD 4; **Hit points** 28, 27; **AC** 3 [16]; **THACo** [BHB] 15 [+4]; **Atk** Bastard Sword, one-handed (1d8), or Bastard Sword, two-handed (1d8+1), or Beakhelm (1d8); **Move** 12, Leap 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** Darkvision 60 feet. Can leap up to 40 feet a round. Attract crows 2/day lasting 1d6 rounds, attackers at -2 to hit.

43) EMPTY

This massive chamber has a gaping entrance to its northern wall, caused by its tearing away from the Corvus' home plane. Other than a few piles of



crow shit, it is empty. A doorway from location 42 used to exist centuries ago but it was blocked up and re-rendered. Anyone with stonework knowledge or a dwarf should be able to note the oddity and reveal a doorway used to exist here. This is not a secret or concealed door per se, but a Game Master could allow a chance of finding it as either with a a penalty.

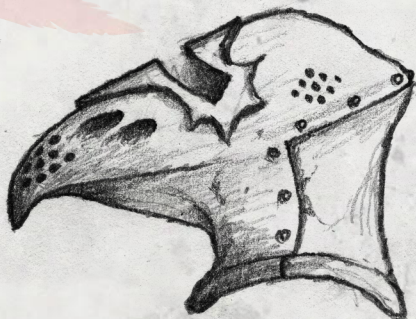
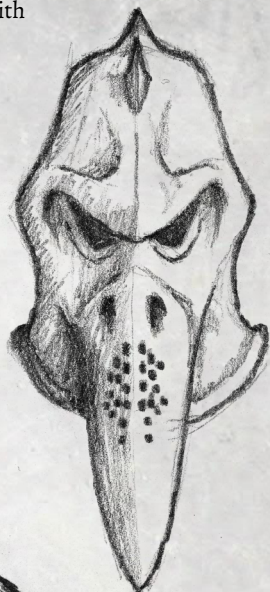
44) TREASURE VAULT

Here lies a treasure vault, the contents of which are left to the Game Master to determine. Most of it is covered in dust, dirt and faeces.

The northern wall of this chamber is open to the main cave. Once again the tearing away from the home plane caused the collapse, and the

treasure spilled down into the waters below also. Anyone splashing around too much will need to be careful not to attract the aboleth.

More importantly, the room is decorated all around with a fresco which shows a series of panels depicting the construction of the Hauntstones and Tenstones in Wychington, and shows how they are tied to the plane of Corvendark, dimensionally anchoring it in place. It details that it was



constructed as Corvus' escape route from his plane, and it also reveals a passage that states 'Should the stones fall, Corvendark will diminish'.

Any PC can make a roll below their Intelligence score to make the connection to Wychington and understand that destroying the stones in Wychington is vital.

45) SECRET CHAMBER

The well shaft from location 41, leads up and into a secret chamber here. The room contains 2,000 gold coins, and a +2 *shield* with the inverted five-skulled symbol of Corvus upon it.

RETURN TO THE SURFACE

Freeing the prisoners and escorting them back to Wychington will ensure the town regards them as righteous heroes.

If they can also bring the remains of loved ones back to the surface too, that would be honourable as once

Corvendark is returned to its home plane they will be lost forever.

LIFTING THE CURSE

The PCs should now head back to Wychington and topple the Hauntstones and Tenstones. As the last stone topples, an earth tremor hits the town collapsing the windmill on Lostlook Hill.

Despite this, anyone returning to the Old Mines and heading back down to Corvendark will find it gone, along with all trace of the crowfolk.

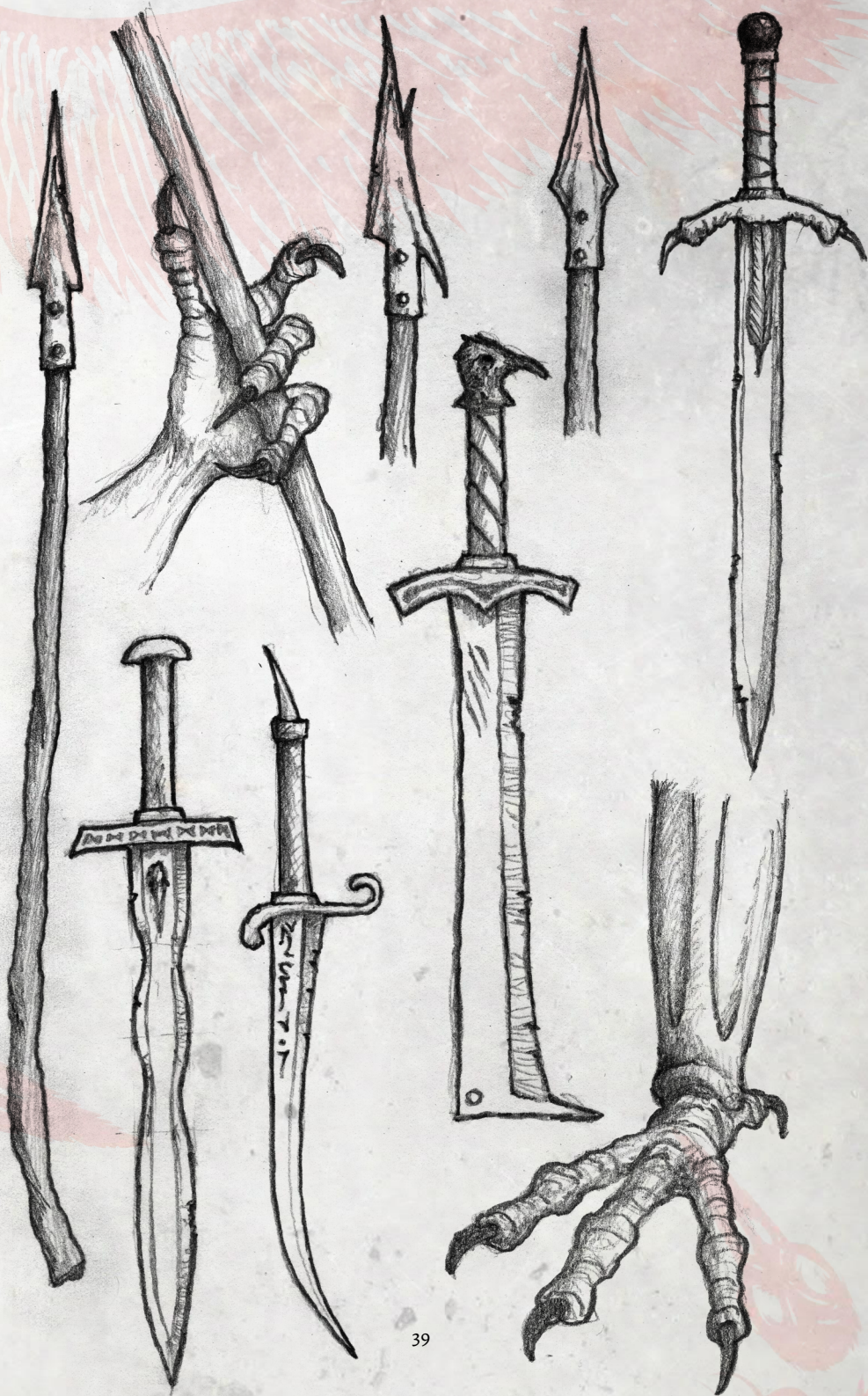
Any captured crowmen, murder knights, crowpriests or even Vylebleak will revert back to their normal forms, confused and unsure about what has happened to them.

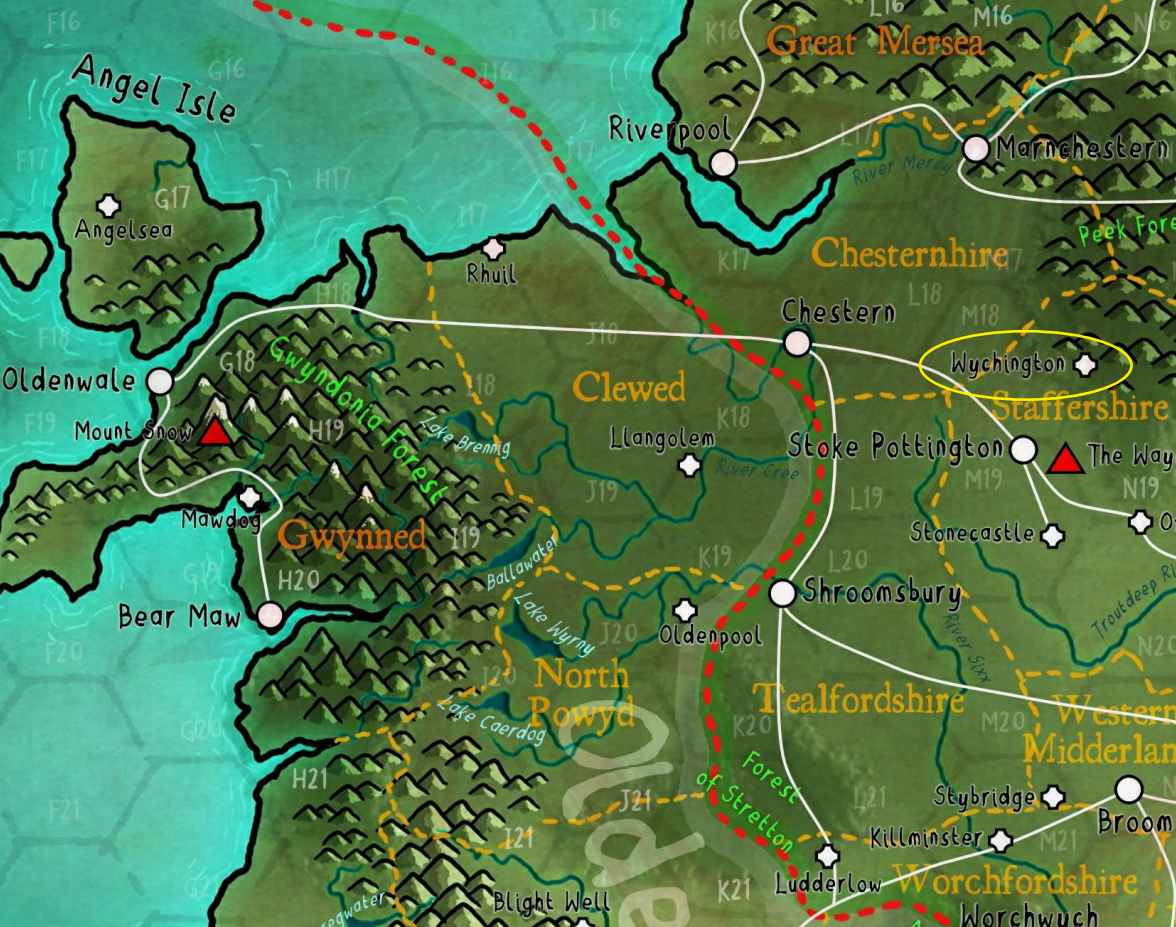
CELEBRATIONS

Lord Truss will herald the PCs as heroes and offer whatever fits the Game Master's campaign ideas.

A future adventure could be to help any remaining crow-purgers return to Sullen.









OTHER CHANGES

- **Northern Hollowreach:** becomes Northern Staffershire.
- **Hollowreach Hills:** becomes North Staffershire Hils.
- **Wychington, Corpington and Shallowfeld:** remain as they are named.
- **Midderlands style:** can be added by giving Wychington a few gloomium lamps on its main streets, and some 'Weird Shit' off the relevant table.
- **Duke Possing:** should become Duke Isaiah Harrison.
- **The Lesselling River:** can remain named the same. It flows south and joins the Troutdeep River.
- **Creatures:** can be exchanged with Midderlands creatures of a similar Challenge Rating. The crow-related elements should all remain the same for reasons of tone.
- **Corvendark:** is effectively in Upper Middergloom and the descent should be one where gloomium is spotted in veins as they get deeper. Corvendark's pillars of rock should seem even more alien against the backdrop of a green-tinged Middergloom underwater lake.

To the bravest and most
courageous,

We are almost lost. Our town
is in dire need of assistance.
Many have been murdered
and we haven't the strength
left to fight.

Harpies filled with evil and
butchery are killing our
men, women and children.

We beg of you,
Please help us all.

Lord Truss of Wyehington



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