

GEOS4-01D

The Birdcage

**A One-Round D&D LIVING GREYHAWK[®]
Geoff Regional Delve Mini Module**

Version 1.4

Round 1

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Adventure Background

See the adventure background in the Master Document.

Adventure Summary

The PCs are transported to the Cloud Castle by the mages of the Cyvrin, the arcane corps of the Geoff Army of Liberation. After passing through various zones already cleared, they arrive at the "Birdcage."

The "Birdcage" is the part of the Cloud Castle where gargoyles are constructed and stored. The gargoyles serve as aerial support troops for the Cloud Castle. A goblin geomancer named Hagrenna creates and trains the gargoyles.

The PCs encounter a goblin wizard who assists Hagrenna with management of the gargoyle forces and who maintains the "launch tubes" from which the gargoyles exit the Castle. They then find the rookery where the gargoyles lair until their next assignment. Finally, they may find their way to the gargoyle production facility where Hagrenna awaits.

Additionally, there are secret doors leading out of the launch facility to staircases, one of which leads to the surface of the cloud castle.

Introduction

"You are to infiltrate, disable, and hold a section of the cloud castle dungeons referred to in captured documents as the 'Birdcage'. We are not sure what is on this level, but suspect it may contain a way onto the cloud surface. We are not interested in prisoners but would be interested in documents or other information."

"You have fifteen minutes to prepare yourselves. May Pelor shine upon you and provide his blessings. Report back to me when ready."

After the PCs have prepared or they have used up fifteen minutes of game time, read the following:

You are transported by the Cyvrin to a shallow crevice near an opening on the rocky underside of the cloud castle via shadow. Mist, fog, and darkness surround you.

You are greeted by Olwythi Cyntaf Dwrthdyn Davyth Longshanks. Davyth is just inside the opening and beckons you to follow.

He leads you through sewers, networks of caves, and even something resembling a prison. Finally you reach the end of the 'safe zone'. Cyntaf Dwrthdyn Longshanks gestures to a dark staircase in front of you. Everything up to this point has been secured by other wolfpacks and elite units of the Army of Liberation. Who knows what dangers lay above?

Other wolfpacks have already cleared out portions of the Cloud Castle, followed by Army of Liberation elite units. The PCs have been asked to advance into the next hostile zone.

Encounter 1: The Birdcage

You ascend for some time up a spiral staircase. The staircase itself is not lit, but after a number of twists and turns, you can make out some dim light coming from above. Peeking around the last corner, you see a large chamber. The only thing of note immediately obvious is a lone goblin sitting at a desk. Piles of paper cover the desk and the goblin is obviously quite engrossed in his work. On a small stand next to him hangs a copper bell.

The goblin, Dromag, is Hagrenna's main assistant. He manages the paperwork for the gargoyle forces, tracks the number of gargoyles available, solves logistical matters related to their care and feeding, etc. He uses the bell to summon gargoyles down from the rookeries that lie above the room on either side.

Dromag is quite engrossed in his paperwork (–5 circumstance bonus to his Spot and Listen checks).

This is potentially a roleplaying encounter. Dromag does not immediately attack the PCs if he is approached cautiously and diplomatically. He is pretty unhappy with his lot in life and does not want to die fighting a large group of adventurers. He offers to "live and let live," allowing the PCs to continue their exploration, *if* they let him depart. If they agree to let him go, he gathers up his papers and exits via the revolving wall section/secret door on the west side of the chamber. Note that this reveals the secret doors to the party. Dromag exits quickly and closes the door behind him. He does not mention the PCs to the guards behind the revolving wall (see Encounter Five). Locating the hidden button to activate the secret doors still requires a Search check, DC 30.

If Dromag is threatened or frightened for his life at any point, he rings the bell loudly,

summoning down the gargoyles from Encounter 3 but not the guards from Encounter 5.

APL 4 (EL 3)

Dromag: hp 16; see Appendix D.

APL 6 & 8 (EL 5)

Dromag: hp 29; See Appendix D.

APL 10 & 12 (EL 7)

Dromag: hp 39; See Appendix D.

Tactics: Dromag's summons assistance by ringing the bell at his side. The gargoyles from the Rookeries (Encounter 3) enter to assist. He uses *color spray* or *sleep* to incapacitate as many of the PCs as possible so that he can escape, using *grease* to cover his retreat.

Development: Depending on the party's and Dromag's actions, the gargoyles from Encounter 3 may be confronted during this encounter. If so, adjust Encounter 3 accordingly.

The documents on Dromag's table may be of interest to the Army of Liberation. They detail (in Goblin) flight schedules, patrol patterns and deployment numbers for the gargoyles.

Encounter 2: Deployment

Adjacent to the chamber which you entered is a smaller room marked by one odd feature. In the floor of this room are three large holes. Each one has very smooth sides and seems to lead down away from the chamber at an angle.

These are the "launch tubes" for the gargoyle forces. Dromag typically summons the gargoyles down to the preceding chamber, orders them into a line, *greases* them all, and then sends them down the chutes. The chutes descend for approximately 300-feet at a 45 degree angle.

If PCs attempt to descend the chutes, they would be well-advised to use rope or magic. Navigating the chutes requires a Climb check, DC 30. The chutes lead to the exterior of the bottom of the Cloud Castle, their openings obscured by the cloud and mist that surround the Castle.

A Track check (Survival, DC 25) detects that creatures typically line up in front of each hole and then disappear down into the chutes.

Encounter 3: The Rookeries

The north and south walls of the entry chamber (Encounter 1) rise up 10 feet and then open into new rooms. These are the rookeries for the gargoyles. There are no ladders or other obvious means for ascending to these rooms. A Climb check, DC 20, is required to scale the smooth stone.

At the moment the PCs arrive, most of the gargoyles are out on patrol. The South Rookery is entirely empty. The North Rookery is occupied, however.

Ascending from the main chamber, you see another chamber. There seems to be nothing of interest here. The ground is covered in small piles of pebbles and gravel.

For the North Rookery, add the following:

There is a passage leading away from the chamber in one corner.

A good eye (Spot, DC 25) notices "statues" hanging from the ceiling. Even if the gargoyles are seen, a second Spot check, DC 20, is required to notice that the statues are alive.

APL 4 (EL 5)

Gargoyles (2): hp 42 each; see *Monster Manual*, page 113.

APL 6 (EL 7)

Gargoyles (3): hp 42 each; see *Monster Manual*, page 113.

APL 8 (EL 9)

Gargoyles (6): hp 42 each; see *Monster Manual*, page 113.

APL 10 (EL 11)

Gargoyle, Advanced 12 HD (3): hp 148; see Appendix D.

APL 12 (EL 13)

Gargoyle, Advanced 12 HD (6): hp 148; see Appendix D.

Encounter 4: Mother

A small staircase leads down from the North Rookery to a hallway. As the point where the hallway turns north, there is a trap.

APL 4 (EL 1)

Wall Blade Trap: CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/x4, scythe); Search DC 15; Disable Device DC 20.

APL 6 (EL 3)

Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 20; Disable Device DC 20.

APL 8 (EL 4)

Wall Scythe Trap: CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/x4, scythe); Search DC 22; Disable Device DC 22.

APL 10 (EL 5)

Poison Wall Spikes: CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 25; Disable Device DC 25.

APL 12 (EL 6)

Whirling Poison Blades: CR 6; mechanical; timed trigger; automatic reset; hidden lock bypass (Search DC 30, Open Lock DC 25); Atk +20 melee (1d4+4/19–20 plus poison, dagger); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); multiple targets (one target in each of three preselected 5-ft. squares); Search DC 20; Disable Device DC 35

Around the corner is a wooden door. The door is unlocked. Beyond the door is the main gargoyle production facility. Hagrenna lies within, hard at work on her latest batch of gargoyles.

The door opens into a much larger chamber, brightly lit by the intense bonfire burning in a fire pit to one side. Many tables lie about the room, strewn with odd looking implements that seem a strange mixture of alchemical supplies and sculptor's tools. Directly across from you, a bizarre looking creature stands working at one of the tables. She is an old goblin, clad in odd robes adorned with feathers, small bones, and shiny rocks.

She reaches into a large box and pulls out a fist-sized gem and seems ready to place it into the chest cavity of a half-formed statue.

Hagrenna uses "industrial-grade" gems to invest life into the gargoyles. There is a large box of them on the floor next to her. When she becomes aware of the PCs, she calls for her half-finished creations to whet themselves with the blood of the intruders!

The zombie gargoyles are gargoyles in the middle of construction. They are not completely sculpted, still appearing blocky and unfinished in places. Specifically, they are missing their "heart gem". They crawl up out of the dust and shadows at the edges of the room. Play this up to maximize creepiness and horror! Also note the changes in Hagrenna's appearance and abilities as she advances in Geomancer, as described in Hagrenna's statistics block.

APL 4 (EL 8)

Hagrenna: hp 38; see Appendix D.

Musty: hp 19; see Appendix D.

Ermot: hp 23; see Appendix D.

Zombie Gargoyles (2): hp 55 each; see Appendix D.

APL 6 (EL 10)

Hagrenna: hp 48; see Appendix D.

Musty: hp 24; see Appendix D.

Ermot: hp 23; see Appendix D.

Zombie Gargoyles (4): hp 55 each; see Appendix D.

APL 8 (EL 12)

Hagrenna: hp 58; see Appendix D.

Musty: hp 29; see Appendix D.

Ermot: hp 23; see Appendix D.

Zombie Gargoyles (9): hp 55 each; see Appendix D.

APL 10 (EL 14)

Hagrenna: hp 68; see Appendix D.

Musty: hp 34; see Appendix D.

Ermot: hp 23; see Appendix D.

Zombie Gargoyles, advanced (6): hp 148 each; see Appendix D.

APL 12 (EL 16)

Hagrenna: hp 78; see Appendix D.

Musty: hp 39; see Appendix D.

Ermot: hp 23; see Appendix D.

Zombie Gargoyles, advanced (8): hp 148 each; see Appendix D.

Tactics: Hagrenna uses spells such as *web*, *glitterdust*, or *obscuring mist* (or her *horn of fog*) to give her time to put up *mage armor* and *shield* and then begins summoning creatures to her defense with her Rapid Spell feat. She keeps her worg familiar, Musty, by her side to share in the defensive spells and to prevent melee attackers from flanking her. Ermot is wrapped around her neck, and bites those who attempt to grapple his mistress. At higher APLs, Hagrenna has imbued Musty with spell abilities. Musty casts these at the most well-armored foe while Hagrenna casts defensive spells on the both of them.

Encounter 5: The Hidden Wall

The only exits to the Birdcage are the launch tubes, the stairway the PCs entered from, and the secret doors adjacent to the main entry chamber (see Encounter 1). In order to find the secret doors that lead to Encounter 5, the PCs must state that they are searching for secret doors in that area and make a successful Search check, DC 30.

If they successfully parleyed with Dromag during Encounter 1, he departed via the secret doors, revealing their existence to the PCs. The PCs still need to locate the exact wall section that Dromag used to operate the doors. Dromag did not inform the guards about the PCs.

Pressing the hidden button on the wall causes the entire section of the wall to revolve slowly, revealing a small chamber dominated by two spiral staircases, one leading up and another leading down. Unfortunately, the slow rotation of the wall has also alerted the goblin guards to your presence.

APL 4 (EL 5)

Goblin Skirmishers Rog4 (2): hp 22 each; see Appendix D.

APL 6 (EL 7)

Goblin Skirmishers Ftr2/Rog4 (2): hp 36 each; see Appendix D.

APL 8 (EL 9)

Goblin Wardens (2): hp 50 each; see Appendix D.

APL 10 (EL 11)

Goblin Overseers (2): hp 64 each; see Appendix D.

APL 12 (EL 13)

Goblin Overseers (3): hp 64 each; see Appendix D.

Tactics: The goblins work together to flank opponents, beginning with the most fearsome melee combatant or the first PC to pass through the secret doors. If the fight goes against them, they attempt to flee up the stairs to warn their superiors.

Development: Should PCs wish to travel down the stairs to the Cistern, they may fall victim to the Endless Stair (see *GEOS4-01B The Cistern*, Encounter 3: The Endless Stair).

Conclusion

The adventure concludes when the PCs have finished exploring the Birdcage. If they have time, and have found the exits in Encounter Five, they may proceed to another map section. Proceeding to another map section negates any XP for holding the Birdcage and requires the expenditure of an additional TU (or an additional 2 TUs for out of region PCs). PCs may then earn additional XP and gold up to the normal maximums per APL.

	Max	Max
APL	XP	GP
2	450	450
4	675	650
6	900	900
8	1125	1300
10	1350	2300
12	1575	3300
14	1800	6600
16	2025	9900

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus story awards) to each character. As this is a Regional Special, all experience point values are halved from normal.

Encounter 1: The Birdcage

Overcome Dromag through non-violent means:
APL 4 45 xp; APL 6 75 xp; APL 8 75 xp; APL 10 105 xp; APL 12 105 xp.

Encounter 3: The Rookeries

Defeat the Gargoyles:

APL 4 75 xp; APL 6 105 xp; APL 8 135 xp; APL 10 165 xp; APL 12 195 xp.

Encounter 4: Mother

Overcome the wall trap:

APL 4 15 xp; APL 6 45 xp; APL 8 60 xp; APL 10 75 xp; APL 12 90 xp.

Defeat or drive away Hagrenna Musty, and Ermot and defeat the gargoyle zombies:

APL 4 120 xp; APL 6 150 xp; APL 8 180 xp; APL 10 210 xp; APL 12 240 xp.

Encounter 5: The Hidden Wall

Defeat the Goblin Skirmishers:

APL 4 75 xp; APL 6 105 xp; APL 8 135 xp; APL 10 165 xp; APL 12 195 xp.

Objective Awards

Hold the area until reinforcements arrive:

APL 4 15 xp; APL 6 30 xp; APL 8 45 xp; APL 10 60 xp; APL 12 75 xp.

Confiscate Dromag's documents:

APL 4 15 xp; APL 6 30 xp; APL 8 45 xp; APL 10 60 xp; APL 12 75 xp.

Total possible experience:

APL 4 338 xp; APL 6 450 xp; APL 8 563 xp; APL 10 675 xp; APL 12 788 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure. The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below. The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below. Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below. Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Note: Values given are full values per PC, not halved. PCs may gain treasure up to the listed maximum per APL.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 1: The Birdcage

APL 4: L: 0 gp; C: 0 gp; M: *potion of blur* (25 gp per PC), *potion of cure light wounds* (4 gp per PC), *bracers of armor +1* (83 gp per PC), *cloak of resistance +1* (83 gp per PC), *scroll of web* (13 per PC).

APL 6: L: 0 gp; C: 0 gp; M: *potion of blur* (25 gp per PC), *ring of protection +1* (167 gp per PC), *cloak of resistance +2* (333 gp per PC).

APL 8: L: 0 gp; C: 0 gp; M: *potion of blur* (25 gp per PC), *ring of protection +1* (167 gp per PC), *cloak of resistance +2* (333 gp per PC).

APL 10: L: 0 gp; C: 0 gp; M: *potion of blur* (25 gp per PC), *ring of protection +1* (167 gp per PC), *cloak of resistance +2* (333 gp per PC).

APL 12: L: 0 gp; C: 0 gp; M: *potion of blur* (25 gp per PC), *ring of protection +1* (167 gp per PC), *cloak of resistance +2* (333 gp per PC), *elemental gem (earth)* (188 gp per PC), *scroll of slow* (31 gp per PC), *scroll of resist energy* (13 gp per PC).

Encounter 4: Mother

APL 4: L: 0 gp; C: 50 gp; M: *ring of protection +1* (167 gp per PC), *bracers of armor +2* (333 gp per PC), *cloak of resistance +2* (333 gp per PC), *potion of sanctuary* (4 gp per PC), *scroll of false life* (13 per PC).

APL 6: L: 0 gp; C: 50 gp; M: *ring of protection +1* (167 gp per PC), *bracers of armor +2* (333 gp per PC), *cloak of resistance +2* (333 gp per PC), *potion of sanctuary* (4 gp per PC), *scroll of false life* (13 per PC), *potion of barkskin +5* (100 gp per PC), *potion of cure moderate wounds* (25 gp per PC), *scroll of resist energy* (13 gp per PC), *scroll of see invisibility* (13 gp per PC).

APL 8: L: 0 gp; C: 50 gp; M: *ring of protection +1* (167 gp per PC), *bracers of armor +3* (750 gp per PC), *cloak of resistance +2* (333 gp per PC), *potion of sanctuary* (4 gp per PC), *scroll of false life* (13 per PC), *potion of barkskin +5* (100 gp per PC), *potion of cure moderate wounds* (25 gp per PC), *scroll of resist energy* (13 gp per PC), *scroll of see invisibility* (13 gp per PC), *headband of intellect +2* (333 gp per PC).

APL 10: L: 0 gp; C: 50 gp; M: *ring of protection +1* (167 gp per PC), *bracers of armor +4* (1333 gp per PC), *cloak of resistance +3* (750 gp per PC),

potion of sanctuary (4 gp per PC), *scroll of false life* (13 per PC), *potion of barkskin +5* (100 gp per PC), *potion of cure moderate wounds* (25 gp per PC), *scroll of resist energy* (13 gp per PC), *scroll of see invisibility* (13 gp per PC), *headband of intellect +2* (333 gp per PC), *horn of fog* (167 gp per PC).

APL 12: L: 0 gp; C: 50 gp; M: *ring of protection +1* (167 gp per PC), *bracers of armor +4* (1333 gp per PC), *cloak of resistance +3* (750 gp per PC), *potion of sanctuary* (4 gp per PC), *scroll of false life* (13 per PC), *potion of barkskin +5* (100 gp per PC), *potion of cure moderate wounds* (25 gp per PC), *scroll of resist energy* (13 gp per PC), *scroll of see invisibility* (13 gp per PC), *headband of intellect +4* (1333 gp per PC), *horn of fog* (167 gp per PC), *ring of energy resistance (fire) (minor)* (1000 gp per PC).

Encounter 5: The Hidden Wall

APL 4: L: 79 gp; C: 0 gp; M: 0 gp.

APL 6: L: 0 gp; C: 0 gp; M: *potion of cure moderate wounds* (50 gp per PC), *short sword +1* (385 gp per PC), *leather armor +1* (193 gp per PC).

APL 8: L: 0 gp; C: 0 gp; M: *potion of cure moderate wounds* (50 gp per PC), *short sword of wounding +1* (3052 gp per PC), *bracers of armor +6* (6000 gp per PC), *amulet of natural armor +2* (1333 gp per PC).

APL 10: L: 0 gp; C: 0 gp; M: *potion of cure moderate wounds* (50 gp per PC), *keen short sword of wounding +1* (5385 gp per PC), *bracers of armor +6* (6000 gp per PC), *amulet of natural armor +2* (1333 gp per PC).

APL 12: L: 0 gp; C: 0 gp; M: *potion of cure moderate wounds* (75 gp per PC), *keen short sword of wounding +1* (8078 gp per PC), *bracers of armor +6* (9000 gp per PC), *amulet of natural armor +2* (2000 gp per PC).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 79 gp; C: 50 gp; M: 1058 gp - Total: 1187 gp **(325 gp)**

APL 6: L: 0 gp; C: 50 gp; M: 2154 gp - Total: 2204 gp **(450 gp)**

APL 8: L: 0 gp; C: 50 gp; M: 12461gp - Total: 12511 gp **(650 gp)**

APL 10: L: 0 gp; C: 50 gp; M: 16443 gp - Total: 16493 gp **(1150 gp)**

APL 12: L: 0 gp; C: 50 gp; M: 24828 gp - Total:
24878 gp (**1650 gp**)