

WIZARD OF BIRDS

YOUNG FRIENDS IN A WAR-TORN NATION RECEIVE AN urgent letter from their erstwhile schoolmate whose mother has vanished. When they arrive, they find their friend has also disappeared into an abandoned tower in the woods, inhabited by nothing but birds.

This is a short D&D adventure for 3-6 characters of 2nd or 3rd level by Payton Swick. [2024 CC Attribution](#)

- **Alvin** (they/them) Earnest young friend of the party.
- **Kiko** (she/her) Middle-aged fisherwoman.
- **Clarcy** (he/him) Grumpy half-bird spy for hire.
- **Marie** (she/her) Loquacious baker with the power of fire.
- **Dwellen** (he/him) Obsessive architect turned tyrant wizard.

ENTER TOWER

The tower itself is a ruin. It is overgrown and crumbling, all its entrances blocked by plants, earth, or fallen stone. Entering is difficult and requires creativity.

Inside is a chamber of faded beauty which contains a large floating rock that radiates strong magic. Once everyone has entered the room, the floor melts like quicksand and everyone sinks into an endless void, eventually splashing into a storm-tossed sea.

OCEAN RESCUE

As they flounder in the water, a woman on a fishing boat (**Kiko**) sees them and tries to help. They must help her rescue each person and then sail back through the storm to the island where she lives.

VISIT KIKO

The island is actually the ruin of a massive warship, run aground. In the distance, it's possible to see several other islands as well as a glittering city on a cliff, surrounded by birds.

The woman explains that anyone who enters the tower is pulled into this world. It is ruled by a powerful wizard who has constructed the authoritarian city on the cliffs where a pass is required for everything. She thinks their friend is inside the wizard's castle.

The woman knows two people who might be able to help reach their friend: **Clarcy** or **Marie**.

CONVINCE ALLY

Whichever ally the friends choose must be convinced to help them into the wizard's castle.

- **Clarcy**. A sly operator who dislikes taking orders. He captured Alvin's mother for the wizard's castle but has no loyalty. Can be bought.
- **Marie**. She makes the best bread in the land and is obsessed with her work. Getting her to leave her oven is quite hard. Loves a sad story. She helped Alvin reach the castle to find their mother.

SAVE ALVIN

Getting into the castle requires sneaking past the **half-bird soldiers** who guard its halls. They are vigilant and numerous but not particularly clever or skilled.

Alvin discovered that their mother had been taken into the tower and made their own way in. Pursuing Clarcy they met Marie who helped them enter the castle safely. They avoided birds and found their mother delirious and ill in a plush bedchamber but they can't get her to wake.

CONFRONT WIZARD

When Alvin and their mother are brought out of the bedchamber they must pass through an impossible indoor garden filled with trees and bird cages where they will be confronted by the wizard himself.

The wizard explains that he found the tower long ago and has taken years to master its power. He finally has created the perfect society away from the warmongering of the world outside and he has brought his daughter and grandchild to be his successors.

In the center of the chamber he displays the tool that controls this realm: a pile of carefully balanced stones protected by a locked gilded bird cage. **If these stones are disrupted, the wizard's power will falter and the realm he crafted will begin to fall apart.**

Alvin refuses to help and demands to be returned to the world outside. The wizard summons **three half-bird soldiers** and tries to imprison everyone in bird cages.

During the fight, Alvin and their mother will help however they can, although they are not fighters. They have a flask of magic soup that acts as a potion of healing.

WIZARD OF BIRDS

Armor Class 14 (mage armor)

Hit Points 50

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	9 (-1)	10 (+0)	19 (+4)	18 (+4)	13 (+1)

BONUS ACTIONS

Eggsplosion. *Ranged Weapon Attack:* +6 to hit, range 100 ft., one target. *Hit* 10 (1d10 + 4) bludgeoning damage.

ACTIONS

Flurry of birds. Each creature of your choice in a 30 ft. cone must make a DC 15 Dexterity saving throw. A creature takes 10 (3d6) piercing damage on a failed save or half as much damage on a successful one.

Wing it. The wizard becomes a bird and flies to any location they can see within 30 ft. before transforming back. This movement does not provoke opportunity attacks.

LAIR ACTIONS

Grand cage. On initiative 20, the wizard can cause one giant bird cage to fall from the ceiling toward a creature they can see. The creature must make a DC 15 Dexterity saving throw. On a failed save, the creature is restrained by the cage. To escape, they or an ally must use an action to make a DC 15 Strength check or pick the lock on the cage door.

OTHER ENEMIES

Name	AC	HP	Attack	Key Ability
Half-bird Soldier	12	13	+4 (1d4+4)	Can fly

RETURN HOME

When the pile of stones is disrupted, the wizard's power will falter and the realm he has crafted for decades will begin to fall apart. Bird soldiers will once again become small birds.

Rents in the air will open in many places and the people who live in the wizard's realm will flee through these gateways, returning to the normal world.

One of the gateways will return the friends and Alvin's mother back to the woods as the tower itself collapses into rubble. They can try to bring the wizard with them if they wish.

As the last stone falls, a large flock of birds will emerge from the ruins and fly away.