



Faded red lines indicate connections between levels

A, B, C and D mark exits and entrances

1. There is a mechanism in the head of the statue that helps keep the Whisper Man in the chamber below contained. Three crystal spheres orbit the stairwell. Disturbing them will result in delusions and prophecy.
2. There is a creature known as a Whisper Man chained in the center of the large circular chamber at the heart of the statue. It is a servant of the demon Ivodrol, Devourer of Words, and constantly whispers prophecy and dark secrets. Looking at the Whisperer will let cause other Whisper Men to see you, and they will begin hunting you in your dreams. The room outside the cell contains crates of rare incense worth 3000 gold, and a blackbird mage.
3. An open shaft from the Whisper Chamber above opens above a meditation circle on this floor, where faint echoes of the Whisper Man's ramblings can be heard. The shaft is curved so those meditating on its words do not see the Man itself and become cursed. To the west of the meditation circle is a library where the records of what the Whisper Man has said are kept. A librarian and three assistants will flee out the balcony to the east if threatened and glide away.

4. This room is, essentially, a large stairwell leading up to a throne, upon which sits the high priest of the blackbird cult. This creature has feathers of gold implanted in its back, worth 2500 gold if retrieved whole, which give it AC of chain. It also wields a staff that makes things catch fire if hit, and is guarded by three well-armed minions. The door to the south leads under the stairs, to a ladder on the outside of the statue that leads to a blackbird sniper post.

5. These rooms are where most of the blackbirds live. There are eight armed birds here. A trapdoor in the center of the center-left room can be activated by lever to drop the unwary. The small room to the north of the eastern large room is behind a secret door, and contains an insane animate skeleton with a magic sword that has been locked in there for centuries. The blackbirds' rooms have some minor personal treasures and five embroidered silk rugs worth 600 gold.
6. This area was once a kitchen, and is now used to store food and barrels of fresh water. There is a pit in the central room that drops down to the previous level. Two blackbirds guard the door to the east, keeping an eye on the wilderness.
7. The main entry hall. The support pillars here are essential to keeping the statue upright. The main door is guarded by a spear-toting blackbird with an attack raptor on a leash.



Blackbirds
Crow- and magpie-men live in the statue, collecting shiny things from land-bound travellers and villages below. Much of what they have stolen is trash, but there are riches to be found in the blackbirds' hoard, among the rubbish. Blackbirds can fly, or at least glide slowly, but they can only do so when wearing light armor and not holding any item larger than a knife.

If the players investigate the library, roll. Random Whisper Man Prophecies:

01. You will speak to the beast, and when the beast speaks back you will know him as rock knows stone, for he is Ivodrol, Devourer of Words.
02. When the Red King falls, so too does the Queen of Smoke.
03. The orphan's fear is unfounded! She will never see the knife.
04. See the demon in his eye? See the demon in his smile? Hear the angel on his breath?
05. Dark blades cut dark wings and shining chain alike. Can the birds not see?
06. The Jester dances with his dust, blood in his hands.