



## O. Owlbear Wood

The party is tasked with traveling into a deep forest crawling with beasts, bandits, and fey to hunt down an owlbear that has been attacking nearby people and livestock.

### Owlbear Wood

The Owlbear Wood is a dense, sprawling forest filled with threats, secrets, and exploration opportunities. Many different creatures have called the forest home throughout history, and that remains true today. The ruins of long-lost elven communities, iniquitous bandit populations, ferociously territorial monsters, and magical ponds are just a few of the potential occupants of the wood. Though the forest itself is not magical, it has thus far resisted the efforts of any to tame it.

Whatever the hook that brings them into

the forest, the characters must delve into its depths and engage with its occupants to track down the supposed owlbear that they have been tasked with hunting. Because this adventure takes place in an outdoor environment which relies more on overland exploration and random encounters rather than keyed encounters, this section details the features of the forest and how to manage the adventure.

### Into the Wood

Have the party designate one party member or NPC as the navigator. When the characters first enter the forest, have the navigator make a Wisdom (Survival) check. Each navigation check represents two hours of in-game travel time. The party spends much of this time clearing brush and navigating through winding paths.

## NAVIGATION

Check Result	Outcome
1–9	The party loses its path, travels in a rough circle, and triggers an encounter from the Random Encounters table.
10–14	The party travels deeper into the forest. Roll 1d4, then reference the Forest Location table to determine which part of the forest the characters discover.
15–24	The party travels deeper into the forest. Roll 2d4, then reference the Forest Location table to determine which part of the forest the characters discover.
25+	The party finds the owlbear cave in the heart of the forest, area 10

Use the Navigation table above to determine what happens to the party based on the check's result. If the party travels deeper into the forest, roll the given number of dice to determine which area of the forest the party finds themselves via the Forest Location table. Locations marked with an asterisk can only be found if the party discovers clues that give them bonuses to the Forest Location check. Each time the characters discover a Forest Location, they must roll another Wisdom (Survival) check to continue traveling. If a roll on the Forest Location table would lead to a location the party already visited, reroll the result.

## Camping in the Wood

The Owlbear Wood can be a dangerous place. Properly setting up camp is critical to

## FOREST LOCATION

Check Result	Outcome
1	Area O01. Forked Path
2	Area O02. Campsite
3	Area O03. Lumber Camp
4	Area O04. Wood Copse
5	Area O05. Wood Clearing
6	Area O06. Hermit's Cabin
7	Area O07. Blightwoods
8	Area O08. Elven Ruin
9	Area O09. Satyr's Pond*
10+	Area O10. Owlbear Cave*

getting restorative rest and avoiding the ire of the wood's other occupants. To determine how the party fare during their overnight stay in the wood, the characters must make a special group check to represent their efforts finding a good site, scouting the perimeter, preparing food, and other camp activities. The group check involves multiple individual checks, none of which are the same. Anyone can make any of these checks, but only one character can attempt each check and they can't receive help.

Once all the checks related to camping have been rolled, the party's success or failure is determined. There are three levels of success or failure, determined by the results of the party's group check. A total success occurs when every roll in the group check is a success. Two successful checks indicate a success, and two or more failed checks indicate a failure. The party must make three checks: Intelligence (Nature),

## CAMPING IN THE FOREST DCs

Forest Area	DC
1–4	10
5–6	15
7–8	20

## CAMPING RESULTS

Result	Outcome
Failure	The party is attacked during the night. Roll on the Random Encounter table on pages 9 to 11 to determine the nature of the encounter
Success	The party rests without any issue
Total Success	The party experiences a particularly restorative rest. Each party member receives one point of Inspiration.

Wisdom (Survival), and an additional third check of a player's choice to represent a particular camp activity, such as a Charisma (Performance) check for fireside entertainment or a Strength (Athletics) check to help with brush clearing. The DC for each of the checks is determined by the last area of the forest through which the characters traveled, as shown on the table above.

## Random Encounters

Many of the woods' areas require you to make checks for random encounters. When a random encounter occurs, roll percentile dice and check the Random Encounters table on pages 9-11 for the appropriate level.

## Wood Locations

After the characters discover a location in the forest, refer to the appropriate location below to determine what they find there.

### O01. Forked Path

The interior of the wood is dense and sparsely traveled, but rough paths are maintained at the outer edges of the wood, which are often used by hunters. These paths provide good opportunities for bandits to ambush unsuspecting targets.

A horse-drawn wagon lies overturned in the middle of the path before the fork, its horse absent and its ambiguous cargo spilled over the forest floor. Two men stand in front of the wagon; one waves both his arms over his head in your direction.

The overturned wagon completely blocks the path, forcing travelers to navigate around it through the dense brush. The bandits in this area target easier marks such as hunters and merchants, but aren't afraid of trying their luck against a group of adventurers.

**Encounter: Bandit Ambush.** The overturned wagon is, of course, an ambush. In addition to the two bandits standing out in the open, one bandit hides in the interior of the overturned wagon and several more have concealed themselves in the surrounding brush. The bandits attempt to stall for as long as possible in an attempt to drop the party's guard, explaining that their wagon of produce to a nearby village was overturned when their horse got spooked and violently freed itself from the wagon, tipping it over. Characters who make a successful DC 14 Wisdom (Perception)

## AREA 001 ENCOUNTERS

Adventure Level	Encounter
1st	1 <b>thug</b> and 2 <b>bandits</b>
3rd	1 <b>bandit captain</b> and 7 <b>bandits</b>
5th	2 <b>bandit captains</b> and 5 <b>thugs</b>
8th	3 <b>veterans</b> and 6 <b>thugs</b>

check of their surroundings notice the signs of bandits lurking in the surrounding trees. The nature of the bandits depends on the level of the adventure as shown in the table above.

## O02. Abandoned Campsite

The trees of the wood part to form a spacious clearing. Three tents surround a cold, smokeless campfire. Two humanoid bodies lie near the tents, the grass beneath them stained brown with blood.

This campsite belonged to a group of unterns before they were ambushed and murdered by bandits. There are three human male corpses at the campsite; two in the grass out in the open and one (who was attacked first in his sleep) in the northernmost tent. The body in the tent has had its throat slit; a DC 10 Wisdom (Medicine) check reveals the other two bodies show signs of a fight and injuries consistent with piercing and slashing weapons and that the bodies are probably a few days old. The bandits who attacked the camp stripped it of anything of value. Only empty bags and the stench of death remain.

**Random Encounters.** When the

characters enter this part of the wood, roll a d20. On a result of 15-20, an encounter occurs with creatures poking around the campsite. See the Random Encounters table on pages 9-11 for details.

## O03. Lumber Camp

Before long, much of the trees have been reduced to stumps and you can spot the distant, wood-framed buildings of what looks to be an inactive lumber camp.

The site is littered with stacks of old lumber, empty wagons, and various rusted tools.

### **Encounter: Bandit Hideout.**

Depending on the time of day the party approaches the camp, various members of the hideout may be sleeping or partaking in other activities such as drinking or card games. At night, the camp always has two guards posted while most of the other occupants are asleep. The nature of the bandits depends on the level of the adventure as shown in the table below.

**Treasure: Bandit Cache.** There is a locked chest within the northernmost

## AREA 003 ENCOUNTERS

Adventure Level	Encounter
1st	1 <b>thug</b> and 6 <b>bandits</b>
3rd	1 <b>bandit captain</b> and 9 <b>bandits</b>
5th	2 <b>bandit captains</b> and 5 <b>thugs</b>
8th	4 <b>veterans</b> and 8 <b>thugs</b>

building. The chest can be opened with a successful DC 13 Dexterity check using thieves' tools, a DC 18 Strength (Athletics) check, or the chest key found on the bandit leader. The chest contains 50 gp per level of the adventure.

## O04. Wood Clearing

The trees of the wood momentarily break to form a spacious clearing approximately seventy-five feet across.

This forest clearing is one of the characters' first steps in the right direction, as they now find themselves deeper in the forest. So long as the party doesn't opt to leave the forest, the party's navigator adds +1 to the next Wisdom (Survival) check they make to navigate through the forest, and +1 to the next roll they make on the Forest Locations table.

**Random Encounters.** When the characters enter this part of the forest, roll a d20. On a result of 16-20, an encounter occurs. See the Random Encounters table on page 9-11 for details.

## O05. Copse of Trees

The trees here are denser and taller than the outskirts of the wood.

Like the wood clearing, this copse places the characters another step closer to reaching their goal of finding the wood's center. So long as the party doesn't opt to leave the forest, the party's navigator adds +1 to the next Wisdom (Survival) check they make to navigate through the forest, and +1 to the next roll they make on the Forest

Locations table.

**Random Encounters.** When the characters enter this part of the forest, roll a d20. On a result of 14-20, an encounter occurs. See the Random Encounters table on pages 9-11 for details.

## O06. Hermit's Cabin

A lantern hangs in the doorway of this homely, single-story wood cabin deep within the forest. Smoke rises lazily from its stone chimney.

This cabin belongs to a halfling hermit named Norder (CG male halfling **spy**). Norder is a skilled hunter and survivalist, and makes his living deeper in the wood than any bandits are willing to venture. Depending on the time of day that the party approaches the cabin, Norder may be outside the property washing his clothes in the nearby stream or inside his cabin reading a book by candlelight. As long as the party does not approach Norder with violence, the halfling is outwardly friendly and explains that he is always willing to chat with travelers, considering how rare they tend to be this deep into the wood. Norder asks the party about their business and offers them tea and a hot meal. He speaks measuredly in a soothing, gravelly voice, and the gleam in his frequent smile matches the one in his bright blue eyes.

**Owlbear Clue.** If the topic of the owlbear comes up in conversation with Norder (which it should, as Norder is eager to ask the party about their intentions), the halfling can offer a clue to the owlbear's whereabouts, as he is very familiar with the wood. Explaining that he knows generally of

## AREA O07 ENCOUNTERS

Adventure Level	Encounter
1st	4 <b>magma mephits</b>
3rd	1 <b>fire elemental</b>
5th	1 <b>fire elemental</b> and 2 fire spirits (use <b>specter</b> statistics, replacing necrotic damage with fire damage)
8th	2 <b>fire elementals</b> and 6 <b>magma mephits</b>

the owlbear's presence through previous tracks it has left through the brush, he suspects the owlbear to lair within a rough general area of a few square miles deeper within the wood. So long as the party does not opt to leave the forest, the party's navigator adds a cumulative +1 to all Wisdom (Survival) checks they make to navigate through the forest, as well as a cumulative +1 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.

### O07. Blightwoods

This area of the wood has been ravaged by fire. Brush is burned away, and the few trees still standing are gnarled, blackened husks free of canopy.

#### **Encounter: Blightwoods Guardians.**

This area of the forest was cursed long ago by an angry Unseelie fey lord, who punished the druid who used to live here by burning it to the ground and promising that nothing

would ever grow in the area tended to by the druid again. To help enforce this mandate, a variety of creatures loyal to the Unseelie lord patrol the area, attacking any who enter and proclaiming its forbiddance. The nature of the blightwoods guardians depends on the level of the adventure as shown on the table on the left.

### O08. Elven Ruin

An altar is mounted on a circular stepped dais in the middle of this clearing. The dais is surrounded by crumbling pillars suggestive of ancient elven architecture. Faint, indecipherable whispers are carried on the air.

This altar was built centuries ago by a small faction of wood elves. It is all that remains of their presence after they were forced out of the wood by Unseelie fey. The spirits of elves slain in the wood linger at this site. If the characters approach the altar, the spectral form of an elf appears and explains that the party treads on sacred land; it asks what business they have in the forest and demands that they offer a prayer of worship to the elven deity of the wood. The outcome of any prayers depends on the result of the characters' Wisdom (Religion or History) check as shown on the Prayer Results table on page 79.

**Encounter: Elven Spirits.** If the party offers an offensive prayer or refuses to pray at all, the spirits of the elves attack. The exact nature of the spirits depends on the adventure's level as shown on the table on page 79.

**Owlbear Clue.** If the party explains its goals and offers a pleasing prayer to the

## PRAYER RESULTS

Check Result	Outcome
5 or lower	The spirits are angered by the prayer and attack. Refer to the Encounter: Elven Spirits section below.
6–10	The elves are satisfied by the prayer. The spirits disappear and let the party continue onward.
11–15	The spirits are pleased by the prayer. They can offer the party directions towards the owlbear's location. Refer to the Owlbear Clue section below.
16+	The elves are impressed by the knowledge and reverence of the prayer. The party receives the benefits of the bless spell until they leave the wood.

## AREA O08 ENCOUNTERS

Adventure Level	Encounter
1st	1 <b>specter</b>
3rd	4 <b>specters</b>
5th	1 <b>ghost</b> and 3 <b>specters</b>
8th	2 <b>wraiths</b> and 3 <b>specters</b>

elves, the spirits can help guide the party to the owlbear's location. So long as the party does not opt to leave the forest, the party's navigator adds a cumulative +2 to all Wisdom (Survival) checks they make to navigate through the forest, as well as a cumulative +2 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.

## O09. Satyr's Pond

Characters with a passive Perception of 12 or higher can hear faint flute music as they approach this area. The music gets louder the closer they get to the pond. When they come within sight of it, read aloud:

The trees of the wood part to reveal a small pond of sparkling water that is almost impossibly blue. A creature with the head and torso of a man but the lower body of a goat sits on a small island in the middle of the pond playing the flute, a mischievous smile splayed across his face.

The creature sitting on the island is a **satyr** native to the plane of fey named Qed. The pond is a crossing that can be used to travel between the plane of fey and the Material Plane. Qed keeps loose supervision of the crossing and the surrounding wood. He asks the party their business, and explains that he can help them find what they're looking for if they can join him in making beautiful music. To appease Qed, a character must make a successful DC 12 Charisma (Performance) check to sing a melody in harmony with Qed's flute playing. Each member of the party may only attempt this check once. Upon success, Qed can offer precise directions to the owlbear's lair

as well as information on the level of threat the party is up against, depending on the adventure's level (see the appropriate table in the Owlbear Lair section below).

**Owlbear Clue.** If the party agrees to offer Qed songs in exchange for information and is successful in their performance, Qed provides the party with general directions to the cave in which he knows the owlbear wells, as he is an expert on the wood and its inhabitants. So long as the party does not opt to leave the forest, the party's navigator adds a cumulative +3 to all Wisdom (Survival) checks they make to navigate through the forest, as well as a cumulative +3 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.

## O10. Owlbear Lair

A rock knoll marked with a yawning cave mouth fills the center of this forest clearing. The surrounding brush is well-tread.

The owlbear that the party is hunting lairs here in this small cave. The interior of the cave itself is littered with various carcasses picked clean.

**Encounter: Owlbear Lair.** Depending on what time the party approaches the lair, its occupants may or may not be asleep. If the party makes a successful group Dexterity (Stealth) check against the occupants' passive Perception, its occupants are surprised. Depending on the adventure's level, the party may be surprised to find that there is more than one owlbear that has been active in the wood. The nature of the lair's occupants are shown on the table above.

### AREA O10 ENCOUNTERS

Adventure Level	Encounter
1st	1 injured <b>owlbear</b> with 40 hit points and an AC of 11
3rd	1 <b>owlbear</b> alpha with 80 hit points and an AC of 16
5th	A family of 3 <b>owlbears</b>
8th	1 <b>dire owlbear</b> and its <b>owlbear</b> mate

**Dire owlbears** are featured in the appendix.

**Treasure: Carcass Ring.** A character who makes a successful DC 16 Wisdom (Perception) check of the cave's interior notices a ring still worn by a dismembered finger lying against the east wall. The ring is a *ring of animal influence*.

**Development: Owlbear Egg.** If the characters came here looking for an owlbear egg they will find it here. A single egg lies in a nest and can be transported back, assuming it wasn't damaged by an area effect during the fight.

## Aftermath

As long as the characters make it to the owlbear lair and kill or capture them, the faction that hired them will gladly pay the agreed upon price. Both the woods themselves and the surrounding areas are made safer by the removal of the monstrosity. Ω