

Note

NOTE: To play this game, you will need Background & Episode 1, available free online:

- <https://www.dmsguild.com/product/397807/The-Wolf-in-the-Sky--Background-and-optional-Episode-1>
- <https://www.creatingscience.org/wolf.html> - free maps, images and PCs

And you players will have to have received from that document;

- The introduction
- The player handout 'living in Abandon'
- Their one secret individual background

You and the players may then choose to;

1. Generate your own unique characters based on those backgrounds.
2. Pick one of the 5 pre-generated characters available.

Now, you are ready to begin "The Enlisting", and start a journey to free a nation abandoned of their gods from the divine monstrosity that is The Wolf in the Sky.

Important Info

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Bestiary and inventory stat credits

Owlbear, Dire (Adapted 4 July 2020 from <https://www.dndbeyond.com/monsters/owlbear> using <https://dmdave.com/dire-creature-template/>)

Skeletal Champions (Taken 15 February 2021 from [https://www.dandwiki.com/wiki/Skeleton_Knight_\(5e_Creature\)](https://www.dandwiki.com/wiki/Skeleton_Knight_(5e_Creature)))

Sphinx (Adapted 23 July 2020 from <https://roll20.net/compendium/dnd5e/Gynosphinx#content>)

Orangutan siblings (Taken 3 Jan 2021 and based on: <https://roll20.net/compendium/dnd5e/Ape#content>)

Hairy men - (Taken 3 Jan 2021 and based on: <https://roll20.net/compendium/dnd5e/Ape#content>)

Giant hackled wolf, based on dire hyena.

Owlbear that falls through the ceiling (Adapted 4 July 2020 from <https://www.dndbeyond.com/monsters/owlbear> using <https://dmdave.com/dire-creature-template/>)

Kharrum - (Adapted 27 Jan 21 from <https://rpgtinker.com/index.php>)

Mind flayer - (Adapted 29 Aug 2020 from <https://www.aidedd.org/dnd/monstres.php?vo=mind-flayer>)

Venomax - (Adapted 29 Aug 2020 from <https://roll20.net/compendium/dnd5e/Ancient%20Red%20Dragon#content>)

The gus (Inspired and Adapted 7 June 20 from <https://www.d20pfsrd.com/bestiary/monster-listings/magical-beasts/flail-snail/>)

Uncharacteristically loyal drow (Adapted 22 May 21 from <https://roll20.net/compendium/dnd5e/Drow#content> and <https://fastcharacter.com/results.php>)

Shade of autumn (Inspired 16 Jan 2021 from <https://www.5esrd.com/gamemastering/monsters-foes/monsters-by-type/undead/specter/> and <https://roll20.net/compendium/dnd5e/Young%20Green%20Dragon#content>)

Flying wolves (adapted 9 Feb 21 from <https://www.dndbeyond.com/monsters/dire-wolf>)

Stuktaag (Adapted 7 July from <https://www.d20pfsrd.com/bestiary/monster-listings/humanoids/giants/giant-true/giant-stone/>)

Pterosaurs (adapted 6 July 2020 from Section 15: Copyright Notice. Pathfinder Adventure Path #37: Souls for Smuggler's Shiv. © 2010, Paizo Publishing, LLC; Author: James Jacobs.)

Demonic dire wolves (adapted 9 Feb 21 from <https://www.dndbeyond.com/monsters/dire-wolf>)

Hate drakes (Adapted 11 July 2020 from <https://www.d20pfsrd.com/bestiary/monster-listings/dragons/drakes/drake-forest/>)

The she wolf (Based 11 July 20 from <https://www.d20pfsrd.com/bestiary/monster-listings/magical-beasts/abyssal-wolf-tohc/>)

Items and rules

Staff of power (Adapted 6 Feb 21 from <https://www.5esrd.com/gamemastering/magic-items/rods-staves-wands/>)

Spell spectral hand (Section 15: Copyright Notice. Searred Lands Player's Guide © 2016 Onyx Path Publishing Authors: Bill Ashbless, Jason Bolte, Chris Cowger, Adam Eichelberger, Alain Giorla, Nathan Knaack, Chris Sims, Eddy Webb. Taken 7th august 2020 from <https://www.5esrd.com/spellcasting/3pp-spells/spells-onyx-path-publishing/spectral-hand/>)

Madness (adapted from <https://www.dndbeyond.com/sources/basic-rules/running-the-game#Madness>)

Maps

Map of Narrowhaven - Courtesy of <https://watabou.itch.io/medieval-fantasy-city-generator>, taken and adapted 27 April 20

Map of Hammerville - Courtesy of <https://watabou.itch.io/medieval-fantasy-city-generator>, taken and adapted 27 April 20

Map of Bittern - Courtesy of <https://watabou.itch.io/medieval-fantasy-city-generator>, taken and adapted 27 April 20

Cheeky monkey - (Adapted 1 Aug 2020 from <https://roll20.net/compendium/dnd5e/Stone%20Golem#>)

Episode 2: Enlisting

Day 3 of the month of the late howl.

Goal: To forge a group of unlikely heroes, flee Narrowhaven, and begin a quest of freeing the land by slaying the Wolf in the Sky.

Aesthetic: The world is steeped in dim gloom, poverty, and hopelessness; in short, a world that needs heroes.

Remember to have Autumn and Enimaea turn up at least once this chapter.

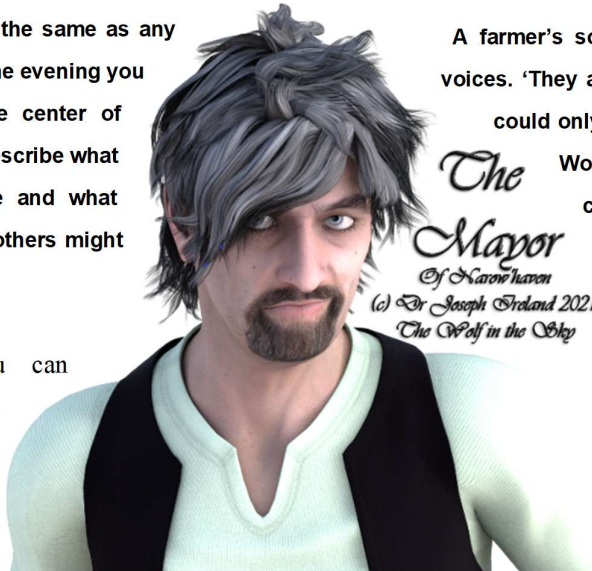
- Autumn; usually to the local of Narrowhaven to gently suggest they keep out of town for a day and return in the morning and just forget all this nastiness.
- Enimaea; as her avatar Aea to guide the party in person, or in a dream to call at least one PC to the task of slaying the Wolf.

The Enlisting

Play out the following, allowing characters to act within and whenever they see fit – meaning the dialogue might have to adapt significantly. But then again, that’s what tabletop roleplaying is all about.

This day began much the same as any other. Somehow, toward the evening you are gathered towards the center of town. Take a moment to describe what your character looks like and what they might be doing that others might have noticed.

While waiting, you can enrich the home-town experience with a few skill challenges, for example;



- The mayor is asking around about a new ‘weed’ infesting the hardy stocks of autumn grains. A DC Medium Nature skill check reveals “This is actually golden peppermint; a saporous herb with many medicinal qualities. Strange, I have not seen it flourish in Abandon without the help of magic, not in all my days.” (Perhaps the month of the late howl is healing the land already!)
- A Medium Arcana check reveals a store has a magical dagger with one of the symbols from Mon Kumon on the hilt! If the PC cannot part with the 2 gold the shop keep asks, they will trade it for up to 2 days ratios, 3 if they fail a DC Medium Persuasion check. The dagger is magical, but not obviously so.
- An old local stallion is getting frisky and kicking, risking lives and damaging property. It can be brought under control with a DC Medium Animal Handling check, to the gratitude and thanks of all involved.
- Sleight of Hand Medium to steal some bread, even if they fail the shopkeeper lets them keep it if they sweep out the store as payment – all are hungry in Abandon.

As soon as you think it’s time to bring in the action;

A farmer’s sons race into town, panic in their voices. ‘They are coming, they are coming!’ This could only mean one thing – the Sons of the Wolf have come to look for new conscripts for their brutal army.

*The Mayor
Of Narrowhaven
(c) Dr Joseph Ireland 2021
The Wolf in the Sky*

Children are rushed from the streets. Windows are boarded up. Doors slam shut.

‘Let us hope,’ the old mayor mutters, shuffling on his walking stick to the center of town, ‘that their visit will be brief this time.’

All but the tavern door is shut against them, but the Sons have not come for ale. They are here for conscripts.

Within a minute a handful of military, an official 'pack' of the Sons of the Wolf, saunter into town. They glare at the town in disgust, looking very much like they'd enjoy ripping it down in a heartbeat.

There are actually as many Sons as there are PCs at the table, minus one. The Sons (irrespective of whatever race or gender they may actually be) march to the center of town and, if unimpeded, the following occurs.

Their leader takes in the scene with disdain, then shouts, 'Pathetic, wingy, weaklings of Narrowhaven! Good news!! The Wolf grows stronger with every day. Now he demands a contribution of conscripts for his forces! Bring out your men!'

For a moment there is silence, as there are very few abled bodied men in town left. Feel free to have the military drag in anyone likely to provoke PCs interest, including young boys or elderly family members. If anyone steps up to volunteer, the Sons are still disgusted at the offering. The mayor, knowing full well it will cost his life, tries to intervene.

'Well!!' the pack leader roars.

'Well, this is just about it,' the Mayor lies.

The pack leader scowls at him.

'It's not much, I know. See we had a conscription *last* month, and there's nothing but old men and babes to serve our great and glorious overload. Come, sate yourself on our ale, you must be tired after a long journey to such a pitiful excuse for a town.'

The pack leader glares at him, then growls. With a single leap the old man is knocked down and their leader stands above him. 'You think that I'm impressed!' A short, six tailed whip embedded with sharp bone fragments is drawn. 'If I can't get any help around here, I just guess I'll have to take the price blood!'

With a powerful stoke the guard captain lashes down at the helpless mayor. Again and again he strikes, the mayor's pitiful cries for mercy unheeded in the streets.

The pack leader will whip the mayor to death, unless PCs step up to do something. If you wish to bring in Aea as an NPC (see below), this is the point to do it. If PCs still have trouble intervening, perhaps someone whispers to the PC nearby, 'He's going to die!' or 'Someone has to do something!'

Enimaeca steps in if necessary

If at any point the PCs are not yet moved to action, are about to be overpowered, or simply need an NPC



to help nudge things along, at least one PC should notice the young maid watching the whole event who they do not recognize as a usual resident of the town.

Her almond shaped eyes and dark hair... you have never laid eyes on this maid before in your life.

If PCs still wait, Enemea is willing to step in. She is appearing as her favorite avatar, a half elf named Aea (pronounced AY-ya).

A young girl, possibly with a touch of eleven blood, steps from the crowd, 'Leave him alone!' she shouts. The town falls silent.

'Bring her,' the pack leader orders, and several Sons advance on the young lady, swords drawn.

If PCs do not intervene the Sons will drag her out of town by her hair and, if history is anything to attest, commit unspeakable acts against her. If this does not spur the heroes to action, Enimeaea will personally slaughter the guards just out of town and they will never be heard from again.

The town will then hold a council, and beg/threaten/pay anyone willing to go to Mon Kumon to try and find hope to fight the Wolf. If this does not unite the players into a willing if not coherent gaming group, they are not worthy of D&D!

Sons of the Wolf

Medium humanoid (human), neutral evil

Armor Class 13 (breastplate)

Hit Points 17 (2d10+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	14 (+2)	11 (+0)	11 (+0)	9 (-1)

Skills Athletics, Perception, Survival, and one of either Intimidate +2 (pack leaders), Animal Handling +2 (wolf master), Medicine +2 (medic), Perception +2 (siege engines and trap master)

Saves Constitution +4, Strength +4

Senses passive Perception 12

Languages Common, Salisdain/Barsh/Fenwaven

Challenge 1 (200XP) **Proficiency** +2

Pack Tactics. The Son has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't [incapacitated](#).

Actions

Shortsword.

Melee Weapon
Attack: +3 to hit.
Hit: (1d6 + 1) slashing damage.
Finesse, light.

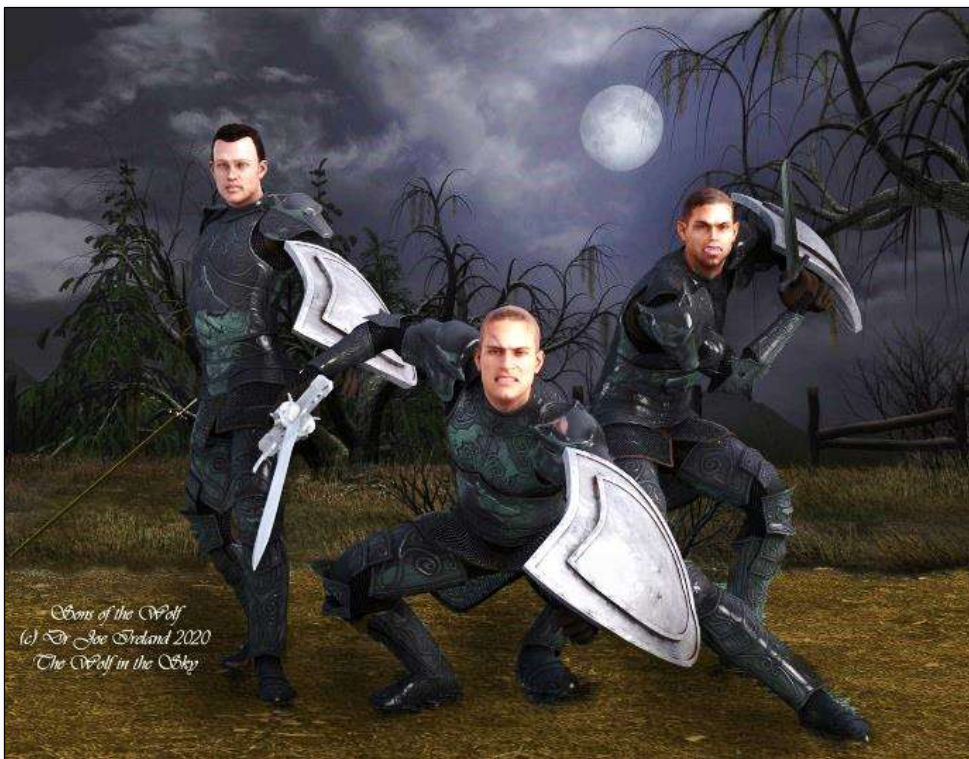
Light

Crossbow. *Ranged Weapon*
Attack: +3 to hit, range 80/320 ft., one target. **Hit:** (1d8 + 1) piercing damage.

Ammunition, loading, two handed.

Notes

Available Online at



Sons of the Wolf
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The Wolf in the Sky

<https://www.dndbeyond.com/characters/30680971/TxuV4C>

Tactics

Truly not expecting trouble, they did not bring their main weapons or shields on this trip, leaving them at a fair distance outside of town.

If the battle is going well, the Sons spread out and enjoy causing mayhem, setting fire to things and generally wasting a good attack action to exercise their hatred on passers-by.

If the battle goes poorly, they tend to clump up and team up on the most injured or weakest looking foe. They obey their pack leader fiercely in battle.

Treasure

The Sons of the Wolf leave behind a bit of military grade equipment. As luck would have it, the armor can suit a PC if DM desires. Each Son leaves behind;

1 suit of breastplate, 1 shortsword, 1 light crossbow with 20 bolts. 10gp in random coins, loot, and personal items. The leader's cruel whip does 1d6 points of slashing damage, but does not have the reach property.

Taking Captives

If PCs spare any Sons, they can learn the following if they ask about the conscriptions, the Wolf, or the month of the late howl.

I don't know what's happening, it's not like they'd tell someone as low ranking as me. The Wolf's forces are on the move, the conscriptions are everywhere. Whispers are that the lieutenants are getting nervous about something... probably something to do with the late howl this month, I don't know. It's not like they'd tell someone like me.

Until the Wolf dies, the prisoner's alignment is chaotic evil. If the Wolf is ever

slain his minions slowly alter to neutral with sever PTSD, but what they become after that is up to them.

Keeping military as a prisoner is a death sentence in Abandon. If left to flee he rats out on the PCs, but no one has time to follow up on it. If left to the town, they execute him as soon as the PCs leave.

The Fallout

At your victory there is no cheering.

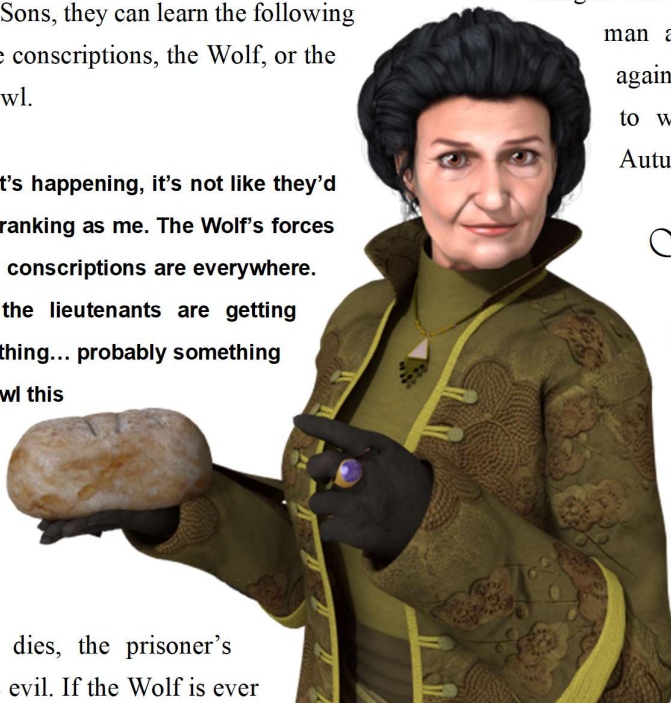
The mayor trembles as he speaks, 'Don't you see what you've done to us! It is death, death to this whole town! You have to leave, run away. Then... maybe... we can convince them that you did this on your own and we tried to stop you but you were too powerful! Maybe they will spare us... oh, oh that there was some way to defeat the Wolf in the Sky forever! But for now, you must run. Run away now!'

He will try to help the PCs get away *as soon as possible*, helping them pack or loot anything in order to claim the PCs were outsiders looking for a fight and fled before the town could help the Sons of the Wolf.

Fact is, no one will care if the Sons who were charged with conscripting every able-bodied man at Narrowhaven are ever seen again – they have their own concerns to worry about, and Enemea and Autumn both act to protect the town.

Granny Dot

While PCs are preparing to leave and grabbing their things this is also a good time to have Autumn turn up to a PC, preferably the one from Narrowhaven, and try to suggest the leave off this quest before anyone else gets hurt.



Note you should only ever share the image of Autumn to the player from the area where this avatar resides – in order to increase her mystique and player apprehension.

It is Granny Dot, a kindly widow in town who helps look after the children, always seeming to have some dry, crusty bread when no one else does. She looks at you with pain in her seemingly ageless, infinitely kind eyes. 'My child, so bold and brave! Please I don't want you to get hurt. Just... hide out in the woods for a few weeks, then come back home. It'll be all right. You'll see. I'll make sure everything is all right by then.'

If they do, the adventure is over for the PC, and Enimaea will find bolder heroes to do her bidding.

The Flight... to where?

Players must have their PCs quickly equip, and then flee Narrowhaven. But where should they go?

The nearest town for supplies, allies, and anonymity is Hammerville, and characters are expected to head there. Beyond that, each PC has a clue about finding hidden powers to defeat the Wolf, and each player should engage in clever role playing about what they know. Aea can nudge them along if you like, as she knows them all very well.

The three main venues beyond that are Bittern, Mon Kumon and Westfren. Where the group heads is a decision they can make, though the default set out has them going to Mon Kumon, Westfren and finally Bittern, and you may have Enimaea nudge them in that way if you please with dreams, allies, or perhaps even blocking the other ways with deadly owlbeats. It may help that Mon Kumon is 4 days from Hammerville, Westfren and Bittern 6, and Bittern is next to the dreaded Spire where it is known the Wolf tends to dwell.

If you run the game wherever they go, adjusting the challenge rating thus; they are expected to hit Bittern last, but if they go there first half monsters hit

points, and by $\frac{3}{4}$ if they go there second. If they go to Mon Kumon last, double all monster hp, or add $\frac{1}{2}$ again if they go there second. If they hit Westfren first, $\frac{3}{4}$ all monster hit points, and Westfren last increase all monster hit points by $\frac{1}{4}$.

But first, PCs will have to weather the night somewhere, and survive the half day's journey to Hammerville. It is only a few hours west of Narrowhaven, but the night is dark and no traveler wishing to live to see dawn travels at night in Abandon.

First camp

PCs may shelter the first night in a waypoint the PC from Mon Kumon has probably used several times.

You find a sheltered ruin, perhaps an old farmhouse left over from ancient times. It still has two walls and half a roof to shelter from the cool breeze of the eternal autumn. It will do for tonight.

Finding Purpose - The Quest

This quiet evening might be the first chance the PCs really have to just chat and get to know each other. Let the players explore their PCs, or you can nudge them along by asking the following;

- Is anyone injured? Does anyone want healing kits, skills or spells? (a long rest will heal all damage as well)
- Who is first and second watch? How are they camping?
- Where will they go from here, and what equipment do they need at Hammerville to survive a second night, a dig at Mon Kumon, or an even more ambitious quest?
- Who do they care about? Perhaps the PCs share their Bonds? (Ember – see the seasons.

Pal – kill the wolf. Scamper – friends. Trech – find himself. Zagun – rule with justice.)

If, at any point, the players seem to be having trouble realizing that the main quest of this game is to destroy the Wolf in the Sky, you can adapt or run this encounter to perhaps help meet the very important need for a group gaming focus. The event need not happen here either, it can occur anywhere and anytime PCs need direction.

This block text below assumes that the avatar of Enimaea, known as Aea, is a part of the group / has appeared before in Narrowhaven / turns up in a dream. However, any well-meaning NPC will do, including Trech, Uncle Groff at Hammerville or Lady Grail at Sleepyville.

You are resting, silently, by your fire as the night grows dark. There is a faint howl that travels over the distant winds, and your heart momentarily catches in your throat. Then another howl, fainter than the first, fades into the distance.

Then Aea looks up, and speaks, ‘Guys, I know this seems strange. But ... with all that’s been going on and with the late howl this month... I think there might be a chance to defeat the Wolf in the Sky.’

The heroes are expected to scoff, but Aea begs them to hear her out. She then reveals an uncanny ability to discern where each of them are from (Narrowhaven, Mon Kumon, Westfren and Bittern), and sincerely asks if they have any hint, any clue whatsoever, of weapons or the means to bring down the Wolf (as, indeed, they do).

- Narrowhaven – a great uncle at the archives in Bitten may have stumbled across secrets that can help.

- Mon Kumon – the ancient city of the Fallen Ones hides many mysteries and treasures that may be able to assist.
- Westfren – a conclave of powerful druids, who you have never met, resist the power of the Wolf even after all these years.
- Bittern – A secret organisation known as Hidden Chambers might help.

Aea continues, ‘Look, I know we’re just outcasts, and that this... this is a very small hope. But just maybe that’s all this land needs? Just a few heroes willing to stand up and take the fight to the oppressor! Even if we fail, at least we can show them that it’s worth the fight, and that they are NOT alone... Because this madness, this fear, it is GOT to END.’

Of course, Aea then needs to die at some point to give the quest greater meaning, but we’ll get to that.

This encounter means the PCs are being appealed to by the people, and by their peer. Thus, the question of what god or gods oppose, or support, their quest is still a question they need to answer for themselves.

Enimaea is blunt about it.

If the group is still not sure what to do, Enimaea will be very direct;

You toss and turn that night in troubling dreams.

You find yourself in a battle area you have never seen before. Time and time again you face against mighty warriors, beasts from beyond imagining, even the mirror image of yourself. Yet just as the battles become too great for you to handle, they seem to fade away.

Then, before you stands a young, beautiful woman in strange, bladed armor.

You sense she has been judging you in the area. She



speaks, 'You are not much to work with, but you will have to do. Hear me, chosen one, and find the sword of Lord Green that you may still the beating heart of that god of monsters; the Wolf in the Sky.'

You awaken, suddenly, in a cold sweat – but all the night is as it was once before, and no nothing seems to have changed... but yourself.

The trove

If you wish to give the players and chance to organize how they'll distribute treasures, or you just want the PCs to have some cool, quirky stuff, hidden under the flagstones in this now long – abandoned home is a small treasure left by adventurers long past. All have since died and moved on, but their legacy may yet prove a great boon to the characters now. PC's can find the box with a casual search of the area. Within the iron box is;

- Orthodotty's case: a fine wooden case, as though made for a flute, with a Medium difficulty lock
- 18gp, old coinage
- A short sword untarnished by time
- A ring wrapped in a perfectly clean handkerchief
- A rather crude looking spoon.
- A letter, 'My beloved Orthodotty', see end of section.

Magical short sword

Weapon (short sword) uncommon

This weapon has a sharp blade, untarnished by time, but is not obviously magical. A wolf's snarling head adorns its pommel.

Minor ring of climbing

Wonderous item (ring) rare

You gain a +2 to all Strength (Athletics) checks related to climbing.

B's handkerchief

Wonderous item, rare.

This simple yet delicately embroidered handkerchief is always clean, always. It can be used to clean off any item or creature, with a good ten minutes scrubbing per 3' square space, to a virtually as-new sheen.

While not obviously magical the Sons will covet it as soon as they see it for its homely goodness, perpetual cleanness, and other potential spouse-impressing qualities.

The spoon of Botten

Wonderous item, unique

This large, course wooden spoon looks like it was simply found that way and conscripted to the duties of spoonary. Yet placed within a cup of water and stirred for at least 10 minutes will transmute the water into a dull, course, tasteless gruel that can sustain one individual for a day, or prevent 4 individuals from starving to death (they cannot be brought below exhaustion level 3 while subsisting on the gruel).

If the Sons of the Wolf ever find it, they will covet it, then loathe it. They are likely to destroy it simply out of spite.

(If Botten, the original creator of the spoon, is ever given the spoon back he will immediately enchant it with a thousand herbs and spices, making it a reasonably tasty gruel that seems different at every mouthful. He will then give it back to the PCs.)

Orthodotty's case

Wonderous item, unique

This simple solid wooden case is about the 3 inches square and 12 inches long; about the right size for a magic wand, or a flute perhaps. It is able to contain 10,000 coins without ever increasing in weight. The case can also hold up to 15lbs of other items. Retrieving any item from the case requires an action.

It has a damage threshold of 10, 12 hp, immunity to damage from poison and psychic sources, and has resistance to all damage from non-magical sources. It has a DC Average lock on it, and is protected by a dangerous contact poison... that lost all potency centuries ago.

Gods at war

During the night, the Gods take pity on the heroes, granting them greater facility. Each spell caster should acquire one extra level 1 or 0 spell overnight.

This generally makes players paranoid as they always take dreams as the DMs way of nudging the PCs in the route they'd like them to take. But, in this game, two gods are at war, and both use dreams, manifestation, and outright direct intervention to make their will known. This provides some interesting and, potentially, fun role-playing opportunities as players struggle to come to grips with their PCs' world.



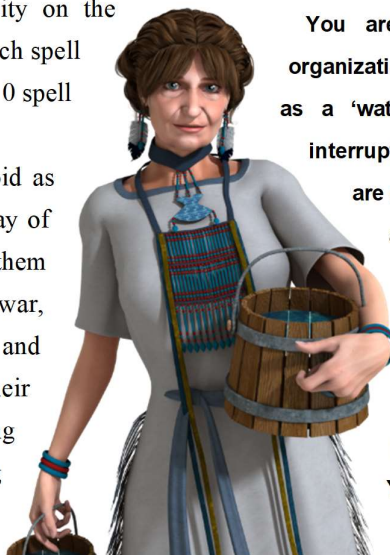
This is also a good spot to halt the gaming session if needed, or skip right over to the next episode as soon as players are ready.

Autumn again

If you wish, a PC might have another strange dreams, as Autumn speak again, usually to the PC from Westfren.

You are visited by an assistant of your organization from home, a kindly old lady known as a 'water carrier'. At least six times she interrupts other dreams to speak to you, 'You are going the wrong way, dear. Come home and give up this hero's quest and stay at home!'

Yet as you awaken in the morning, tired and confused about these revelations, you find a new power has manifested in your hands. You are quite sure it can be used to protect you.



The letter

My beloved Orthodotty,

I hope this letter find you in good health. I pray you will forgive me; I have had to flee prior to our prearranged meeting time, but have left these small gifts this here in the prayer that you, or someone in even greater need, might one day find it and be grateful.

Things have not gone as they should – like the dying leaves on the trees, every good intent so swiftly fades in this abandoned nation, I fear. We should have done more when we had the chance! It is now as you predicted; my pleadings were unheeded. We cannot rely on the surrounding nations to help us rid ourselves of the Sky Demon – this is something we of this wretched nation will have to do for ourselves.

I hope this blade will serve you well. Sharpened by moonlight by the druids of the Westfren, but alas, our foe was never such to begin with. You will have to find other weapons for your quest, and some allies to stand by you. It will be a miracle if you even reach the hated Spire, but if you do, perhaps this ring will help.

I miss you, terribly. Come to me at the prearranged point, if ever you get the chance.

Signed, B...

(The letter is dated Autumn, some 700 years ago).

2.5 The Equipping

Day 4 of the month of the late howl.

Goal: Resupply at Hammerville, meet Uncle Groff, and get the first real indication of gods at war.

Aesthetic: Hammerville is a busy, grungy, dirty military town. PCs must be on their guard.

On the road - Optional

This is an optional encounter to fill in gaming time, but it is also a good way to open a gaming session with some action.

Not an hour has passed, yet somehow you seem to have run into three ravenous wolves. They look near starvation, driven to hunger as they advance on you, growling fiercely.



Wolves, starving, 3

Medium beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 5 (2d8+2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills [Perception](#) +3, [Stealth](#) +4

Senses Passive Perception 13

Languages --

Challenge 1/4 (50 XP) **Proficiency** +2

Starving Disadvantage on Ability Checks, speed halved, Disadvantage on Attack rolls and Saving Throws, Hit point maximum halved.

Keen Hearing and Smell. The wolf has advantage on Wisdom ([Perception](#)) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't [incapacitated](#).

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked [prone](#).

Anyone dropping enough food for three meals will distract the wolves long enough for everyone to get away. Otherwise, the PCs will have to fight for their lives, and wonder if the Wolf in the Sky is displeased with them, and if he doesn't already know what they have done...

Enimaea blesses the quest

After several hours, you come across an interesting scene. A large military wagon has been completely gutted by some huge beast, the four guards who protected it, and the horses who pulled it, lying dead on the ground about it.

If PCs search the wagon, they find enough coins for 200 gold pieces each! They also find sets of equipment for a standard group (i.e., 'Pack') of the Sons. The equipment and gold is generic enough to not be traceable, but PCs will still want to be careful. The equipment looks and smells like standard military

issue. They can claim or sell the equipment as they like, though anything sold at Hammerville is received at half price, at best;

- 4 longswords, 4 short swords,
- 4 steel shields
- 1 heavy crossbow with 40 bolts
- 35 arrows
- 4 alchemist's fire
- 2 lanterns and 8 pints of oil
- 4 tents and bedrolls, and 4 mess kits
- A still functioning tinderbox

Plus from each of the bodies they can find;

- 1 excellently made magical spear that probably belonged to their leader. It has markings that signify someone of authority in the Sons, but not whom.
- A black cloak. With simple silver symbols of a Black wolf.
- 1 Healer's kit (8 uses remaining)
- A non-magical, silver dagger.

If there is anything the PCs need, but mostly just for flavor, you may add such as;

- 1 smith's tools
- 1 prisoners kit
- 1 portable cooking set
- 1 herbalism set

However, whatever destroyed this wagon was sure to destroy anything that might distract them, such as;

- A written set of orders and wagon inventory, damaged beyond use or legibility.
- Any personal items, such as a set of knucklebones, game cards, and a locket.
- 4 suits of breastplate armor and 3 heavy crossbows all damaged beyond use or repair.
- Two large kegs of beer.

Finally, there is a small chest, locked with a DC Average check. Perhaps to an impoverished, benevolent, or intelligent PC you can note:

200 golden coins. Given most of you can only expect to earn a copper a day, a single gold coin is worth three and a half month's labor. Two hundred is equivalent to about forty year's labor. There is a lifetime's wage lying, unclaimed, on the road in front of you.

It is not possible to tell from which unfortunate town or travelers these coins were taken. But there are none who claim them now, and your need is very great.

So, who could have so easily overcome a heavily guarded treasure wagon?

Great gashes are on the Son's armor and wagon, huge paw prints in the damp soil.

A Survival DC Medium check, or if any player had the insight to decide they've met owlbears before in their character history, will reveal it was a single owlbear. Then a Religion check DC High notes that owlbears are sacred to Enimaea, goddess of the challenge. It is important that a wise PC notices the following, or perhaps an Insight or Perception DC Medium check notes;

The beast did not stop for either meat or treasure. It is almost as if some deity approves of your quest and the direction you are heading...

The heroes are free to ignore the treasure, but it will not go to any higher cause than their own. They can report the find to the local authorities, who will squander the wealth as soon as they can and not report the deaths at all.



Hammerville

After a few hours you arrive at a large village, or perhaps small city. It is Hammerville; an important light industry town for the Wolf and his Sons. You should be able to get some good provisions from here, if you are careful. Provision, and perhaps some answers.

This important manufacturing and trade hub is a walled city. Hammerville has about 4000 inhabitants, mostly crafters, miners, and merchants.

Getting in

PCs need to get in carefully, disguised at least. Guards are careless and ignore all but the most obvious kinds of trouble. For example, the PCs could

disguise their wizard as a Black wolf from the treasure in the previous encounter; with buff CPs as bodyguards, perhaps the druid shapeshifted as a horse, and any halflings can pass as child servants with little effort, etc. It's even easier if ex-military such as Trech is with them.

The episode assumes that the PC from Narrowhaven knows Hammerville reasonably well and can lead the other PCs to helpful people.

There are at least four individuals that should be able to help you here.

First, and most importantly, is your wealthy uncle Groff. You know where he lives, and should be able to take some quiet back roads to his place fairly easily.

There is a discrete merchant in town, Treegul the supplier, who should have quite a bit of merchandise, and very few questions.

There is Phephrit the unfortunate dwarf, a misshaped metalsmith who, for some solid coin, should be able to outfit you with military grade equipment without generating any uncomfortable curiosity of the Sons.

Lastly, there's an old half-goblin friend, Sak, who likes to hole up in the Plastered Dragon inn. He keeps himself very well informed of local events, and would be a useful contact to check up on if you were looking for current information.

Once in

At ANY point and while interacting with NPCs in this episode, with a bit of role playing or a Persuasion check PCs can find out something interesting (increasing in difficulty);

- Easy – The Wolf has not been seen in public since the late howl. Is he ill? Is he dead? Who can say?
- Easy – Conspirations are **nationwide**; something big is definitely going down.
- Medium – The three main lieutenants of the wolf, the archmage, high priest and sword master, have been seen heading out to the wars at the fringes of the nation. It looks like there's some kind of trouble at the borders...
- Hard – Ksathé, the swordmaster, has headed northwest to fight the encroaching Salisdain Knights. Barkrow the archmage is headed northeast to deal with the Fenwaven desert nomads who have suddenly started to raid the nation with earnest. Nmenwah, the high priestess, has headed south to Barsh, to quell the increase in attacks by the giants and dwarves. *The Wolf is virtually unguarded...*

Sak over at the Plastered Dragon can make a DC Hard check if PCs seek him out.

Other than this, PCs will not have much trouble buying any gear they need in Hammerville. Roleplay the following as you deem appropriate, Oh DM.

- (Wizard) A shop claiming to sell magical reagents, which are mostly just superstitions, actually does have one treat. An Arcana check DC Low reveals there is a small yet high quality phoenix feather that can empower (+50% damage) one fire spell it is cast with.
- (Rogue) A pair of lazy guards have left some good equipment around, just waiting for someone to steal. They will pursue to the death, so the PC will want to be careful.
- (Druid) The moss in Hammerville is surprisingly green, more evidence of a shift in power, a portent of great importance.
- (Paladin) A drunken man is roughing up his bedraggled spouse, and may need to be dealt with to the gratitude of her and the children.

Enter extra pre-generated PCs

Hammerville is the perfect place to introduce any NPCs that you can see the fully outfitted group might otherwise need. For instance;

- Ember can spy them out as interesting individuals with a spark of hope in their eyes.
- Scamper, the rogue, is hurriedly looking for some new friends to tag along with, help out, and help her get out of town quickly.
- Pal is just a nice guy willing to help out, and likely recognises one of the PCs as an old acquaintance / family member.
- Zagun is looking to hire adventurers for the dangerous quest of exploring Mon Kumon, for a share of the profits within.
- Trech can appear as an ex-military about to be executed for disobeying orders to kill innocent civilians. He's willing to trade his life for his freedom.

Gratuitous violence

Depending on your groups composition and game time allowed, Hammerville is a great place to rack up experience. Run either, both or none of these events as you prefer oh DM! If the group is split, these events can take place in the various places the PCs are at, but be sure to make there are as many foes as PCs in each event to balance the encounters.

Drunkards

In order to strengthen them, Enimaea sends drunkards. PCs will need to do subdual damage or end up killing off duty military – a capital offence.

You are minding your own business, when a pair of what might be off duty town guards stumble into you. 'So, you want a piece of me!' one of them shouts, and starts swinging violently at you.

Sons of the Wolf - drunken, same # as RGs

Medium humanoid (human), neutral evil

Armor Class 10 (none)

Hit Points 8 (2d10+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	9 (-1)

Skills Athletics, Perception, Survival, and one of either Intimidate +2 (pack leaders), Animal Handling +2 (wolf master), Medicine +2 (medic), Perception +2 (siege engines and trap master)

Saves Constitution +4, Strength +4

Senses passive Perception 10

Languages Common, Salisdain/Barsh/Fenwaven

Challenge 1/2 (100XP) **Proficiency** +2

Pack Tactics. The Son has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't [incapacitated](#).

Actions

Fist. *Melee Weapon Attack:* +2 to hit. *Hit:* (1d2 + 2) bludgeoning damage.

Notes

They attack without weapons or armor, and are at disadvantage to all attacks due to their drunken state.

Thieves

Or, in order to dissuade them, Autumn send thieves. They are likely to flee if one of them is slain.

You are passing by a stall, filled with heavy carpets, when suddenly someone holds out a knife towards your throat, 'You stepped into the wrong end of town, stranger. Now hand over your coins and then I'll cut your throat!'

Thieves of desperation, same # as RGs

Medium humanoid (human), chaotic evil

Armor Class 11 (natural armor)

Hit Points 7 (1d6+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	11 (+0)	8 (-1)	9 (-1)

Skills Athletics, Perception, Survival

Senses passive Perception 9

Languages Common

Challenge 1/2 (100XP) **Proficiency** +2

Pack Tactics. The thief has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't [incapacitated](#).

Actions

Dagger. *Melee Weapon Attack:* +2 to hit. *Hit:* (1d2+1) piercing damage.

The daring relative Groff

The PC from Narrowhaven has a relative here, and it is expected the seek out Groff quickly. If the players do not seek him out, some options are given below. D&D can be like that, it pays to have a core goal – meeting Groff, and being prepared to be flexible about how it comes about – by accident, intent, or on a quiet road out of town far away.

You lead the way to Uncle Groff's, a wealthy trader in Hammerville. His house is simple, but sturdy: a sure sign of a wealthy man.

You are greeted at the door by his butler and man-at-arms, an aging retiree from the military, 'I'm sorry, but Sir is not-'

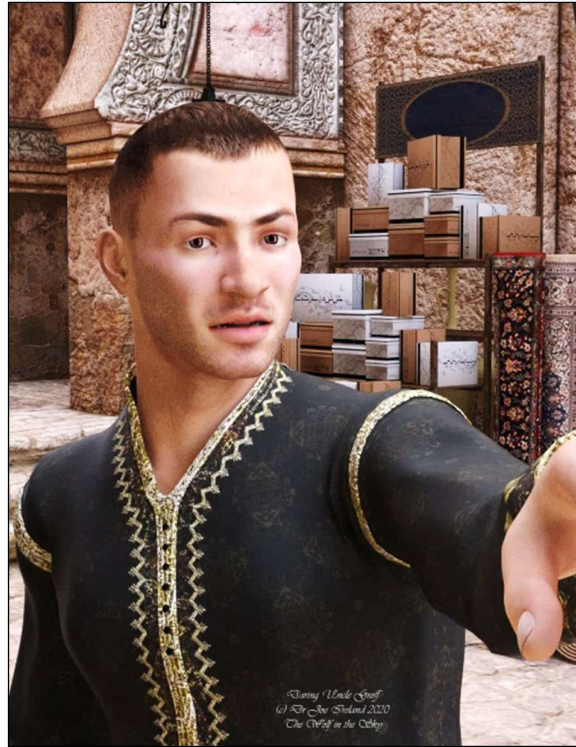
'Laddy!' Groff's voice shouts form within, 'What brings you to Hammerville! Oh, child, come in from the street, and your companions! Have you seen the Sons? it's not safe to be out here!'

Groff is a wealthy businessman of Hammerville, well connected and well informed. He invites them to his large house and introduces them to B'okh, his muscular half orc steward and bodyguard. He then feeds, clothes, and helps his relative and anyone with them. PCs can stay overnight in the walled city for safety, and will be reasonably well catered for at uncle Groff's, who is related to the PC from Narrowhaven.

Groff tries to get full story out of them but will not force it. He does not know about the incident at Narrowhaven yesterday (no one here does), nor about Enimaea, Autumn, or why the Wolf's howl was late this month.

If they tell him their plans, he sends the information Merrifyrth in Bittern at the first opportunity (whether they ask him to or not). Adapt the following text as necessary;

'If I can't convince you to tell me your plans, and if you don't die in the next couple of days, come see your



grand grandpa Merrifyrth at the archives in Bittern. He can help you on whatever quest and he's got a few surprises up his sleeve that I think you'll be very interested in learning. He'll look after you!'

Unless they get into trouble

If PCs are a bit lost or getting into trouble, you can have Groff find them first.

Just as you are passing the vendors stall a strong hand lashes out and grabs you by the collar. For a moment you struggle in the grip, till you cast a glance up at your assailant. It is uncle Groff, and he is grinning broadly down at you, though his eyes are wary and filled with concern.

Or if they leave town too quickly

If PCs decide to leave town too quickly, which is actually a pretty sensible option, Autumn makes sure they bump into Groff half a day down the road and can rest up in the camp site with him there.

You are keeping to the quiet roads near the main highway, when a large caravan of three sturdy carriages drawn by large horses appears before you. You recognize it immediately – it belongs to your dear relative Uncle Groff, a wealthy merchant of Hammerville. Before you can speak, a man stands up from the driver's seat, 'Ho, look, it's my brother's child from Narrowhaven! Come, young one, and your companions, share a warm meal by the light of our campfire tonight!'

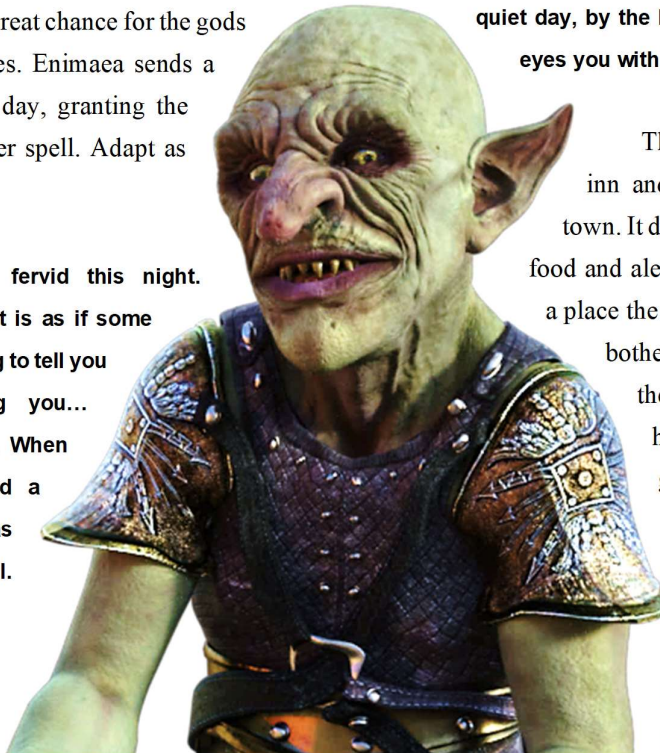
Lower up

Aside from food, drink, and sturdy travel cloaks if they need them, Groff will give the group a spell casting scroll (such as *floating disk*, *cure wounds*, or similar) but he doesn't know what it does. The PC can use it, or write it in a spell book, etc. Regardless of the spell casting class, it can be a spell a PC needs and simply experiencing the scroll allows them access to the spell from this point on.

Sleeping over at Groff's

Aside from Groff's hospitality, the PCs brief stay in or near Bittern is a great chance for the gods to influence the heroes. Enimaea sends a dream or vision that day, granting the PC access to one other spell. Adapt as needed;

Your dreams are fervid this night. Tossing and turning, it is as if some powerful entity is trying to tell you something... teaching you... expanding your mind. When you awaken, you find a new power has manifested in your soul.



Shopping at the 'ville

Most shops are running in overdrive trying to outfit the new military needs. The stores look crowded.

If players are dumb enough to upset the military, most are too busy to care. PCs may have to answer to a single military Son taking an interest in them, which might mean knocking him out or taking him down in some manner.

They may want to seek a quieter area of town, or perhaps look up someone they might know. Questions will be asked if PCs start showing gold in open, unlike most other D&D games.

If players catch on that a bit of surreptitiousness is required, the PCs will find suppliers willing to assist them, for a standard price of course. Role play this as you feel it is needed.

Tavern with Sak the informant

The Plastered Dragon, probably in reference to the plaster rendition of an inebriated dragon that adorns its main wall, is a low-class establishment. It is having a quiet day, by the looks of things. A wary barkeep eyes you with filthy hands a dirty look.

The Plastered Dragon is a poor inn and tavern at the lower edge of town. It does good business selling cheep food and ale, and basically being known as a place the military rarely can be bothered bothering. The barkeep only sells them basic food and lodging at half the PHB prices because it is genuinely low quality. He becomes very suspicious if they show gold as he assumes they are military. He points out to Sak at the far end of the counter if asked, and says as little as possible.

Sak, for his place, is an old and dishonored military surveyor who lost his place due to disagreements with his superiors and genuinely hampering attempts to persecute civilians. He loves to hear news of any sort, and offers great secrets to any who ask. But his price, like his love of alcohol, is high.

'Oh,' Sak bemoans, 'it's been such a long time since I seen the shine of gold... and my memory ain't so good of late... perhaps you could shine a bit of that light in these ol' eyes? I'm sure it'll help jog my memory a bit!'

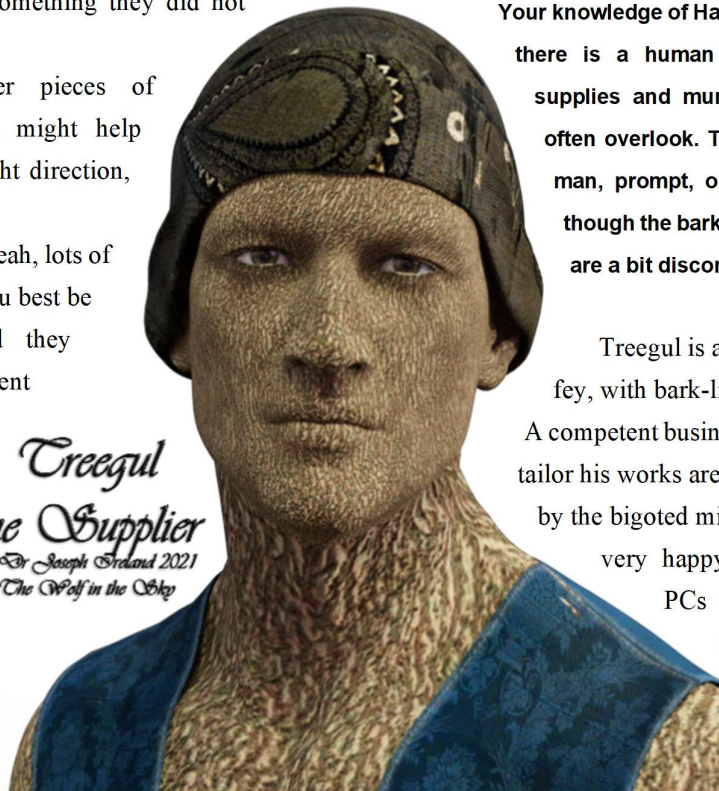
If they use intimidate, they must make a check DC equal to the table at the start of this chapter for getting information in Bittern.

If they decide to bribe Sak, and he'd very much like that, he starts at 1 gold and for each level of information and simply wants a little more than last time for each level thereafter. He has the same 4 levels of information as available at the start of the episode. If PCs have already found out one level through other means, he gives them the next level for free until he manages to tell them something they did not know.

He has any other pieces of information you think might help steer the PCs in the right direction, for free in fact. E.g.,

- Mon Kumon? Yeah, lots of undead there, you best be careful... heard they got ancient weapons of the fallen ones that the Wolf fears even today. Would love to get there

Treegul
the Supplier
(c) Dr Joseph Ireland 2021
The Wolf in the Skye



myself, but took an arrow to the ankle long ago.

- Bittern? Don't go there, not till you're proper ready. Very dangerous. I hear they got a good archive though. But, hey, they got miles and miles of catacombs under Bittern too. Some say there's even an old organisation of the nobility still trying to take down the Wolf... all rumor and hearsay if you ask me!
- Westfren? Dangerous place that. Elves, kill you as soon as they see you! Been holding out against the Wolf since he came to power an 'undred generations ago, so they must know something, right?

Treegul the supplier

PCs will need food, bedding and clothes. Perhaps a climbing kit, or possibly even diamonds for their high-level spells, eventually. PCs will have to pay double if they want clothes at the big supplier. It will be better for them to look for the less busy venues.

Your knowledge of Hammerville is paying off – there is a human who runs a store of supplies and munitions that the military often overlook. Treegul is a nice enough man, prompt, open, and business like, though the bark-like patterns on his skin are a bit disconcerting.

Treegul is a human with a touch of fey, with bark-like patterns on his skin. A competent business manager and skilled tailor his works are somewhat looked over by the bigoted military of the land. He is very happy to do business with PCs without asking too many questions, and makes sure they are careful about it.

The storekeeper offers you a brief farewell without looking you in the eye, 'This is for your barracks', he states, loud enough for those standing by to hear, but not loud enough to arouse suspicion... hopefully.

But can Treegul be trusted? Like most people, staying on the good side of the Sons can be a lifesaving decision. If PCs let slip anything he might pass the information on, potentially resulting in their being accosted by 3 armed Sons later on in this episode. However, even Treegul can be silenced with the sight of a few gold coins.

Weaponsmith - Phephrit the unfortunate dwarf.

Characters will want to get better armor, possibly splint and leather. They might prefer some newer weapons, or perhaps just get rid of ones that might be recognized by the Sons of the Wolf. This is the chance to do it – Phephrit asks no questions and gets right to business. He makes it all at military quality and with the legal marks as required by law.

Phephrit is a skilled dwarven weaponsmith with some lingering injuries from a tragic accident which left his face severely scarred, and most assume the event heralded the god's displeasure in some manner. He works in the Eastpit at Hammerville manufacturing, an unimpressive workstation far from the main gate.

Phephrit is happy to supply PCs with all their weapon and armorsmithing needs, including fitting military grade equipment that clearly was not made for the PC trying to wear it. While not an official fence for stolen goods, he will not ask any questions

not related to work. He is a grumpy, efficient individual with a down-to-business approach.

Smuggled out

If PCs do decide to sleep over at Hammerville, either at Groff's, or perhaps at the Plastered Dragon, Groff seeks them out just before dawn as they are beginning to rise.

'Quickly! There are over 4000 men heading here within the hour, you'd best get out, now!'

'No, they're not looking for you directly. But they will be throwing anyone they please out onto the street and they'll be asking too many questions. You need to get out, hurry!'

Check with PCs regarding how they intend to smuggle weapons out of Hammerville – commoners aren't supposed to have anything more than a dagger, and most good equipment is being hoarded by the military for the conscriptions.

Taking care to hide the weapons, or taking care to disguise themselves as Sons of the Wolf and conscripts is usually enough. Feel free to make them roll to heighten tension, and anyone who rolls low gets called out by nearby military, but not stopped or questioned.



*Phephrit,
the unfortunate
(c) © Dr Joe Ireland 2021
The Dwarf in the Sky*

'Hey! Put up your visor in cities, newbie!' one of the military enforces shouts at you, then hurries off to attend to more important business.

Where to from here?

Ideally, players may now choose a venue to explore – the ruins of Mon Kumon, the druids of the Westfren, or head to Bittern to enlist the help of friends and family. The game is set out to have PCs go to Mon Kumon, but you can audit the game as you like, being sure to adapt the encounters to suit the party's level.

If you do want to encourage them along the standard rout, remember that Aea believes they need to get to the Ruins of Mon Kumon ASAP, and Enimaea will threaten them with Owlbears if they step out of the way. Alternatively, wise or intuitive PCs might have dreams leading them that way. Finally, it sometimes a smart move to simply tell the players that, as a game, it's helpful if they go to Mon Kumon first. Direction requests are sometimes the most effective.

The Bear and the Tree

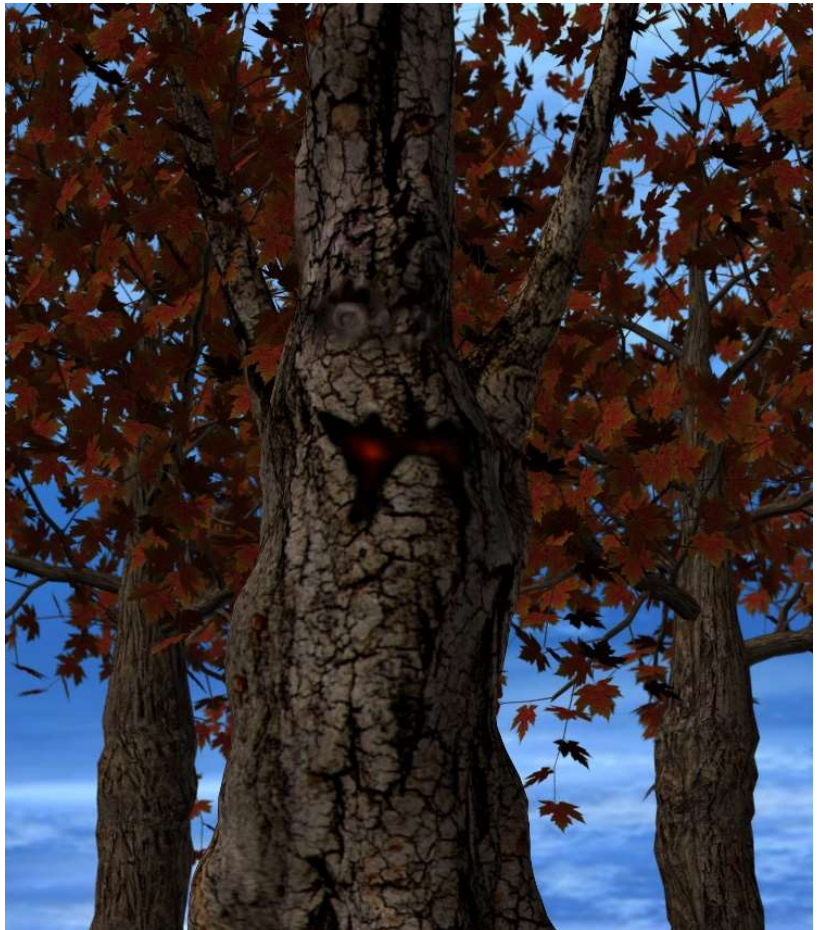
While not daring a direct confrontation at this point, Enimaea and Autumn are clearly at odds even at this early stage – while the Wolf has too many other things to worry about right now. Yet the conflict of these two goddesses swiftly plays over to their mortal followers.

You are making your way along the sorry, neglected road between Hammerville and the ruins of Mon Kumon when you see, quite clearly out of place, a very large Maple tree standing in the middle of the road in front of you.

Perception or Survival check of DC Medium reveals there is something odd about this tree, and that the large clods up upturned dirt almost make it look like the tree has walked itself from the nearby forest at stood there some time this morning. It is unlikely any PC has met a treant in this magic starved region. However, a Nature or Religion check of DC Medium will allow any PC to recall knowledge of the legendary treants – living trees that once walked the land when it was filled with magic. A check of DC Hard will reveal that the Maple Treants were most loyal to the goddess Autumn. As soon as they approach or try to circumvent the tree, read the following;

As you approach, you see the tree almost has a face carved into the trunk. And then that face opens its eyes, and scowls at you. Then the tree speaks, 'Go baaaack.' It commands. 'This is not your way. Go baaaaaack!'

'Return to your place, little ones!'



Treant

Huge plant, neutral

Armor Class 16 (Natural Armor)

Hit Points 138 (12d12+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Vulnerabilities Fire

Damage Resistance Bludgeoning, Piercing

Senses passive Perception 13

Languages Common, Sylvan

Challenge 9 (5,000 XP) **Proficiency** +4

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

Actions

Multiattack. The treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 16(3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, reach 60/180 ft., one target. **Hit:** 16(2d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate

tree. The tree then takes root if possible.

The tree is willing to push PCs back the way they came, to even carry them if needed.

Regardless of PCs reactions, once the tension reaches battle point, the following occurs.

You hear a deep, threatening growl from behind you. Turning around, you see a huge half bear, half owl creature glaring in your direction.

An Insight of Animal Handling check DC Medium reveals the owlbear is threatening the treant, not the heroes. A Nature or Religion Hard reveals the owlbears were sacred to the goddess of trial – Enimaea.



A moment later the owlbear charges the treant, battling it fiercely. It is immediately clear that this is **probably not a combat you can safely participate in you should probably run.**

Play out the battle if you wish, though the Owlbear usually wins, then wanders off into the forest nursing its wounds and ignoring the PCs. If they insist on following, it will lead them to Mon Kumon and wander off soon after. If the treant wins it will warn them once again, take 2 steps to get off the road, and then turn into a tree and just wait around until natural healing takes its course.

Owlbear, Dire

Large monstrosity, unaligned

Armor Class 14 (Natural Armor)

Hit Points 83 (11d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	19 (+4)	3 (-4)	12 (+1)	7 (-2)

Skills [Perception](#) +3

Senses Passive Perception 13

Languages --

Challenge 3 (700 XP) **Proficiency** +4

Keen Sight and Smell. The owlbear has advantage on Wisdom ([Perception](#)) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. *Hit:* 10 (2d10 + 7) piercing damage.

Claws. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 14 (3d8 + 7) slashing damage.

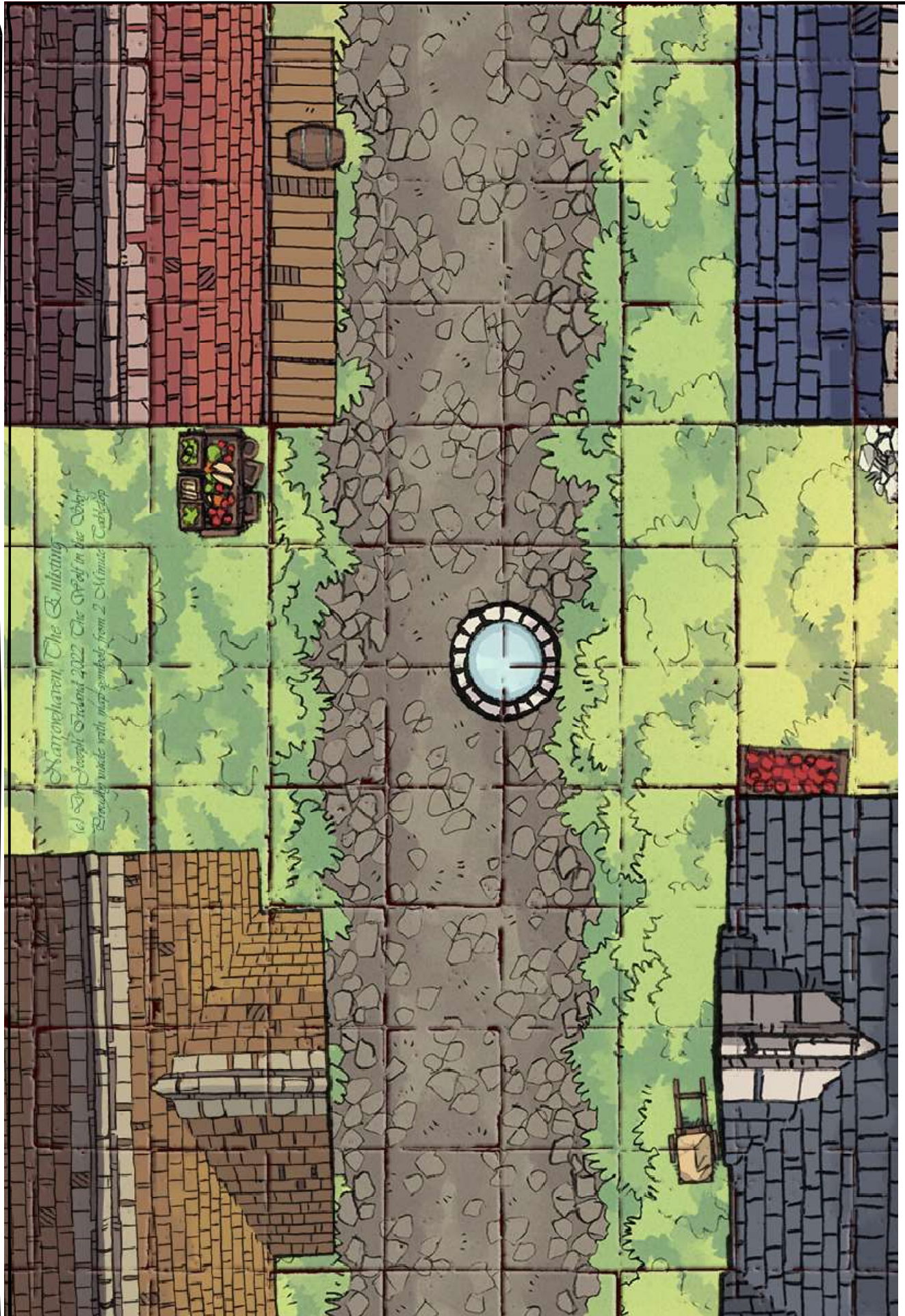
Once the battle is resolved, move on.

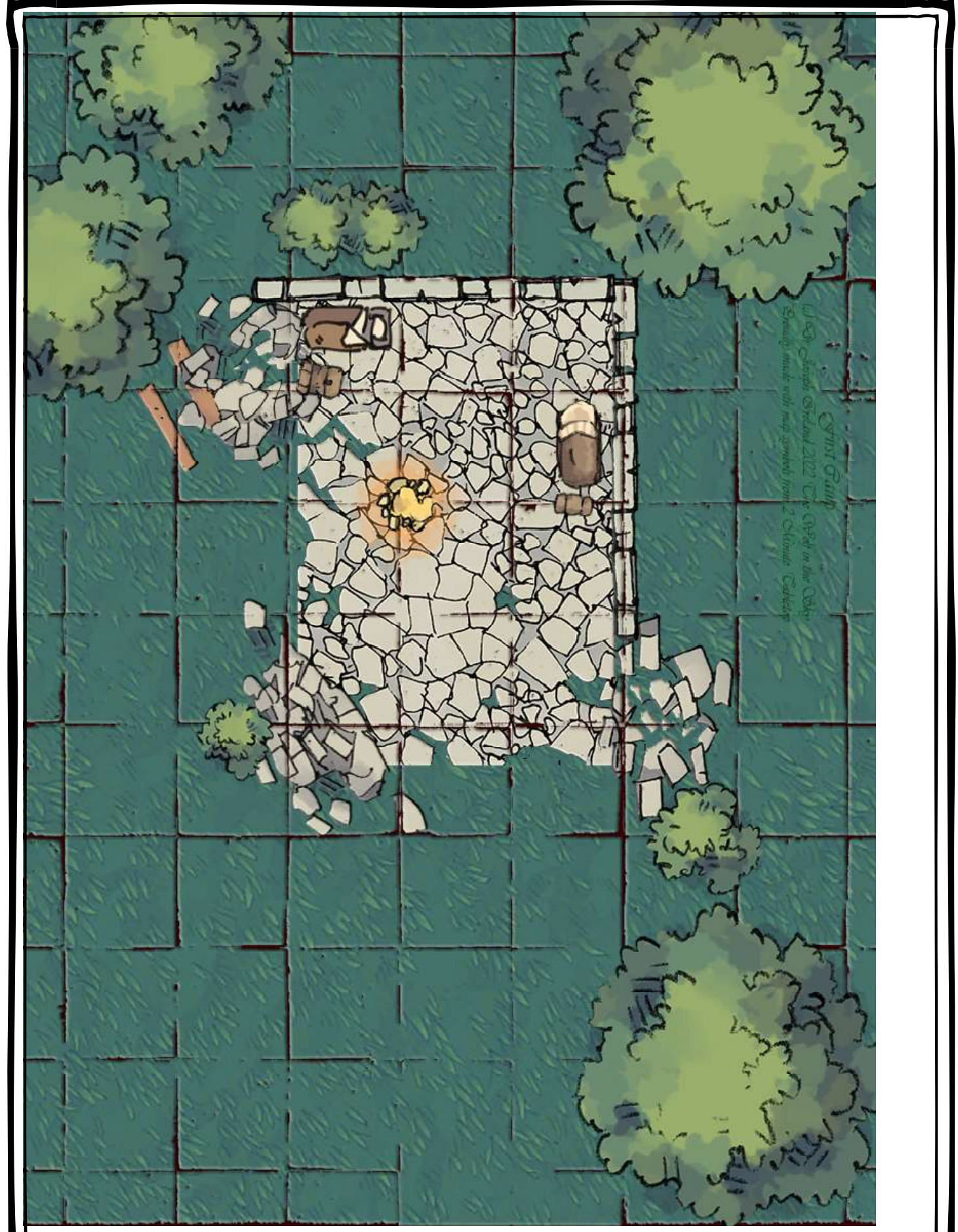
Hopeful exit

Is the world about to change for the better because of the hero's choices? Only time will tell;

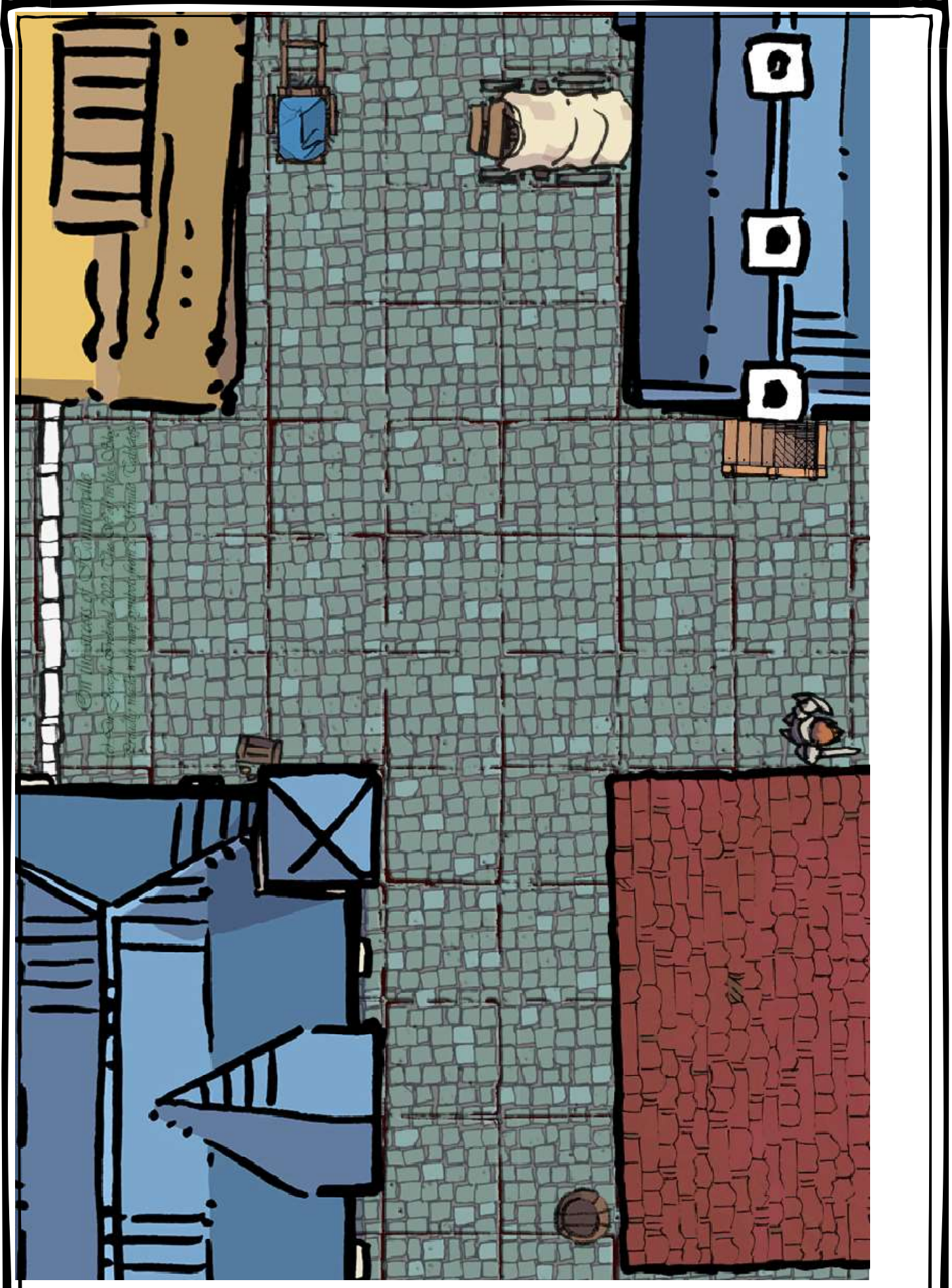
Never before have you dared to light the spark of hope in your heart. But now, with full bellies and dependable weapons by your side, you are finally setting out on a daring quest to throw the Wolf down from the sky!

*Narration: The Missing
(c) © Joseph Fiedorf 2022 The Wolf in the Sheep
Clothing made with inspiration from 2 Minute Tabletop*

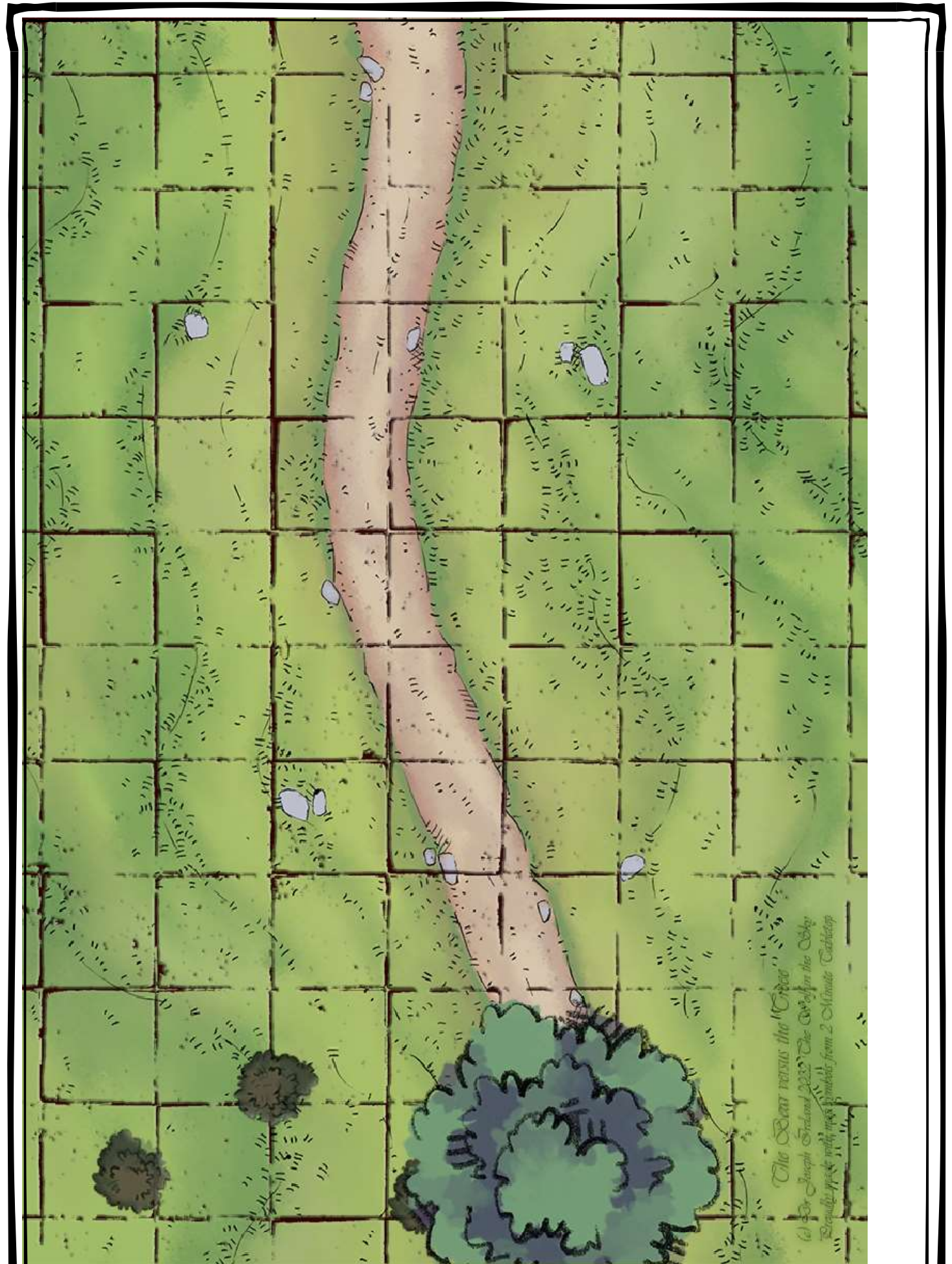




Spint Gully
© 2017 Joseph Skelton 2017
Spint Gully made with map software from 2 Clever Cakes



*All images of Counterpoint
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Project made with support from the National Endowment for the Arts*



The Deer versus the 'Crows'
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