

BARN OWLBEAR BRAWL

A SCENARIO FOR TIER 1 CHARACTERS

THE FEATHERCREST FARM HAS BEEN OVERRUN BY barn owlbears. They've eaten most of the recently harvested crops and have taken up residence in the barn, digging through crates and barrels looking for stored food.

The Feathercrest family has fled their farm and is staying with a nearby neighbor. Thaddeus Feathercrest is searching for anyone that is willing to help drive off the owlbears so his family can return home.

A REQUEST FOR HELP

The Feathercrest farm could be found outside any small town or village. Use the following hooks to determine how Thaddeus requests for help from the party.

On the Road. The party sees a disheveled and hurt Thaddeus trying to wave them down as they travel along the road. His farm is within a mile of the road.

Local Tavern. The party overhears Thaddeus speaking to the bartender about his trouble at the farm and his need for help in driving the creatures off.

Bulletin Board. A mostly barren bulletin board in town has a poorly written note requesting help with strange bear-like creatures that have overrun the Feathercrest farm. Most locals can provide directions to Thaddeus' temporary residence.

AT THE FARM

The damage to the farm is immediately apparent upon arrival. Fences surrounding the fields are broken and the house on the farm has large claw marks on a busted in door. The barn where the owlbears currently reside is not farm from the house. There are no visible owlbears outside of the barn and the double doors to the barn are closed but unlocked.

A character that studies the tracks and marks left behind by the creatures and succeeds on a DC 12 Wisdom (Survival) or Intelligence (Nature) check determines the creatures are smaller than normal owlbears.

The owlbears are spread throughout the barn and become aggressive when they notice the party. Use the following Encounter Difficulty table to create an appropriate encounter.

ENCOUNTER DIFFICULTY

Level	Barn Owlbears	Thaddeus' Help
1	2	Yes
2	3	Yes
3	4 - 5	No
4	6 - 7	No

Thaddeus is more inclined to help the party with fewer number of **barn owlbears**. He is a **commoner** and proficient with a sling, preferring to stay in the back.

REWARD

Thaddeus is appreciative of the party's help with ridding the farm of the barn owlbears. He doesn't have much to offer as reward but he points out that the creature's beak is valuable. A character can carefully harvest a beak worth 25 gold with a successful DC 12 Wisdom (Survival) check.



BARN OWLBEAR

Medium Monstrosity, Unaligned

Armor Class 12
Hit Points 22 (4d8 + 4)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	3 (-4)	10 (+0)	6 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages –

Challenge 1/2 (100 XP)

Proficiency Bonus +2

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

Raking Claws. If the barn owlbear misses with its bite attack, it can use a bonus action to make a claw attack on the same target.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

THE FEATHERCREST FARM

The map is 17 x 12 5-foot squares. You can find digital content for the Barn Owlbear Brawl at goblincoach.com.

