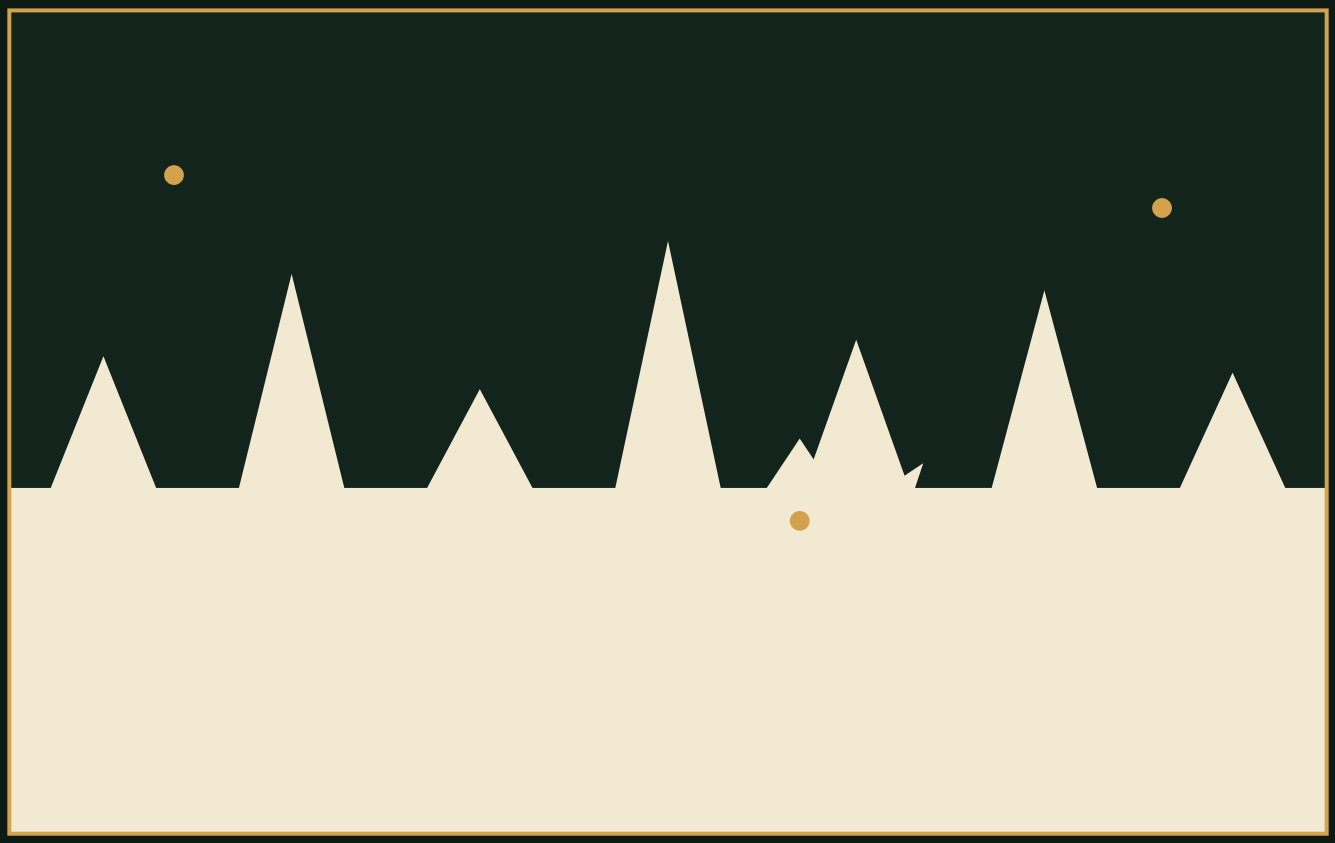
The Owlbear in the Whispering Woods

The Whispering Woods



A fierce beast blocks the only trail to the mill — but it's not guarding treasure. It's guarding its hurt cub.

Talewick Quests — original content, free to print and play.

Read this to your players to start

A huge, roaring owlbear is blocking the only trail through the Whispering Woods, and Jory the woodcutter cannot get his logs to the mill. The heroes go to clear the path, and find out what the beast is really guarding.

Who's in this adventure

Giant Spider
Heart Points 4 · Guard 12
Sticky Bite +2 (1d4 Heart Points)

Mossback, the Owlbear
Heart Points 16 · Guard 13
Big Paw +3 (1d6 Heart Points)

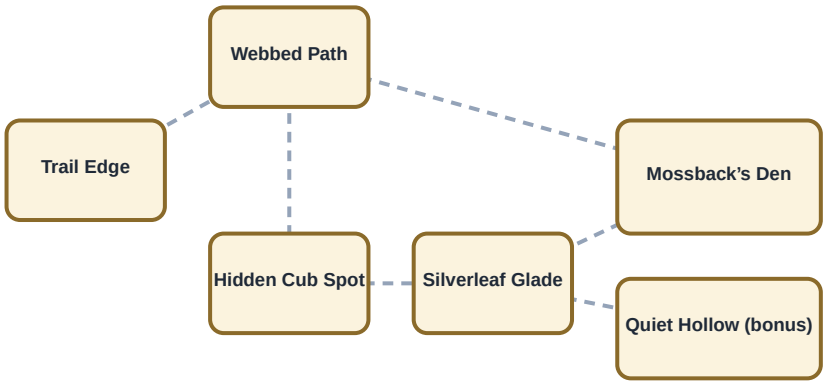
Tips for running this one

• Mossback looks scary at first and gentle up close: a mother keeping her hurt baby safe. Roar big when she rears up, then let her go soft. That change is the whole point of this adventure.

• None of the fights here are dangerous. The spiders scuttle off after one hit, and Mossback gives up at 8 Heart Points.

• Short on time? The Quick Quest is the first scene and the climax, and it still has the twist: see the climax's DM notes.

Map



The main trail runs from the woods' edge past the webs to Mossback's den. A side path winds past the hidden cub and the silverleaf glade, and a stream beyond the glade leads to the quiet hollow, for the Epic Session bonus.

SHOW YOUR PLAYERS THIS

A Woodcutter's Hasty Sketch

Jory's charcoal sketch, on a scrap of bark: big paw prints going round and round one tree, again and again. A little drawing of a feather, a very small one. Under it, in Jory's wobbly writing: NOT HUNTING. GUARDING SOMETHING. SOMETHING SMALL?