

The Curse of the Flying Owlbear

©2023 BrazenWolfe Tabletop, All Rights Reserved, Permission Granted to copy for personal use.



Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 2 characters.

Rumour's have flown around for many years about the pirate ship known as the Flying Owlbear. For many years the ship and its crew raided the southern coasts, no merchant vessel was safe from the pirate crew. However the stories didn't finish there. Stories started to pop up of their owlbear crested ship crashing across the land, its broadside cannons roaring as they fired across the hills, valleys and plains.

But then they stopped and a new story started to emerge. One of ghosts and a lost treasure that would make anyone as wealthy as a king. However the rumour also speaks of an inescapable curse for any who lay hands upon the treasure. A curse that binds them to the Ship, to the captain's call where he lays eyes upon those found with his treasure.

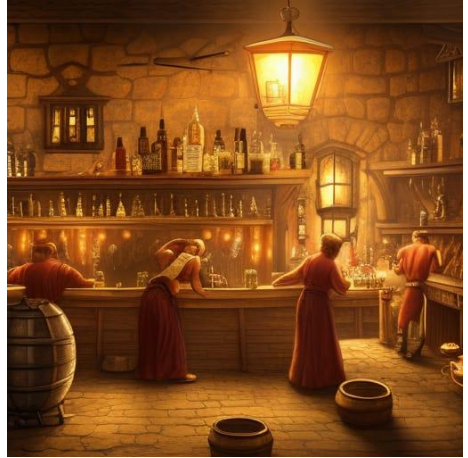
The Town of Tarmak



While not a bustling, joyous place it is filled with merriment and laughter regardless of the hardworking people of Tarmak. The food is hearty and the drinks are locally brewed, and thus quite potent. There is always someone there with a tale of something odd, something remarkable but most of

them are bluffs from tired, old men. Most of them are. In fact there are a few stories that many can attest to being real, strange shapes, foul omens, foreign and odd marks in the land. The village of Tarmak is beset by the odd and weird and it's been that way for dozens of years

The Iron Crustacean



A few people start to laugh loudly as one man swears the truth to his tale. "I swear it's the truth! He calls. We all know that the Owlbeards crew were rumoured to be bloodthirsty, cutthroats who loved nothing more than pillaging and killing. But despite all this there are few who were there because they felt obliged and none more so than the father of the Captain of the ship.

He was disheartened by his son's actions after a rather bloodthirsty skirmish with a merchant vessel that broke family bonds. Shocked by his son's behaviour he faked his death by falling overboard and secretly made his way to shore. There he blended in with society and became a farmer. Some say he even lives in Tarmak!" he called again, this time the entire tavern roared with laughter, all but one.

The man then continued "When the news of the ship and its crew's demise came to the father he was both relieved and distraught. Despite the repulsion he felt for the unwarranted violence he still adored his boy and the thought of him never reconciling and making peace with the pirate lord shocked him. This eventually shattered his sanity and he began to

see ghostly visitations of his son, hearing the ghostly cannon fire of the Flying Owlbear and even seeing his son walking through the streets, searching for something.” The man finished his tale and the room was silent.

“You hear that old Bryce! Tom is almost as mad as you are!” one of the men bellowed before another chorus of laughter rang out.

“What he says is true! The Flying Owlbear still haunts the sea and the land!” Bryce called out to another cacophony of laughter”

NPC's:

- Bryce Bronson
- Innkeep - Jake
- Tom (The storyteller)

The Omen, a Parrot!

As the party sat and relaxed at the Iron Crustacean after the boisterous stories from the patrons it took some time but they noticed that the room had gone as silent as the grave. The scratching of claws on timber was the first sound that the party noticed as the spectral parrot squawked once and then silently flew down to land on the table in front of the party and their drinks.

“The Owlbear rises once more, batten down the hatches. Load the Broadides for it rides once more!” it squawked before manic, yet squawky, laughter erupted from the tiny spectral bird. Slowly the sounds of broadside cannon fire could be heard from across the hills.

The Parrot looked around the room at its silenced audience. A man stood up from his seat where moments ago he was slumped over.

“Shank. Shank foretells the arrival of the Flying Owlbear. See I am not crazy. The stories are true!” and he roared with laughter, ale froth still caught in his beard. With that the room cleared out, everyone running for the exits as the booming cannon fire could be heard getting closer and louder. As the party went to move the parrot, Shank apparently looked at the party. It's odd, almost human-like extra toes seeming to skitter across the table as it walks towards them.

“Wait,” it said as it got closer, turning its head to stare at the party with a ghostly eye. “Sin's of the

son's wealth haunt the father. One unable to return to the place of his living, the other unwilling. One cursed to still live, the other lives a curse. Both existences healed only when both returned to one's place of birth.’ The parrot hopped closer and repeated it, staring at them. Saying it loud enough that the sounds of cannon fire seemed to punctuate the rhythmic sentences. Then the cannon fire stopped and the parrot flew to land in front of the man who cried out before. Then with a groan of wood from outside signalling the arrival of something, the parrot flew towards the front of the Tavern and passed through the wall. The stomping of boots came from the front of the tavern after a moment. Slowly the doors opened and a ghostly man strode in. Looking around the tavern he strode towards the bar, passing through a table, part of his ghostly body knocking over a tankard that bounced across the floor.

‘Rum, please.’ he said to no one, but a bottle flew across the table with a glass and he poured himself a glass.

‘So,’ he said as he turned to look at the party and the crazy man who remained. ‘Do you know where my treasure is?’

NPC's:

- Shank
- Bryce Bronson
- Percy Bryceson Bronson

Encounter: Encounter linked to the scene:

Creature: NPCs + 4 Shadow Zombies

Map - Reuse a Tavern Map or No Map.

This encounter is more a social dance between Percy and the party.. Eventually Percy will turn to Bryce ‘Father, there you are. You will join me on my ship as we look for our treasure. Do you know where my treasure is?’

As Bryce leaves he calls out to Percy, “Aye... One moment, captain, I just need to finish my drink” but looking pleadingly at the party he approaches where they stand. “He leaves for Lamberk, look for the giant mill if you dare follow. He won't leave prisoners or witnesses alive so expect a fight. Please, once he finds out what I plan he will come back to Tarmak and kill everyone.”

If the party attacks or interferes with Percy and Bryce then he will beckon for his deckhands to defend him. But Bryce will get the above message to them before he is dragged out. Otherwise The deckhands enter just after he leaves with the aim to dispose of the party.

The Port of Lamberk

Lamberk



The town of Lamberk has developed around a successful port. The majority of the infrastructure and commerce involve the sea and in the last few years after the installation of a naval guard the seas have become a safer place. Except for the rumours of ghostly sails that stalk the waters.

Due to its proximity of the water and the wealth that travels the sea it's also the birthplace of many pirates, thieves and other criminals who prey on those that live or pass through the town.

NPC's:

- Bryce Bronson
- Percy Bryceson Bronson

Encounter: Encounter linked to the scene:

Creature: 1 Shadow Zombie per lvl 2 party member On the streets entering the town, and as they reach the building. .

Map - None

The deckhands (Shadow Zombies) attack as soon as they see the Party. They swarm the closest party member but will quickly attack magic users (as they are still superstitious folk)

As they reach the windmill Bryce and his Son arrive with two more Zombies. As they step within the spectral form of a beautiful woman floats out of the ruined windmill.

Percy stares in disbelief at the figure who comes and embraces Bryce "Welcome home dear. Welcome home Son" she says as Shank flies to land on her shoulder.

Bryce crumples to the ground as a ghostly vision of himself appears in his place and walks to join his wife.

"Come son. Join us. This is the real treasure. Relief from the nightmare of undeath" Bryce says.

Percy flies into a rage and attacks the party.

Encounter: Encounter linked to the scene:

Creature: 2 Shadow zombies, Percy

Lore & NPCs

Shank

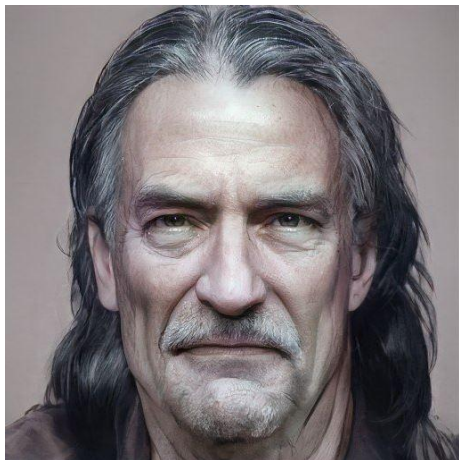


A ghostly glow has taken over the parrot, and the extra clawed toes it appears with that gives

it an alien and haunting appearance. Whenever the parrot named Shank appears the Flying Owlbears cannon fire shortly follows, real or not.

Old Bryce the farmer, refers to the Parrot as Josh and breaks down into a nervous wreck when the parrot appears in town which has led to rumours of a curse. And of a treasure that old Bryce and the parrot called Shank both know about.

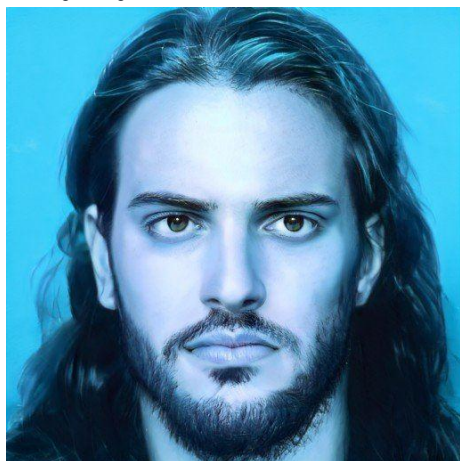
Bryce Bronson



Bryce was once a member of the Flying Owlbears crew, although it will take divine intervention or magic to get this information out of him. His plundering days long gone, he spends his time farming and providing food to the village of Tarmak.

However when he drinks, which is most nights, he can be found in the Iron Crustacean, run by old maritime workers. When he drinks he tells tales of the Flying Owlbear and its crew's exploits, the daring escapes and the heroic rescues of those stuck out at sea. The tales make it sound like they were heroes rather than Pirates and so he is normally ignored or laughed at by the other patrons.

Percy Bryceson Bronson



Percy was Bryce's son and the captain of the Flying Owlbear. He lost his mother early to a mysterious illness and since then he was obsessed with ancient relics and treasure. One night during a storm he was flung overboard and despite the crew, and his fathers best efforts he wasn't able to be rescued. However as the sun rose on the next day he was found alive and straddling an ancient treasure chest that contained a solution to his problems... and the key to his future.

The Chest contained a ritual that required a large sum of gold pieces to have innocent blood spilled upon it. This would resurrect his mother. However in his haste and his impatience he used his own blood, and that of his crew to taint the gold. This was anything but innocent and the result was them being cursed to live the moment just before they were cursed, over and over again. As time passed the curse had waned in strength but the ongoing torment caused them to lose their sanity and Percy lost any memory of what he was trying to do, what he had done and failed to recognise that he was dead.

Believing his mother and father were waiting for him somewhere he searched for the treasure to make amends for his actions in the past.

Monsters

Adventure Encounters

These stat blocks relate directly to the progression of the adventure (and will likely be encountered in order of them laid out below).

Shadow Zombie.

SHADOW ZOMBIE

Medium undead, neutral evil

Armor Class 11

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	3 (-4)	6 (-2)	5 (-3)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 8

Languages Speaks the languages it knew in life

Challenge 1/2 (100 XP)

Amorphous. The shadow zombie can move through a space as narrow as 1 inch wide without squeezing.

Sunlight Weakness. While in sunlight, the shadow zombie has disadvantage on attack rolls, ability checks, and saving throws.

Undead Resilience. If damage reduces the shadow zombie to 0 hit points for the first time it instead drops to 1hp, unless the damage is radiant or from a critical hit. In addition the first time it fails a saving throw it can instead pass that saving throw.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Shadow Blade. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) Slashing damage.

Percy Bryceson Bronson

PERCY BRYCESON BRONSON

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Stealth +4

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amorphous. Percy can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, Percy can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, Percy has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Shadowy Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage, and the target must make a DC11 Constitution saving throw. On a failed save they take an additional 1d6 necrotic damage and can't take reactions until the start of its next turn.