Birds of a Feather

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An Adventure for Levels 5-10

BOARHAWK
KEEN & MIGHT

About the Adventure

This adventure features a clever Kenku who has found the workshop of that long dead wizard who created the Owlbear and has plagiarized his work, leading to all sorts of avian creations causing trouble. The adventure is appropriate for a party of adventurers between the levels of 5 and 10. Challenge Rating (CR) is based off of a party of four.

The DM may alter any of the information contained in this module. It is encouraged that the DM change the names of any locations or NPCs accommodate the setting that the adventure is being ran in. Since levels, composition, and number of players may vary, alternatives will be presented wherever possible to make this adventure easier or harder, at the DM's discretion. If this information is not provided for a particular section, simply add or subtract monsters for more or less of a challenge as desired.

Background

Long ago, an unknown wizard spawned a ferocious breed of creature known as the Owlbear. By splicing together these two terrifying predators, he had creature something so dangerous that it would earn a reputation for its savage mauling. Unfortunately, (or fortunately, as some might have it) the creator was the first

to be so brutally killed, preventing him from creating any more.

Still, the creatures escaped and became a menace to the world at large, but thankfully the deranged wizard who made them would craft no more unnatural creations…That is, until his laboratory was found by someone else.

A wandering Kenku wizard by the name of Flutter has traveled from place to place, shamelessly stealing the works of other mages for his own profit. Now, he has stumbled upon the ancient studies of this nameless wizard and has begun using copying his magical practices to cross various bird species with a plethora of creatures, in just the same way that the Owlbears had been created.

Flutter's creations are horrific and many, and the Kenku himself does not know the meaning of restraint. His workshop has been constantly churning out new and vile hybrids. He must be stopped, and his work must be destroyed to stop it being abused.

Running the Adventure

This adventure should take one, maybe two sessions to run. There is a good deal of combat, and some creatures have been modified to fit the theme of this

adventure. A list of modified creatures will be presented as an appendix at the end of the adventure.

The party enters a small town named Edgewood. Edgewood is located (unsurprisingly) on the edge of a sizeable forest, known as Featherwood Forest. The forest has always had something of a problem with Owlbears, and it has long been assumed that this might be their point of origin, though scholars have been unable to confirm this.

However, a recent outbreak of other feathered animals has been noticed by hunters in the region, and the town's Mayor, Bartram Windshire, has called for outside help. The party is hired to investigate the source and deal with it, and they are promised to be compensated for their efforts. Also present to meet and brief the party is Finneas Gable, a local wizard who had his spellbook stolen a little over a month ago. Finneas will tell the party that his book was stolen shortly after trading alchemical ingredients with a traveling Kenku wizard named Flutter, who disappeared shortly after. Finneas expects flutter to be the source of the recent problems, and offers each member of the party a *Potion of Healing* to aid them on their way. He does not want his spellbook back, as he has been writing a new one since it was stolen, and this also prevents him from following along with the party. He bids them farewell and Bartram points the party toward the hills where these reports are most frequent.

The party should follow the road and hit the various encounter points on the map, but if they decide to go into the woods themselves, feel free to refer to the **Random Encounter Table** at the end of this

document. The party may take short rests between the planned encounters.

1. Attack on the Road

As the party makes their way towards the area of the woods where they attacks are most frequent, they themselves are attacked by some of the more aggressive avian hybrids.

Encounter

- 1d6 Boarhawks
- 1d2 Falconwolves

Easier: Replace the Falconwolves with 1d4 Cranestags.

Harder: Add 1 Falconwolf to the encounter.

2. The Injured Hunter

The party will continue on, searching for Flutter and the laboratory. After a while, the party will hear a scream not so far in the distance. They should be able to discern the direction it came from (DC 15 Perception) and go to aid the aid of one of the hunters in this region, who is being harried by some of the feathered fiends.

Encounter

- 1d4 Griffons
- 1d2 Cranestags
- 1 Condorstrictor Snake

Easier: Replace the Griffons with Hippogriffs.

Notes: The Griffons should try to keep their distance with flight, and the Condorstrictor Snake should attempt to grapple its prey. This is general advice, which may be ignored by the DM if chosen.

After the encounter, the Hunter will introduce herself as Millicent, and thank the party for their aid. She will inform the party about a part of Featherwood Forest that indeed has grown feathers. She warns that the trees there seem to be half alive, and many of these strange creatures gather there. She will also reward the party with her Emerald Necklace (Value 1,200 GP) as thanks. Millicent is too injured to aid the party, and has a family back in Edgewood that is worried about her, so she will return home. Alternatively, the DM may decide to have the hunter be killed by the creatures, in which case the party may loot the reward from her corpse and wander blind into the next encounter without the warning about the trees.

3. Near the Entrance

As the party continues moving through the woods, they will notice that the trees grow strange here. The trees near the entrance to the Flutter's Roost do not have leaves, but instead have sprouted feathers of many colors. The feathers ruffle at the approach of the part, and the adventurers can see the ruined and battered roof of a decaying tower just visible over the tops of the trees. Unfortunately, this part of the forest is teeming with the twisted birdlike creatures of the region.

Encounter

- 1d2 Owlbears
- 1d3 Falconwolves
- 1d4 Featherwoods

Easier: Replace the Falconwolves with 1d6 Boarhawks.

Harder: Add 1 Owlbear.

After the encounter, the party may proceed into Flutter's Roost to confront the Kenku and his creations.

4. Flutter's Roost

The tower Flutter occupies is partially in ruins. The tower appears to have crumbled close to the base, and the area outside is littered with massive bricks and rubble. Only the bottom three floors remain intact.

Encounter

- 4d8 Crowbolds

Easier: 4d6 Crowbolds instead.

Harder: 4d10 Crowbolds instead.

The Crowbolds are found on the ground floor of the tower. They bed in filthy piles of scrap that they gather, and Flutter uses them to collect equipment and supplies to keep himself comfortable and his operations going. Once the Crowbolds have been slain, a successful Investigation check (DC 20) of

their nests will reveal 2,000GP worth of coin, jewels, and other shiny things that they have tucked away into nooks and crannies. An unsuccessful Investigation check will yield only half of this value in items (1,000gp).

Once the floor has been looted, the party may follow a spiral staircase upward to the second floor, where they will find Flutter lounging about lazily in lavish surroundings. The party will be given a surprise round to get the jump on Flutter, but once it comes to his action, he will squawk in addition to whatever action he takes. This will call in his most fearsome creation for the final battle. The Ravern will burst through the roof of the chamber, provoking a Dexterity saving throw (DC 18) or be knocked prone. The Ravern will then aid Flutter in fighting the party, and with the room exposed, it is free to fly about if it chooses. If Flutter is killed during the surprise round, the Ravern will burst immediately after.

Encounter

- Flutter (Level 7 Kenku Wizard)
- 1 Ravern

When Flutter and the Ravern have been slain, the chamber may be looted for 5,000GP worth of luxury items that Flutter has been using. There will also be 2 Spellbooks with spells randomly determined. Flutter's battered and beaten spellbook (Level 7 Wizard) and Finneas Gable's Spellbook (Level 3 Wizard). There are no notes or objects related to making the bird-creature hybrids. However Flutter learned this secret, he seems to have taken it to the grave with him.

Appendices

Appendix A.- Random Encounter Table

d100	Encounter
1-13	No encounter
14-28	1d4 Falconwolves
29-37	1d6 Featherwoods
38-46	2d3 Griffons
47-54	1d6 Bullcatoo + 2d4 Crantestags
55-66	2d3 Condorstrictor Snakes
67-77	1d6 Boarhawks + 1d2 Falconwolves
78-89	3d6 Crowbolds +1d3 Falconwolves
91-00	1d4 Owlbears

Appendix B.- Creature Profiles

Boarhawk

Large beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 42 (5d10+15)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	16(+3)	2(-4)	14(+2)	5(-3)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge: 2 (450 XP)

Charge. If the boarhawk moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage.The target must succeed on a DC 13 Strength saving throw or be knocked prone.

Keen Sight. The boarhawk has advantage on Wisdom (Perception) checks that rely on sight.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Talons. Melee Weapon Attack +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage.

Tusk. Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Bullcatoo

Large beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 42 (5d12+10)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	16(+3)	14(+2)	7(-2)	14(+2)	10(+0)

Skills Perception +4

Senses passive Perception 14

Languages-

Challenge 2 (450 XP)

Charge. If the bullcatoo moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Keen Sight. The bullcatoo has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Beak. Melee Weapon Attack: +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6+4)

Ram. Melee Weapon Attack: +6 to hit, reach 10ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Hooves. Melee Weapon Attack: +6 to hit reach 5ft., one prone creature. *Hit:* 22 (4d8+4) bludgeoning damage.

Condorstrictor Snake

Huge beast, unaligned

Armor Class 13

Hit Points 22 (8d12+8)

Speed 30ft., swim 30ft.

STR DEX CON INT WIS CHA

19(+4) 14(+2) 12(+1) 1(-5) 14(+2) 3(-4)

Skills Perception +4

Senses blindsight 10ft., passive Perception 14

Languages -

Challenge 2 (450 XP)

Keen Sight. The condorstrictor snake has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Beak. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 10 (2d6+4)

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Cranestag

Large beast, unaligned

Armor Class 10 (Natural Armor)

Hit Points 13 (2d10+2)

Speed 50ft.

STR DEX CON INT WIS CHA

16(+3) 14(+2) 12(+1) 2(-4) 10(+0) 6(-3)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 1 (450 XP)

Charge. If the cranestag moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. The target must succeed on a DC 13 Strength saving throw or be knocked prone.

Keen Sight. The cranestag has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Ram. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +5 to hit reach 5ft., one prone creature. *Hit:* 8 (2d4+3) bludgeoning damage.

Crowbold

Small Humanoid, Lawful Evil

Armor Class 12

Hit Points 5 (2d6-2)

Speed 30ft.

STR DEX CON INT WIS CHA

7(-2) 15(+2) 9(-1) 8(-1) 7(-2) 8(-1)

Senses darkvision 60ft., passive Perception 12

Languages Auran

Challenge 1/8 (25 XP)

Keen Sight. The crowbold has advantage on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The crowbold has advantage on an attach roll against a creature if at least one of the crowbold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

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

Falconwolf

Large beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 75 (10d10+20)

Speed 50ft.

STR DEX CON INT WIS CHA

18(+4) 13(+1) 8(-1) 12(+1) 10(+0) 8(-1)

Skills Perception +5, Stealth +3

Senses passive Perception 15

Languages -

Challenge 3 (700 XP)

Keen Senses. The Falconwolf has advantage on Wisdom (Perception) checks.

Pack Tactics. The Falconwolf has advantage on an attach roll against a creature if at least one of the Falconwolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage. The target must succeed on a DC 14 strength saving throw of be knocked prone.

Barbed Quills [Recharge 5-6]. The Falconwolf throws sharp feathers in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one.

Featherwood

Huge Plant, unaligned

Armor Class 13 (Natural Armor)

Hit Points 59 (7d12+14)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	6(-2)	15(+2)	10(+0)	10(+0)	7(-2)

Dmage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages -

Challenge 2 (450 XP)

Actions

Slam. Melee Weapon Attack: +6 to hit, Reach 10ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage.

Flutter

Medium Humanoid (Kenku), Chaotic Evil

Armor Class 12

Hit Points 40 (9d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	16(+3)	11(+0)	17(+3)	14(+2)	11(+0)

Saving Throws Int +6, Wis +5

Skills Arcana +6, Deception +3

Senses passive Perception 12

Languages Auran, Common

Challenge 5 (1,800 XP)

Spellcasting. Flutter is a 7th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Spells should be randomly determined.

Actions

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5ft. or range 20/60ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Ravern

Large Dragon, unaligned

Armor Class 14 (Natural Armor)

Hit Points 110 (13d10+39)

Speed 20ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	14(+2)	16(+3)	5(-3)	12(+1)	6(-2)

Skills Perception +5

Senses darkvision 60ft., passive Perception 15

Languages -

Challenge 6 (2,300 XP)

Multiattack. The Ravern makes 2 attacks, one with its bite and one with its stinger. While flying, it can use its talons in place of one other attack.

Beak. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) piercing damage. The target must succeed on a DC 14 strength saving throw of be knocked prone.

Talons. Melee Weapon Attack: +7 to hit, reach 5ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Stinger. Melee Weapon Attack: +7 to hit, reach 10ft., one target. *Hit:* 11 (2d6+4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Appendix C.- Map

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