

## **What quest do you have for me, Pooh Bear? Adventuring into the Hundred Acre Wood**

*Lo and behold, a land of ancient wood, of shadows deep and dreams untold. Few dare walk over the fallen leaves, strange things whisper amid the branches and creep through the burrows.*

*It is the land of the wood of one hundred aker.*

*Of bears and Tigers*

*And Pooh*

These woods are old, the trees large enough it takes weeks to cut just one. An unnamed river runs through it and ends into a great sea, up north, where the forest ends. To the south, the land turns into marshes and then hills.

Many outsiders loiter at its edges: loggers, especially to the east and west, slowly inch their way forward. Hunters sometimes try their luck between the trees, where game is wild and abundant.

To the north, ogres and orcs scuttle on the slopes of the hills, hunting and fishing in the marshes. Sometimes a shaman or druid dares to go any further, and the occasional foolish group of raiders challenges the darkness.

### **The Locals**

Among the many regular animals that prowl this wood, some have been blessed with great intelligence and powers.

They call this forest their home and will protect it fiercely, but they are not violent. In fact, they can be quite friendly and courteous, with those that show the same courtesy.

The players should get involved with these locals, they have many problems they could use a hand with. Most of them don't have hands at all.

The major NPCs are The Golden Owlbear, the Dark Swine, the Striped Barbarian, the Short-Tempered Hermit and the Gloomy Gloomstalker.

### **The Golden Owlbear**

This large owlbear with beautiful golden feathers is a friendly guy. He loves eating as much as he loves sleeping, and his favourite food in the whole world is honey. It is not at all aggressive, to the point that, if attacked, it will prefer to flee than fight.

He will fight only if the forest or his animal friends are in danger.

The golden owlbear is not particularly smart, but it never stopped him from trying.

He is a kind soul and polite. It came to the wood because he had little in common with others of his species, violent and bloodthirsty monsters. He doesn't hate them, it's their nature after all, but it's just not his way.

He lives in a burrow in the ground, barely large enough for him to get out of it.

Its appearance often scares outsiders, and that always saddens the gentle owlbear.

## 10 quests for the golden owlbear

1) The owlbear approached a lumberjack's camp, smelling honey, but the locals got scared and became aggressive. The owlbear is afraid they will try to venture into the forest to hunt him down, and they will meet a bad end. He asks the players to convince the lumberjacks to give up. Oh and bring some of their honey.

[The lumberjacks could be a bunch of low-level non-combatants kept together by a charismatic leader, accompanied by half a dozen rangers and fighters of CR= party level -3]

2) A few days ago he took a trinket from the Short-Tempered Hermit house, but he lost it in the river and a mean fish ate it. Can the players find it? It's possible some sailors caught the beast. Oh, but don't hurt the fish, if you can at all help it.

[The sailors are a simple group of low-level rogues, and while initially aggressive, the players should be more worried about the aggressive wyrmling Dragon Turtle they fished up]

3) His good friend, the Dark Swine, has not been feeling well, recently. The owlbear would appreciate it if the players could follow him when he goes out at night. There are such strange lights, deep in the woods, these days. So creepy.

[perhaps in the forest are other cultists and the swine is trying to get them to leave peacefully. A warlock of CR= party level, accompanied by 2 acolytes of party level= CR-3 and some hellhounds as needed]

4) There is a terrifying heffalump wandering the forest. Oh bother. Do something about it, but don't spill blood, if possible. The smell is just so nasty.

5) The golden owlbear parents are coming to visit. They are quite violent and easily angered, please help keep them calm. They'll for sure try to start a fight, if it can't be avoided, at least make sure they don't get seriously hurt.

6) The owlbear had a very special jar of royal jelly, but the Striped Barbarian has taken it and is playing with it. Oh bother, he didn't mean to steal it, but he did anyway. What if it breaks? Please get the jar back, without offending the barbarian if at all possible.

7) Some naughty orcs from the mountains up north have stolen some beehives, maybe they are just hungry, but instead they should learn to appreciate them. Please convince the orcs to become beekeepers, and if you can't, at least bring the hives back.

[The orcs could be 1 barbarian and a sorcerer of CR=party level -1, leading 5 low-level rogues]

**8)** Pixies are messing with the poor owlbear, making it impossible for him to reach the beehives. Can the players convince the pixies to knock it off? Maybe prank them back. If it comes to it, you could try to just endure their pranks until they get tired.

**9)** A human child has gotten lost in the wood, he saw the owlbear and got scared, the little thing climbed on a tree and now is stuck there, crying.

Other humans are preparing a party to come search for it, and they're ready to kill any dangerous animal in sight. The players would do a lot of good if they managed to calm down the kid and bring him back to his family unharmed before they start marching.

[perhaps there is an oversized snake or spider hiding on that tree, out of sight]

**10)** The Golden Owlbear loves songs, but it's hard to find performers willing to sing, most just scream. There is a wandering bard nearby, and it would be wonderful if the players could convince her to share some of her music. She was in a cage near a bandits encampment in the swamp, the last time the owlbear saw her.

[Maybe the bandits are 4 rogues of CR= party level -1, but one has been charmed by the bard and will wait a few turns to act]

## **The Dark Swine**

The boarmen of Lorkull Vale know only hardship and violence, there was no room for a small pig. Small and frail, this little guy was forced to leave, scuttling away in the night, hoping to find something better among other races. But, sadly, he found only scorn and mocking. Even gnomes were bigger than he.

The piglet, having lost everything, was boiling with frustration. He turned to the dark arts, invoked an evil patron and asked for power, power to punish those that wronged him, power to stand above all.

At first, the power was exhilarating, countless died, but soon the piglet realized it wasn't what he had hoped for. He was still meek and cowardly, he could lash out but the only result was that he was even more isolated than before.

Eventually, dejected, he wandered into the hundred acre wood. There he found the most unexpected thing: friendship. The locals were not afraid and not mean, they didn't hit or mock him.

Well, maybe a few jokes every now and then, but all in good fun.

The little pig now lives in the forest, unsure about his future. All he knows is that here he feels well, and he will not disappoint his friends, nor will he lose them to any intruder. He is impatient but cowardly, powerful but insecure.

He lives in a tiny cave, his patron symbols hidden away in the back.

## **10 quests for the Dark Swine**

**1)** A devil has sent an Orthon, a bounty hunter devil, to hunt down the dark swine. The devil hides somewhere around his cave. One of the other forest residents is in the cave, visiting, and it would be much better if the players could solve the problem without alarming the guest. No reason to make them worry.

**2)** The Swine accidentally summoned two Barlgura (orangutan demons) and lost control of them, the two separated and run in two different directions. You may have to split up, but please stop them before they cause any damage.

**3)** Kulgar the ogre warlock has arrived in the forest, he's an old rival of the Dark Swine. It would be great if the players could convince him to leave without making a mess. Trick him, threaten him, anything works. If a fight will be necessary, the Swine will be there to help.

**4)** An encampment of gnomish researchers has been digging around the forest, looking for gods-know-what, they've been disturbing the forest and killed many animals. The swine will give the players a chance to convince those gnomes to leave, if they don't get going in 24 hours, the Swine will have to remove them himself, in a less pleasant way.

[The gnomes are non-combatants, but they are protected by an iron golem the players could break, sabotage or get stuck somewhere]

**5)** A fanatical prophet and a small group of followers have barged into the forest, looking to kill the dark swine in the name of the light. The leader is a real nutjob, the rests are mostly foolish peasants. If the players can get rid of them peacefully, good. The prophet isn't gonna be easy to convince, but if he could be removed discretely, the others will likely give up. A frontal assault will end in a bloodbath, but sometimes that's just the way it has to be.

[The prophet is a cleric of CR= Party level +1 accompanied by 2 paladins of CR= party level -2 and thirty level 1 peasants. They stop camp at night, and the proper isolates himself to pray.]

**6)** The Striped Barbarian has taken a cursed axe from the Dark Swine cave, please get it back FAST. It summons monstrous hellhounds, it poisons whatever it cuts, and it has all sorts of other negative effects.

[The players are gonna have to face hellhounds and enraged, poisoned treants and dryads]

**7)** A bunch of demons has entered the forest (not the swine's fault this time, he swears!) and the Gloomy Gloomstalker has been hunting them for the last couple of days, all alone. We need to help him, find the hiding demons and get rid of them, if possible without involving the Gloomstalker, he has done enough.

[pick a bunch of random demons, and remember they're not team players. They'll get separated, fight each other, refuse to help each other.]

**8)** There is an ancient fish that can produce a very useful reagent. The players are hired to harvest it. It can be done without killing the fish, but it's pretty hard, somebody's gonna have to keep it still. Some fishermen are after the same fish, the Swine doesn't care about hurting those, but it's up to you.

[The fishermen are a group of 4 sea elves rangers of CR= party level-1]

9) A portal has opened, the Swine can close it but he'll have to channel for a while. The players ought to defend him until it's done. Some of the things that crawl out of the portal will attack, but others will just run away, looking for easier prey. If possible, kill those too, but the Swine will understand if the players decide to prioritize.

10) Minor evil spirits have possessed some items inside the Short-Tempered Hermit house, they're not too dangerous (use animated object stats) but at night, they'll have no problems murdering somebody in their sleep. It may have been caused by the Dark Swine, so he would appreciate it if the players could solve the problem without the hermit noticing.

Just get in his house, find out which objects are possessed and hiding among the rest, get the hermit out of his home and destroy them swiftly.

## **The Striped Barbarian**

This tiger man is a force of nature. Wild and unstoppable, he lives a truly free life. He has no care for consequences or profit, if he wants something he does it, and that's that.

His boundless energies are spent jumping and rolling around the forest and playing with the animals. He is friendly with everybody, even strangers, even with people that don't like him.

He can get angry, of course. He knows violence very well, but he never keeps a grudge and is always ready to bury the past. Sometimes, together with the body of those that wronged him.

No hard feelings.

He is easily influenced by the emotions of others, and the only thing that can turn him sad is seeing a sad friend, so he'll go to any length to keep them upbeat and safe.

In the northern mountains, where he used to live, he is feared as "the Jaggular", and everybody fears him. Perhaps that's why he moved to the 100 acres wood.

He has no house and sleeps wherever he happens to get tired.

## **Leaping Intrusion**

The barbarian doesn't have regular quests for the players, he has no goal except playing, bouncing and having fun. Instead, he can randomly appear during any other quest, playfully attacking a random target.

Before a fight starts, roll a 1d100. There is a 20% for the barbarian to appear, increasing by an additional 10% for every previous fight it wasn't involved with.

His base movement speed is 50 feet/round.

He can push, grapple or drag any character, attack them dealing non-lethal damage, distract a caster with questions, or get in the way of ranged spells and attacks, then leave just as fast as he arrived.

## **The Short-Tempered Hermit**

The oldest resident of the wood, this Harengon is also the grumpiest. It truly loves the forest and the people living in it, But he will never admit it, and he will never miss a chance to complain about them.

He tends to the forest, knows every plant, every leaf and every nest. He keeps others at arm's length, loving the calm and peace in the deep of the forest, but can do little to stop the other animals from dragging him into their problems.

He is a bit obsessed with order and organization, easily worried and too nervous for his own good. He couldn't survive a week without his friends.

He lives in a big hollow tree, fully furnished.

### **10 quests for the short-tempered hermit**

1) A foolish wizard teacher has sent her students into the wood to collect materials, and now they're all lost and stuck. One has climbed a tree to escape from the golden owlbear, one has got stuck on a small islet in the river, one is getting drunk with some orcs in the swamp... oh gosh, what a mess.

2) That foolish barbarian has been gobbled up, imagine this, by a dragon. Now the fool is inside the dragon's stomach, bouncing around, and the dragon is terribly sick. Please do something. Please try to avoid damaging the woods.

3) Oh, the wind is terrible today, some trees have been ripped right out of their designated location. There are some air elementals raging in the area, I think they may be involved. Not easy to talk with but, well, figure it out.

4) That silly owlbear, bless his heart, has gotten stuck into a giant beehive, the bees can't hurt him but they'll attack whoever tries to get him unstuck. Well, what are you waiting for? Chop chop. And obviously don't hurt the bees, unless you want to make him sad.

5) Kids, they're the worst. Some young lovebirds from a nearby loggers camp have been meeting in secret under a great ancient oak and carving silly love promises into its bark.

I yelled at them, but they just won't listen. They are the kids of nobles, you know? Don't hurt them, if you can. I would like to hear their soldiers knocking at my door.

[The kids are non-combatants, but they high level fighters are always in earshot]

6) I summoned an earth elemental to have it help with my garden and [sound of glass breaking] well it has gone a bit out of control, eh eh. If you could stop [sound of a tree crashing down] it before it tears up my entire house- come on, what are you waiting for? No time to waste!

7) The little swine, bless his heart, tried to help me with the garden and it worked, the carrots became giant, but, well, some of them also appear to be... evil. When you're not looking they crawl out and attack animals around here. I can't tell them apart from the regular carrots for the life of me, can you figure something out without destroying everything?

8) Those foolish, foolish humans have started dumping their garbage inside the forest. Spoiled food, excrements, broken things, oh, it's a mess. You better make them stop, teach them a lesson. Cleaning up is easy but I don't want to see it happen again a month from now.

[The humans are half a dozen rogues of CR=Party level -2, and in the dumpster lives an otyugh]

9) Those silly orcs up in the mountains are such scaredy-cats, I swear. Their shamans have a seasonal ritual to perform, in the forest, but they've missed it, recently. Well, turns out they say there is some monster or other in the swamp, and they're afraid of it. Can you believe it?

[froghemoth]

10) Gnomes, ugh. Some of those dummies managed to crash an airship inside the forest. Or, to be more precise, on top of an ancient treant! Now the poor guy is, rightfully, enraged, and is chasing them all over the wood, damaging everything. Oh, I don't know how you'll get that ship down from tis branches but we gotta figure something out. I hope we're not forced to damage the treant too badly

## **The Gloomy Gloomstalker**

This donkey is a strange fellow. He is down on his luck today, and yesterday, and tomorrow, and every other day. He always see the glass entirely empty and always has something negative to say.

But he is not mean, not at all. He only puts himself down, he will never say anything bad about others.

The Gloomy Gloomstalkers appreciates his friends and will go to any length to protect them. And he has, many times. Often without them even realizing it. Many of the legends about the forest are born from his actions, and yet few outsiders would recognize him if they saw him in person.

Slow but relentless.

His past is mysterious but surely filled with terrible tragedy. Or perhaps not, who knows? He is the only one that could tell, but he won't share a story that may put his friends in a bad mood.

The darkness is a burden he carries alone.

He lives in a small house made of sticks.

## **10 quests for the Gloomy Gloomstalker**

**1)** Oh, it looks like an orc is hiding in the forest. He's wounded, seems to be running away from somebody, but he seems dangerous so... you want to figure out what's his deal? If he doesn't leave, I'll have to intervene myself.

[The orc could be chased by a group of Slave Hunters: 4 masked orcs of CR=party level-2]

**2)** Oh my, some bandits have started to meet in the deep of the forest to do their exchanges away from prying eyes... we could kill them, but more would come, eventually... what a problem.

[The bandits could be a Criminal posse dealing with corrupted nobles: 1 fighter of CR=Party level and 3 rogues of CR=party level-3, a noble non-fighter with 4 bodyguards of CR=party level-2]

**3)** That grumpy druid has brought some really aggressive manticores into the forest... he may like them, but they're just too dangerous, we have to get rid of them. Let's keep it a secret from my friend, ok? I wouldn't want to disappoint him more than I already do.

**4)** A foolish noble has decided to hunt down the legendary golden owlbear, that is just unacceptable. Let's teach those fools a lesson.

[The noble could be a ranger of CR=party level, with a dozen of easily scared lv 1 fighters to throw at problems]

**5)** Some aarakocra have made an outpost on top of a big tree, they've been bothering all the birds and are quite aggressive, we're gonna have to climb up there and do something.

**6)** A zookeeper is in the woods, He's not interested in a useless donkey like me, but I think he wants to capture the Golden Owlbear.

[the zookeeper could be an elf wizard accompanied by an evil loxodon druid that controls the rhino they're riding on, four lynxes and an eagle that they use as protection.]

**7)** An old rival of mine is hunting me, he convinced the golden owlbear he's a friend of mine, and they're looking for me together. He's a crafty rogue, that one. We'll need to take care of him without hurting the owlbear, if possible.

**8)** An evil hag has moved in the forest. Grandmother Gorehollow is not a very good actress, but it's enough to trick most of the wood residents. The Owlbear, The Barbarian, the Hermit and the Warlock are all at her house, drinking tea and eating cookies. Attacking the hag would cause a mess and anger them. We need to prove her evilness first.

[examples of her evilness could be a buried animal in the back of her house, mean actions she took against other residents of the wood, a slow-acting poison in the tea or a ghost of a previous victim trapped in a jar]

9) An elf ranger with her animal companion is in the forest, hunting the gloomy gloomstalker. She's not gonna give up easily, she may have to be killed. Weird, tho: the gloomstalker doesn't remember her having a companion.

[The elf is a ranger of CR=party level, the "animal companion" is a shapeshifted druid of the same level, merely pretending]

10) A troll is rampaging through the forest, frenzied. Something is making it go mad. We gotta stop it, one way or another.

[The troll could have a cursed arrow lodged into its body, the wound healed around it so it's stuck and hurts quite a lot. Its eerie purple glow is visible through the skin and flesh.]

## **Other Characters**

### **The Lady and her son**

A kangaroofolk living with her son, she is respected and liked by all. Friendly, protective and always worried for others, she puts the safety of others, especially her kid, in front all everything.

She is a high level retired adventurer, and more than capable of handling any problem. In her house, she has collected all sorts of trophies and memories from her career and could give any of them to the players as a reward if they act nicely.

She does not reward simple violence.

Soft-spoken and calm, the two have moved into the wood only recently and are its most recent inhabitants.

Her son, on the other hand, is fearless and full of energy. He will want to play with the players and will ask to accompany them in their adventure around the wood.

His mother will be against the idea, but the players could convince them if they appear reliable, and serious, promise to protect him, and have the support of other inhabitants of the wood.

If anything happens to the kid, obviously, there will be violent consequences.

### **The Feathered Wizard**

This great owl is a wise and powerful mage. Well, he considers himself wise and powerful. Let's say he tries.

He has accumulated a lot of knowledge, and his rickety house on top of a tall tree is filled with books, scrolls and magical items. The owl has a bad habit of getting lost in long, pompous speeches, and has a high opinion of himself, so it's not easy to deal with him or get any help out of this owl.

Other locals have some degree of respect for it or at least feel intimidated by his huge brain and big words, so he has a degree of authority over them.

## **Heffalumps**

These downright bizarre creatures are the most elusive of all. They can be heard, but never seen. Glimpsed, but never caught. Sometimes the players will hear a sudden trumpeting, or they will turn around and notice a long tusk disappearing behind a tree. Maybe they will encounter tracks or branches broken by something large.

But the actual animal, known only to be vaguely elephant shaped, has never been encountered by anybody and can elude any form of magical investigation.

## **Woozles**

These mysterious creatures can come in any shape and size, they can be green or blue, square or round, stripes or dotted, making their identification difficult at best, so sightings are rather rare, but they're most often depicted as some type of marten.

They love hiding, stealing and are generally considered mean. They are especially fond of sugary foods, and many adventurers have had their supplies snatched away in the night.

Their gluttony also makes them easy to trap, but few have tried. Some speculate they may exist in the plane of dreams or in that of shadows, and only occasionally cross into the material world to steal something juicy.

The inhabitants of the wood are often their victims and would love to see woozles get their comeuppance.

## **Jagulars**

fearsome predators, these felines like to hide in treetops and shout with humanoid voices to attract victims. They can pretend to be stuck or in danger, or simply call out to passers. Once they stop to see what's what, the jugular pounces.

Jagulars are aggressive carnivores, but they like honey even more than meat and it can be used to attract, befriend and tame them.

## **skullasaurus**

This ancient being is the moss-covered skeleton of a long-dead dinosaur. It spends most of its time hiding in a mist-shrouded cave at the edge of the wood, and most people have never seen it, fearing even getting close to it.

Occasionally, it's said to leave its cave and prowl the countryside, snatching away kids, to carry them into its lair. It's surprisingly silent and good at hiding in foggy nights, leaving behind skeletal footprints as the only evidence of its passage.

Some, strangely, say the kids always come back unharmed, often with gifts, and the creature simply wants somebody to talk with.

## **The Woods, hooks and events**

These are the residents of the forest, but how to get the players there, and what to do when not dealing directly with the locals?

1) A logging company hires the players to go into the forest and look for some lost surveyors. The surveyors have been divided into three groups when Dire Bears attacked them.

One group is at the Hermit house, getting scolded for intruding. One group has climbed a tree, terrified of the striped barbarian. He is jumping around the base of the tree, trying to convince them to come down and play.

The third group is dead, dragged inside the bears' den. One of them is still alive, at 0hp but stable and knocked out.

2) An alchemist was exploring the forest for materials when a huge golden owlbear scared her off. She escaped but left her backpack in there, full of expensive reagents. She begs the players to get it back and slay the beast.

3) A powerful undead escaped into the forest and was torn to pieces by the animals. It's still "alive", the players need to collect all the pieces and destroy it before it manages to roll away on its own, reform and escape.

4) A wind so powerful it can lift entire people has started blowing in and around the wood, perhaps an air elemental got loose or some druid has lost its mind.

The players are sent into the wood to investigate. The wind is not always blowing, so there are moments of respite.

5) A king pretends to go hunt in the wood and wants somebody to secure the place. He demands the removal of any dangerous native or unsightly animal that could ruin his fun.

**6)** A druidic circle of the moon has beef with the strange druid living in the hundred aker forest, he's a freelancer and that's just not acceptable. They want to take over his turf and send the players to convince him to leave or submit.

**7)** Some foolish servants of a local noble have escaped into the forest, hiding from their former master. Bounty hunters have been sent to hunt them down, but the horrors of the forest keep them at bay.

Most of them have not even tried to go inside. The players may be bounty hunters themselves or trying to stop them.

**8)** Voices say a vile warlock is hiding in the forest. Old victims of his depraved arts want revenge and are willing to pay well for it.

**9)** A terrible storm caused a ship to get wrecked on the shore, right on the edge of the wood. The waters are treacherous.

Now the crew is stuck there with its precious cargo. Maybe they were merchants, maybe pirates. Whatever they were, someone has to reach them through the wood.

**10)** There are whispers of a weird alchemist hiding in the forest, creating mutated animals that attack the countryside. But the locals seem to be fighting back. Then again, it's not easy to distinguish the mutants from the natural weirdos that live there.