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1995

Owlbear: (*Strigiformii ursidaeus species*)

Common Owlbear (*Strigiformii ursidaeus Ursaeus*)

Owlbear	Common	Young		Arctic	Winged
Type	Adult 4 year+	Cub 0-2 year	Young 3-4 year	Adult 4 year+	
Climate/Terrain	Monstrous Animal				
Frequency	Temperate Forest	As parent		Any Arctic	any Temperate
Organization	Rare		Very Rare		Very Rare
Activity Cycle	Solitary of Family		Pack		Family
Diet	Mostly Carnivore				
AL	N				
NA	1d4(1d4)	1d2 (arctic 1d6)		1 (2d4)	1d4(1d4)
Size	L; 8' +tall	S; 5-20% adult	M; 30-90% adult	H; 12' +tall	L; 8' + Tall
Wingspan	na	na		na	20'+2'/1' size over 8'
ST	16+1d4	As Adult-8	As Adult-4	16	
IN	3+1d3	2	3	3+1d3	
WI	12	6	9	12	
DX	12	6	9	12	
CO	14+1d4	As Adult-6	As Adult-3	11	
CH	7	9	8	7	
Languages	0				
Spellcaster Limits;	na				
AC	5	7	6	5	5
AV	2	0	1	3	2
HD	7*	1, 2, 3	4, 5*, 6*	7+2*, 8+2*	5+2*
HP	7d8 +CO Adj	1d8/HD+CO Adj		8d8+2 +COAdj	5d8+2 +CO Adj
MV	120'(40')	60'/20'	90'/30'	120'(40')	120'(40')
SW	15'(5')	9'/3'	12'/4'	90'(30')	15'(5')
FL	na				180'/60'
MF	na				
THACO	13 -ST Adj	18 -ST Adj	15 -ST Adj	13 -ST Adj	15 -ST Adj
Attacks	2 Claws				
Damage	1d8 each +ST Adj	1d4 each +ST Adj	1d6 each +ST Adj	1d10 each +ST Adj	2d8 each +ST Adj
Attacks	1 Bite				
Damage	2d6 +ST adj	1d4 +ST Adj	2d4+ST Adj	1d12+ST Adj	2d8 +ST Adj each
Special Attacks;	Bearhug				
	2d8 +ST Adj	na	2d4 +ST Adj	2d8 +ST Adj	2d8 +ST Adj
Special Attacks;	na				Surprise Fly Attack
Special Defenses;	High Senses, nearly impossible to Surprise				
	Continued Fight at 0hp				
	Infravision 120 yard				
	Detect Invisible target by Acute hearing				
Immune to;	na		Any Cold		na
	Light/Darkness, Sight Pollution(sand)				
Extra Vulnerable to;	Piercing (no AV)				
MR;	0				
Save as;	F3	F4	F1	F8	F5
ML	9	10	7	9	9
XP	850	10, 20, 35	75, 300, 500	850, 1200	400
TT	Incidental 25% chance C				
Body Weight	1300-1500LBS	5-20% adult	30-90% adult	1500-1700LBS	1100-1300LBS

An owl bear is a huge bearlike creature with the head of a giant owl.

They are covered with a thick coat of feathers and fur, brown-black to yellow-brown in color, the brown feathers of its owlish head merging seamlessly into the fur of its body, somewhere past its shoulders and back. They are 8-foot-tall standing upright, and weigh between 13.000cn/1300LBS and 15.000cn/1500LBS, Males are darker colored than the slightly larger females.

Walking on all fours they are 4' high and 6' long. They are about 3 feet wide, and have a claw reach of 5 feet.

The beaks of these creatures are yellow to ivory and their terrifying eyes are red-rimmed. The creature is furry from the feet to the neck, at which point fur gives way to feathers. It stands 8' tall and weighs 15,000 cn (1,500 pounds). Owlbear ears are assymetrical to orientate sounds origin like owls.



The Owlbear looks around by turning its head instead of moving its eyes, as the Owlbear's eyes are fixed in its head, looking straight ahead. It compensates for this by being able to turn its head a full 270 degrees, as compared to a human's 180 degrees. The Owlbear has twice as many neck bones as does a human (fourteen to our seven) which allows for this flexibility. In addition, an Owlbear can snap its neck from one position to another almost instantaneously.

Owl bears are commonly found underground and in dense forests.

They have nasty tempers, are carnivores, and are usually hungry, preferring meat. If both its paws hit one opponent in one round, the owl bear hugs for an additional 2d8 points of damage.

An Owlbear's screech echoes through dark valleys and benighted forests, piercing the quiet night to announce the death of its prey. An Owlbear emerges from its den around sunset, rears up on its hind legs, and stretches, and hunts into the darkest hours of the night, hooting or screeching to declare its territory, to search for a mate, or to flush prey into its hunting grounds.

The Owlbear's red-rimmed irises enable it an Infravision of 120 yards, undisturbed by sudden light sources.

Combat

The Owlbear attacks prey on sight, always fighting to the death (ignore morale rating for purposes of

determining retreat). It attacks with its claws and snapping beak. Roll the claw attacks first. If both are successful, the bite attack gains a +2 to hit. In real life, claw attacks serve to give a secure grip for the bite. Owlbears, like humans, can rotate their forearms, and this gives them great strength and agility in seizing their prey. It is perhaps this feature alone which gives the Owlbear its deadly ability to "hug" its opponents—and allows them to make powerful side-swipes with their wicked claws, enabling them to send the attacker and its weapon flying off in different directions with one swipe of its paw.

If an Owlbear scores a single claw hit with a roll of 18 or better, or with both claws, it drags its victim into a hug, subsequently squeezing its opponent for an automatic 2d8 (+Strength adjustment) points of hugging damage per round until either the victim or the Owlbear is slain. The Owlbear can also use its beak attack on victims caught in its grasp with a +4 to hit, but cannot use its claws, relying on its crushing strength and sharp beak to kill its prey.

A single attempt at a Opposing strength roll may be made to break from the grasp of an Owlbear(PC+Owlbear roll=highest succes wins). Note that if the Armor Class of a victim is high enough that 18 is insufficient to hit, the hug is not effective and no damage is taken.

Death: The rugged constitution of an Owlbear allows it to fight on for 4+Con Adjustment rounds after it reaches 0 to -8 hit points. It will screech incredibly loud intense deaththroes during this period. Once brought to -9 or fewer hit points, however, it is immediately slain.

Eyes: Like the owl, an Owlbear has double normal infravision, and quadruple normal hearing, making it a creature that could hear a mouse rustle in the grass across a field. In fact, the Owlbear's hearing is so finely developed that it can attack normally in total darkness, and similarly can attack invisible creatures without penalty. Of course, this can be nullified with a silence spell.

Owlbears also have a transparent third eyelid (called a nictitating membrane) that they can flip across their eyes at will in an instant. This protects their sensitive eyes from dust, grit, and the like, but it also can protect them from strong light. Light or Darkness and even Blindness spells are therefore ineffectual as blinding attacks against an Owlbear.

Fur and AV: With dense fur protecting them from the elements and powerful claws protecting them from other animals, bears are the true rulers of the animal kingdom in the areas where they live. The fur of an Owlbear is more resistant to non-piercing weapons. A piercing attack will negate any AV completely however.

Cunning: The Owlbear; is intelligent enough to determine its strongest opponent or most damaging weapon. Its senses enable it so sense every move within 30 feet.

Climbing: Because of their great size and weight, Owlbears are not good tree climbers. Anyone fled high into a tree by an Owlbear is not completely safe, though, because the beasts are just nasty enough to wait it out, and are often strong enough to knock over the tree, depending on the size of both the Owlbear and the tree.

Strangling: Many predatory mammals do not kill by mauling their prey to death. Instead, they instinctively try to get a choking hold on the victim's neck, shutting down the air, blood, and nerve pathways. In game terms, a critical hit on a bite attack means that the animal has gotten a chokehold on the victim's neck, inflicting automatic maximum bite damage each round the chokehold is maintained. This tactic can't be used against characters with full helms, plate mail, plate armor; or similar protections, as the neck is too well protected.

Habitat/Society

Owlbears inhabit the depths of tangled forests in temperate climes, as well as subterranean labyrinths, living in caves or hollow stumps. Owlbears live in mated pairs; the male is slightly (10%) larger and heavier than the female. If encountered in their lair there is a 25% chance that there will be 1 to 6 eggs (20%) or young (80%) in addition to the adults. The offspring will be cub size and fight accordingly, depending on their growth. A character has a +2 bonus to his opposed strength check to escape the hug of an immature Owlbear.

An Owlbear pair claims a territory of one or two square miles and will vigorously defend this territory against all intruders. An Owlbear's main weakness is also its greatest strength -- its ferocity. Because Owlbears are so bad-tempered, they stop at nothing to kill a target. It is not difficult to trick an Owlbear into hurling itself off a cliff or into a trap, provided you can find one.

Its lair is littered with the bones of its prey. It drags partially devoured kills to its den, storing portions of the carcass among the surrounding rocks, bushes and trees. The scent of blood hangs heavy near an Owlbear's lair, attracting scavengers and thus hunting more prey.

Elven communities often encourage Owlbears to den beneath their treetop villages, using the beasts as a natural defence during the night. Hobgoblins favour Owlbears as pets. A starved Owlbear might showup in a gladiatorial arena, ruthlessly eviscerating and devouring its foes before a bloodthirsty audience.

Though the fur and feathers, and even beak may vary in color, the Owlbear *Strigiformii ursidaeus Ursaeus* is a single species.



All Owlbears have excellent senses of hearing, sight and smell (High).

In winter they sleep most of the time, but their metabolism does not slow down completely. They have actually eaten so much to double their weight, and just before sleeping a constipating

mix of fruits, wood and other undetermined stuff, which literally stops any secretion.

They can easily wake up and leave their lairs (often hollow trees, caves, ground-dug holes, stuffed with mosses, hair, straw, twigs) during warm spells. They will have lost up to 60% of their weight when they awake at spring, but in long winters many younger ones do die in their sleep. Bears live in small family groups. Unlike bear young, which are always birthed during the winter sleep, Owlbears lay eggs in spring or summer, allowing the young to grow and survive the winter. Each young has a 25% to die in winter. More than one individual has been badly injured when approaching, taunting or even playing with seemingly harmless owlbear cubs.

Special Abilities	Senses			
	High	Medium	Low Senses	None(as Human)
Detect Predator/Nemesis	83%	66%	0%	0%
Detect Invisible & Ethereal Beings:	Int +8	Int +4	Int +2	not
Tracking:	Wis +8	Wis +6	Wis+4	Only with skill
Odor Scenting; Race:	Success	Int. at +4	Int. at +2	not
Odor Scenting; Individual;	Int.	Int -2	Int -4	not
Detect Noise:	35% +2%/Lvl	30% +1%/Lvl	25%, no bonus	7%+/-Dex adjust
Weakness, Penalty vs. Saves odor- or sound-based attacks (a stinking cloud, a banshee's wail, etc).	-2	-1	No weakness	none

Ecology

Owlbears have a lifespan of 20 years. They are warm-blooded ovipareous mammals, and thus lay eggs. They prey on anything, from rabbits to bears, to trolls, to snakes and reptiles.

Owlbears prefer temperate climates, but some thrive in subarctic environments. As a hybrid of two animals, one diurnal and the other nocturnal, they have an unusual active time, waking at noon, hunting animals active during the day, then hunting nocturnal creatures before going to sleep at midnight. Owlbears are active in the summer months and may hibernate during the cold season if temperatures drop below freezing.

Honey; There's enough bear in an Owlbear that it can't pass up honey. This appears to be one of the few exceptions to the Owlbear's otherwise carnivorous diet. It remains well-adapted to honeygathering, as its thick coat of fur and feathers protects it from bee stings, and it retains the long tongue of a bear, perfect for lapping up the sticky substance. It will also devour the bees and ants, or other honey-producing animal.

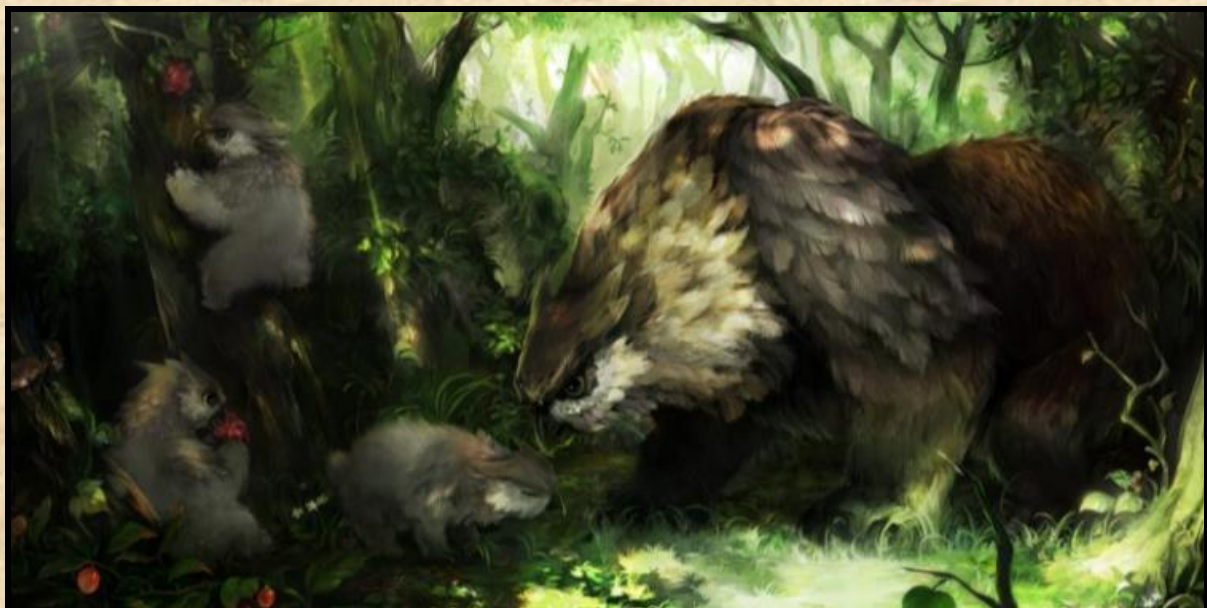
Bark Shredding; A tree whose bark had literally been shredded in parallel grooves; the strength of the creature is enough to enable to dig an inch into a tree with one swipe of its paw. This is a common sight in Owlbear infested areas. The creatures claw at selected trees with their front paws. This not only keeps their claws sharp, but marks off an Owlbear's territory.

Owlbear Down; The underfur/feathers of Owlbears are the softest materials to make pillows, or down blankets. As such the single complete pelt of an owlbear 125cn is valued as Rare Fur at 500sp.

A Cape/Jacket made from an Owlbear is 10x basic Cape/Jacket cn and is sold for 500SP, an Owlbear Coat/Robe x 25 basic cn for 1000Sp, and an Owlbear Blanket x 200 basic cn for 2000Sp

Owlbear pellets are tight oval bundles the size of a human fist, seemed organic, and had little bits of bone sticking out. Like owls, Owlbears tear their food into chunks and swallow the chunks whole. Inside the stomach, much of the prey is digested, but bones, fur, feathers, and insect shells are churned into pellets, and regurgitated by the beast. These pellets are usually found near an Owlbear's lair, and are thus a good indicator of an Owlbear's presence nearby.

Treasure; An Owlbear does not actively seek treasure but the remains of victims may incidentally be found buried in shallow holes around an Owlbear lair.



Eggs and Young:

Within a cave or otherwise dry burrow, a nest of small pile of twigs and leaves, and plucks of down, are several white spherical objects two feet in diameter. Owlbear eggs are nearly perfect spheres. There will be from one to six eggs in an clutch; the eggs are laid several days apart. These Owlbear eggs are valued 2000 silver pieces each and hatchlings are worth 5000 silver pieces or more on the open market. Once the young start to hatch, young eat like owls fresh chunks of meat. And the parents provide them with freshlykilled meat. Owlbear "cubs" are carnivores from the start, and even though the mother Owlbear is half bear, she does not produce milk for her young. The young will be raised by the mother for the first two years, during which time she will teach the cubs how to hunt for themselves. Owlbear cubs are a curious bunch, and they'd come out to see what all they can. After the end of the second year, the cubs will go off on their own and stake out their own territory.

Eggs and Young are typically bought by wizards; while they are nearly impossible to domesticate (See Training), they make formidable guardians and wizards sometimes place them in locations of strategic importance (it has been said that an Owlbear is a less subtle version of a "Keep Out" sign). Owlbears in dungeons and ruins almost always have been placed there by someone. Owlbears are never allowed in settlements of the Elves, Hin, Dwarves and humans due their danger, and are often killed on sight, even if trained.

Training: Training a young costs 2000gp and 20 weeks minimum, with a training skill check at -8, -10 to train an adult, and timeand costs are doubled. The chance to find an able and willing trainer is only 10% per village. Their instinct however is only suppressed with the training and will awake when they get the chance. And then the animal is used to humans, and not afraid of them anymore. It will know where to find food, and how to open doors, cans, chests, and even break through windows.

Meat: The meat of a slain Owlbear, is not worth much, as it is not the best eating. Owlbear fur and down are however highly valued.

History: Scholars have long debated the origins of the Owlbear. The most common theory is that a (assumed demented) wizard, created the first specimens as a guardian; by crossing a giant owl and a bear, given the lethality of this creation, it is quite likely that the wizard who created them is no longer alive. However, venerable elves claim to have known these creatures for generations, and some fairy insist Owlbears have always existed in the Dreamlands.

Owlbears are vicious, ravenous, aggressive, and bad tempered at all times. Owlbears use very loud screeches of varying length and pitch to lure potential mates,

Predator: Dragon, Roc, and similar large Predators only. The Owlbear is often the Apex predator itself.

Prey: anything larger than its paws (10 inch or more).



Arctic Owlbear (*Strigiformii ursidaeus Arctius*)

There are rumors of white arctic Owlbears, a cross between arctic owls and polar bears, but no specimens have ever been captured.

Arctic Owlbears are the polar cousins of the normal Owlbear; they resemble a cross between a snowy owl and a polar bear. Both fur and feathers are a snowy white, while the claws and beak are both black. Yellow, glowing eyes look forward from a rounded head. Arctic Owlbears speak the Owlbear "language", made up of loud screeches.

Combat:

Arctic Owlbears are as foultempered as their forest-dwelling cousins, immediately attacking prey with their front claws and wicked beak. They hug for 2-16 points of damage per round after scoring a claw hit with a roll of 18 or better. Once engaged in a hugging attack, the arctic Owlbear cannot use its claws, but uses its beak to full advantage. A single attempt to break free from a hug is allowed; use the chance to bend bars/lift gates to determine success. The arctic Owlbear's fur and feathers are all multi-layered, protecting it from the coldest temperatures, even when wet. For this reason, the beasts are immune to all cold-based attacks. Additionally, due to their ability to blend into the arctic environment, they are 75% likely to surprise their prey.



Habitat/Society:

Arctic Owlbears live in the coldest areas of the arctic, often making their lairs in pre-existing caves or carving their own dens in banks of snow. However, they tend to be wanderers, constantly on the move in search of prey, and so do not settle in one place for very long. If encountered in their lair, a mated pair of arctic Owlbears may have 1-6 eggs (20%) or young (80%) with them; there is only a 25% chance of one or the other. The young will be grown by age (DM), fighting as creatures with 5 or 6 Hit Dice. Damage from an immature arctic Owlbear is 1-6/1-6/2-8, and characters get a bonus of +20% to their bend bars/lift gates roll when trying to escape from a hug.

Ecology:

Arctic Owlbears live for about 20 years. They will prey on anything, but prefer seal meat above all else. Unlike normal Owlbears, the arctic variety hunt primarily in the day, and, being good swimmers, will pursue their prey into the frigid waters without hesitation. They are well-equipped for their environment— rough, leathery pads on the bottom of their paws help them maintain stability over icy surfaces. The local inhabitants of arctic regions say that there's nothing worse than having an arctic Owlbear on your trail, because of their stubborn determination, nasty disposition, and constant hunger.

Owlbear Down: The underfur/feathers of Owlbears are the softest materials to make pillows, or down blankets. Arctic Owlbears are even warmerr, and softer, and mostly white above all. As such the single complete pelt of an owlbear 250cn is valued as Rare Fur at 1000sp. Mostly only Rulers can afford these items.

A Cape/Jacket made from an Arctic Owlbear is 10x basic Cape/Jacket cn and is sold for 5000SP, an Owlbear Coat/Robe x 25 basic cn for 10,000Sp, and an Owlbear Blanket x 200 basic cn for 20,000Sp

Winged Owlbear (*Strigiformii ursidaeus Aves*)

The winged Owlbear is the ultimate synthesis of owl and bear. It looks like a standard Owlbear, but in addition it has a pair of large wings growing from its shoulders. They are just as nasty-tempered as their ground-dwelling cousins, and uses the same screeches.

Combat:

Winged Owlbears fight as the wingless variety, utilizing their front claws, sharp beaks, and mighty hug. In addition, they are almost totally silent in flight due to the construction of their wing feathers, and this imposes a -6 penalty on opponents' surprise rolls. They can make a flyby attack with both claws and beak, taking the target of 2000cn or less up in the air, possibly hugging the target midflight, without losing any speed, and minimum sound. Sometimes they drop their prey (preferably on rocks) causing extra falling damage as normal.

Habitat/Society:

Winged Owlbears can be found in almost any nonarctic environment (when they can be found at all—they are very scarce), but seem to prefer wooded forests and mountainous terrains. Due to their flight capabilities, winged Owlbears tend to claim larger territories as “theirs”—usually ten to twenty square miles. Winged Owlbears live in mated pairs. If encountered in their lairs, there is a 25% chance there will be 1-3 eggs (20%) or young (80%) in addition to the adults.

The young are identical to normal Owlbear young, as their wings will not support them in flight until they are at full size.



Ecology:

Winged Owlbears tend to live slightly longer than the normal variety, often reaching 25 years or so. They are sought after by wizards, even though to date no one has managed to domesticate one; nonetheless, eggs can go as high as 4000 silver pieces, while the price for live young can reach 10,000 silver pieces

Part bear, part bird, altogether deadly

Owlbear Minion

4th Level Wizard or Wokani Spell invented by a Goblin Wokan
Named Abert Bossss 989AC

Range: 20'
Duration: Special
Casting Time: 12 hours, then 12
hours sleeping
together.

Area of Effect: One creature

Saving Throw: None

Components: Verbal, Somatic, Component; the animal and
mage must be present, and food of the animal,
which must be eaten by both.

This enchantment is similar to the first level spell *Find Familiar*; however it brings to the caster a Owlbear minion with powerful abilities. Other versions of this spell exist include Blink Dog, Cooshee(Elven Dog Elves and Half elves only), Unicorn (Lawful Good Casters only), Displacer Beast, Pegasus, Dragonne, Hippogryff, Griffon. (See Dragon 228 page)

The creature is not attracted like with the Find Familiar spell, and needs to be supplied, preferably at a young age. The creature benefits a wizard by conveying its sensory powers to its master, conversing telepathically with him, and serving as a guard, scout, or spy. A wizard can have only one minion or familiar at a time, so these spells prevent other to work. The minion enters into a magical bond with the wizard. The animal will live as long as normally, unless it is killed earlier by spells, physical attacks, or neglect or dies by disease or old age.

Like a familiar or companion, the minion gains the saving throws of its master if these are better. The wokani or wizard gains an empathic link with the minion and can issue it mental commands at a distance of up to 30 miles.

A number of hit points are added to the minion based on the wokani-wizard's level, to a maximum of 20 bonus hit points. For example, a 12th level wizard with an Owlbear minion would add 12 hit points to the creature's total. A 16th level wizard would add 16. Wizards can call upon these creatures to perform various tasks and missions and can rely upon their special abilities. Minions easily carry out basic orders and understand when their masters are in danger. If the minion is separated from the wizard by more than 100 miles (or by either one of them changing to another Plane), the wizard loses one hit point at end of each day until the wizard dies (at which time the minion also dies) or until the minion returns to within the 100-mile radius. The creature will always feel the general direction to its master.

If the minion is killed, the wizard must successfully roll a Constitution check or lose two points of Intelligence. If the check is successful, the wizard loses one point of Intelligence. These points can be restored only by Regeneration; after 3 months+1 month for ever Constitution point lower than 8 a single Intelligence point will have been restored. If the minion dies naturally by age or disease this does not happen.

A minion Owlbear will not fight to the death unless it is commanded to do so by its wizardmaster or unless its master is in serious danger. Though these animals prefer forests, and continue to hunt as normally, they usually stay close to their masters — no matter where he travels. Unlike other Owlbears, due the spell these animals do not seek a partner to mate and thus lay no eggs. They hibernate in the winter — provided they live in lands that have such climates. A Wokan or Wizard with using this spell develops a small crest of brown hair at the top of his head, mirroring the Owlbear's crest.

Once cast, the caster will be forever bound to this species, even when it died, and any other variation of this spell will then fail.

