

SAVAGE DUNGEONS!

Genre Bits!



By John Parker
1/26/05

Cmdrcody_2000@yahoo.com

Owl Bear



Another nasty critter from the good old days! Enjoy!
(Poor Ranger. But what a tasty little snack he will make...)

The owl bear is probably the result of genetic experimentation by some insane wizard. (You think?) These creatures inhabit the tangled forest regions of every temperate climate, as well as subterranean labyrinths. They are ravenous eaters, aggressive hunters, and evil tempered at all times. They attack prey on sight and will fight to the death.

The owl bear attacks with its two great claws (two inches long on large males), snapping its beak, and then grabbing the victim and squeezing and biting it to death.

If encountered in their lair, draw two cards from the deck. If the first card is not a face card then the lair is empty. If it is consult the second card. If the second card is even, then there are the numbers of the card face in eggs. If odd, then there are the

SAVAGE DUNGEONS!

numbers of the card in young. If the card is a face card then there is a mate in the lair. Red face cards mean she is pregnant and gains the Frenzy Edge to protect her young. IF a joker is drawn at any time, there will be three owl bears present. Run away!

Young owl bears will fight like their adults, but half their Toughness and Strength score. Eggs are worth 2,000 Gold Crowns and young are worth about 5,000 Gold Crowns on the open market.

Owl Bears have brownish-black to yellow brown fur and feathers. The 1,300 to 1,500 pound males will be the darker coloreds. The beaks of these creatures are yellow to ivory. The eyes are red-rimmed and exceedingly terrible to behold.

Owl Bear

(Fiendish Creature)

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d10

Pace: 8; **Parry:** 7; **Toughness:** 11

Special Abilities:

Armor +2: Thick, feathery hide and heavy fur.

Claws/Bite: Str+1.

Grab: Use the Grappling Rules SWRB pg. 64.

~~**Large:** Owl Bears are large, characters get +2 to try to hit them.~~

(This has been removed due to a suggestion from Mr. Gary Thomas, from the SW Yahoo group Message #16561. Thanks Gary!)

Size: Big and Bulky Creature, Size +2 (Added into Toughness)

Fast: Despite their bulk, Owl Bears move very fast (Pace of 8).

Enjoy!

cya

jp

cmdrcody_2000@yahoo.com

"Owl Bear" is copyrighted and trademarked (probably, what isn't?) by Wizards of the Coast (a subsidiary of Hasbro).

The art is from the Erol Otus Shrine.

<http://jrients.tripod.com/otus/otusrogue.html>

Savage Worlds™ is Copyright ©2005 Great White Games & the Pinnacle Entertainment Group, Inc. The Savage Worlds logo & Smilin' Jack are trademarks of GWG and PEG, Inc.

SAVAGE DUNGEONS!

No challenge to these ownership rights is intended or should be inferred. Proprietary material is used here without permission.