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“Owl“ © Forrest Imel, accessed at his deviantArt gallery [here](#)

[This next batch of monsters draws inspiration from the fantastic [D&D monsters by neural network](#) created by Janelle Shane [@lewisandquark](#).]

### **Owlborn**

*This feathered humanoid has the wide eyes and tufted ears of an owl.*

Wardens of the deepwoods, owlborn are avian humanoids with a strong connection to the natural world. According to their lore, the owlborn were once mundane owls, but were given sapience and a humanoid form as a reward by fey lords for their role in averting a catastrophic aberrant incursion. As thanks for this blessing, most owlborn continue to live in harmony with their forests, protecting them against aberrations and evil outsiders that would destroy or warp pristine landscapes. They sometimes come into conflict with human loggers and hunters in their woods, but typically have good relations with elves and those who live as part of nature instead of separately from it.

Owlborn can be of any alignment, but tend towards neutral alignments. Like their owl ancestors, they are carnivores with a preference for small game. Most owlborn live in small forest encampments built in and among the trees—an owlborn village is frequently arranged in three dimensions and features multi-layered lodges made of wicker and wood. Owlborn are highly

spiritual people, with clerics and druids being common among them. Arcane magic is relatively rare, but those owlborn closely tied to elven culture may follow the path of wizardry.

An owlborn stands about five feet tall and weighs a little under 100 pounds. Their lifespans are comparable to those of humans.

### **Owlborn as Player Characters**

Owlborn do not have racial Hit Dice. They are defined by their class levels. Owlborn have the following racial traits.

**+2 Dex, +2 Wis, -2 Cha** Owlborn are agile and perceptive, but insular

**Medium** An owlborn does not gain bonuses or penalties based on their size

**Normal Speed** An owlborn has a land speed of 30 ft.

**Darkvision 60 ft.**

**Low-light vision**

**Hunter** An owlborn gains a +2 racial bonus on all Perception and Stealth checks

**Danger Sense** At the start of combat, an owlborn can roll initiative twice and take the result it prefers. They may use this ability once per day, plus once per every three character levels.

**Primal Magic** An owlborn adds +1 to the spell DC of any spell it casts that affects animals or plants specifically (like a *hold animal* or *command plants* spell). In addition, an owlborn with a Wisdom score of 11 or higher gains *speak with animals* as a spell-like ability they can cast once per day. The owlborn uses their Hit Dice as their caster level for this spell-like ability.

**Languages** An owlborn begins play speaking Common and Sylvan. Owlborn with an Intelligence bonus can choose from the following bonus languages: Aklo, Draconic, Elven, Giant, Halfling, Orc.

**Owlborn slayer 1**                      **CR ½**

**XP 200**

N Medium humanoid (owlborn)

**Init** +3, danger sense; **Senses** darkvision 60 ft., low-light vision, Perception +7

Defense

**AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 armor)

**hp** 11 (1d10+1)

**Fort** +3, **Ref** +5, **Will** +1

Offense

**Speed** 30 ft.

**Melee** longsword +1 (1d8+2/19-20), short sword +1 (1d6+1/19-20) or longsword +3 (1d8+3/19-20)

**Ranged** longbow +4 (1d8/x3)

**Special Attacks** studied target (+1, move action)

**Spell-like Abilities** CL 1<sup>st</sup>, concentration -1

1/day—*speak with animals*

Statistics

**Str** 14, **Dex** 17, **Con** 13, **Int** 12, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +3; **CMD** 16

**Feats** Two-Weapon Fighting

**Skills** Acrobatics +6, Climb +5, Heal +5, Knowledge (nature) +2, Perception +7, Sense Motive +5, Stealth +8, Survival +5 (+6 following tracks); **Racial Modifiers** +2 Perception, +2 Stealth

**Languages** Common, Elven, Sylvan

**SQ** primal magic, track +1

Ecology

**Environment** temperate forests

**Organization** solitary, pair, band (3-10 plus 1 captain of 2<sup>nd</sup>-4<sup>th</sup> level) or clan (20-200 plus 100%

noncombatant young, 1 elite of 2<sup>nd</sup>-4<sup>th</sup> level per 10 adults, 1 druid of 3<sup>rd</sup>-5<sup>th</sup> level per 20 adults and 1 chieftan of 5<sup>th</sup>-7<sup>th</sup> level)

**Treasure** NPC gear (longsword, short sword, longbow, 20 arrows, masterwork studded leather, other treasure)