

Feathers & Fur: A Journey of Self-Discovery

For the BPG Owlbear Challenge

Ingredients: Owlbears (<http://www.d2osrd.org/srd/monsters/owlbear.htm>)
Owlbears (<http://www.bullypulpitgames.com/projects/names/owlbear.pdf>)
Apiculture

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About This Game

Feathers & Fur is a role-playing game in the vein of y'know, real role-playing games. From back in the day, yo. There's even a DM, and everything. You need a group of 3 or more players, and lots of dice (though you'll only be using d6s and d20s). Some kind of token would be good. Or keep track of it with a spare dice. Because we all know that a gamers pride is the size of his dicebag.

Ahem. Moving on.

Introduction

Owlbears. Known as Magical Beasts to many, what is the true nature of the Owlbear? What are the stories that Owlbears have been yearning to tell, from the first time an adventuring party found one standing over a pile of gold in an obscure corner of a dungeon? Who, I ask who, will champion the cause of the poor Owlbear?

You will. This game is about how you, the adolescent Owlbear, will find himherself – all without the use of thumbs. This is your time to shine, poor misunderstood Owlbear! And shine you will. Read on!

Dungeon Creation

It is a common stereotype that Owlbears live in Temperate Forests. This is untrue! Owlbears, like many Magical Beasts, live in dungeons, often in illogically close proximity to other deadly beasts, and without any apparent form of sustenance or ecology. But this is besides the point. In Feathers & Fur, you play Owlbears that live in a dungeon. So you need a dungeon!

First, get a sheet of paper. Graph paper is ideal, but not necessary. Everybody rolls a d20, rerolling ties. The high roller gets to draw a room, anywhere on the map that he wants. The next person to the left can draw another room, or a corridor off of the first room. The next person can draw a new room, or a corridor connecting rooms, or a corridor off of an open doorway. And so on. This continues until either the piece of paper is full, or the group agrees that they have a widespread enough dungeon.

Once the dungeon is drawn, each player selects a room, going counterclockwise from the person who rolled lowest in the original roll. No-one may select a room that is connected to another room that's already been selected by another player. This is the hatching place of your Owlbear chickub.

Owlbear Hatching

First, roll 1d6 and 1d20. If the d6 is odd, your chickub's name is the number on the first list that corresponds to your d20 roll; if the d6 is even, then it is that number's entry on the second list.

<u>List One</u>	<u>List Two</u>
1. Stevelyn	1. Maksimoto
2. Leannndrew	2. Qikivan

- | | |
|------------------|---------------------|
| 3. Edsue | 3. Bennissur |
| 4. Jonmarie | 4. Siobhanaka |
| 5. Benjosie | 5. Keikowen |
| 6. Moniquentin | 6. Bernatshilaba |
| 7. Kristenmark | 7. Aishelionor |
| 8. Katetom | 8. Narcistevo |
| 9. Irvannie | 9. Jamallorenc |
| 10. Micharuth | 10. Osmanicolau |
| 11. Lizbob | 11. Kuvigukaty |
| 12. Paulizabeth | 12. Akuagmaquentin |
| 13. Arthursarah | 13. Bonofacinarkaev |
| 14. Estherichard | 14. Néidheinhard |
| 15. Lilleonard | 15. Remishtar |
| 16. Jennifred | 16. Yomadaniel |
| 17. Erina | 17. Jennifatima |
| 18. Micharity | 18. Verandrea |
| 19. Christolivia | 19. Crookaty |
| 20. Debian | 20. Abeberkan |

In addition to a name, Owlbears also have stats: Feats, Skills, Special Qualities and Special Attacks. All Owlbears have the Alertness and Track Feats, the Listen and Spot Skills, the Scent Special Quality and the Improved Grab Special Attack. You also select four more stats, split however you want between those four categories. You can make up anything you want for your four choices. The differences between the kind of stat are explained below.

A Feat is something that your Owlbear can only do occasionally, but can do really really well. Feats will almost always let you win over your opposition, unless they have a Feat that counters it.

A Skill is something that your Owlbear knows how to do and can do all the time.

A Special Quality is something that only Owlbears can have. If you take something as a Special Quality, none of the other denizens of the dungeon can have anything that is similar to it.

A Special Attack is something that an Owlbear can use occasionally to win a fight automatically.

Once you make up your four new stats, you split 20 points among all of your stats. Everything has to have at least 1 point in it.

You also get two pieces of equipment that you dont have, which you find in your nest after you hatchbirth. Roll 1d20 twice on the following table:

Random Equipment Table:

1. A wooden beak pick
2. A honeysalt dispenser
3. A wheel of steakmilk cheese
4. A clutch of eggs
5. Dense pellets of undigested demihuman bone, teeth, and hair
6. +1 dagger, +3 vs. lycanthropes
7. Corrective lenses
8. A molt pile
9. A flattened, mummified chickub
10. A parchment map of Whistling Skull cave!
11. Goblin bladders packed with stewbread
12. A pinfeather remover
13. A silver fur comb
14. A copy of *Unisex: The Magazine For Discrete Owlbears*
15. Eye-reddener in a decorative tin

16. A hidden gas trap!
17. A jaunty red leather jerkin made from human skin
18. Claw trimmings
19. Pecan Sandies
20. Greasy loose fur stinking of salmon

You don't have thumbs, so you can't use the equipment. Write this down under "I don't have thumbs, but if I did, I would have:"

Finally, all Owlbear chickubs start the game with a Challenge Rating of 2. Oh, and Owlbears have no thumbs. In case this hasn't been made clear yet.

Example

First, I roll 1d6 and 1d20. I rolled 1 and 8 respectively, so my Owlbears name is Katetom. I write that down, and then I write down my automatic Owlbear stats. I then have to make up four more stats. I decide that I want Katetom to have a "Drop-Dead Gorgeous" Special Attack, a "Find Anything" Skill, a "Seem Defenseless" Skill, and a "Owlbear-Next-Door" Quality. I then split my 20 points among my eight stats, in the manner that you will see below. Finally, I roll 1d20 twice on the equipment list, and I start the game without being able to have "A clutch of eggs" and "A jaunty red leather jerkin made from human skin." Finally, I note that I have a Challenge Rating of 2, and I'm ready to go.

Katetom

Feats: Alertness 2, Track 1

Skills: Listen 1, Spot 3, Find Anything 2, Seem Defenseless 3

Special Qualities: Scent 1, Owlbear-Next-Door 4

Special Attacks: Improved Grab 1, Drop-Dead Gorgeous 2

Challenge Rating: 2

I have no thumbs. If I had thumbs, I would have: A clutch of eggs; a jaunty red leather jerkin made from human skin

So, What Are We Doing Here, Exactly?

This game is subtitled "A Quest For Discovery" because it...well....

Lets have a lesson about the birds and the bees.

Owlbears (the birds, in this case) are notoriously confused about...umm....

Let's just say that they're confused about their bees. Like, where their bees are. And what they use bees for. And how finding another Owlbear and putting their bees together into one hive...mmm...hatches more birds. As it were.

Now, Owlbears don't have much of a family life. Once the chickub is birthhatched, the parent leaves, and the chickub is left to grow up all alone, eventually becoming an adolescent, which is when heshe becomes suddenly interested in...his/her own bees.

You are that Owlbear. And it's time to find your bees.

Time To Discover

Everyone roll a d20, rerolling ties. The highest roll gets to go first – he is the Portraying Character (PC). The player to his right is the Dungeon Maker (DM), and the player to his left plays the Adventuring Party (AP) that is coming into the dungeon. The AP starts in the room closest to the dungeon entrance (you guys gave the dungeon an entrance, right?) Finally, everyone gets 4 Interruption Tokens.

The PC describes the room his Owlbear is in, what his Owlbear is doing, etc. He has a number of

choices for the action he wants to take. That number is three.

- Heshe can try to find his bees.
- Heshe can go into another room.
- Heshe can search for treasure.

If the player wants to try to find his bees or search for treasure, the DM gets to roll on the Wandering Monster Table. This is what bursts into the room and interrupts the Owlbear in hisher activities.

Wandering Monster Table:

1. 2d6 Kobolds
2. Green Slime
3. A white wight
4. A baby green dragon with a bow in its hair
5. The dreaded Bearowl
6. A Jelly-atinuous Cube
7. An ochre ogre
8. A Xorn
9. A rust monster. A hungry, hungry rust monster.
10. A Gibbering Moulder
11. 2d8 Kobolds
12. An Invisible Stalker wearing bright green pants
13. All of your friends from when you were a baby chickub
14. A Mouthing Gibberer
15. 2d10 Kobolds
16. An Adult Black Dragon
17. An Umbre Hulk
18. An Incredible Hulk
19. 2d12 Kobolds
20. Your long-lost mother. Oh, the shame.

Wandering Monsters

Wandering monsters have a Challenge Rating equal to the cycle that the encounter happens in – so all Wandering Monsters in the first cycle have CR 1, all in the second have CR 2, etc. The PC chooses which stat he wants to address the interruption with. The GM declares a stat for the Wandering Monster to use. All Wandering Monsters have this stat, if it comes up again in a later encounter. Also, if a Wandering Monster comes up again, the GM for it can choose to use an established stat, or add a new stat and use that.

In any case, once both the PC and GM have chosen a stat, they each roll a number of D6s equal to their Challenge Rating. Every dice that comes up equal to or under the declared stat is a success.

If you roll on a Feat, check it off. All of your successes count as two successes. You can't uncheck your Feat until you gain 1 CR (though you can still roll on Improved Grab for Discovering Yourself. See below).

If you roll on a Special Attack, check it off. You automatically win the encounter unless you are facing a creature with Encounter Level equal to yours plus the number in your Special Attack. You cannot uncheck a Special Attack until you gain 1 CR. If you would have multiple Special Attacks or Feats to uncheck when you gain 1 CR, you only choose one!

Now, roleplay out the encounter! Geez, what, do you think this is a wargame or something? Get into character, already. No metagaming.

If the PC is successful, heshe avoids, defeats, or otherwise deals with the interruption in such a way that he can have some free time. On the next cycle, heshe can take the same action again without

interruption – unless someone spends an Interruption Token. If heshe wants to take a different action, then the Wandering Monster table must again be consulted.

If the Wandering Monster is successful, then the PC must immediately move into another room, as if that was the declared action. The PC also loses 1 from the stat heshe used for the encounter.

Going Into Another Room

If the player wants to go into another room, heshe does do. Heshe must go into a connected room or corridor (corridors are just long, narrow rooms, after all). The AP also gets to make one move, in the same manner. Hooray! You (the PC, not the AP) are in a new room. You get to describe the room. Someone else can spend an Interruption Token to force a roll on the Wandering Monster table. If you lose, you must go back to the room you came out of, AND the AP gets to move again. If you win, hooray! You get an additional Interruption Token. Take that, haters.

Unless you are forced into it by an Interruption Token, you cannot return to rooms that you have visited. Owlbears have a spirit of adventure, after all! Everyone should have a different color pen to mark off which rooms they've been through. Or use your initials. Or something.

Finding Treasure

If you defeat a Wandering Monster, on the next cycle, in that room, you get to roll on the Random Treasure Table. This is a piece of treasure that you have to leave behind because you don't have thumbs.

Luckily, you can use the promises of treasure you leave behind to help you out with Wandering Monsters. By checking off one of your treasures, you can add a +1 to the skill you use in an encounter. Once checked off, you can't use a treasure again.

Any other player can spend an Interruption Token to force you to face another Wandering Monster. This counts as facing it the first time – so, if you want to check for Treasure, you need to beat this Wandering Monster and then do it on your next turn, like normal.

Random Treasure Table

1. The bones of a dog which had recently eaten the bones of a cat
2. Perfectly preserved mummy's hand, bedecked with rings
3. Cask of Amontillado
4. Six pounds of carpenter's nails
5. AAHH SPIDERS
6. A Ferrari
7. Wooden tiles imprinted with the letters A, B, F, L, O, R and W
8. Skull of the much rarer "bearowl," now disputed as a hoax
9. Bicarbonate of soda
10. Four badly discolored juggling balls
11. Nearly complete set of Bronze Age silverware, missing most of a spoon
12. *That's* where my hat went
13. Three salted pork chops, now perfectly marinated
14. A troll's arm, trying to grow a new troll
15. Egg teeth
16. Eleven lead sling bullets
17. One of those bent-nail puzzle thingies
18. Hairshirt, men's large
19. The rest of the Antikythera mechanism
20. An Uzi

Finding Yourself

If you defeat a Wandering Monster, on the next cycle, in that room, you can attempt to find yourself. Roll your Challenge Rating on your Improved Grab Feat. If you succeed, you have come closer to finding the bees nest, as it were. Your Challenge Rating goes up by 1! If you fail, the mysteries of your featherfur continue to frustrate you. Choose any stat to go down by 1.

Any other player can spend an Interruption Token to force you to face another Wandering Monster, in the same manner as trying to find treasure.

Oh, did I mention that the first Owlbear to Challenge Rating 6 wins the game? Uh...whoever wins gets to make a dramatic narration about how their Owlbear finally "gets it." Or how they go chow down on some adventurers. Or something. Like, its role-playing, y'know?

The Adventuring Party

If the player playing the AP moves it into a room that another Owlbear is in, then that Owlbear is attacked by a mad pack of homicidal muscle-freaks and spell-slingers. The Owlbear immediately loses 1 CR and must move into any adjacent room that he hasn't been too yet. The AP cannot move into a room containing the last Owlbear that it attacked. If this means that it can't move in a turn, tough. The spellcasters need to read their spellbooks, or something. Stupid adventurers.

Continuing Play

Once the first PC has completed his turn, the next person to the left becomes the PC (which makes the person who just went the AP, and the person to the new person left the new DM). This continues until PC-ship comes back to the original PC. The beginning of his turn marks the new cycle, and the turn order reverses – the person to the PC's right is the next PC. You could think of it like, turn order goes clockwise on even cycles and counterclockwise on odd cycles.

Someone's keeping track of cycles, right? Remember that the CR of random encounters is equal to the current cycle. If you get to six cycles without anyone winning, CR of random encounters starts to go (cycle, heh) down again – so cycle 7 everything is CR 5, cycle 8 everything is CR 4, and so on. If you guys are so lame that you get to cycle 12 without anyone winning, then it goes back up.

Now, Young Owlbear: Find Thyself!