

# THE NEW ARGONAUTS: HOOBO

In some tales, the gods sent messengers or helpers to mortal heroes. In one of these myths, Zeus told Athena to send her owl to aid a mortal hero. Not wanting to endanger her beloved pet, and Athena asked Hephaestus to craft a mechanical owl. Hoobo is the result—an owl born of skill and craft, loyal to the hero it is sent to watch over.

(Like all monsters presented in *The New Argonauts*, this creature has an entry for Knowledge DCs when heroes try to recall what they know about this kind of creature.)

This creature does not appear in *The New Argonauts*.



Sean K. Reynolds Games

[www.seankreynolds.com/skrg](http://www.seankreynolds.com/skrg)

*Requires use of the Dungeons & Dragons® Third Edition Core Books, published by Wizards of the Coast, Inc. This document utilizes updated material from the v. 3.5 revision.*

**Hoobo, mechanical owl**; CR 1; Tiny construct; HD 2d10; hp 11; Init +2; Spd 10 ft., fly 40 ft. (average); AC 19, touch 14, flat-footed 17; Base Atk +1; Grp -10; Atk +0 melee (1d4-3, talons); Full Atk +0 melee (1d4-3, talons); Space/Reach 2 1/2 ft./0 ft.; SQ DR 5/--, construct traits, living traits, speak with hero; AL N; SV Fort +0, Ref +2, Will +2; Str 4, Dex 15, Con --, Int 8, Wis 14, Cha 4.

*Skills/Feats:* Hide +10, Listen +12, Spot +4; Flyby Attack.

*Construct Traits:* Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected; darkvision.

*Living Traits (Ex):* Like a living creature, Hoobo must rest for 8 hours each day. Hoobo recovers 2 hit points per day from resting, and suffers fatigue if deprived of rest.

*Skills:* Hoobo has a +8 racial bonus to Listen checks and a +8 racial bonus to Spot checks in shadowy illumination.

*Speak With Hero (Ex):* Hoobo communicates in whistles and chirps; he can understand (but not speak) Greek. Hoobo's chosen hero can understand him as if he were speaking Greek (similar to a sorcerer or wizard's ability to understand his familiar as if they shared a common language).

*Description:* Hoobo is a mechanical owl made of gold and bronze, crafted by Hephaestus in the semblance of a living thing. Its motions appear clumsy compared to a real bird but it is remarkably agile despite its apparent clumsiness.

*Knowledge (history):*  
10—Athena's favorite animal is the owl. Some legends say that Zeus told Athena

## The New Argonauts: Hoobo

to give her owl to a mortal hero to watch over him. 15—Athena was hesitant to give away her precious pet, and asked Hephaestus to craft an owl of living metal to give to the mortal hero.

**Tactics:** Rather than attacking an enemy to deal damage, Hoobo normally uses the Aid Another action to give a hero a bonus to AC or attack rolls.

This content is produced under version 1.0a and/or draft versions of the Open Game License and the System Reference Document by permission of Wizards of the Coast.

**Designation of Product Identity:** None.

**Designation of Open Game Content:** Subject to the Designation of Product Identity above, the entirety of "The New Argonauts: Hoobo" is Open Game Content. "The New Argonauts: Hoobo" Copyright © 2004 Sean K Reynolds. All rights reserved.

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc., and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. **DEFINITIONS:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes, and graphic, photographic, and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses, and special abilities; places, locations, environments, creatures, equipment, magical, or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use," "Used," or "Using" means to use, Distribute, copy, edit, format, modify, translate, and otherwise create Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement.

2. **THE LICENSE:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game

Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. **OFFER AND ACCEPTANCE:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. **GRANT AND CONSIDERATION:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use the Open Game Content.

5. **REPRESENTATION OF AUTHORITY TO CONTRIBUTE:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. **NOTICE OF LICENSE COPYRIGHT:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. **USE OF PRODUCT IDENTITY:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.

8. **IDENTIFICATION:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. **UPDATING THE LICENSE:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify, and distribute any Open Game Content originally distributed under any version of this License.

10. **COPY OF THIS LICENSE:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. **USE OF CONTRIBUTOR CREDITS:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. **INABILITY TO COMPLY:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. **TERMINATION:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. **REFORMATION:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. **COPYRIGHT NOTICE:** Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. d20 System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, and Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

The New Argonauts Copyright 2004 Sean K Reynolds. All rights reserved.