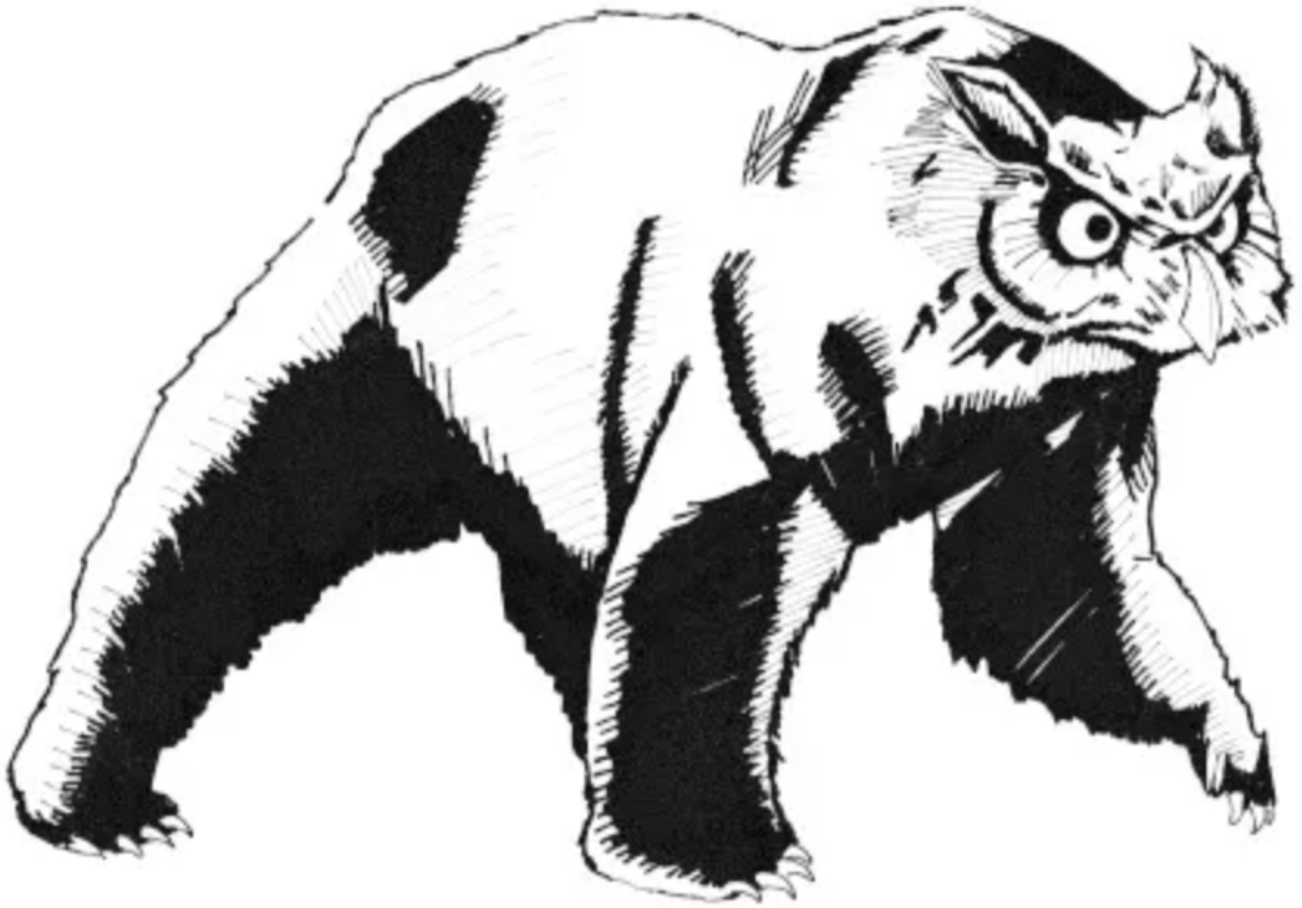
Owlbear

written by CresthavenRPG Guru | November 20, 2014



Rare | Large | Neutral | Magical Beast

A fearsome blend of bear and owl, the Owlbear is known for its horrid visage, thick fur, feather-covered head, and terrifying disposition. It’s a formidable opponent in the wild, often found in forests and dark caves.

Armor Class	**Hit Points**	**Move**
15	20 *(5 Hit Dice)*	walk 120 ft
Appearing	1d4	
Habitat	Forest,Mountains,Plains	
Negotiation	no	
Morale DC	8	
Challenge	9.9 (2,970 XP per monster)	

Ability Scores

STR	**DEX**	**CON**	**INT**	**WIS**	**CHA**
5	1	2	-3	-1	-2

Combat

Has 3 attacks. Hit Bonus +5. Damage Claws (2) 1d8 +5, Beak 2d12+5 damage

Special Attacks

Hug. The owlbear attacks with its claws and snapping beak. If an owlbear scores a claw hit with a roll of 18 or better, it drags its victim into a hug, subsequently squeezing its opponent for 2d8 points of 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, but cannot use its claws. A single attempt at a Strength DC 15 save to break from the grasp of an owlbear.

Treasure

Individual: None

Lair: 1d12×1,000 cp, 1d6×1,000 sp, 1d6 gems (25%), 1d3 pieces of jewelry (20%).