OWLBEAR

This monstrous melding of ursine fury and avian cunning slashes at its foes with its vicious claws before tearing into them with its razor-sharp beak.

OWLBEAR

CR4

XP 1,200

N Large magical beast

Init +5; Senses darkvision 60 ft., low-light vision, scent;

Perception +12

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +4 natural, -1 size)

hp 47 (5d10+20)

Fort +10, Ref +5, Will +2

OFFENSE

Speed 30 ft.

Melee 2 Claws +8 (1d8+4 plus grab), bite +8 (1d6+4)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 19, Dex 12, Con 18, Int 2, Wis 12, Cha 10

Base Atk +5; CMB +10 (+14 grapple); CMD 21 (25 vs. trip)

Feats Improved Initiative, Great Fortitude, Skill Focus

(Perception)

Skills Perception +12

ECOLOGY

Environment temperate forests

Organization solitary, pair, or pack (3-8)

Treasure incidental

Every hunter and trapper in the wooded highlands of the Donarzheis Mountains keeps a sharp eye out for signs of owlbears. These strange beasts are not quick to attack, but it isn't hard to wander too close to a nest or pass within sight of their young. When that happens, there is no stopping the owlbear's assault. It is a fight to the death, and the owlbear is nearly always the winner.

APPEARANCE

When a 1,500 pound owlbear rears up on its hind legs, it stands close to 10 feet tall. Its thick hide is covered with a mixed coat of brown, black, and gray fur and feathers. Each of the creature's massive paws ends in claws sharp enough to disembowel an unarmored foe with a single swipe. Its body looks like that of a large bear, but its head has the

appearance of a giant owl's. Like an owl, the owlbear can extend its neck and turn its head more than 180 degrees to seek prey.

ORIGINS

When the arcane worldgates that connected Aetaltis to the atlan home world exploded, a wave of magical energy washed over the land surrounding them. The effects of this cataclysm varied from place to place, but a common manifestation was the melding of multiple creatures into one. Many of the unfortunate few that survived the transformation escaped into the wild. If the creature could breed with one of its originators, a new species might be born. The owlbear is an example of this.

ENCOUNTERING OWLBEARS

Owlbears are territorial hunters, but are unlikely to attack unless provoked. They prefer to use their intimidating fighting stance and blood-curdling cry to frighten off trespassers. They will not fight to the death unless protecting their nest or young, in which case they become relentless killing machines. Wary travelers can avoid owlbear encounters by keeping a sharp eye out for deep claw marks on trees or the melon-sized pellets of bone and waste that the owlbear regurgitates after feeding.





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