

## Dire Owlbear

You hear the rustling of branches and the sound of heavy breathing, and as you turn around, you come face to face with a massive creature, with the head of an owl and the body of a bear, its sharp talons and beak poised to attack.

The origin of the owlbear is a subject of great debate among scholars of the monstrous creatures of the world. However, most concur that at some point in the distant past, a deranged wizard created the original specimens by crossing an owl with a bear—perhaps as proof of some insane concept about the nature of life, but possibly out of sheer lunacy. Whatever the original purpose of such a freakish creation as the owlbear, the creature bred true and has become quite well-established in woodlands across the world, where it plays a key role in a region's ecosystem as an apex predator.

Owlbears are notoriously bloodthirsty killers, well known for their short tempers, aggression, and savage nature. They tend to attack without provocation, slaughtering any living creatures that cross their paths. Many scholars that have encountered these creatures in the wild have noted that they all have red-rimmed eyes that roll about wildly when they close in for an attack. This is sometimes presented as a sign of madness, suggesting that all owlbears are born with a pathological need to fight and kill, but more level-headed researchers believe that it's simply part of the way the massive bird-beast's keen eyes are constructed.

## Dire Owlbear

*Huge Monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 184 (16d12 + 80)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	21 (+5)	3 (-4)	9 (-1)	7 (-2)

**Skills** Perception +7

**Senses** darkvision 60 ft., passive Perception 17

**Languages** —

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

### Special Traits

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**Keen Sight and Smell.** The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

### Actions

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**Multiattack.** The owlbear makes three attacks: one with its beak and two with its claws.

**Beak.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 18 (2d10 + 7) piercing damage.

**Claws.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.