

# Encounter type: **Bear, Brown, Common**

# Encountered: 1-D4 per 3 players.

Attacks per turn: 3

Attack types / Damage per successful attack: Paw: Paw: 1-D10 +1, Paw: 1-D10 +1, Bite: 1-D10 +1

D20 roll needed to have Gold / # of gold coins found: 16+ / 2-D4

D20 roll needed to have Silver / # of silver coins: 15+ / 3-D6

D20 roll needed to have **Treasure** / # of treasure items found: 16+ / 1-D4

Defense: 12

Experience: 12

Life-points: 36

Offense: 0 See: "Special".

Region: Mountain Wilderland.

Special: Maul: If the Common Brown Bear successfully strikes with both paws, it will Maul its victim, causing 1-D10 x2 +2 damage.

Rage: When the Common Brown Bear is wounded it will gain a +2 Offense for the remainder of the conflict.