

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

# Encountered: 1-D4 per 3 players.

Attacks per turn: 3

Attack types / Damage per successful attack: 2 Paws: 1-D8 +1, 1 Bite: 1-D8 +1

D20 roll needed to have Gold / # of gold coins found: 18+ / 1-D4

D20 roll needed to have Silver / # of silver coins: 17+ / 2-D6

D20 roll needed to have **Treasure** / # of treasure items found: 18+ / 1 Check for each to have treasure.

Defense: 10

Experience: 9

Life-points: 27

Offense: 0 See: "Special".

Region: Forest Wilderland.

**Special:** Maul: If this creature successfully strikes with both paws, it will Maul its victim, causing 1-D8 x2 +2 damage.

**Rage:** When this creature is wounded it will gain an offense of +2 for the remainder of the conflict.