LUNAR OWLBEAR

Large • Monstrosity • Unaligned

Armor Class 16
Initiative +5 (15)
Hit Points 147 (14d10 + 70)
Speed 40 ft., climb 40 ft., fly 5 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	9 (-1)	16 (+3)	10 (+0)

Skills Perception +9, Stealth +5
Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 19
Languages -
CR 8 (XP 3,900; PB +3)



Nightly Movements. The owlbear's movement makes no sound unless it chooses otherwise.

ACTIONS

Multiattack. The owlbear makes two Rend attacks. It can replace one of these attacks with a use of Moonlight Radiance if available.

Rend. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 15 (2d8 + 6) slashing damage plus 4 (1d8) radiant damage.

Moonlight Radiance (Recharge 5-6). *Constitution Saving Throw:* DC 16, each creature in a 30-foot cone. *Failure:* 13 (3d8) radiant damage, and the target is blinded until the end of its next turn. *Success:* Half damage.

BONUS ACTIONS

Refractive Pounce. The owlbear chooses up to three creatures it can see within 20 feet of itself and creates an illusory image of itself for each chosen creature beyond the first. The owlbear and its illusions leap toward different chosen creatures, each making one Rend attack against its target. Immediately after the attack rolls are resolved, the owlbear chooses which target it actually attacked and an unoccupied space within 5 feet of that target to occupy. The illusions then vanish, and their attacks deal no damage.

LUNAR OWLBEAR — WEAKER

Armor Class 15
Initiative +4 (14)
Hit Points 95 (10d10 + 40)
Speed 40 ft., climb 40 ft., fly 5 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	9 (-1)	14 (+2)	10 (+0)

Skills Perception +8, Stealth +4
Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 18
Languages -
CR 5 (XP 1,800; PB +3)



Nightly Movements. The owlbear's movement makes no sound unless it chooses otherwise.

ACTIONS

Multiattack. The owlbear makes two Rend attacks. It can replace one of these attacks with a use of Moonlight Radiance if available.

Rend. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 9 (1d8 + 5) slashing damage plus 4 (1d6) radiant damage.

Moonlight Radiance (Recharge 5-6). *Constitution Saving Throw:* DC 15, each creature in a 30-foot cone. *Failure:* 9 (2d8) radiant damage, and the target is blinded until the end of its next turn. *Success:* Half damage.

BONUS ACTIONS

Refractive Pounce. The owlbear chooses up to three creatures it can see within 20 feet of itself and creates an illusory image of itself for each chosen creature beyond the first. The owlbear and its illusions leap toward different chosen creatures, each making one Rend attack against its target. Immediately after the attack rolls are resolved, the owlbear chooses which target it actually attacked and an unoccupied space within 5 feet of that target to occupy. The illusions then vanish, and their attacks deal no damage.

LUNAR OWLBEAR — STRONGER

Armor Class 17 **Initiative** +7 (17)
Hit Points 195 (17d10 + 102)
Speed 40 ft., climb 40 ft., fly 5 ft.



STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	22 (+6)	9 (-1)	18 (+4)	10 (+0)

Skills Perception +12, Stealth +7
Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 22
Languages -
CR 11 (XP 7,200; PB +4)

Nightly Movements. The owlbear's movement makes no sound unless it chooses otherwise.

ACTIONS

Multiattack. The owlbear makes two Rend attacks. It can replace one of these attacks with a use of Moonlight Radiance if available.

Rend. *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 16 (2d8 + 7) slashing damage plus 9 (2d8) radiant damage.

Moonlight Radiance (Recharge 5-6). *Constitution Saving Throw:* DC 18, each creature in a 30-foot cone. *Failure:* 18 (4d8) radiant damage, and the target is blinded until the end of its next turn. *Success:* Half damage.

BONUS ACTIONS

Refractive Pounce. The owlbear chooses up to three creatures it can see within 20 feet of itself and creates an illusory image of itself for each chosen creature beyond the first. The owlbear and its illusions leap toward different chosen creatures, each making one Rend attack against its target. Immediately after the attack rolls are resolved, the owlbear chooses which target it actually attacked and an unoccupied space within 5 feet of that target to occupy. The illusions then vanish, and their attacks deal no damage.