

# THE BESTIARY



# BEARS

Requires the use of the Dungeons & Dragons, Third Edition Core Books, or d20 Modern Roleplaying Game, both published by Wizards of the Coast, Inc.

# THE BESTIARY

# BEARS

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## Betabunny Publishing

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Published in the United States of America

## Introduction

Welcome to *The Bestiary: Bears*, a free 20-page PDF that provides extensive information and statistics on every species of predatory bear. If you are running a campaign in an earthlike setting, the animals presented here will add to the level of richness and realism of your campaign setting.

This free product is just one section of a larger work, *The Bestiary: Predators* that contains 250 pages of information and statistics covering over 200 predatory species of animal. A full list of the animals covered in that work can be seen on page 17.

If you enjoy this work and want to expand on it, pick up a copy of *The Bestiary: Predators*, which is available at EN World Gamestore (<http://www.enworld.org/shop/>). Also check out our website at <http://www.betabunny.com> where we provide additional materials including bonus animals, supplementary rules, tables, and clarifications.

Happy Gaming,

Sean Butcher



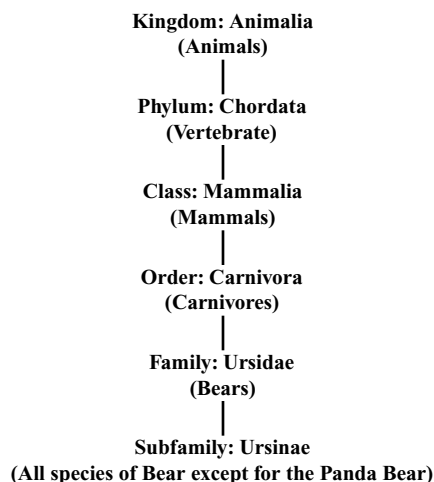
### *Beasts*

Who trusted God was love indeed  
And love Creation's final law--  
Tho' Nature, red in tooth and claw  
With ravine, shriek'd against his creed.

~ Alfred Tennyson, *In Memoriam*  
(1850), Stanza LVI, Lines 13–16

The word *beast* derives from the Latin word *bestia* for 'animal.' The term *beste* was adopted into the English language around 1220, when it replaced the earlier Old English word *deor* to describe 'a wild animal.' (Note: The Old English word *deor* has specialized in meaning today to indicate only *a* certain kind of animal, the 'deer.') *Beste* was superseded in the sixteenth century by the word *animal* that remains in use today.

## Bears



### Taxonomy

The 9 living species of bears belong to the Family Ursidae. They are found on all continents except for Australia and Antarctica. Physically, bears are heavy, large-framed mammals covered with long, rough fur, typically brown, black, or white. Bears have an elongated skull, and they have 40–42 teeth that are suited for an omnivorous diet. Bears have an excellent sense of smell, but their eyesight and hearing are poor. Although they are usually nocturnal, bears do have color vision (most nocturnal animals can only see in black and white). Bears have small rounded ears, small eyes, and short stub-like tails. They have five toes on each foot, and their claws are not retractable. They can walk upright, and when they walk, their feet are flat on the ground (most carnivores walk only on their toes).

Most bears are solitary and move at a slow, deliberate pace, though they are capable of great speed. Many species sleep though much of the winter in a den. They do not actually hibernate since they can awaken readily if disturbed, and they may be active at some points during the winter. Polar bears and bears in warmer climates do not sleep during winter.

Bear cubs are born much smaller in proportion to their adult weight than other carnivores.

### The Medieval Bestiary

The Medieval Bestiary has the following to say on the subject of bears:

Bears mate at the beginning of winter, and unlike other quadrupeds, they mate by lying down in each other's embrace. The female then retires by herself to a separate den, and after thirty days gives birth to a litter of five young. When first born, the young are shapeless masses of white flesh, a little larger than mice, their claws being the only prominent feature. The mother then licks them gradually into their proper shape. There is nothing more uncommon than to see a she-bear in the act of giving birth.

In winter the male bear remains in his retreat for forty days, the female four months. If they happen to have no den, bears construct a shelter with branches and shrubs. They make it impenetrable to rain and line it with soft leaves. During the first fourteen days, they are overcome by so deep a sleep, they cannot be aroused even by wounds. They become wonderfully fat while they are in this lethargic state. At this time, their stomachs are empty, and there is no blood in their body except for a little near the heart. If the bear is killed while in this dormant state, its flesh will continue to increase in bulk, even if it has been cooked. Also, fat taken from a bear in this dormant state can be used in medicine and to prevent hair loss. After fourteen days, they sit up, and find some nourishment by sucking their forepaws.

The bear's eyesight is dull due to an oppression in the head. For this reason, bears seek the combs of bees, since having bees sting them in the throat draws blood and helps relieve the oppression in their head.

The head of the bear is extremely weak. Its greatest strength is in the arms and loins, and for this reason they sometimes stand upright. Due to their weak head, bears will sometimes cover their head with their paws when alarmed. In the arena of the circus, they are often killed by a blow on the head with the fist. Bears can overcome a bull by holding onto the bull's muzzle and horns with all four legs, thus wearing out its powers by their weight.

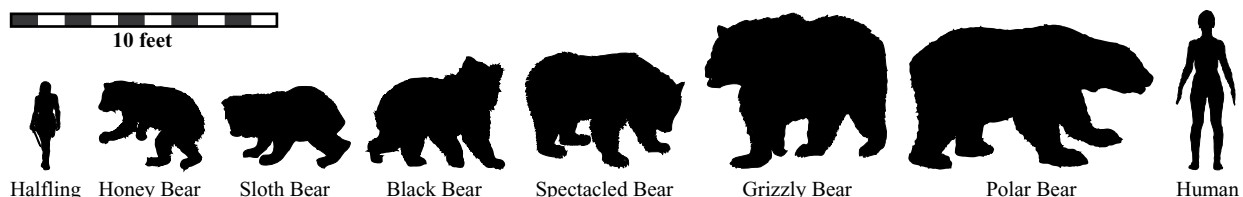
The people of Spain believe there is a magical poison in the brain of the bear, and therefore burn the heads of the bears killed in their public games. It is claimed that the brain of a bear mixed with drink produces the rage of a bear in a man.

In no other animal is stupidity found more adroit in devising mischief.

~ Source: Pliny, *Naturalis Historia*, Book 8, Chapter 54.

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HUMAN, HALFLING AND BEAR SIZE COMPARISON



## American Black Bear

### Medium Animal

**Latin Name:** *Ursus americanus*.

**Subspecies:** 9.

**Climates:** Subpolar, Temperate, Subtropical.

**Habitats:** Forest, Mountain, Lakes & Rivers.

**Location:** American black bears are located in North America and Northern Mexico. They are typically found in terrain ranging from 3,000–10,000 feet.

**Frequency:** Lower Risk (M), Uncommon (F).

**Organization:** Solitary, Family 2–4 (1).

**Description:** Black bears are a medium-sized bear. They have a large, powerful frame and long, rough fur. Most black bears have black coats, though some have light or dark brown coats. Their ears are large and erect, and their lips are prehensile. Black bears have long, powerful legs with short claws.

**Length:** 4–6½ feet.

**Tail:** 2¾–6 inches.

**Height:** 36–40 inches at the shoulder.

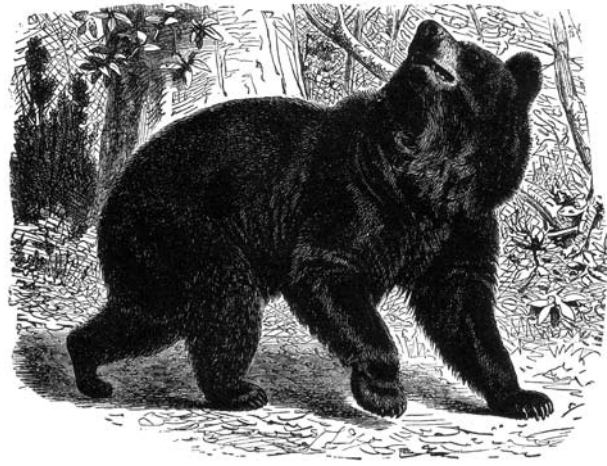
**Weight:** 150–900 pounds.

**Lifespan:** 32 years.

**Behavior:** Black bears are typically solitary and active in the early morning and at nights. Cubs are usually driven away by their mothers after the first full year, but may occasionally stay into the second year. Territories range from 10–40 square miles. The male's range frequently overlaps several females ranges. Male bears' territories do not overlap, and they will fight to protect their range. In cold regions, black bears sleep for 4–7 months during winter.

**Reproduction:** Black bears mate in June–July. Gestation period is 7–8 months, and they give birth to 2–3 young. The young are weaned at 6–8 months. Females reach maturity at 3–6 years, males 4–5 years.

**Diet:** Their diet consists of mainly plant life, including roots,



AMERICAN BLACK BEAR

shoots, berries, and nuts. Though 90% of their diet is plant-based, they are adept at hunting small-to-medium mammals such as deer, and they are also skillful at catching fish.

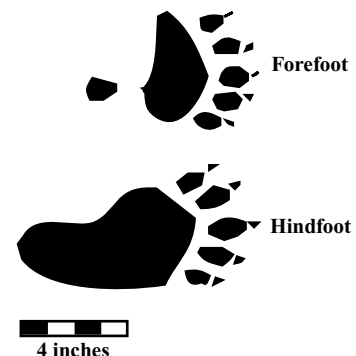
**Combat:** Black bears rip prey with their claws and teeth. Black bears will usually flee when confronted. As they frequently scavenge around human settlements, confrontations are fairly common. If threatened, they can be aggressive. First, they will usually try to intimidate an opponent. They frequently stand up on their back legs to increase their size and make themselves look more impressive. Also, they will growl and display their teeth. If the threats are ignored, they will often attack. Bears have large, strong paws and long, non-retractable claws. A single blow can often kill another animal.

**Improved Grab (Ex):** To use this ability, a brown bear must hit with a Claw attack. It can then attempt to start a Grapple as a free action without provoking an Attack of Opportunity. Black bears can use this ability against Medium Size or smaller opponents.

**Skills & Abilities:** Black bears have a keen sense of smell and rely heavily on scent. Their sense of sight and hearing are relatively poor. They do have color vision, which is unusual for animals that are typically nocturnal. They are agile climbers and great swimmers. Normally they walk slowly and deliberately, but they can move quickly when the need arises, moving at up to 30 miles per hour for a short burst. A black bear has a +4 racial bonus on Climb and Swim checks and a +8 racial bonus to Survival checks.

**Treasure:** Adult Untrained: 80 gold pieces, Trained: 400 gold pieces, Young: 200 gold pieces, Pelt: 10 gold pieces, Trophy: 2 gold pieces, Teeth: 5 silver pieces (set), Paws: 5 silver pieces (each). Bears are often hunted for trophies.

**Food Value:** Bear meat is of good quality. It is stronger, darker, and coarser than other big game



AMERICAN BLACK BEAR TRACKS

AMERICAN BLACK BEAR
<b>Hit Dice:</b> 4d8+8 (26 hp)
<b>Initiative:</b> +1
<b>Speed:</b> 30 feet (6 squares)
<b>Armor Class:</b> 13 (+1 Dex, +2 Nat, +0 Siz), touch 11, flat-footed 12
<b>Base Attack/Grapple:</b> +3/+8
<b>Attack:</b> Claw +8 melee (1d6 +5)
<b>Full Attack:</b> 2 Claw +8 melee (1d6 +5) & Bite +3 melee (1d6 +5)
<b>Space/Reach:</b> 5 feet/5 feet
<b>Special Attacks:</b> Improved Grab
<b>Special Qualities:</b> Low-light Vision, Scent, Sprint (9)
<b>Saves:</b> Fort +6, Ref +5, Will +2
<b>Abilities:</b> Str 21, Dex 13, Con 15, Int 2, Wis 12, Cha 6
<b>Skills:</b> Climb +10, Hide +5, Listen +3, Spot +3, Survival +13 <sup>1</sup> , Swim +9
<b>Feats:</b> Improved Natural Attack (Claw), Track Scent
<b>Challenge Rating:</b> 2
<b>Advancement:</b> 5–6 HD (Medium), 7–8 HD (Large)

<sup>1</sup> The black bear gains a +2 bonus to Survival from its Track Scent feat and its Scent special quality. It may only use its Survival skill in its native habitats.

and is usually prepared with plenty of seasoning. Its flavor can vary greatly and depends on the bear's diet. The best-tasting bear meat comes from animals eating mainly berries, rather than fish or carrion. Bear meat is best cooked slow and should be cooked thoroughly. When properly prepared, it is very much like pork. Bear fat has a very distinct, very strong flavor and can greatly affect the taste of the meat if not trimmed. The average carcass weighs 262½ pounds and is worth 13 gold, 12 silver, and 5 copper pieces.

**Hunting Tips:** Baiting is most common method. Look for a spot where bears have been feeding, as indicated by their droppings. Start baiting 2–3 weeks before hunt season. Dig a large pit upwind of the tree-stand, and fill it with meat scraps, oats, molasses, honey, pastries, sweet corn, and watermelon. Sneak to the stand in early afternoon, and wait for the bear. The bear will usually show up during the last 2 hours of daylight.

**Comments:** Black bears can walk on their hind legs in an upright posture for extended periods of time.

### Asiatic Black Bear

#### Medium Animal

**Latin Name:** *Ursus thibetanus*.

**Other Names:** Moon bear, Himalayan bear.

**Subspecies:** 4.

**Climates:** Temperate, Subtropical, Tropical.

**Habitats:** Forest, Mountain, Lakes & Rivers.

**Location:** Asiatic black bears live in southeastern Asia, primarily in the mountains and forests of India, Pakistan, Nepal, Bhutan, Sikkim, Vietnam, China, Thailand, Laos, and Kampuchea. There are some small populations in Taiwan and the Japanese islands of Honshu and Shikoku.

**Frequency:** Endangered (M), Uncommon (F).

**Organization:** Solitary, Family 2–4 (1).

**Description:** Asiatic black bears are a medium-sized bear. They have a large, powerful frame and long, rough fur. Most Asiatic black bears have black fur with a distinct white patch on the chest that is often crescent-shaped. Their ears are large and erect, and their lips are prehensile. They have long, powerful legs with short claws.

**Length:** 4–5.9 feet.

**Tail:** 2¾–6 inches.

**Height:** 36–40 inches at the shoulder.

**Weight:** 143–330 pounds. Males are around 60% larger than females.

**Lifespan:** 25 years.

**Behavior:** Asiatic black bears are mainly solitary and nocturnal. Their territories range from 10–20 square miles. A male's territory may overlap several females' ranges, but males will fight if there is an overlap. Asiatic black bears sleep during winter months when food is scarce.

**Reproduction:** Mating season is June–July but may extend to late August. Cubs are usually born around January after 6–8 months' gestation. They give birth to 2–3 young. Males and females are independent at 2–3 years, and reach maturity at 3–4 years. Cubs are usually driven away by their mothers after the first full year but occasionally stay into the second year.

**Diet:** Asiatic black bears are more carnivorous than their American counterparts. They hunt small-to-medium

#### ASIATIC BLACK BEAR

**Hit Dice:** 3d8+6 (19 hp)

**Initiative:** +1

**Speed:** 30 feet (6 squares), climb 20 feet

**Armor Class:** 13 (+1 Dex, +2 Nat, +0 Siz), touch 11, flat-footed 12

**Base Attack/Grapple:** +2/+6

**Attack:** Claw +6 melee (1d6 +4)

**Full Attack:** 2 Claw +6 melee (1d6 +4) & Bite +1 melee (1d6 +4)

**Space/Reach:** 5 feet/5 feet

**Special Attacks:** –

**Special Qualities:** Low-light Vision, Scent, Sprint (9)

**Saves:** Fort +5, Ref +4, Will +2

**Abilities:** Str 19, Dex 13, Con 14, Int 2, Wis 12, Cha 6

**Skills:** Climb +12, Hide +5, Listen +3, Spot +3, Survival +13<sup>1</sup>, Swim +9

**Feats:** Improved Natural Attack (Claw), Track Scent

**Challenge Rating:** 2

**Advancement:** 4–6 HD (Medium)

<sup>1</sup> The Asiatic black bear gains a +2 bonus to Survival from its Track Scent feat and its Scent special quality. It may only use its Survival skill in its native habitats.

mammals such as deer, and they catch fish. They also consume bugs and plant life, including roots, shoots, berries, and nuts.

**Combat:** Unlike American black bears, Asiatic black bears are notoriously aggressive towards humans, and there are numerous records of human attacks and killings. As they frequently scavenge around human settlements, confrontations are fairly common. Surprise encounters frequently result in an attack. If not taken by surprise, the Asiatic black bear will usually first try to intimidate an opponent by standing up on their back legs to increase their size and make themselves look more impressive. Also, they will growl and display their teeth. If the threats are ignored, they will often attack. Bears have large, strong paws and long, non-retractable claws. Asiatic black bears rip prey with their claws and teeth. A single blow can often kill another animal.

**Skills & Abilities:** Asiatic black bears are agile climbers and great swimmers. Normally they walk slowly and deliberately, but they can move quickly when the need arises, moving at up to 30 miles per hour for a short burst. They can walk on their hind legs in an upright posture for an extended period. Like other bears, their eyesight and hearing are not as keen as many other carnivores', but their sense of smell is excellent. They do have color vision. An Asiatic black bear has a +4 racial bonus on Swim checks and a +8 racial bonus to Climb and Survival checks.

**Treasure:** Adult Untrained: 80 gold pieces, Trained: 400 gold pieces, Young: 200 gold pieces, Pelt: 10 gold pieces, Trophy: 2 gold pieces, Teeth: 5 silver pieces (set), Paws: 5 silver pieces (each), Traditional Medicine: 100 gold pieces. Asiatic black bears are hunted for their body parts (especially their gall bladders), which are used in Asian cuisine and medicines. On the current Asian black market, an Asian black bear gall bladder can fetch \$18,000. Asian

black bears are a protected species now, but they are still illegally hunted. Also, Asian black bears are currently 'farmed' in China, Thailand, and Korea for the bile produced by their gall bladders. This bile can be sold as a traditional medicine for up to \$10 a teaspoon. The 'farming' process is very cruel to the bear (including enclosure for years in cages only as big as the bear), and bear farming may soon become illegal. Medical research indicates that bear bile does have healing properties and may be effective in treating various neurological diseases.

**Food Value:** Their meat is of good quality. It tastes like pork, except it has a stronger taste, and the meat is darker and coarser than other big game. For centuries, both bear paw and steak have been highly prized in China, Russia, and eastern European countries. The average carcass weighs 118¼ pounds, and its meat is worth 5 gold, 9 silver and 12 copper pieces.

**Hunting Tips:** Baiting is the most common method of hunting bear. See American black bear for more details.

**Comments:** One subspecies of Asiatic black bear is listed by CITES as critically endangered, while others are classified as vulnerable.

### Brown Bear

#### Large Animal

**Latin Name:** *Ursus arctos*.

**Other Names:** Grizzly bear, Kodiak bear, Eurasian brown bear.

**Subspecies:** 2.

**Climates:** Polar, Subpolar, Temperate.

**Habitats:** Mountain, Forest, Grassland, Desert, Semi-desert, Permanent Ice, Tundra, Coastal, Lakes & Rivers.

**Location:** Kodiak bears are found in Alaska. Grizzly bears are found in northern and north western North America. Eurasian brown bears are found in Northern Europe and Asia.

**Frequency:** Lower Risk (M), Uncommon (F).

**Organization:** Solitary, Family 2–5 (1).

**Description:** Brown bears have a stout massive body with a muscular shoulder hump. Their claws are large and curved, and the front claws are almost twice as long as the



KODIAK BEAR

#### BROWN BEAR

**Hit Dice:** 8d8+32 (68 hp)

**Initiative:** +1

**Speed:** 30 feet (6 squares)

**Armor Class:** 15 (+1 Dex, +5 Nat, -1 Siz), touch 10, flat-footed 14

**Base Attack/Grapple:** +6/+18

**Attack:** Claw +13 melee (1d8 +8)

**Full Attack:** 2 Claw +13 melee (1d8 +8) & Bite +8 melee (2d6 +8)

**Space/Reach:** 10 feet/5 feet

**Special Attacks:** Improved Grab

**Special Qualities:** Low-light Vision, Scent, Sprint (9)

**Saves:** Fort +10, Ref +7, Will +3

**Abilities:** Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

**Skills:** Climb +8, Hide +5, Listen +3, Spot +3, Survival +13<sup>1</sup>, Swim +12

**Feats:** Improved Natural Attack (Bite & Claw), Cleave, Power Attack, Track Scent

**Challenge Rating:** 4

**Advancement:** 9–12 HD (Large)

<sup>1</sup> The brown bear gains a +2 bonus to Survival from its Track Scent feat and its Scent special quality. It may only use its Survival skill in its native habitats.

rear claws, sometimes reaching up to 5 inches long. Their fur is shaggy and can be brown, black, blond, cinnamon, or reddish. The fur is often silver-tipped. The Kodiak is the largest subspecies of brown bear.

**Length:** 6½–9¾ feet.

**Height:** 35–60 inches at the shoulder.

**Weight:** 220–2,200 pounds. Though males and females are about the same length (or height), males are up to twice the weight of females.

**Lifespan:** 25–50 years.

**Behavior:** Bears are typically solitary, though cubs may stay together for a while after leaving their mother. They have home ranges of 10–500 square miles depending on food scarcity. Several females may have ranges that overlap with a male's range. They are often active during the day but usually forage in the morning and evening. They typically spend daytime resting in dense cover. There they may excavate shallow depressions in which to rest, and in these, they make beds out of dry vegetation. Brown bears sleep in winter for 4–7 months in cold climates, usually starting October–December, and resuming activity in March–May. In warmer climates, they may remain active all year-round. Dens are usually excavated in sheltered slopes or under large stones or roots of trees and are lined with a bed of dry vegetation. Dens are sometimes used repeatedly year after year.

**Reproduction:** Females breed every 2–4 years and mating occurs May–July. Gestation is 210–255 days, and females give birth to 1–4 young (2–3 typically) who are weaned at 5 months. Females reach maturity at 5–6 years, males at 4–5.

**Diet:** The brown bear diet consists of mammals, fish, plants, insects, and carrion.

**Combat:** Brown bears are unpredictable. Although they will usually avoid contact with humans, they can be aggressive. Females with young are particularly aggressive. When



threatened, or if defending their territory, first they will try to intimidate an opponent. They frequently stand up on their back legs to increase their size and make themselves more impressive. Also, they will growl and display their teeth. If the threats are ignored, they will often attack. Bears have large, strong paws and long, non-retractable claws. A brown bear attacks mainly by tearing at opponents with its claws. A single blow from its muscular forearm can easily kill a cow. They also have a powerful bite. A 1,500-pound brown bear can exert 1,800 pounds of force per inch. By comparison, a human's bite exerts only 170 pounds of force per inch.

**Improved Grab (Ex):** To use this ability, a brown bear must hit with a Claw attack. It can then attempt to start a Grapple as a free action without provoking an Attack of Opportunity.

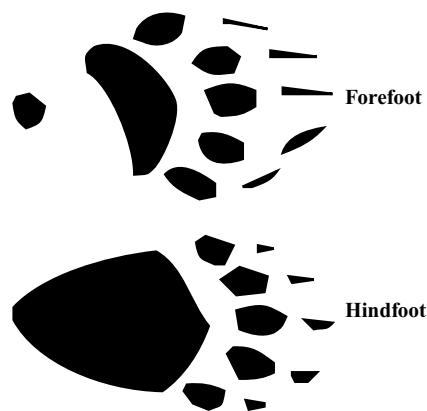
**Skills & Abilities:** The brown bear can run for short distances at a speed of 35 miles per hour. They swim well. They can climb but are not particularly skillful at climbing. Like other bears, their eyesight and hearing are not as keen as many other carnivores', but their sense of smell is excellent. They do have color vision. A brown bear has a +4 racial bonus on Swim checks and a +8 racial bonus to Survival checks.

**Treasure:** Adult Untrained: 80 gold pieces, Trained: 400 gold pieces, Young: 200 gold pieces, Pelt: 20 gold pieces, Trophy: 4 gold pieces, Teeth: 1 gold piece (set), Paws: 1 gold piece (each), Traditional Medicine: 1 gold piece. Brown bears are frequently killed out of fear or in sport hunting for trophies. In Asia, some of their body parts are used in traditional Chinese medicine.

**Food Value:** Meat is of fair quality and is similar to black bear, but gamier. The average carcass weighs 605 pounds



GRIZZLY BEAR



GRIZZLY BEAR TRACKS

and has meat worth 6 gold and 5 copper pieces.

**Hunting Tips:** Hunt using the glass-and-stalk method. Climb to an elevated spot, and approach from downwind. Baiting is also effective.

**Comments:** Brown bears once ranged throughout northern and central Europe, Asia, the Atlas mountains of Morocco and Algeria, and western North America as far south as Mexico. They have been extirpated throughout much of their original range. Today they are endangered in many regions but not in others.

### Grizzly Bears—The Ultimate Land Carnivore.

The grizzly bear likely holds the crown as the most powerful land carnivore. Unlike other large predators such as lions and tigers, who are strictly carnivores, grizzly bears also live off roots and tubers in addition to meat. To forage for these foods, they have to dig in hard soil. As a result, the grizzly has developed greater musculature power and bone density than other large predators (about 10 times relative to that of a human being). In California in the nineteenth century, fights were staged between lions and bears. The bears demonstrated the ability to quickly kill the lions, easily crushing their bones with swipes of their paws.

The grizzly would probably even outmatch and overpower its larger cousin, the polar bear. This is because the polar bear is adapted more for the aquatic lifestyle of its polar ice habitat. Its bones are accordingly more delicate, and its claws are less powerful.

## Honey Bear

### Medium Animal

**Latin Name:** *Helarctos malayanus*.

**Other Names:** Sun bear.

**Subspecies:** None.

**Climates:** Tropical.

**Habitats:** Forest, Farmland.

**Location:** Southeast Asia in Bangladesh, Laos, Cambodia, Vietnam, Thailand, Malaysia, Sumatra, Borneo, and Myanmar.

**Frequency:** Endangered (M), Uncommon (F).

**Organization:** Solitary, Pair, Family 2–5 (1).

**Description:** Honey bears are stocky and have dog-like body proportions. They are the smallest bear species. They have sleek, smooth fur with coloring varying from black to gray to rusty-colored. They have a yellow crescent-shaped breast mark, and a grayish or orange shortened muzzle. Their feet are large with strongly curved claws and naked soles. Their ears are rounded and short. They have small eyes but a long tongue that can be extended up to 10 inches to extract grubs and honey from holes and crevices.

**Length:** 4–5 feet.

**Tail:** 1–3 inches.

**Height:** 24–27 inches at the shoulder.

**Weight:** 60–140 pounds.

**Lifespan:** 25 years.

**Behavior:** Usually solitary, the honey bear is occasionally found in pairs. They spend most of their time in trees and build nests there from bent-over branches. They are nocturnal and do not hibernate.

**Reproduction:** Little is known about the honey bear's reproductive habits in the wild. Gestation is 3½ months, and they give birth to usually 2 cubs. They reach maturity at 3–5 years.

**Diet:** Honey bears eat grubs, ants, termites, and honey, along



HONEY BEAR

with small mammals, fruit, and shoots. They will scavenge from the kills of other large predators such as tiger-kills. In areas populated by humans, they will raid trash and attack domestic crops and livestock.

**Combat:** If caught by a larger predator, the honey bear can turn in its loose skin and bite its attacker. Their claws are long and sharp and make formidable weapons.

**Skills & Abilities:** Like other bears, their eyesight and hearing are not as keen as many other carnivores', but their sense of smell is excellent. They do have color vision. They are agile climbers and great swimmers. A honey bear has a +4 racial bonus on Swim checks and a +8 racial bonus to Climb and Survival checks.

**Treasure:** Adult Untrained: 80 gold pieces, Trained: 500 gold pieces, Young: 250 gold pieces, Pelt: 10 gold pieces, Trophy: 2 gold pieces, Teeth: 5 silver pieces (set), Paws: 5 silver pieces (each), Traditional Medicine: 10 gold pieces. The gall bladders and other body parts of sun bears are used in folk medical practices. They are also frequently sold as pets. They are also hunted for fur and trophies.

**Food Value:** Their meat is of good quality. Bear meat is stronger, darker, and coarser than other big game. The average carcass weighs 50 pounds and has meat worth 2 gold and 5 silver pieces.

**Hunting Tips:** Baiting is the most common method. See the American black bear description for more details of this technique.

**Comments:** Honey bears have demonstrated surprising intelligence. They are known to scatter seeds to attract birds, and then to kill and eat the birds.

HONEY BEAR
<b>Hit Dice:</b> 2d8+2 (11 hp)
<b>Initiative:</b> +3
<b>Speed:</b> 30 feet (6 squares), climb 20 feet
<b>Armor Class:</b> 15 (+3 Dex, +2 Nat, +0 Siz), touch 13, flat-footed 12
<b>Base Attack/Grapple:</b> +1/+1
<b>Attack:</b> Claw +1 melee (1d6 +0)
<b>Full Attack:</b> 2 Claw +1 melee (1d6 +0) & Bite -4 melee (1d6 +0)
<b>Space/Reach:</b> 5 feet/5 feet
<b>Special Attacks:</b> –
<b>Special Qualities:</b> Low-light Vision, Scent, Sprint (9)
<b>Saves:</b> Fort +4, Ref +6, Will +1
<b>Abilities:</b> Str 11, Dex 16, Con 13, Int 2, Wis 12, Cha 6
<b>Skills:</b> Climb +10, Hide +4, Listen +3, Spot +3, Swim +6, Survival +13 <sup>1</sup>
<b>Feats:</b> Improved Natural Attack (Claw), Track Scent
<b>Challenge Rating:</b> 1
<b>Advancement:</b> 3 HD (Medium)

<sup>1</sup> The honey bear gains a +2 bonus to Survival from its Track Scent feat and its Scent special quality. It may only use its Survival skill in its native habitats.



Forefoot



Hindfoot



4 inches

HONEY BEAR TRACKS

## Polar Bear

### Large Animal

**Latin Name:** *Ursus maritimus*.

**Subspecies:** None.

**Climates:** Polar, Subpolar.

**Habitats:** Tundra, Desert, Ice Flows, Permanent Ice, Coastal, Forest.

**Location:** Arctic, Northern Canada.

**Frequency:** Lower Risk (M), Uncommon (F).

**Organization:** Solitary, Family 2–5 (1).

**Description:** The polar bear is a large-sized bear with a relatively small head. They have a thick winter coat and a layer of fat protecting them against cold air and water. Their fur is white and provides camouflage in the snow.

**Length:** 6.6–11 feet.

**Tail:** 3¼–5 inches.

**Height:** Up to 5.3 feet at the shoulder.

**Weight:** Males: 660–1,760 pounds, Females: 330–660 pounds.

**Lifespan:** 25–30 years.

**Behavior:** Usually solitary, polar bears wander over areas up to 200,000 square miles. They spend summer on land but move on to the ice in winter. Males remain active year-round, but pregnant females sleep all winter in a den. Pregnant females excavate a maternity den, generally in drifted snow near the coast.

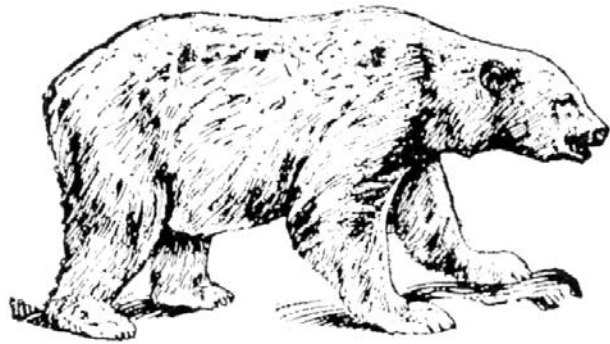
**Reproduction:** Mating occurs on the sea ice in April–May. Gestation lasts 6½ months, and they give birth to 1–4 young, 2 usually. Females reach maturity at 5–6 years, males at 10–11 years.

**Diet:** A polar bear's diet consists mainly of plant life, but they will readily eat meat, especially seals and fish. Above all, they will eat virtually any other animal they come across.

POLAR BEAR
<b>Hit Dice:</b> 7d8+28 (59 hp)
<b>Initiative:</b> +1
<b>Speed:</b> 35 feet (7 squares), swim 15 feet
<b>Armor Class:</b> 15 (+1 Dex, +5 Nat, -1 Siz), touch 10, flat-footed 14
<b>Base Attack/Grapple:</b> +5/+16
<b>Attack:</b> Claw +11 melee (1d8 +7)
<b>Full Attack:</b> 2 Claw +11 melee (1d8 +7) & Bite +6 melee (1d8 +7)
<b>Space/Reach:</b> 10 feet/5 feet
<b>Special Attacks:</b> Improved Grab
<b>Special Qualities:</b> Low-light Vision, Scent, Sprint (9)
<b>Saves:</b> Fort +9, Ref +6, Will +3
<b>Abilities:</b> Str 25, Dex 13, Con 19, Int 2, Wis 12, Cha 6
<b>Skills:</b> Climb +7, Hide +5 <sup>1</sup> , Listen +3, Spot +3, Swim +15, Survival +13 <sup>2</sup>
<b>Feats:</b> Improve Natural Weapons (Claw), Cleave, Power Attack, Track Scent
<b>Challenge Rating:</b> 4
<b>Advancement:</b> 9–10 HD (Large)

<sup>1</sup> The polar bear's white coat bestows a +8 racial bonus on Hide checks in snowy areas.

<sup>2</sup> The polar bear gains a +2 bonus to Survival from its Track Scent feat and its Scent special quality. It may only use its Survival skill in its native habitats.



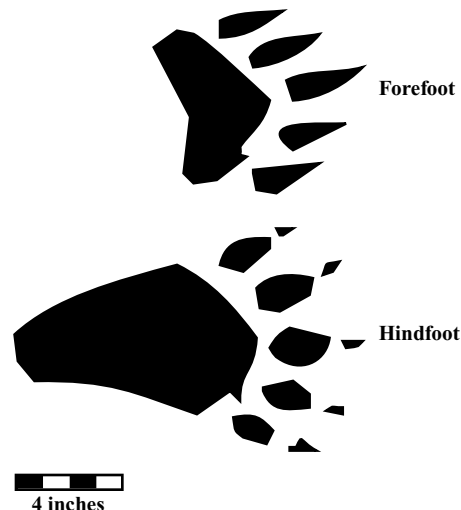
POLAR BEAR

**Combat:** Polar bears are aggressive animals and are potentially dangerous to humans, which they will readily hunt and eat. Polar bears have large, strong paws and long, non-retractable claws. A single blow can often kill another animal. The polar bear's two main hunting methods are stalking and still-hunting. When stalking, the bear will move slowly towards its prey (its coat providing camouflage), freezing when necessary. When it reaches within 50–100 feet of the prey, it will charge, reaching speeds up to 34 miles per hour. When still-hunting, it will wait motionless at a breathing hole in the ice and grab its prey when it surfaces. It frequently kills its prey by biting its head.

In the water, polar bears sometimes dive beneath the surface and come up beneath prey such as seabirds and seals (and scuba divers if available!).

**Improved Grab (Ex):** To use this ability, a polar bear must hit with a Claw attack. It can then attempt to start a Grapple as a free action without provoking an Attack of Opportunity.

**Skills & Abilities:** The polar bear can smell a seal on the ice 20 miles away and can even find a seal's air hole in the ice up to one mile away. They are excellent swimmers. Their large paws are effective as paddles, and air retained in their fur provides buoyancy in the water. If necessary, the polar bear can swim steadily for many hours, at up to 6 miles per hour, to get from one piece of ice to another. They can hold their breath under water for 2 minutes. Bears may travel more than 43 miles a day. They can reach speeds of 34 miles per hour



POLAR BEAR TRACKS

## The Tale of Audun of the West Fjords

Once there was a man named Audun whose family came from the west fjords of Iceland. Audun wanted to sail abroad but was too poor to pay for his passage. So he went to work for a rich farmer named Thorstein who promised to give him provisions and passage abroad in exchange for his labor.

One summer, after Audun had worked a while on Thorstein's farm, he set sail on a ship captained by Thorir, who had wintered with Thorstein the year before. Their journey went well, and Audun spent the following winter at Thorir's farm in Norway.

The next summer, they traveled to Greenland and spent the winter there. While Audun was in Greenland, he bought a bear. This was a great treasure, and he had to trade everything he owned to purchase it. The following summer, Audun and Thorir sailed back to Norway with the bear. Audun planned to travel south to Denmark to meet king Svein and present him with the bear as a gift. Audun and Thorir had a good trip and landed safely in the south of Norway. Here Audun left the ship. Leading the bear behind him, he found himself a room to rent.

King Harald of Norway was staying nearby and soon heard of the bear, a great treasure owned by an Icelander. The king immediately summoned Audun to his court. When Audun appeared before him, King Harald asked, "Will you sell me your bear for the same price you paid for it?"

Audun answered, "I do not want to do that, my Lord."

"Then would you sell it to be for twice what you paid for it?" asked the king.

Again Audun refused, so the king asked, "Will you give it to me, then?"

Again Audun refused.

The king demanded, "What will you do with it, then?"

"I intend to go to Denmark and give it to King Svein," answered Audun.

King Harald was angered at Audun's reply, for there was great enmity between Norway and Denmark. "Do you reckon your luck so great that you can succeed in taking your treasure through lands where others cannot travel safely?" King Harald asked him. Nevertheless, despite his anger, King Harald refrained from stopping Audun because he feared doing so would antagonize King Svein.

"Go, do as you please," King Harald told Audun. "It may well be that you are a fortunate man. But come to see me when you return, and tell me how King Svein has rewarded you for the bear."

"I promise to do that," Audun replied.

Audun traveled south to Vik and from there crossed to Denmark. By the time he reached Denmark, all his money was spent, and he was forced to beg for food, both for himself and for the bear.

In Denmark he met a man named Aki, who was King Svein's steward. Aki agreed to provide Audun with the provisions he needed to reach King Svein's court in exchange for a half share in the bear.

"You should consider the fact that the bear will die if you do not have the money to buy food for it," he told Audun, "and then you will have no bear at all."

Seeing no alternative to the steward's offer, Audun reluctantly agreed to the proposal.

Audun and Aki, the king of Denmark's steward, then traveled together to King Svein's court. When they arrived, King Svein asked Audun to tell him his story. Audun then told of his journey from Greenland to Denmark and of his meeting with King Harald. "I wanted to give you this bear," Audun told king Svein. "I gave everything I owned for it, but I have made a blunder and now own only half the bear."

Audun then told the king of his deal with Aki, and when he heard this, the king was angry with his servant.

"Did you think it appropriate to hinder a man from bringing me a great present—for which he has given all his possessions—when I have already made you a powerful man? Even King Harald gave him safe passage, and he is my enemy."

King Svein then banished Aki from his kingdom and invited Audun to remain with him at his court for a while.

After some time had passed, the king invited Audun to stay permanently at his court and be his cupbearer, a high honor. Audun thanked the king for his offer but told him that he had decided to return to Iceland.

"I can't live with the fact that while I am held in honor here, my mother lives in poverty," he told the king. "I need to return to Iceland to make proper provisions for my family."

The king replied, "A noble sentiment, and I believe you will turn out to be a fortunate man. Now stay with me here while I have a ship prepared for you."

And so Audun stayed with the king until late the following spring. Then one day King Svein and Audun walked down to the docks, where a beautiful ship was being readied for sail.

"How do you like this ship?" the king asked Audun.

"I like it well, my Lord," answered Audun.

"I am giving you this ship in repayment for the bear," the king said.

Audun was very grateful and thanked him as best he could.

Later King Svein said to Audun, "Suppose your ship is wrecked on the journey to Iceland. You will then have nothing to show that you met King Svein and gave him a great treasure." He then gave Audun a pouch full of silver so he would not be penniless if he were shipwrecked.

"It's still a possibility that you might also lose the silver in a shipwreck," the king continued, "and then it would have done you little good to have met King Svein and to have given him a treasure."

Then King Svein took his gold armband off and handed it to Audun, saying, "Even if you lose everything else, wear this armband, and you will not be penniless when you make it to the shore. You will still have evidence that you met with King Svein."

"Do not give this armband away," the king advised Audun, "unless it be to a noble man who has done you a great favor. Now, farewell!"

Audun then set sail from Denmark, but before returning to Iceland, he went to Norway to meet with King Harald and keep the promise he had made to him earlier.

King Harald greeted Audun warmly and asked him, "How did King Svein reward you for the bear?"

Audun replied, "By accepting the gift from me."

"I would have done that! What else did he give you for it?" King Harald asked.

"He offered to make me his cupbearer and to bestow high honors on me," Audun replied.

"A nice gesture," said the king. "Did he give you nothing more?"

Audun replied, "He gave me a ship filled with valuable trading goods."

"A gracious gesture," said the king, "but I would have rewarded you likewise. Did he give you nothing else?"

Audun replied, "A leather pouch filled with silver so I would not be penniless even if I were shipwrecked off the coast of Iceland."

"A splendid gesture," the king said, "I would not have done that. I would have considered the ship payment enough. Did he give you anything else?"

"He also gave me his armband," Audun replied, "so that even if I lost all the silver, I would not be left penniless. He told me not to part with it unless it be to a noble man to whom I owe a great favor," Audun continued, "and now I have found that man, for you had the power to take my bear and my life, yet you granted me safe passage."

The king warmly accepted the gold armband from Audun and in return gave him many fine gifts.

Audun then returned to Iceland where he was considered an exceedingly fortunate man.

*This story is from The Sagas of the Icelanders, written between 1000 to 1500 AD.*



for a short burst, and 25 miles per hour for a more extended period. Polar bears are able to climb trees, though they are not particularly skilled at it. Like other bears, their eyesight and hearing are not as keen as many other carnivores', but their sense of smell is excellent. They do have color vision.

A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. It has a +8 racial bonus to Survival checks.

**Treasure:** Adult Untrained: 80 gold pieces, Trained: 400 gold pieces, Young: 200 gold pieces, Pelt: 40 gold pieces, Trophy: 4 gold pieces, Teeth: 1 gold piece (set), Paws: 1 gold piece (each). Historically, polar bears have been hunted by natives for fur and meat. Commercial and sport hunting of polar bears increased in the 1900s as the price of pelts reached as much as \$3,000. They are hunted today largely for trophies.

**Food Value:** Polar bear meat is of fair quality. The meat is eaten regularly by Eskimos and is similar to that of brown bears. Grilled polar bear meat looks like burnt steak but tastes of fish. Their liver is poisonous due to its high Vitamin A concentration. The average carcass weighs 522½ pounds and has meat worth 5 gold, 2 silver, and 2 copper pieces.

**Hunting Tips:** Hunting typically requires a week or more on ice pack living in igloo or tent. Each day, travel by dog sled to edge of ice pack and find a high vantage. Use field glasses to locate a bear, and then get close enough to shoot. A hunter may also be able to track them on fresh snow.

**Comments:** Polar bears can breed with brown bears, and their offspring will be fertile. This suggests that the two species diverged fairly recently. The polar bear's Latin name, *Ursus maritimus*, means 'sea bear.'

## Sloth Bear

### Medium Animal

**Latin Name:** *Melursus ursinus*.

**Subspecies:** 2.

**Climates:** Tropical, Subtropical, Temperate.

**Habitats:** Forest, Grassland, Farmland.

**Location:** Sloth bears live in the forested and grassland regions of India, Sri Lanka, Bangladesh, Nepal, and Bhutan.

**Frequency:** Endangered (M), Uncommon (F).

**Organization:** Solitary, Family 2–5, Group 5–7 (1).

**Description:** The sloth bear is a small-to-medium-sized bear with a stocky body; short, powerful limbs; and long, non-retractable foreclaws which reach 3 inches long. Its fur is long and rough, and varies from black to brown or reddish. Its muzzle is lighter and sometimes white, and it has a white mark on its chest that looks like a Y, an O, or a U.

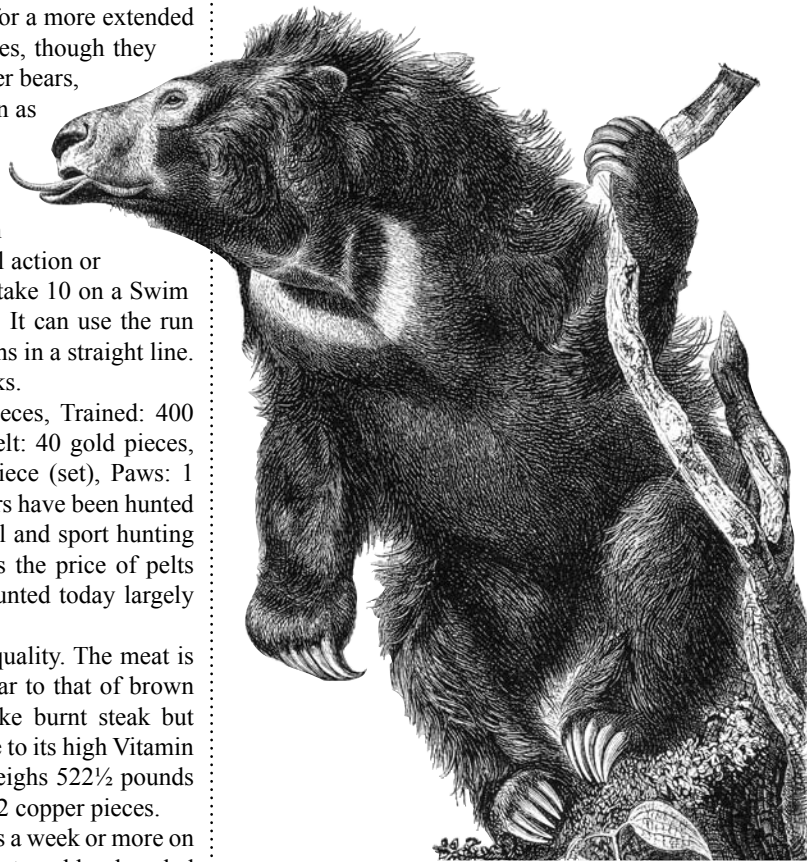
**Length:** 4½–6 feet.

**Tail:** 2¾–4¾ inches.

**Weight:** 120–420 pounds.

**Lifespan:** 25 years.

**Behavior:** Sloth bears are usually solitary but are occasionally found in groups of 5–7. They are mainly nocturnal and sleep



SLOTH BEAR

by day in their den. They are excellent climbers, but do not climb trees to escape danger. They are known to hang upside down in trees, hence their name. Females build a den in the ground by digging, or in a natural hollow usually near a river.

**Reproduction:** Mating season is June–July. Gestation lasts 6 months, and females usually give birth to 2 cubs in November–January. Cubs stay in the den for 2–3 months and ride on their mother's back for 6 months. They reach maturity at about 2 years.

**Diet:** Sloth bears eat ants, termites, and fruit. Sloth bears will raid crop fields such as maize.

**Combat:** Sloth bears have a reputation for being unpredictable and aggressive toward humans. They will usually try to avoid humans, but surprise encounters can lead to attacks. Like other bears, sloth bears stand up on their back legs when threatened. Their main weapon is their long claws. They do not retreat to trees if threatened.

**Improved Grab (Ex):** To use this ability, a sloth bear must hit with a Claw attack. It can then attempt to start a Grapple as a free action without provoking an Attack of Opportunity. Sloth bears can use this ability against Medium Size or smaller opponents.

**Skills & Abilities:** Their sense of smell is well-developed, but their sight and hearing are poor. They do have color vision. The sloth bear is especially adapted for a diet of ants and termites. When eating ants and termites, it will close its nostrils, put its mouth to an opening, and suck the insects up. This makes a sucking noise which can be heard up to 300 feet away. They are agile climbers and great swimmers. A

<b>SLOTH BEAR</b>
<b>Hit Dice:</b> 2d8+6 (15 hp)
<b>Initiative:</b> +2
<b>Speed:</b> 30 feet (6 squares), climb 20 feet
<b>Armor Class:</b> 14 (+2 Dex, +2 Nat, +0 Siz), touch 12, flat-footed 12
<b>Base Attack/Grapple:</b> +1/+4
<b>Attack:</b> Claw +4 melee (1d6 +3)
<b>Full Attack:</b> 2 Claw +4 melee (1d6 +3) & Bite -1 melee (1d6 +3)
<b>Space/Reach:</b> 5 feet/5 feet
<b>Special Attacks:</b> Improved Grab
<b>Special Qualities:</b> Low-light Vision, Scent, Sprint (9)
<b>Saves:</b> Fort +6, Ref +5, Will +1
<b>Abilities:</b> Str 16, Dex 15, Con 16, Int 2, Wis 12, Cha 6
<b>Skills:</b> Climb +12, Hide +6, Listen +3, Spot +3, Swim +7, Survival +13 <sup>1</sup>
<b>Feats:</b> Improved Natural Attack (Claw), Track Scent
<b>Challenge Rating:</b> 1
<b>Advancement:</b> 3–4 HD (Medium)
<sup>1</sup> The sloth bear gains a +2 bonus to Survival from its Track Scent feat and its Scent special quality. It may only use its Survival skill in its native habitats.

sloth bear has a +4 racial bonus on Swim checks and a +8 racial bonus to Climb and Survival checks.

**Treasure:** Adult Untrained: 150 gold pieces, Trained: 600 gold pieces, Young: 300 gold pieces, Pelt: 10 gold pieces, Trophy: 2 gold pieces, Teeth: 5 silver pieces (set), Paws: 5 silver pieces (each), Traditional Medicines: 1 gold piece. Bears are often hunted for trophies. Sloth bears are hunted for body parts that are used in traditional medicine. Sloth bear cubs were valued for training and performance purposes. They were the original dancing bear which the Qualanders, a nomadic group that roamed India, used to entertain crowds with dancing and performances.

**Food Value:** Meat is of good quality. It has a stronger taste and is darker and coarser than the meat of other big game. The average carcass weighs 135 pounds and has meat worth 6 gold, 7 silver, and 5 copper pieces.

**Hunting Tips:** Hunt using the glass-and-stalk method. Climb to elevated spot. Sloth bears have poor hearing and eyesight, but their sense of smell is well-developed, so approach from downwind.

**Comments:** Sloth bears are possibly the most dangerous wild animals to humans in Central India. One study found that between April 1989 and March 1994, there were 735 victims of sloth bear assaults, and 48 were fatal.

### Spectacled Bear

#### Medium Animal

**Latin Name:** *Tremarctos ornatus*.

**Subspecies:** None.

**Climates:** Tropical.

**Habitats:** Forest, Mountain, Scrub, Farmland, Grassland.

**Location:** Spectacled bears live in western South America along the slopes of the Andes mountains from Venezuela to Peru. They seem to prefer dense, humid forests between 6,000 and 8,000 feet.



SPECTACLED BEAR

**Frequency:** Vulnerable (M), Uncommon (F).

**Organization:** Solitary, Pair, Family 2–3 (1).

**Description:** Spectacled bears are usually black and occasionally red-brown. The face is usually lighter-colored, and they have creamy white eye markings sometimes circling the eyes.

**Length:** 5–6½ feet.

**Tail:** 2¾–4¾ inches.

**Height:** 27½ inches at the shoulder.

**Weight:** 310–390 pounds.

**Lifespan:** 25 years.

**Behavior:** Usually solitary, spectacled bears spend much of their time in trees, where they will make platforms from bent branches. In mating season from April–June, the male and female will stay together for 1–2 weeks. The male plays no part in the rearing of the cubs, and may kill them if he encounters them. Spectacled bears are primarily nocturnal and crepuscular (active at dawn and dusk). They do not hibernate.

**Reproduction:** Mating occurs from April–June, and the litters are born between November–February. Gestation is 9 months, and they give birth to usually 2 cubs weighing only 12 ounces at birth. A cub's eyes open at 42 days, and they will start leaving the den at 3 months. They stay with the mother for about 2 years.

**Diet:** The spectacled bear diet consists mainly of plants and fruit. They do eat insects, birds, small mammals, and carrion. They will also occasionally attack livestock, and may raid crops such as maize. Spectacled bears have very strong jaws and can eat foods other animals cannot, such as tree bark.

**Combat:** The spectacled bear's Awesome Bite feat adds an additional +1 damage to its Bite attack.

**Skills & Abilities:** Like other bears, their eyesight and hearing are not as keen as many other carnivores', but their sense of smell is excellent. They do have color vision. They are agile climbers and great swimmers. A spectacled bear has a +4 racial bonus on Swim checks and a +8 racial bonus to Climb and Survival checks.

**Treasure:** Adult Untrained: 80 gold pieces, Trained: 400 gold pieces, Young: 200 gold pieces, Pelt: 10 gold pieces, Trophy: 2 gold pieces, Teeth: 5 silver pieces (set), Paws: 5 silver pieces (each), Traditional Medicine: 10 gold pieces. Spectacled bears are valued for their meat, fur, fat, grease, and bile. The fat is said to cure rheumatism and arthritis. Their bile is also used in traditional medicines and is

<b>SPECTACLED BEAR</b>
<b>Hit Dice:</b> 2d8+4 (13 hp)
<b>Initiative:</b> +2
<b>Speed:</b> 30 feet (6 squares), climb 10 feet
<b>Armor Class:</b> 14 (+2 Dex, +2 Nat, +0 Siz), touch 12, flat-footed 12
<b>Base Attack/Grapple:</b> +1/+4
<b>Attack:</b> Claw +4 melee (1d6 +3)
<b>Full Attack:</b> 2 Claw +4 melee (1d6 +3) & Bite -1 melee (1d6 +4)
<b>Space/Reach:</b> 5 feet/5 feet
<b>Special Attacks:</b> –
<b>Special Qualities:</b> Low-light Vision, Scent, Sprint (9)
<b>Saves:</b> Fort +5, Ref +5, Will +1
<b>Abilities:</b> Str 16, Dex 15, Con 15, Int 2, Wis 12, Cha 6
<b>Skills:</b> Climb +13, Hide +5, Listen +3, Spot +3, Swim +7, Survival +13 <sup>1</sup>
<b>Feats:</b> Awesome Bite (+1), Improved Natural Attack (Claw), Track Scent
<b>Challenge Rating:</b> 1
<b>Advancement:</b> 3–4 HD (Medium)
<sup>1</sup> The spectacled bear gains a +2 bonus to Survival from its Track Scent feat and its Scent special quality. It may only use its Survival skill in its native habitats.

extracted from the bear's gall bladder.

**Food Value:** Their meat is of good quality and is especially liked in northern Peru. It is stronger-flavored, darker, and coarser than the meat of other big game. The average carcass weighs 175 pounds and has meat worth 8 gold, 7 silver, and 5 copper pieces.

**Hunting Tips:** Baiting is the most common method. See the description of the American black bear for more details.

**Comments:** The spectacled bear is the largest carnivore found in South America. The species is a direct descendant of *Arctodus simus*, the bulldog bear, the largest predator in the Americas during the last Ice Age.

## New and Updated Skills, Feats, and Special Abilities

### [1] Skills

#### Survival (Wis) (Animal Enhanced Skill)

The Survival skill allows an animal to keep itself fed and safe in its native habitat.

**Check:** All animals are usually able to keep themselves fed and safe in the habitats in which they typically reside and have a +8 native bonus for Survival checks within their native environment. Animals will need to make a Survival check during periods of severe weather or food scarcity. An animal cannot survive in a non-native habitat, but it can survive in a native habitat that has a climate one step warmer or colder than its native climate, but with a penalty to its Survival rolls. If an animal historically lived in a particular climate or habitat but does not do so today, it can still survive in that habitat or climate at no penalty.

The table below gives the DCs for various tasks that require Survival checks.

Table: Survival Checks	
Survival DC	Task
5	Can survive in its native habitat during a period of food abundance, e.g., springtime, when prey is plentiful. Moves up to three-quarters of its overland speed while hunting and foraging. The animal can provide food and water for one other individual for every 2 points by which its check result exceeds 5.
10	Can survive in its native habitat during a period of typical abundance, e.g., summer or winter. Moves up to one-half its overland speed while hunting and foraging. It can provide food and water for one other animal for every 2 points by which its check result exceeds 10.
15	Can gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half its overland speed, or gain a +4 bonus if it remains stationary. The animal can grant the same bonus to one other animal for every 1 point by which its Survival check result exceeds 15.
15	Can survive during a period of food scarcity, e.g., a typical winter. Moves up to one-quarter its overland speed while hunting and foraging. It can provide food and water for one other animal for every 2 points by which its check result exceeds 15.
20	Can survive during a period of extreme food scarcity, e.g., a severe winter. Moves up to one-quarter its overland speed while hunting and foraging. It can provide food and water for one other animal for every 2 points by which its check result exceeds 20.
-5	Climate is one step warmer or colder than its native habitat; e.g., an animal that lives in a Temperate region takes a -5 penalty to Survival rolls in a Subtropical or Subpolar climate.

The Survival Skill is also used with the Track Scent feat to sniff out scent trails and follow them over large distances over challenging terrain or obstacles (see Track Scent feat

for details).

**Action:** Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

**Try Again:** Varies. For getting along in its native habitat or for gaining the Fortitude save bonus noted in the table above, the animal makes a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or to avoid natural hazards, the animal must make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed.

**Synergy:** Animals with the Alertness, Scent, and Track Scent special abilities and feats gain a +2 bonus on Survival rolls. These bonuses are cumulative for animals that have more than one of these qualities.

### [2] Feats

#### Track Scent (New Feat) (Monster Specific)

Animals that possess the Track Scent feat are able to follow the scent trail of other animals over long distances.

**Prerequisite:** Scent, Survival

**Benefit:** Animals with this feat can locate a scent trail, determine its direction, and follow the scent trail over large distances to track down the animal that left the trail. To find a scent trail or to follow them for 1 mile requires a successful Survival check. The animal must make another Survival check after each mile or every time the tracks become difficult to follow.

The animal moves at half its normal speed (or at its normal speed with a -5 penalty on the check, or at up to twice its normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given in the table below:

Surface	Survival DC	Surface	Survival DC
Firm ground (dirt, rock, grass)	5	Shifting ground	15
Broken ground (Desert)	10	Wet ground	20

**Firm Ground:** Any surface that is firm, unbroken, relatively dry, and doesn't shift. This includes typical dirt, rock, grass, and solid ice.

**Broken Ground:** Any surface that is frequently broken by pits, ravines, boulders, small streams, and the like that the pursued prey is likely to have leapt over or waded through.



**Shifting Ground:** Any surface where the surface can be easily disturbed by wind and weather. This includes sand and snow. Land that is in reach of ocean spray (but which does not actually get covered by water) is also considered to be shifting ground.

**Wet Ground:** Any surface that is interspersed with pools and puddles that break up any scent trail. This includes wetlands and bogs.

Several modifiers may apply to the Survival check, as given on the table below.

Condition	Survival DC Modifier
Every 3 animals in the group being tracked	-1
Size of animal or animals being tracked: <sup>1</sup>	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Prey has a particularly pungent odor	-10
Every 72 hours since the trail was made.	+1
Dry climate	+2
Humid climate	-2
Light rain <sup>2</sup>	-5
Every hour of heavy rain since the trail was made	+1
Windy	+5
Long grass, undergrowth, or brush	-5
Subpolar Climate <sup>3</sup>	+5
Polar Climate <sup>3</sup>	+10
Every ½ inch of fresh snow cover since the trail was made	+10
Tracked party attempts to hide trail (and moves at half speed)	+5

<sup>1</sup> For a group of mixed sizes, apply only the modifier for the largest Size category.

<sup>2</sup> Light rain helps to concentrate the scent at ground level.

<sup>3</sup> An animal's ability to detect scent decreases with cooler temperatures.

If the animal fails a Survival check, it can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

**Normal:** Animals with the Scent special ability but without the Track Scent feat can locate and sniff out other animals from their smell alone over a short distance. They can also catch the scent of another animal and determine the direction the scent is coming from over a large distance. However, they cannot follow a scent trail over any significant distance (distances of over 20–100 feet are considered significant), nor can they tell the direction in which a scent trail is running.

*Note:* The DC's given here are for wild animals tracking

prey, not for trained animals such as police dogs. Wild animals are likely to give up on an old or weak scent trail, while trained animals can be much more persistent. In fact, police dogs can still track a scent trail after 365 days.

### [3] Special Abilities

#### Scent (Animal Enhanced Special Ability)

This special quality allows an animal to detect approaching enemies and to sniff out hidden foes. Animals with the Scent ability can identify familiar odors just as humans do familiar sights.

The animal can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents such as smoke or rotting garbage can be detected at twice the ranges noted above. Overpowering scents such as skunk musk or troglodyte stench can be detected at triple normal range. Certain animals can detect scents over greater distances.

When an animal detects a scent, the exact location of the source is not revealed, only its presence somewhere within range. The animal can take a move action to note the direction of the scent.

Whenever the animal comes within 5 feet of the source, the animal pinpoints the source's location.

An animal with the Scent ability can follow a scent trail for a short distance. However, it cannot determine the direction in which a scent trail runs and may only follow a trail for 20–100 feet (dependent on conditions). To reliably follow a scent trail, the animal needs the Track Scent feat.

#### Sprint (New Special Ability)

Animals with this ability can move once per hour at multiple times their normal speed when running or making a Charge attack. The number of times their normal speed they can move is provided by the number in brackets. For instance, an animal with Sprint (8) can move at 8 times its normal speed. Unless otherwise noted, a Sprint can be maintained for 5 rounds (30 seconds), after which the animal must drop down to normal charge speed.

## Animals Ranked by Challenge Rating

Black Footed Cat.....	1/8	Indian Cobra.....	1/2	Wobbegong Shark.....	2
Black Piranha.....	1/8	Krait.....	1/2	American Crocodile.....	3
Black Rat.....	1/8	Mandrill Baboon.....	1/2	Bali Tiger.....	3
Brown Rat.....	1/8	Maned Wolf.....	1/2	Black Caiman.....	3
African Golden Cat.....	1/4	Mojave Rattlesnake.....	1/2	Blue Shark.....	3
American Buzzard.....	1/4	Ocelot.....	1/2	Bronze Whaler Shark.....	3
Black Vulture.....	1/4	Olive Baboon.....	1/2	Bull Shark.....	3
Bobcat.....	1/4	Serval.....	1/2	Caspian Tiger.....	3
Common Adder.....	1/4	Schneider's Dwarf Caiman.....	1/2	Dusky Shark.....	3
Eyelash Pit Viper.....	1/4	Tasmanian Devil.....	1/2	False Killer Whale.....	3
Gila Monster.....	1/4	Tropical Rattlesnake.....	1/2	Galapagos Shark.....	3
Green Pit Viper.....	1/4	Yellow Baboon.....	1/2	Giant Python.....	3
Habu Pit Viper.....	1/4	Australian Tiger Snake.....	1	Great Hammerhead Shark.....	3
Long-Nosed Viper.....	1/4	Black Mamba.....	1	Indochinese Tiger.....	3
McMahon's Viper.....	1/4	Boa Constrictor.....	1	Javan Tiger.....	3
Mole Viper.....	1/4	Brown Hyena.....	1	Lemon Shark.....	3
Orsini's Viper.....	1/4	Chacma Baboon.....	1	Nile Crocodile.....	3
Pallas' Viper.....	1/4	Cheetah.....	1	Nurse Shark.....	3
Peregrine Falcon.....	1/4	Cougar.....	1	Oceanic Whitetip Shark.....	3
Sea Krait.....	1/4	Death Adder.....	1	Orinoco Crocodile.....	3
Wild Cat.....	1/4	Egyptian Cobra.....	1	Porbeagle.....	3
Aardwolf.....	1/3	Eurasian Lynx.....	1	Saltwater Crocodile.....	3
African White-backed Vulture.....	1/3	Gray Wolf.....	1	Sand Tiger Shark.....	3
American Copperhead.....	1/3	Great Barracuda.....	1	Shortfin Mako Shark.....	3
Black-Backed Jackal.....	1/3	Green Mamba.....	1	Silky Shark.....	3
Boomslang.....	1/3	Green Moray Eel.....	1	Silvertip Shark.....	3
Coral Snake.....	1/3	Johnston's Crocodile.....	1	South China Tiger.....	3
Cottonmouth.....	1/3	Levant Viper.....	1	Spinner Shark.....	3
Coyote.....	1/3	Medium Crocodilian.....	1	Sumatran Tiger.....	3
E. Diamondback Rattlesnake.....	1/3	Palestinian Viper.....	1	Thresher Shark.....	3
Golden Jackal.....	1/3	Philippine Crocodile.....	1	Walrus.....	3
Horned Desert Viper.....	1/3	Puff Adder.....	1	Bengal Tiger.....	4
Jumping Viper.....	1/3	Red Wolf.....	1	Brown Bears.....	4
Malaysian Pit Viper.....	1/3	Russell's Viper.....	1	Giant Anaconda.....	4
Rhinoceros Viper.....	1/3	Saw-scaled Viper.....	1	Giant Octopus.....	4
Rüppel's Griffon Vulture.....	1/3	Sloth Bear.....	1	Giant Ripper Lizard.....	4
Sahara Sand Viper.....	1/3	Spectacled Bear.....	1	Greenland Shark.....	4
Side-Striped Jackal.....	1/3	Spotted Hyena.....	1	La Bête.....	4
Temple Viper.....	1/3	Striped Hyena.....	1	Liger.....	4
W. Diamondback Rattlesnake.....	1/3	Sun Bear (Honey Bear).....	1	Lion.....	4
Yellow-Bellied Sea Snake.....	1/3	Taipan.....	1	Long Finned Pilot Whale.....	4
African Dwarf Crocodile.....	1/2	Thylacine.....	1	Nandi Bear.....	4
African Wild Dog.....	1/2	Wolverine.....	1	Polar Bear.....	4
Alligator Snapping Turtle.....	1/2	Yacare Caiman.....	1	Short Finned Pilot Whale.....	4
Andean Condor.....	1/2	African Slender-snouted Caiman.....	2	Siberian Tiger.....	4
Australian Copperhead.....	1/2	American Alligator.....	2	Tiger Shark.....	4
Bald Eagle.....	1/2	American Black Bear.....	2	Sea Serpent.....	5
Bonobo.....	1/2	Anaconda.....	2	White Shark.....	5
Broad-snouted Caiman.....	1/2	Asiatic Black Bear.....	2	Giant Squid.....	6
Burmese Python.....	1/2	Blacktip Reef Shark.....	2	Killer Whale.....	6
Bushmaster.....	1/2	Blacktip Shark.....	2	Leviathan.....	6
Californian Condor.....	1/2	Broadnose Sevengill Shark.....	2	Colossal Octopus.....	7
Canadian Lynx.....	1/2	Caribbean Reef Shark.....	2	Sperm Whale.....	7
Caracal.....	1/2	Clouded Leopard.....	2	Great Whale.....	9
Chimpanzee.....	1/2	Cuban Crocodile.....	2	Kraken.....	9
Chinese Alligator.....	1/2	False Gharial.....	2		
Common Caiman.....	1/2	Gharial.....	2		
Cuvier's Dwarf Caiman.....	1/2	Goliath Grouper.....	2		
Dhole.....	1/2	Grey Reef Shark.....	2		
Dwarf Crocodilian.....	1/2	Jaguar.....	2		
Dingo.....	1/2	Juvenile Shark.....	2		
Eurasian Badger.....	1/2	King Cobra.....	2		
Fer-De-Lance.....	1/2	Komodo Dragon.....	2		
Fossa.....	1/2	Leopard.....	2		
Gaboon Viper.....	1/2	Leopard Seal.....	2		
Golden Eagle.....	1/2	Morelet's Crocodile.....	2		
Guinea Baboon.....	1/2	Mugger.....	2		
Hamadryas Baboon.....	1/2	New Guinea Crocodile.....	2		
Iberian Lynx.....	1/2	Reticulated Python.....	2		
		Sandbar Shark.....	2		
		Siamese Crocodile.....	2		
		Snow Leopard.....	2		
		Steller's Sea Lion.....	2		
		Thunderbird.....	2		

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