Great Bear
Huge beast, neutral

**Armor Class** 13 (natural armor)

**Hit Points** 126 (12d12 + 48)

**Speed** 40 ft., climb 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>22 (+6)</td>
<td>10 (+0)</td>
<td>18 (+4)</td>
<td>2 (-4)</td>
<td>14 (+2)</td>
<td>10 (+0)</td>
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</tbody>
</table>

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** -

**Challenge** 5 (1,800 XP)

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

**Magic Resistance.** The great bear has advantage on saving throws against spells and other magical effects.

**Actions**

**Multiattack.** The great bear makes two attacks: one with its bite and one with its claws.

**Bite.** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

**Claws.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.