

Great Bear

Huge beast, neutral

Armor Class 13 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	2 (-4)	14 (+2)	10 (+0)

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.