

Giant Teddy Bear

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive perception 10

Languages understands all languages, but can't speak

Challenge 10 (5,900 XP)

Critical Hit Immunity. Critical hits become normal hits against the bear.

Magic Weapons. The bear's weapon attacks count as magical.

Actions

Multiattack. The bear makes one bite and one slam attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 25 (3d10 + 6) piercing damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the bear cannot slam another target.

Bear Hug. The bear attempts to crush a creature it is grappling against its body. The creature must make a DC 18 Strength saving throw. On a failed save the creature takes 33 (6d10) bludgeoning damage and the bear makes a bite attack against the target.