

ROTTING GRIZZLY

Large • Undead • Neutral Evil

Armor Class 12

Initiative +0 (10)

Hit Points 95 (10d10 + 40)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	2 (-4)	9 (-1)	5 (-3)

Saving Throws Con +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages -

CR 4 (XP 1,100; PB +2)



Disease Host. The grizzly is immune to diseases but can act as a host for them. When the grizzly is reduced to 0 hit points (regardless of whether this kills the grizzly or not), *Constitution Saving Throw*: DC 14, each creature in a 5-foot emanation.

Failure: The target rolls a d3 to determine the disease it contracts: 1 - *cackle fever*, 2 - *sewer plague*, or 3 - *sight rot*.

Undead Fortitude. If damage reduces the grizzly to 0 hit points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is radiant or from a critical hit. On a successful save, the grizzly drops to 1 hit point instead.

Unusual Nature. The grizzly doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The grizzly makes one Bite attack and one Claws attack.

ROTTING GRIZZLY — WEAKER

Armor Class 11

Initiative +0 (10)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	9 (-1)	5 (-3)

Saving Throws Con +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages -

CR 1 (XP 200; PB +2)



Disease Host. The grizzly is immune to diseases but can act as a host for them. When the grizzly is reduced to 0 hit points (regardless of whether this kills the grizzly or not), *Constitution Saving Throw*: DC 13, each creature in a 5-foot emanation. *Failure*: The target rolls a d3 to determine the disease it contracts: 1 - *cackle fever*, 2 - *sewer plague*, or 3 - *sight rot*.

Undead Fortitude. If damage reduces the grizzly to 0 hit points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is radiant or from a critical hit. On a successful save, the grizzly drops to 1 hit point instead.

Unusual Nature. The grizzly doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The grizzly makes one Bite attack and one Claws attack.

ROTTING GRIZZLY — STRONGER

Armor Class 13

Hit Points 147 (14d10 + 70)

Speed 40 ft., climb 30 ft.

Initiative +0 (10)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	2 (-4)	9 (-1)	5 (-3)

Saving Throws Con +8

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages -

CR 7 (XP 2,900; PB +3)



Disease Host. The grizzly is immune to diseases but can act as a host for them. When the grizzly is reduced to 0 hit points (regardless of whether this kills the grizzly or not), *Constitution Saving Throw*: DC 16, each creature in a 5-foot emanation. *Failure*: The target rolls a d3 to determine the disease it contracts: 1 - *cackle fever*, 2 - *sewer plague*, or 3 - *sight rot*.

Undead Fortitude. If damage reduces the grizzly to 0 hit points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is radiant or from a critical hit. On a successful save, the grizzly drops to 1 hit point instead.

Unusual Nature. The grizzly doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The grizzly makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack*: +5, reach 5 ft. *Hit*: 7 (1d8 + 3) piercing damage, and the target is poisoned until the end of its next turn.

Claws. *Melee Weapon Attack*: +5, reach 5 ft. *Hit*: 6 (1d6 + 3) slashing damage.

REACTIONS

Infestation. *Trigger*: The grizzly takes damage from a creature within 20 feet of it. *Response* - *Constitution Saving Throw*: DC 13, the attacker. *Failure*: 2 (1d4) poison damage, and the target must use its reaction to move 5 feet in a random direction.

Bite. *Melee Weapon Attack*: +6, reach 5 ft. *Hit*: 14 (2d8 + 5) piercing damage plus 10 (3d6) poison damage, and the target is poisoned until the end of its next turn.

Claws. *Melee Weapon Attack*: +6, reach 5 ft. *Hit*: 15 (3d6 + 5) slashing damage.

REACTIONS

Infestation. *Trigger*: The grizzly takes damage from a creature within 20 feet of it. *Response* - *Constitution Saving Throw*: DC 16, the attacker. *Failure*: 10 (4d4) poison damage, and the target must use its reaction to move 5 feet in a random direction.