

# BEEAR

Large • Beast • Unaligned

**Armor Class** 13

**Initiative** +1 (11)

**Hit Points** 60 (8d10 + 16)

**Speed** 30 ft., climb 20 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (-4)	13 (+1)	7 (-2)

**Skills** Perception +3

**Damage Resistances** acid, poison

**Senses** darkvision 60 ft., passive Perception 13

**Languages** -

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



**Calming Pollen.** *Wisdom Saving Throw:* DC 12, any creature that starts its turn in a 10-foot emanation originating from the beear. *Failure:* The creature becomes indifferent about the beear and can't target the beear with attacks or harmful effects and spells. This indifference lasts until the start of the target's next turn or ends early if the target takes damage or witnesses its allies taking damage.

## ACTIONS

**Multiattack.** The beear makes two Claw attacks. It can use its Honey Spray before or after these attacks if available.

## BEEAR — WEAKER

**Armor Class** 12

**Initiative** +0 (10)

**Hit Points** 32 (5d10 + 5)

**Speed** 30 ft., climb 20 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

**Skills** Perception +3

**Damage Resistances** acid, poison

**Senses** darkvision 60 ft., passive Perception 13

**Languages** -

**CR** 1 (XP 200; PB +2)



**Calming Pollen.** *Wisdom Saving Throw:* DC 11, any creature that starts its turn in a 10-foot emanation originating from the beear. *Failure:* The creature becomes indifferent about the beear and can't target the beear with attacks or harmful effects and spells. This indifference lasts until the start of the target's next turn or ends early if the target takes damage or witnesses its allies taking damage.

## ACTIONS

**Multiattack.** The beear makes two Claw attacks. It can use its Honey Spray before or after these attacks if available.

**Claw.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) bludgeoning damage plus 7 (2d6) poison damage.

**Honey Spray (Recharge 6).** *Strength Saving Throw:* DC 12, each creature in a 15-foot cone. *Failure:* The target becomes restrained until it or a creature within 5 feet of it takes an action to remove the substance.

## BONUS ACTIONS

**Slick Fur.** The beear ends any non-magical grappled or restrained condition on it.

**Claw.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 2 (1d4) poison damage.

**Honey Spray (Recharges after a Rest).** *Strength Saving Throw:* DC 11, each creature in a 15-foot cone. *Failure:* The target becomes restrained until it or a creature within 5 feet of it takes an action to remove the substance.

## BONUS ACTIONS

**Slick Fur.** The beear ends any non-magical grappled or restrained condition on it.

## BEEAR — STRONGER

**Armor Class** 14

**Initiative** +2 (12)

**Hit Points** 110 (13d10 + 39)

**Speed** 30 ft., climb 20 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	2 (-4)	15 (+2)	7 (-2)

**Skills** Perception +3

**Damage Resistances** acid, poison

**Senses** darkvision 60 ft., passive Perception 13

**Languages** -

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



**Calming Pollen.** *Wisdom Saving Throw:* DC 14, any creature that starts its turn in a 10-foot emanation originating from the beear. *Failure:* The creature becomes indifferent about the beear and can't target the beear with attacks or harmful effects and spells. This indifference lasts until the start of the target's next turn or ends early if the target takes damage or witnesses its allies taking damage.

### ACTIONS

**Multiattack.** The beear makes two Claw attacks. It can use its Honey Spray before or after these attacks if available.

**Claw.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 14 (2d10 + 3) bludgeoning damage plus 10 (3d6) poison damage.

**Honey Spray (Recharge 5-6).** *Strength Saving Throw:* DC 14, each creature in a 30-foot cone. *Failure:* The target becomes restrained until it or a creature within 5 feet of it takes an action to remove the substance.

### BONUS ACTIONS

**Slick Fur.** The beear ends any non-magical grappled or restrained condition on it.