



Bear Paw

Medium Plant, True Neutral

Armor Class 12 (Natural Armor)

Hit Points 25 (5d10 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	9(-1)	20(+5)	8(-1)	15(+2)	12(+1)

Skills Survival +10

Damage Resistances Fire; bludgeoning, piercing, and slashing from nonmagical attacks

Senses Passive Perception 13

Languages ---

Challenge 1 (200 XP)

Living Cactus. The Bear Paw is covered in painful thorns. Any contact with the flesh of the Bear Paw takes piercing damage equal to the Bear Paw's CON modifier.

Bear Hug. The Bear Paw has advantage on grapple checks.

Resilient Growth. The bear paw can regrow lost limbs if sliced off over a time span of a day. The Bear Paw must root itself into the ground and absorb enough moisture from the ground or bodies of water. By storing up water, the Bear Paw can regenerate hit points equal to their CON Modifier up to number of gallons of water it has drank. The Bear Paw can store up to 20 Gallons of water at a time.

Mostly Water. When ever the Bear Paw is hit with fire, it releases a gallon of water to immediately put out the surrounding flames.

ACTIONS

Nibble. Melee Weapon Attack: +3 to hit, reach 5ft, one target. On hit the target takes 1d4 piercing and must make a grapple check. On fail the target grappled by the Bear Paw, the target can reroll to free itself next turn as an action.