



“Alpine Grizzly” by John Severin Brassell, © Wizards of the Coast. Accessed at MtG Art [here](#)

[Because sometimes, you need a slightly more powerful pallet swap of an existing monster. I don’t know why, but the idea of a venomous bear is hilarious to me.]

Poison Bear

This massive bear has greenish bristles growing from its fur. Its claws are unusually long and curved, almost like the fangs of a snake.

Poison bears are artificial creatures, the creation of a mad druid with a grudge against all humanoids. As such, they instinctually seek out humanoids to kill and consume, and are much more aggressive than ordinary bears. They live in the same areas as ordinary bears, and in fact are reproductively compatible with them. The offspring of a cross between a poison bear and a grizzly bear are always poison bears. The influx of aggressive, man-eating venomous bears is of obvious concern, and many druids have reluctantly begun to work to eradicate this new invasive species.

Beyond their aggression, poison bears have mostly the same habits as their mundane cousins. They are omnivores with a wide territory range, although their food stuffs tend towards the toxic. Poison bears gleefully consume nightshade and foxglove, poison toadstools, snakes and amphibians. Due to this constant diet of toxins, some poison bears have different poisons stored inside their bodies. Although the default poison bear deals Con damage with its poison, a poison bear can instead have a poison that deals 1d3 points of damage to any other one ability score.

Poison Bear **CR 8**

XP 4,800

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, Perception +12, scent
Defense

AC 21, touch 12, flat-footed 19 (-1 size, +1 Dex, +1 dodge, +10 natural)

hp 105 (10d10+50)

Fort +12, **Ref** +8, **Will** +6

Immune poison

Defensive Abilities ferocity, poison flesh, untamable

Offense

Speed 40 ft.

Melee 2 claws +16 (1d8+7 plus poison and grab/19-20), bite +16 (1d8+7)

Space 10 ft.; **Reach** 5 ft.

Statistics

Str 25, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +18; **CMD** 30 (34 vs. trip)

Feats Dodge, Improved Critical (claw), Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Perception +12, Swim +19; **Racial Modifiers** +4 Swim

SQ camouflage

Ecology

Environment cold forests

Organization solitary or pair

Treasure incidental

Special Abilities

Camouflage (Ex) A poison bear looks almost identical to an ordinary grizzly bear. A DC 25

Perception check or a DC 20 Knowledge (nature) check is required to know the difference before the poison bear attacks.

Poison (Ex) Claws or flesh—injury or ingested; *save* Fort DC 20; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 1 save. The save DC is Constitution based.

Poison Flesh (Ex) Any creature making a bite attack against a poison bear or eating its flesh must make a Fortitude save or be exposed to the bear's poison. A creature exposed to the poison in this way gains a +2 bonus to its Fortitude save.

Untamable (Ex) All DCs to influence a poison bear with the Handle Animal skill or wild empathy take a -4 penalty. This is in addition to the usual penalty for attempting to influence a magical beast.