



## TEDDY'S BEAR

*Ed..ward*

Teddy's bear is a chimera, created by forbidden transmutation magic. Trying to create a combination between life forms, a desperate scientist sacrificed her own child, without remorse, to engineer this creature.

### DEATH AND REBIRTH:

Teddy's bear was created by murdering an innocent child, holding on to his most beloved doll, by the hands of someone he trusted. The shattered soul is then transferred into a sleeping beast, commonly a bear, and an iron necklace is tied around the new formed creature, to prevent the separation.

### BEHAVIOR:

Teddy's bears are usually good, the trapped soul of the child hardly realising what happened to it, and they still follow the command of their murderer. After all, it is a loved one they do not want to let down.

### CURSED EXISTENCE:

This abomination of nature lives a life of constant pain and agony, the soul never truly fitting in the body, always feeling like shards are piercing it. This creation grants those monstrosities vision in the afterlife, into the horrors that a child should never put his eyes on. Perhaps one day a kind soul will put an end to their cruel existence.

*Art by u/OutrageousSquare5*

## TEDDY'S BEAR

*Large monstrosity, any good*

**Armor Class** 13 (natural armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	12 (+1)	15 (+2)	9 (-1)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Common: understands but has trouble speaking  
**Challenge** 2 (450 XP)

**Keen Smell.** The bear has advantage on Wisdom (Perception) checks that rely on smell.

**Ethereal Sight.** The teddy's bear can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Immutable Form.** The teddy's bear is immune to any spell or effect that would alter its form.

## ACTIONS

**Multiattack.** The teddy's bear makes two attacks: one with its bite and one with its claws.

**Bite.** Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage and 6 (1d12) psychic damage, as the screams of the child resonate in the target's head.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

**Frightful Presence.** Each creature of the teddy's bear's choice that is within 120 feet of the teddy's bear and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the teddy's bear's Frightful Presence for the next 24 hours.