

WEREBEAR

Werebears are included in the base game rules. This version makes several changes.

Damage Resistance. The damage immunity of the standard lycanthrope has been replaced with damage resistance. Magic weapons no longer deal full damage to a lycanthrope, but silver-based sources still do.

Challenge. The lycanthrope's CR has been recalculated and increased from 5 to 6.

Shapechanger. There is a slight delay after death before the lycanthrope reverts to its humanoid form, so PCs won't know instantly that it has been killed.

Regeneration. The lycanthrope now regenerates 1 hit point each turn, unless it has been damaged by silver since the start of its previous turn.

It regenerates faster when there is a full moon in the sky.

WEREBEAR

Medium humanoid (shapechanger), neutral good

Armor Class 10 in humanoid form, 11 (natural armor) in bear and hybrid form

Hit Points 135 (18d8 + 54)

Speed 30 ft. (40 ft., climb 30 ft. in bear or hybrid form)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 10 (+0) | 17 (+3) | 11 (+0) | 12 (+1) | 12 (+1) |

Skills Perception +7

Damage Resistances bludgeoning, piercing, and slashing from non-silver sources

Senses passive Perception 17

Languages Common (can't speak in bear form)

Challenge 6 (2,300 XP)

Shapechanger. The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, the werebear reverts to its humanoid form after 1 minute.

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

Regeneration. The werebear regains 1 hit point at the start of its turn.

When a moon is full and risen, the werebear instead regains 3 hit points at the start of its turn.

If the werebear takes damage from silver, this trait doesn't function at the start of its next turn. The werebear dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

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