

# Werebear

March 8, 2023



Medium humanoid (human, shapechanger), neutral good

**Armor Class** 10 (10 in humanoid form, 11 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)

**Saving Throws**

**Skills** Perception +7

**Damage Resistances**

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Condition Immunities**

**Senses** passive Perception 17

**Languages** Common (can't speak in bear form)

**Challenge** 5 (1800 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. It reverts to its true

form if it dies.

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

## 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.