

Tome of Lycanthropy: Werebear Grove Guardian

This is Supplemental Material

Werebear Grove Guardian

A werebear becomes a grove guardian when it makes a pact with an archdruid to protect the druid's grove. Grove Guardians are slowly infused with nature magic throughout years of protecting the vibrancy of the grove. This infusion allows them to share a bond with the archdruid and the land to cast high level druid spells while within the grove and the surrounding environment. Grove guardians can live as long as the grove remains healthy and uncorrupted, leading to many of them being hundreds of years old. Their long lifespan and infusion of nature magic changes their curse of lycanthropy. They no longer spread it through bites but instead choose an individual to inherit their curse and bond to the grove with a druidic ritual. Grove guardians spend most of their time in their huge bear form and only take their hybrid form when facing powerful intruders. A grove guardian's life is one of solitude and tranquil peace.

Grove Guardian's Lair

Grove guardian lair is a druid's grove and the surround forest or environment within 5 miles of the grove. The lair is a vibrant paradise filled with flora and numerous faunae. The plants and animals in the lair are quick to alarm the grove guardian of any intruders they come across within the lair. The region containing a grove guardian's lair is changed by nature magic within the grove and the guardian, creating the following effects:

Clear Water. The water within 5 miles of the grove is purified.

Lush Plants. Plant life is lush and vibrant making the area within 5 miles of the grove difficult terrain for all non-beast creatures.

Peaceful Beasts. The population of faunae within 5 miles of the grove is plentiful and peaceful unless attacked.

Lair Actions

On initiative count 20 (losing initiative ties), the grove guardian takes a lair action to cause one of the following effects: the grove guardian can't use the same effect two rounds in a row:

Dense Fog. The grove guardian can fill a 20-foot radius sphere on the round with thick fog, making the area heavily obscured. Every foot of movement through the fog costs 2 extra feet, except for the grove guardian and its allies. The fog disperses on the next initiative count 20.

Grasping Undergrowth. The grove guardian can summon a Shambling Mound in an uncopied space that it can see within 60 feet. The mound disappears on the next initiative count 20.

Protective Forest. The grove guardian can temporarily awakened 1 tree from the surrounding forest. The tree stays till it is killed or commanded to become dormant again by the grove guardian.

Werebear Grove Guardian

Medium humanoid (Human, Shapechanger), Neutral Good

Armor Class 14 in humanoid form (hide armor), 16 in Large bear and hybrid form (natural armor)

Hit Points 279 (34d8 + 126)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	12 (+1)	20 (+5)	12 (+1)

Saving Throws Dexterity +8, Constitution +10

Skills Athletics +11, Medicine +11, Nature +7, Perception +11

Damage Immunities bludgeoning, piercing, and slashing from weapon attacks that aren't silvered.

Senses darkvision 60 ft., passive Perception 21

Languages Druidic plus any two languages (can speak in huge bear, and hybrid form)

Challenge 19 (22,000 X; PB +6)

Charge (Huge Bear or Hybrid Form Only). If the grove guardian moves at least 15 feet straight toward a target and then hits it with its claw on the same turn, the target takes an extra 2d8 bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone. If the target is an object or structures, it takes double damage.

Innate Spellcasting (While in Lair Only). The grove guardian's casting ability is Wisdom (spell save DC 21, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material component:

At will: *Druidcraft*, *Produce Flame* (17th level), *Thorn Whip* (17th level), *Beast Sense*, *Detect Poison and Disease*, *Detect Magic*, *Entangle*, *Purify Food and Water*, *Speak with Animal*, *Speak with Plants*.

3/day each: *Animal Messenger*, *Dominate Beast*, *Faerie Fire*, *Goodberry*, *Tree Stride*.

2/day each: *Conjure Animals*, *Fog Cloud*, *Hold Person*, *Meld into Stone*, *Locate Creature*, *Spike Growth*, *Stone Skin*, *Wall of Fire*

1/day each: *Call Lightning*, *Commune with Nature* (as an action), *Cone of Cold*, *Fire Storm*, *Heroes' Feast*, *Mass Cure Wounds*, *Water Breathing*

Keen Senses. The grove guardian has advantage on Wisdom (Perception) checks that rely on smell.

Lycanthropic Empathy. Any bear creature can understand the grove guardian's speech and it can understand theirs.

Magic weapons. The grove guardian's weapon attacks are magical.

Regeneration. The grove guardian regains 15 hit points at the start of its turn if it has at least 1 hit point. If the grove guardian takes damage from a silvered weapon, this trait doesn't function at the start of the grove guardian's next turn. While in its lair the grove guardian regains 20 hit points instead of 15.

Shapechanger. The grove guardian can use its bonus action to polymorph into its Large hybrid form, a Huge bear, or back into its true form, which is humanoid. Its statistics, other than its 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.

Actions

Multiattack (All Forms). The grove guardian makes three melee attacks.

Multiattack (While in Lair). The grove guardian makes three melee attacks. It can replace one attack with a use of Spellcasting.

Quarter Staff (Humanoid form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., versatile, Hit: (1d6 + 5) (1d8 + 5) bludgeoning damage.

Uprooted Tree (Hybrid form Only). Melee Weapon Attack: +8 to hit, reach 10 ft., Hit: (2d10 + 5) bludgeoning damage.

Claw (Huge Bear Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (3d6 + 5) slashing damage

Claw (Hybrid Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (2d6 + 5) slashing damage

Bite (Huge Bear Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (3d6 + 5) piercing damage. A grove guardian cannot spread its curse lycanthropy through bites.

Bite (Hybrid Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (2d6 + 5) slashing damage. A grove guardian cannot spread its curse lycanthropy through bites.

Bonus Actions

Aggressive. As a bonus action, the grove guardian can move up to its speed towards a hostile creature that it can see.

Guardian of Nature (While in Lair Only). The grove guardian casts the *Ensnaring Strike* spell without expending a spell slot or needing to concentrate on the spell.

Reactions

Elemental Ward. In response to taking acid, cold, fire, lightning, or thunder damage, the grove guardian gains resistance to the damage type until the end of its next turn.