

Tome of Lycanthropy: Werebear Berserker

This is Supplemental Material

Werebear Berserker

Werebear berserkers are the complete opposite of most werebears. Instead of tempering their monstrous natures they welcome it, though it comes at a cost. For someone to become a werebear berserker they must perform an ancient ritual known only to archdruids or shamans that worship bear spirits. This ritual called the Mauling and it requires the participant to be covered in honey and survive being mauled by a bear cursed with lycanthropy. If they survive, they are a werebear with all the benefits and detriments that come with the curse except they can only take their hybrid form on full moons or if they ingest a combination of blood and honey. This combination once ingested causes a violent transformation that blinds the accursed with rabid fury, as they are forced to relive every bite and claw that tore their flesh during the Mauling. Most werebear berserkers usually were once great warriors from bear tribes that sought great strength or connect with the bear spirits. Those warriors that become werebear berserkers are usually allow back into the tribe.

Variant: Nonhuman Lycanthropes

The statistics presented in the section assume a base creature of human. However, you can also use the statistics to represent nonhuman lycanthropes, adding verisimilitude by allowing a nonhuman lycanthrope to retain one or more of its humanoid racial traits. For example, an elf werewolf might have the Fey Ancestry trait.

Player Character as Lycanthropes

A character who becomes a lycanthrope retains its statistics except as specified by lycanthrope type. The character gains the lycanthrope's speeds in nonhumanoid form, damage immunities, traits, and actions that don't involve equipment. The character is proficient with the lycanthrope's natural attacks, such its bite or claws, which deal damage as shown in the lycanthrope's statistics. The character can't speak while in animal form.

A humanoid hit by an attack that carries the curse of lycanthropy must succeed on a Constitution saving throw (DC 8 + the lycanthrope's proficiency bonus + the lycanthrope's Constitution modifier) or be cursed. If the character embraces the curse, its alignment becomes the on defined for the lycanthrope. The DM is free to decide that a change in alignment places the character under DM control until the curse of lycanthropy is removed.

Werebear Berserker. A character that survives the ritual to become a werebear berserker gains a Strength of 19, a Constitution of 18 if its score isn't already higher, a +1 bonus to AC while in humanoid form, and a +2 bonus to AC while in giant bear or hybrid form (from natural armor). Attack and damage rolls for the natural weapons are based on the character's Strength. The character can not spread this type of lycanthropy through bites.

Werebear Berserker

Medium humanoid (Shapechanger), Chaotic Neutral

Armor Class 12 in humanoid form, 14 in Large bear and hybrid form (natural armor)

Hit Points 136 (16d8 + 64)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	11 (+0)	14 (+4)	12 (+1)

Saving Throws Strength +8, Dexterity +6, Constitution +8

Skills Athletics +8, Intimidation +5, Perception +8

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

Senses darkvision 60 ft., passive Perception 18

Languages Common (can speak in bear form)

Challenge 10 (5,900 XP)

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

Bearserk. If the berserker starts its turn while its hybrid form goes berserk. On each of its turns while berserk, the berserker attacks the nearest creature it can see, unless it's another werebear or bear. If no creature is near enough to move and attack, the berserker attacks an object, with preference for an object smaller than itself. Once the berserker goes berserk, it continues to do so for an hour at which point it reverts back to its true form, unless it eats blood and honey again.

Charge (Large Bear or Hybrid Form Only). If the berserker 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 18 Strength saving throw or be knocked prone. If the target is an object or structure, it takes double damage.

Lycanthropic Empathy. Any bear creature can understand your speech and you can understand theirs.

Magic weapons. The berserker's weapon attacks are magical.

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

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

Shapechanger. The berserker can use its bonus action to polymorph into a Large bear, or back into its true form, which is humanoid. During a full moon or directly after it eats blood and honey it can use its bonus action to polymorph into a large sized bear-humanoid hybrid. 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 (Humanoid Only). The berserker makes two melee attacks.

Multiattack (Bear or Hybrid Form Only). The berserker makes three melee attacks.

Bite (Bear or Hybrid Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (2d10 + 4) piercing damage.

Claw (Bear or Hybrid Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (2d8 + 4) slashing damage

Greataxe (Humanoid form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (1d12 + 4) slashing damage.

Greataxe (Hybrid form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (2d12 + 4) slashing damage.

Roar (Bear or Hybrid Form Only, Recharge 5-6). As a bonus action, the berserker lets out a powerful roar. Each creature that isn't a bear or werebear within 15 feet of the berserker must make a DC 18 Strength saving throw or be pushed 5 feet away from the berserker and be knocked prone.

Reactions

Wounded Ferocity. If the berserker is below 90 hit points it can use the following reaction: In response to being hit by a melee attack, the berserker can make one melee weapon attack against the attacker with advantage.