

# Tome of Lycanthropy: Wererat Swarmer

This is Supplemental Material

## Wererat Swarmer

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Wererat Swarmers are mindless monstrosities that live among hundreds of rats and are catalysts for plagues. 20% of wererats turn into swarmers within the first 5 years of being cursed with lycanthropy. Wererats that will become swarmers usually start noticing symptoms of their evolving curse a year before they turn into a swarmer. Most wererats are exiled or exile themselves from the rest of wererat society before they turn into a rat controlling rabid beast and create their lair.

### Variant: Nonhuman Lycanthropes

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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.

### A Wererat Swarmer's Lair

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Wererat swarmers lair in sewers, caverns, or mines, dwelling in secluded filthy places with hundreds of rats. Most lairs are covered in filth and corpses of past meals and small tunnels for the rats to travel through. The rats in its lair are quick to alarm the swarmer of any intruders they come across within the lair.

The region containing a wererat swarmer's lair is changed by the number of rats the swarmer attracts, which creates the following effects:

- There are 3d100 rats within 1 mile of the lair.
- Water sources within 1 mile of the lair are contaminated with diseases, usually Sewer Plague.

### Lair Actions

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On initiative count 10 (losing initiative ties), the swarmer takes a lair action to cause one of the following effects: the swarmer can't use the same effect two rounds in a row:

- Hundreds of fleas and ticks swarm a creature the swarmer can see within 30 feet of it. That creature must succeed on a DC 14 Dexterity saving throw or have the insects attach to it. At the start of each of its turns the target loses 1d12 hit points due to blood loss, or until the creature uses its action to remove the insects.
- A filthy gas erupts from a point on the ground the swarmer can see within 60 feet of it, creating a 10-foot radius sphere. Each creature in the gas's area must make a DC 14 Constitution saving throw, taking 4d6 poison damage on a failed save.



# Wererat Swarmer

*Medium Monstrosity (Shapechanger), Chaotic Evil*

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**Armor Class** 16 in hybrid form, 13 huge rat in form (natural armor)

**Hit Points** 100 (9d8 + 60)

**Speed** 30 ft., 30 ft. climbing, 50 ft. in huge rat form

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STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	5 (-3)	12 (+1)	6(-2)

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**Skills** Perception +4, Stealth +6

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

**Condition Immunities** diseased, poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** can understand common but can't speak, can speak with rats.

**Challenge** 7 (2,900 XP), 10 (5,900 XP) (In Lair)

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**Aura of Disease.** The wererat swarmer exudes a 5 ft. aura of pestilence. Any creature that starts or ends its turn within the aura must succeed on a DC 14 Constitution saving throw, or contract Sewer Plague.

**Keen Senses.** The wererat swarmer has advantage on Wisdom (Perception) checks that rely on smell and hearing.

**Pack Tactics.** The wererat swarmer has advantage on an attack against a creature if at least one of the wererat's allies is within 5 ft. of the creature and the ally isn't incapacitated.

**Shapechanger.** The wererat Swarmer can use its bonus action to polymorph into a Huge Rat (Use the statistics of a Giant Hyena in the Monster Manual), or back into its true form, which is its hybrid form. 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 humanoid form if it dies.

**Legendary Resistance (3/Day in Lair).** If the wererat swarmer fails a saving throw within its lair, it can choose to succeed instead.

## Actions

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**Multiattack (All Forms).** The wererat Swarmer makes three attacks: two with its claws, and one with its bite.

**Bite (All Forms ).** Melee Weapon Attack: +6 to hit, reach 5 ft., Hit: (1d10 + 3) piercing damage plus 1d10 poison damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wererat lycanthropy.

**Claw (All Forms).** Melee Weapon Attack: +6 to hit, reach 5 ft., Hit: (1d8 + 3) slashing damage.

**Summon Swarm of Rats (Recharge 5-6 ).** The wererat swarmer can call forth a Swarm of Rats (see Monster Manual for statistics) within 20 feet of it. The swarm acts as an ally of the Swarmer's and takes its turn immediately after it. The wererat swarmer can use the Summon Swarm of Rats action as long as there are enough rats within a mile of the swarmer.

## Reactions

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**Protective Swarm (Swarm of Rats must be Summoned).** In response to being hit by an attack, the wererat swarmer can make a Swarm of Rats within 5ft of it take the hit instead.