

Tome of Lycanthropy: Werebat Shrieker

This is Supplemental Material

Werebat Shrieker

Werebat Shriekers are feral beasts that have spent up to a century roaming the caves of the underdark with their curse. Shriekers are unable to change back to their humanoid form, cursed to stay in their hybrid form – a long armed, muscled humanoid body with a hideous bat head with an extra pair of mandibles. A shrieker is able to use its vocal cords to create hypersonic sounds that incapacitate its prey for an easy kill. Most werebats live in familial clans and shriekers tend to be the oldest in these groups. No longer able to communicate they become highly aggressive guardians for their clan. When a werebat becomes a shrieker they enter into random rabid states until they become too dangerous to keep among the clan and are exiled to the fringes. Shriekers in the outskirts of their clans territory among colonies of bats and giant bats. Not all werebats tend to turn into shriekers after a century with their affliction but at least 70% of them do. On like most lycanthropes shriekers turn back to their humanoid form and are granted their intelligence back on full moons. Many return back to the clan to see their family.

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 one 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.

Werebat Shrieker

Large monstrosity (Shapechanger), Neutral Evil

Armor Class 16 in giant bat and hybrid form (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft., 30 ft. climbing., fly 60 ft. in bat form and hybrid form

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-3)	14 (+2)	6(-3)

Skills Athletics +7, Perception +5, Stealth +6

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

Senses blindsight 90 ft., darkvision 120 ft., passive Perception 15

Languages Common (can't speak in giant bat or hybrid form)

Challenge 8 (2,900 XP)

Bad Flier (Hybrid form only). The shrieker falls at the end of a turn if it's airborne and the only thing holding it aloft is its flying speed.

Echolocation. The shrieker can't use its blindsight while deafened.

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

Regeneration. The shrieker regains 10 hit points at the start of its turn if it has at least 1 hit point. If the shrieker takes damage from a silvered weapon, this trait doesn't function at the start of the Shrieker's next turn.

Shapechanger. The shrieker can use its bonus action to polymorph into a giant bat, or back into its true form, which is a large sized bat-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 human form if it dies.

Actions

Multiattack . The Shrieker makes three attacks: two with its claws, and one with its bite. It can also use

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d10 + 4) piercing damage plus 1d8 necrotic damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with werebat lycanthropy. The shrieker also regains a number of hit points equal to the necrotic damage it dealt.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d6 + 4) slashing damage.

Sonic Blast. Ranged Attack: +7 to hit, reach 30/60 ft., one target. Hit: (2d8 + 3) thunder damage. If the target can hear, it must succeed on a DC 15 Constitution saving throw or become stunned until the end of its next turn.

Sonic Shriek (Recharge 5-6). The shrieker emits a hypersonic cry. Each creature within a 20-foot radius of the shrieker must make a DC 15 Constitution saving throw. On a failed saving throw, a creature takes 3d8 thunder damage and is stunned until the end of its next turn. It takes half as much damage and isn't stunned on a successful one.