

The Wererat Den

The Wererat Den is a short fifth edition adventure for a party of four to six fifth-level characters. This adventure takes place in the campaign setting of *Exploration Age*, but can easily be adapted for any setting you choose.

You can read more about Exploration Age at worldbuilderblog.me.

Adventure Background

In the elf and halfling dominated republic of Taliana, a band of terrorist lycanthropes known as the Brotherhood of the Moon have a covert cell hiding at the Dromadas Inn, a roadside establishment halfway between Waynana and Pricillia in The Great Wood on the East Bank of the Vumba River.

The lycanthropes haven't always run the Dromadas Inn but they recently infected the establishment's proprietor and staff. Their plan is simple. Infect any who stop to rest at the inn with lycanthropy and then let those unfortunate souls carry the disease to their final destination.

The leader of the lycanthrope gang is a elf wererat mage, Alcaeus Branthom. Alcaeus is working his way up the ranks of the brotherhood and hopes his triumph at Dromadas will catch the eye of the organization's leaders. The mage is never without his halfling wereboar bodyguards, Reconda and Elvani Iustabar, the howling sisters.

Recently a group of halfling and elf adolescents were making their way along the road from Pricillia to Waynana. These children are the sons and daughters of some of Taliana's wealthiest and most influential merchant families. They were headed to Waynana to learn more about Taliana's bustling lumber economy and enjoy the nightlife the party city has to offer. Along the way the group stopped at the Dromadas Inn.

The lycanthropes seized the opportunity, killed or infected the adults and guards within the group and imprisoned the children in the inn's basement. Now Alcaeus is torn. He is unsure if he should infect the adolescent children or use their imprisonment to blackmail their powerful parents into becoming lycanthropes. He is using the Brotherhood of the Moon's complicated channels to ask leadership about what he should do with the children and is currently waiting for a response.

Adventure Synopsis

Using one of the hooks from the Hooks section of this adventure or by some other scheme you cook up, the characters arrive at the Dromadas Inn. They have a chance to interact with the incognito members of the Brotherhood of the Moon who try to asses if the characters might willingly

join the operation or if they'll need to be forcibly infected. The characters can then work their way through the inn either by force, stealth, or bluff. They eventually learn the children of some of Taliana's influential merchants and political figures are being kept as prisoners in the basement of the Dromadas Inn and must decide what to do about it.

The Brotherhood of the Moon

The Brotherhood of the Moon are a band of lycanthropes who believe lycanthropy is the next stage of humanoid evolution. These lycanthropes view their curse as a gift and constantly scheme to inflict lycanthropy upon others. They have a long history of operating within Taliana in Exploration Age, but the Brotherhood of the Moon can easily be brought into any campaign setting.

Waynana

The characters begin the adventure in Waynana.

Waynana (City Population 50,000) Waynana is one of three sister cities, the other two being Pricillia and Fraya. The lumberjacks living in The Great Wood bring their hauls to Waynana so they can be transported to Pricillia and Fraya for travel. Waynana is a testament to Talianan woodworking skill. Beautiful log and wood carved buildings line the streets, giving the city an inviting and rustic feel.

Waynana parties harder than any other city in Taliana. The lumberjacks love to blow off some steam and often get into rowdy drinking contests with one another. Bar fights are a common occurrence in the taverns and seem to occur just for the fun of the participants at times. Waynana is home to several breweries, distilleries, and vineyards that are all proud to have the elves and halflings who call the place home imbibe their products.

For all its partying Waynana is a bit short on law enforcement and the citizens know it. It's not that the city doesn't have the coin, it's that the city council has trouble convincing folk to sign up. They always have a backlog of cases and solicit adventurers to investigate crimes for a reward.

Hooks

The following adventure hooks can be used to get your players to the Dromadas Inn.

Save the Children

Dreas Mercor, the proprietor of the hugely successful Mercor Lumber Company in Waynana, contacts the adventurers because he has heard of their past deeds. The purple-clad, mustached halfling is a nervously fidgeting as he tells the characters that he has been waiting for a wagon train of friends' adolescent children to come from Pricillia as

he is supposed to be their caretaker during their stay. The wagons were supposed to arrive five days ago and he hasn't gotten any word since hear they had left Pricillia. He's sure everything's fine, they were traveling along the road after all, but Dreas would like some people he can trust to look into it. He offers to pay the adventurers 200 gp each plus the cost of food and lodging expenses to search along the road to Pricillia for the children and escort them to Waynana safely.

Attack of the Lycanthropes

The beleaguered Waynana police force has recently noticed a pattern of increased lycanthrope attacks. Over the past few months several travelers coming by way of Pricillia into the city have suddenly transformed and violently attacked the citizens of Waynana. Police investigator Mira Ventulos approaches the characters based on their reputation for past deeds or the characters see a posting advertising the job directing them to Mira. She offers the characters 100 gp each plus the cost of food and lodging expenses to search along the road to Pricillia for any signs of lycanthrope activity and to report back when they learn. She offers them an additional 10 gp each for every lycanthrope they slay.

A Stay at the Dromadas Inn

If the characters are journeying along the road to Waynana to Pricillia for any reason they might stay in the Dromadas Inn. If they stay here the characters are attacked by wererats in their room at night.

The Road to the Dromadas Inn

The road from Waynana to the Dromadas Inn is contained within The Great Wood. Within these woods halfling and elven lumberjacks roam, cutting lumber for the cities of Taliana and exporting boards and wood across Canus. Of course the woods have hungry beasts and vicious monsters who might see a few adventurers as an easier target than a troop of lumberjacks.

Random Encounters

While traveling in The Great Wood the characters may encounter all sorts of people and monsters. Roll a d20 three times for each day the PCs are traveling in the forest, once for morning, once for afternoon, and once for night. On a roll of 18-20 a random encounter occurs.

Use The Great Wood Random Encounters table to determine what type of encounter occurs. For encounters marked with an asterisk use the descriptions provided after the tables.

The Great Wood Random Encounters

d12 + d8	Encounter
2	1 fleeing wererat victim*
3	2 basilisks
4	1d4 giant boars
5	1 green hag and 1d4+2 giant poisonous snakes
6	1d4+2 dire wolves
7	1 shambling mound
8	1 troll
9	1d4 wererats*
10	1 bandit captain and 2d6 bandits
11	lumber merchant caravan*
12	1d4 orog bandits
13	2 owlbeats
14	4 druids*
15	1d4 + 2 giant spiders
16	1d8 + 7 wolves
17	1 hill giant
18	1d4 ettercaps
19	1 banshee
20	1 unicorn*

Druids. The characters pass a group of druids meditating near the road. These druids are friendly and if the characters seem to be respectful they offer them a chance to meditate and commune with nature with them. Any character who spends an hour meditating gains Inspiration.

Fleeing Wererat Victim. On the road the characters run into a disheveled, starving elf woman named Betra Closo. She is half mad, raving about being in the Dromadas Inn when she woke up to a strange creature gnawing on her shoulder. She pushed the creature away and fled the inn, but is afraid that whatever the thing was that bit her is still after her. If the characters approach her she is cautious but trusts them out of necessity.

Betra is infected with wererat lycanthropy, but doesn't know it yet. If she stays with the adventurers, during the next full moon she transforms into the hybrid form of an **elf wererat** and attacks the adventurers.

Lumber Merchant Caravan. The characters pass a caravan of lumber merchants resting along the road. If they stop to talk with the merchants, the characters learn the merchants are looking forward to reaching the famous Dromadas Inn on the Vumba River because it is famous for its suckling wild boar and soft feather beds.

Wererats. This band of four wererats were infected at the Dromadas Inn and now stalk the road for potential prey. If they are overwhelmed they try to flee back to the inn, but if captured and interrogated, only a successful DC 20 Charisma

(Intimidation) gets them to reveal the location of their base. The wererats fear the wrath of Alcaeus and in most cases would rather die than give up their brethren.

Unicorn. A unicorn passes by the road and touches a random good-aligned character with its horn gently. That character gains the *Charm of Beast Speech*. The unicorn then runs off into the forest.

Charm of Beast Speech

You can talk to beasts as if you are effected by the *speak with animals* spell. This effect lasts 9 days and then the charm disappears.

Fast Travel

Taliana's roads are lined with magic *speedy cobblestones* installed by The Arcane College. These roads allow for fast travel between towns and cities when using special *swifty boots*, *swifty horseshoes*, and *swifty wheels*. The speed of the traveler is tripled when using these items along the special roads. Travel along these roads is safe, thanks to the swift speed. If PCs are traveling quickly along the road at tripled speed, there is no need to roll for random encounters, until they stop to rest. Prices for the *swifty gear* is below.

Gear	Price	Notes
<i>Swifty boots</i>	50 gp	Pair of two
<i>Swifty horseshoes</i>	200 gp	Set of four
<i>Swifty animal shoes</i>	400 gp	Customized for mount of choice
<i>Swifty wheels</i>	500 gp	Set of four

Dromadas Inn

The Dromadas Inn is famous for its boisterous atmosphere, selection of imported liquors, and unique lava pools which keep the area cozy and warm. The Dromadas Inn was sung into existence over a century ago by the halfling bard Emera Defalto. Her powerful voice was said to coax the trees and stones of The Great Wood into forming a building near the road. Emera retired from the adventuring life to run the Dromadas Inn. The word dromadas means, “warm home” in Halfling.

As Emera sang her song, she shaped stone chimneys in the Dromadas which led down into deep into the earth bringing forth bubbling lava. These chimneys keep the inn delightfully warm, though patrons who have had too much of the Dromadas' famous liquors should beware the open vents.

The halfling Defalto family has run the inn for generations. Now the Brotherhood of the Moon has taken over and its up to the characters to kick them out.

Features of the Area

Ceilings. The ceiling on the 1st and 2nd floors of the Inn are 15 feet high. The basement has a ceiling 5 feet high.

Doors. Each door in the Dromadas Inn is made of heavy oak and can be locked and bolted from the inside. The doors have AC 15 and 27 hit points. As an action a creature can pick a door's lock with a successful DC 15 Dexterity check made with thieves' tools or force a locked door open with a successful DC 15 Strength check (the DC for the Strength check is 17 if the door is bolted).

Illumination. The Dromadas Inn is brightly lit by lava chimneys and wall-mounted lanterns.

A - Dromadas Inn 1st Floor

As you open the heavy oak door into the wooden inn, a burst of cozy warmth and the smell of roasting meat assaults your senses. The wood walls form an enormous tavern hall, decked with animal skins and trophies along the walls. Stairs lead up from the left side of the door. At the center of the room and in three of its corners bubbling lava chimneys hold roasting spits above turning wild boar.

A few patrons sit at tables and around the bar, all looking toward the door as it swings open. You note the elf and halfling patrons take a moment to size you up before returning to their drinks and conversations. An old, burly halfling behind the bar hands a skinny elf girl a tray of mugs and then turns to you. "Welcome strangers. What can I get for you? Food? Drink? A night's stay?"

Four **elf wererats** and two **halfling wererats** in humanoid form wait in the tavern hall to find out more about the characters. The inn's proprietor, Scalus Delfalto, asks the characters questions about their stay. If they bring up the children they're searching for or the lycanthrope activity in the area, the proprietor tries to convince the characters to rent a room or four for the night. While the characters rest, the wererats attack. If the characters try to leave after bringing up the children or lycanthropes, the lycanthropes block the door and take them head-on.

The characters might notice the inn seems rather empty for its size. Any character who comments on this is allowed a DC 15 Wisdom (Insight) check. A character who makes a successful check notices that while the other guests are engaged in their own conversations, they are still stealing glances and listening in on what the characters are saying and doing.

The characters can make a show of being interested in lycanthropy with a successful DC 15 Charisma (Deception) check if lying or a DC 15 Charisma (Persuasion) check if truly interested. If convinced, Scalus transforms into his wererat hybrid form and comes around the bar to bite any showing interest. Those who do not show interest he attempts to bite anyway after biting those with interest.

If combat breaks out in this room, one **elf werewolf** from the second floor comes to join the fray at the end of the second round of combat.

A trapdoor behind the bar leads to area C and the stairs lead up the area B.

Lava Chimneys. The lava chimneys are three feet high. A Medium or larger creature adjacent to a chimney can be pushed into the vent with a successful push attack. Any creature who enters or starts its turn in the lava chimney takes 22 (4d10) fire damage.

Stage. A 5-foot-high stage runs along the southern side of the Dromadas Inn. A small set of stairs next to the stage can be used to get to the top of it, otherwise it costs 5 feet of movement for a character to climb onto the stage.

Treasure. Hidden underneath a sheet behind the bar is an aberrant rifle loaded with lightning charges, and 20 unloaded fire charges. A character behind the bar can notice the sheet is covering something a DC 15 Wisdom (Perception) check. Scalus draws this weapon if he is behind the bar when a fight breaks out.

Beneath the stairs is a locked closet to which Scalus holds the key. Inside is a pantry which holds 500 gp worth of imported liquors. A successful DC 15 Wisdom (Perception) check detects a loose floorboard at the back of the pantry. Hidden beneath the floor are Saclus' good silver dining sets which he occasionally brings out if a person of importance stops at the inn. The complete set is worth 250 gp and contains four steak knives which can be wielded as silver daggers.

Aberrant Firearms

In Exploration Age's world of Canus, aberrations once ruled the world. They have left strange artifacts and spells behind which the mages of The Arcane College have turned into fabulous weapons which shoot acid, cold, fire, and lightning. The statistics for these aberrant firearms is below.

Name	Price	Damage	Weight	Properties
<i>Martial Ranged Weapons</i>				
Aberrant Revolver	500 gp	1d6 varies	5 lb.	Ammunition (range 80/320), light, reload (8 shots)
Aberrant Rifle	750 gp	1d8 varies	10 lb.	Ammunition (range 100/400), reload (15 shots), two-handed
<i>Ammunition</i>				
Acid Charge (10)	5 gp	acid	1 lb.	-
Cold Charge (10)	5 gp	cold	1 lb.	-
Fire Charge (10)	5 gp	fire	1 lb.	-
Lightning Charge (10)	5 gp	lightning	1 lb.	-

B - Dromadas Inn 2nd Floor

Sturdy wood steps lead up to the inn's second floor. Heavy oak doors dot the hall to the rooms of various guests.

Each room here has the comfortable furnishings. Most of the rooms are occupied by the lycanthropes on the first floor of the inn though some are current unoccupied. If the characters rent a room for the night they stay in room 1. During the night the wererats from area A and the werewolves in this area break into their room and attack.

Rooms 2 – 19 are locked because no one is using them or they are occupied by lycanthropes. If the characters break into the rooms roll on the Dromadas Inn Upper Level Loot table to randomly determine what they find.

Room 20 holds two **elf werewolves** who attack the characters if they hear or catch them breaking into any of the rooms or if the characters have already battled audibly with other lycanthropes in the inn. They wait until the characters have walked passed their room and then burst out to surprise and corner them. If a fight breaks out here during the day two **elf wererats** from area A rush up the stairs during the second round of combat. The werewolves also call two **winter wolves** in room 21 for help or to cut the characters off from escape. The door to room 21 is unlocked and the

wolves charge through the door when one of the werewolves whistles for them to do so.

Windows. Any creature pushed out of a window takes 1d10 bludgeoning damage and lands prone from the 15-foot fall.

Dromadas Inn Upper Level Loot

d20*	In the room
1 - 10	Nothing of note in the room.
11	A gold amulet which is actually an explosive object trap.
12	A gold ring set with a ruby which is actually a deceptive object trap.
13	20 gp in the pockets of clothes scattered on the floor.
14	An silver broach emblazoned with the symbol of a noble elf house worth 25 gp and taken from one of the children held captive below.
15	An unopened bottle of fiery liquor made by dwarves worth 25 gp in an unlocked chest.
16	A bloodstone worth 50 gp hidden in a pillowcase. A DC 15 Wisdom (Perception) check notices the pillow has an odd lump in it.
17	50 gp in a cloth bag on a table.
18	A <i>potion of healing</i> in a locked chest. A DC 15 Dexterity check made with thieves' tools opens the chest and a DC 20 Strength check can force the chest open.
19	An uncommon magic item of the DM's choice in a locked chest. A DC 15 Dexterity check made with thieves' tools opens the chest and a DC 20 Strength check can force the chest open. If this result has already been rolled, roll again on this table.
20	Roll twice on this table.

*In rooms 17-19 add 10 to the result if the result is 10 or less.

Deceptive Object Trap. The ring is marked with a tiny indentation of an open mouth frozen in a laugh. Any character inspecting the item can find the indentation with a DC 15 Intelligence (Investigation) check. A character handling the ring feels the indentation with a DC 20 Wisdom (Perception) check.

A creature who handles the ring must make a DC 15 Charisma saving throw. A creature who fails this saving throw sees allies as hostile enemies and hostile enemies as allies. Kind words sound threatening and threats sound kind coming from these sources. The only way the creature can rid itself of this effect is to stop carrying the item. A creature who succeeds on this saving throw is aware that something or someone tried to affect its mind, but is unsure of the source and is immune to the effect of the ring for 24 hours.

Explosive Object Trap. The explosive amulet is powered by a small set of Draconic runes carved in a difficult to discern

location on the object. The person who carves the runes chooses a passphrase in Draconic. When the passphrase is spoken aloud (whispering counts) by a person holding the amulet the trap is rendered inert until that person puts down the item. A DC 15 Intelligence (Investigation) check reveals the runes to any creature inspecting the amulet. A character who knows Draconic can determine the passphrase with a DC 15 Intelligence check. A DC 15 Wisdom (Perception) reveals an odd heat radiating from the amulet to anyone handling it.

When a creature handles the trapped item, the trap is triggered. 2 rounds later at the start of the round the object explodes in a 20-foot-radius burst. Creatures within the area must make a DC 15 Dexterity saving throw. Creatures who fail take 22 (4d10) fire damage. Creatures who succeed take half damage.

C - Dromadas Inn Basement

The basement trapdoor to the Dromadas Inn is locked (Alcaeus holds the key) and equipped with a poison mister trap.

Poison Mister Trap. A nozzle connected to a vial of poison gas is hidden the trapdoor's lock. Opening the object without the proper key causes the nozzle to spring out, spraying poison.

When the trap is triggered the nozzle creates a 15-foot cone of gas originating from the lock. Creatures within the cone must make a DC 15 Constitution saving throw. Creatures who fail take 22 (4d10) poison damage and are poisoned for 1 hour. Creatures who succeed take half damage and are not poisoned.

A DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the nozzle and vial. A DC 15 Dexterity check using thieves' tools disarms the trap, removing the nozzle and gas vial from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

A small set of stone stairs gives way to an uncomfortably warm basement and a maze of barrels and crates. Huge pillars made of fire resistant rock rise through the room up to the first floor, radiating heat. These columns are filled with lava and carry the liquid magma up to the first floor of the Dromadas Inn. Fixed around the middle of each column are several large glass beakers filled with a haunting green liquid.

As the PCs approach the southern end of the room, read:

At the back of the room, twelve filthy elf and halfling children lie on two large mats. They are gagged and chained to the floor.

If the PCs have had a loud battle on the first or second floor of the inn or if they set off the poison mister trap then

Alcaeus knows they are coming. The **elf mage wererat** casts *greater invisibility* and waits for the characters to approach the children. As they do the mage attacks and his two **halfling berserker wereboar** bodyguards ambush the characters as they hide behind barrels. If the characters manage to catch Alcaeus off guard, he and his bodyguards are sitting at the table interrogating one of the children trying to find out how the particular individual's parents might be of use to the Brotherhood of the Moon.

During combat the wereboars take advantage of the breakable environment and try to use push attacks against the characters when possible.

Barrels and Crates. The barrels and crates are full of the expensive liquor the Dromadas Inn is famous for. A creature who pushes another creature into a barrel or crate with a successful push attack causes the crate to break. The creature who was pushed takes 5 (1d10) piercing damage and is vulnerable to fire damage for 1 minute.

Children. The twelve children are frightened but have not been physically harmed by Alcaeus or his brutes. The children are ankle cuffed together and chained to the floor by one long chain. A DC 20 Strength check can break the chain. A DC 15 Dexterity check made with thieves' tools and unlock a child's individual ankle cuff. Alcaeus has a key to their cuffs. Each child has an AC of 10 and 8 hit points.

Flour Sacks. 25-pound sacks of flour are piled high in the basement. A character can create a 10-foot-square cloud of flour by using its action to destroy a sack. These clouds reveal the location of invisible creatures standing in them.

Grate. The grate in the back of the room is actually a hinged door which leads out into The Great Wood. A DC 10 Wisdom (Perception) check spots the hinges.

Lava Chimneys. A creature can use a successful push attack to push another creature into a chimney. The creature who was pushed takes 11 (2d10) fire damage.

Each column has four flasks of acid wired around its middle. These flasks are Alcaeus' getaway plan. Any creature can break an acid flask with a successful attack. The flask has AC 10 and 1 hit point. At the start of that creature's next turn the column begins leaking lava. An area with a 5-foot radius on the floor around the column is covered in lava. Each round at the start of that creature's turn the lava radius grows another 5 feet. Creatures and objects who start their turn or enter the lava take 22 (4d10) fire damage.

A character can remove all four acid flasks around a column by using its action when adjacent to a column to make a successful DC 12 Dexterity (Sleight of Hand) check. If the character rolls a 1 they accidentally break a flask.

If both wereboars die or Alcaeus is reduced to half his hit points, he breaks the first flask he can with an attack or ranged spell. He then tries to escape through the grate or stairs, whichever is closest. Alcaeus is also not above taking a child as a hostage to cover his escape if need be.

Tool Racks. Cooking utensils and household tools line these racks. A creature can use a successful push attack to push another creature into a rack. The creature who was pushed takes 5 (1d10) piercing damage.

Treasure. The locked chest near Alcaeus' bed holds a small sack with 400 gp, a pair of *cheater's gloves*, and a *spy fly*.

A DC 15 Dexterity check made with thieves' tools opens the chest and a DC 20 Strength check can force the chest open.

Concluding the Adventure

The characters will likely want to see the children home safe. You can allow them to do so and use The Great Wood Random Encounters table for any trouble experienced along the road.

You can use this adventure as a spring board into a campaign centered around the Brotherhood of the Moon. Perhaps the characters can find some of Alcaeus' correspondence with leadership and get some names of the higher ranking members of the organization or maybe the Brotherhood of the Moon starts to hunt the PCs to make them pay for what they've done. A campaign centered around the Brotherhood of the Moon could have wild deception, since lycanthropes can easily hide in plain sight and friendly NPCs can be turned without the characters realizing before it's too late.

Make sure the characters collect their reward for the appropriate hook used in this adventure.

Magic Items

Cheater's Gloves

Wondrous item, uncommon

These fine white gloves of a gentlemen or elbow length gloves of a lady were invented by the classiest of thieves. Each glove fastens with a single, diamond-studded button. While wearing them, you have an itching urge to palm small, unattended objects. When you use these gloves you have advantage when making a Dexterity (Sleight of Hand) check to steal an item and when your character plays a game with cards or dice.

Spy Fly

Wondrous item, uncommon (requires attunement)

This small fly is carved of black pearl and no bigger than the real thing. The small fly is hard to spot and requires a DC 17 Wisdom (Perception) check to detect. You can use an action to speak the item's command word to make the fly come alive. While it is activated and within 300 feet of you, you can use your action to move the fly 30 feet and you see and hear through the item for up to one hour. During this time you are deaf and blind with regard to your own senses. If the fly moves more than 300 feet away from you, it is deactivated. You can deactivate the fly by speaking the command word again as an action. Once the fly has been activated it cannot be reactivated for another 24 hours.

Monsters

Wereboar, Halfling Berserker

Small humanoid (halfling, shapechanger), neutral evil

Armor Class 14 in humanoid form (hide), 13 in boar form (natural), 15 in hybrid form (hide and natural)

Hit Points 78 (12d6 + 36)

Speed 25 ft. (40 ft. in boar form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Skills Perception +1

Damage Resistances poison

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 11

Languages Common and Halfling (can't speak in boar form)

Challenge 5 (1,800 XP)

Polymorph. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form which is humanoid. Its statistics, other than its AC and speed, 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.

Brave. The wereboar has advantage on all saving throws against being frightened.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight towards a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Lucky. When the wereboar rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Reckless. At the start of its turn, the wereboar 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.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Stout Resilience. The wereboar has advantage on saving throws against poison.

Actions

Multiattack (Halfling or Hybrid Form Only). The wereboar makes two attacks, only one of which can be with its tusks.

Warhammer (Halfling or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Tusks (Boar or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wereboar lycanthropy.

Wererat, Elf

Medium humanoid (elf, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 35 ft. (30 ft. in rat form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	11 (+0)	8 (-1)

Skills Perception +4, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 14

Languages Common and Elvish (can't speak in rat form)

Challenge 2 (450 XP)

Polymorph. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form which is humanoid. Its statistics, other than its size and speed, 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.

Fey Ancestry. The wererat has advantage on saving throws against being charmed and magic cannot put it to sleep.

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

Mask of the Wild. The wererat can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Actions

Multiattack (Elf or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Rapier (Elf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Longbow (Elf or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Wererat, Elf Mage

Medium humanoid (elf, shapechanger), lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Perception +4, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Elvish, Gnomish, and Halfling (can't speak in rat form)

Challenge 7 (2,900 XP)

Polymorph. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form which is humanoid. Its statistics, other than its size, 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.

Fey Ancestry. The wererat has advantage on saving throws against being charmed and magic cannot put it to sleep.

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

Spellcasting (Elf and Hybrid Form Only). The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spell prepared:

Cantrips (at will): *acid splash, fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, lightning bolt*

4th level (3 slots): *blight, greater invisibility*

5th level (1 slot): *cone of cold*

Actions

Multiattack (Elf or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Dagger (Elf or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Wererat, Halfling

Small humanoid (halfling, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 25 ft. (30 ft. in rat form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	11 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Resistances poison

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common and Halfling (can't speak in rat form)

Challenge 2 (450 XP)

Polymorph. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form which is humanoid. Its statistics, other than its speed, 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.

Brave. The wererat has advantage on all saving throws against being frightened.

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

Lucky. When the wererat rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Stout Resilience. The wererat has advantage on saving throws against poison.

Actions

Multiattack (Halfling or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Map below made with [Hexographer](http://Hexographer.com)

Map Scale 1 hex = 50 miles

Shortsword (Halfling or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

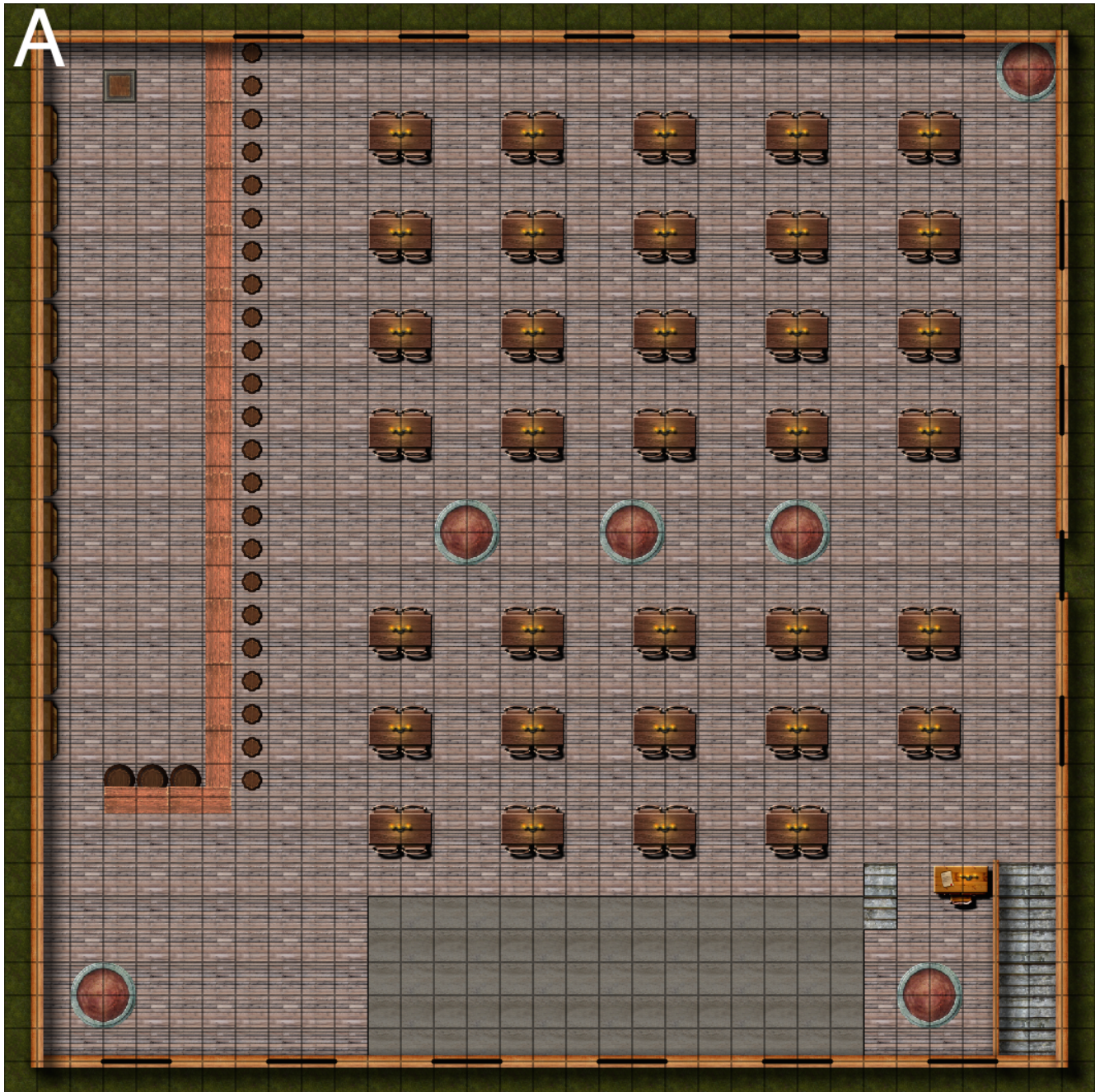
Shortbow (Halfling or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Maps

Dromadas Inn and Surrounding Area



A - Dromadas Inn 1st Floor



Map made with [Pyromancers](http://pyromancers.com) Dungeon Painter

1 square = 5 feet

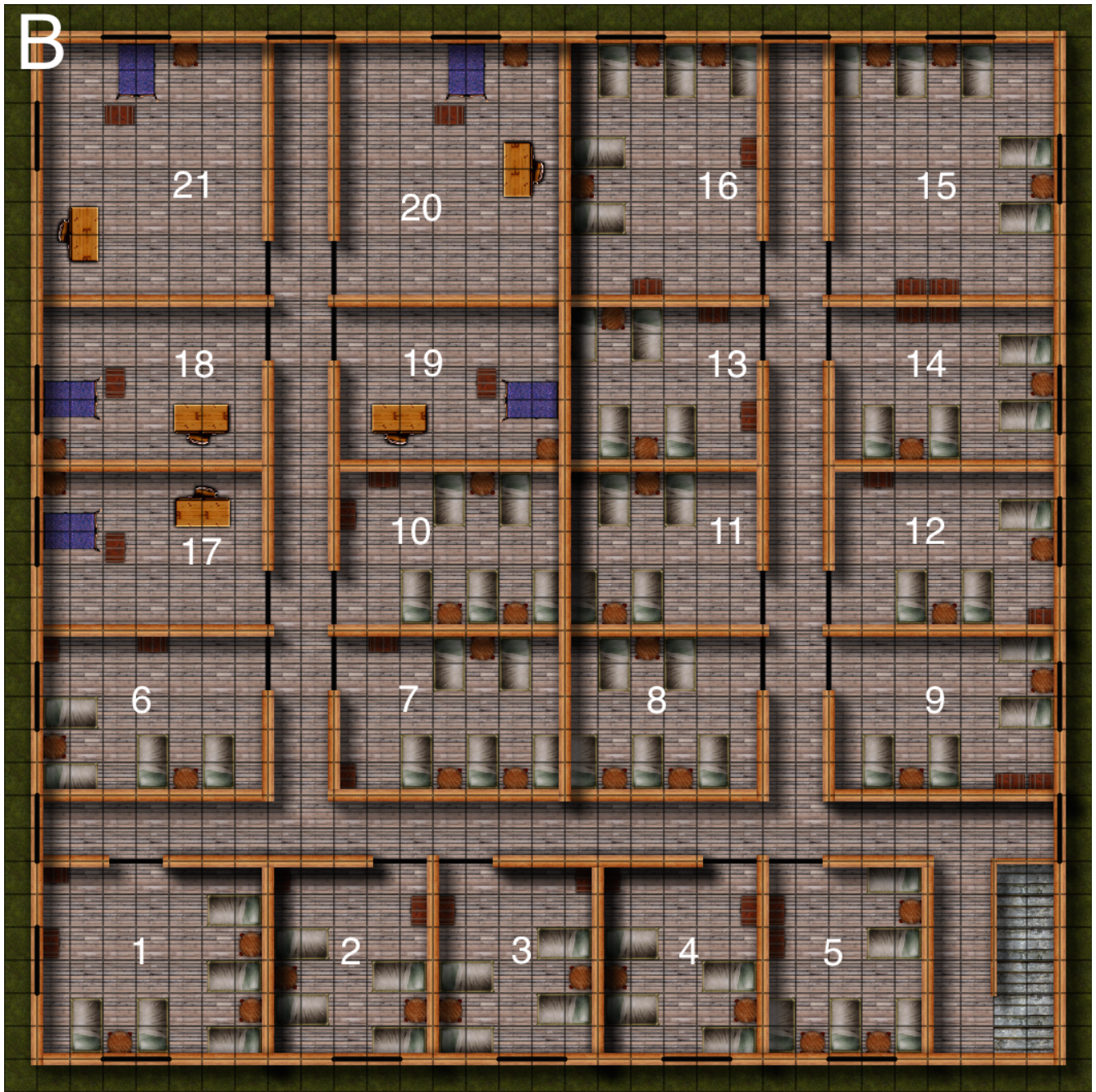
Gridded and gridless versions of the map available on [World Builder Blog](http://WorldBuilderBlog.com)

B - Dromadas Inn 2nd Floor

Map made with [Pyromancers](#) Dungeon Painter

1 square = 5 feet

Gridded and gridless verions of the map available on [World Builder Blog](#)



C - Dromadas Inn Basement

Map made with [Pyromancers](http://Pyromancers.com) Dungeon Painter

1 square = 5 feet

Gridded and gridless verions of the map available on World Builder Blog

