

# City Incidents: Juan DnDink.com

- A clearly deranged man is ranting about an invisible monster that is after him. The man is paranoid.
- A dark-winged shape suddenly swoops down out of the sky and lands on a building roof of a nearby inn. Nobody pays any attention to this bat like creature the size of a horse. Could be someone's ride, or their pet.
- A hideous half-elf is carrying a saddle, has scar distorting half of his face, which pulls his mouth up at one corner and his eye down, who's entering a saddler's store with the intention of negotiating a sale for repairs to his saddle.
- You see a group of hooded individuals, their faces hidden from sight, are hurrying down the steps of a building with a struggling bundle. The bundle is about the size of a person, and is a large burlap sack that has been tied shut. The disappear into the crowds, onto another road.
- A group of wererats suddenly boil up out of the sewers too take a look around, to nobody's suprise.

Total: 1 creature, 18,000 XP (Enc: 18,000 XP)

Statblock Info Images

### WERERAT

MM<sub>209</sub>

Medium Humanoid (Human, Shapechanger), Lawful Evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

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

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

Languages Common (can't speak in rat form)

Challenge 2 (450 XP) Proficiency Bonus +2

**Shapechanger.** 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.

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

**ACTIONS**

**Multiattack (Humanoid 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.

**Shortsword (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5

Encounter Builder Use Proficiency Dice

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WERERATs are cunning lycanthropes with sly, avaricious personalities. They are wiry and twitchy in humanoid form, with thin hair and darting eyes. In their humanoid and hybrid forms, wererats prefer light weapons and use ambush tactics rather than fighting as a pack. Although a wererat can deliver a nasty bite in its rat form, it favors that form for stealthy infiltration and escape rather than combat.

A wererat clan operates much like a thieves' guild, with wererats transmitting their curse only to creatures they want to induct into the clan. Wererats that are accidentally cursed or break loose from the clan's control are quickly hunted down and killed.

Wererat clans are found throughout urban civilization, often dwelling in cellars and catacombs. These creatures are common in the sewers beneath major cities, viewing those subterranean areas as their hunting grounds. Rats and giant rats are commonly found living among wererats.

### LYCANTHROPES

One of the most ancient and feared of all curses, lycanthropy can transform the most civilized humanoid into a ravening beast. In its natural humanoid form, a creature cursed by lycanthropy appears as its normal self. Over time, however, many lycanthropes acquire features suggestive of their animal form. In that animal form, a lycanthrope resembles a powerful version of a normal animal. On close inspection, its eyes show a faint spark of unnatural intelligence and might glow red in the dark.

Evil lycanthropes hide among normal folk, emerging in animal form at night to spread terror and bloodshed, especially under a full moon. Good lycanthropes are reclusive and uncomfortable around other civilized creatures, often living alone in wilderness areas far from villages and towns.

### CURSE OF LYCANTHROPY

A humanoid creature can be afflicted with the curse of lycanthropy after being wounded by a lycanthrope, or if one or both of its parents are lycanthropes. A [remove curse](#) spell can rid an afflicted lycanthrope of the curse, but a natural born lycanthrope can be freed of the curse only with a wish.

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