

# D4: ENCYCLOPÆDIA SUBTERRANICA

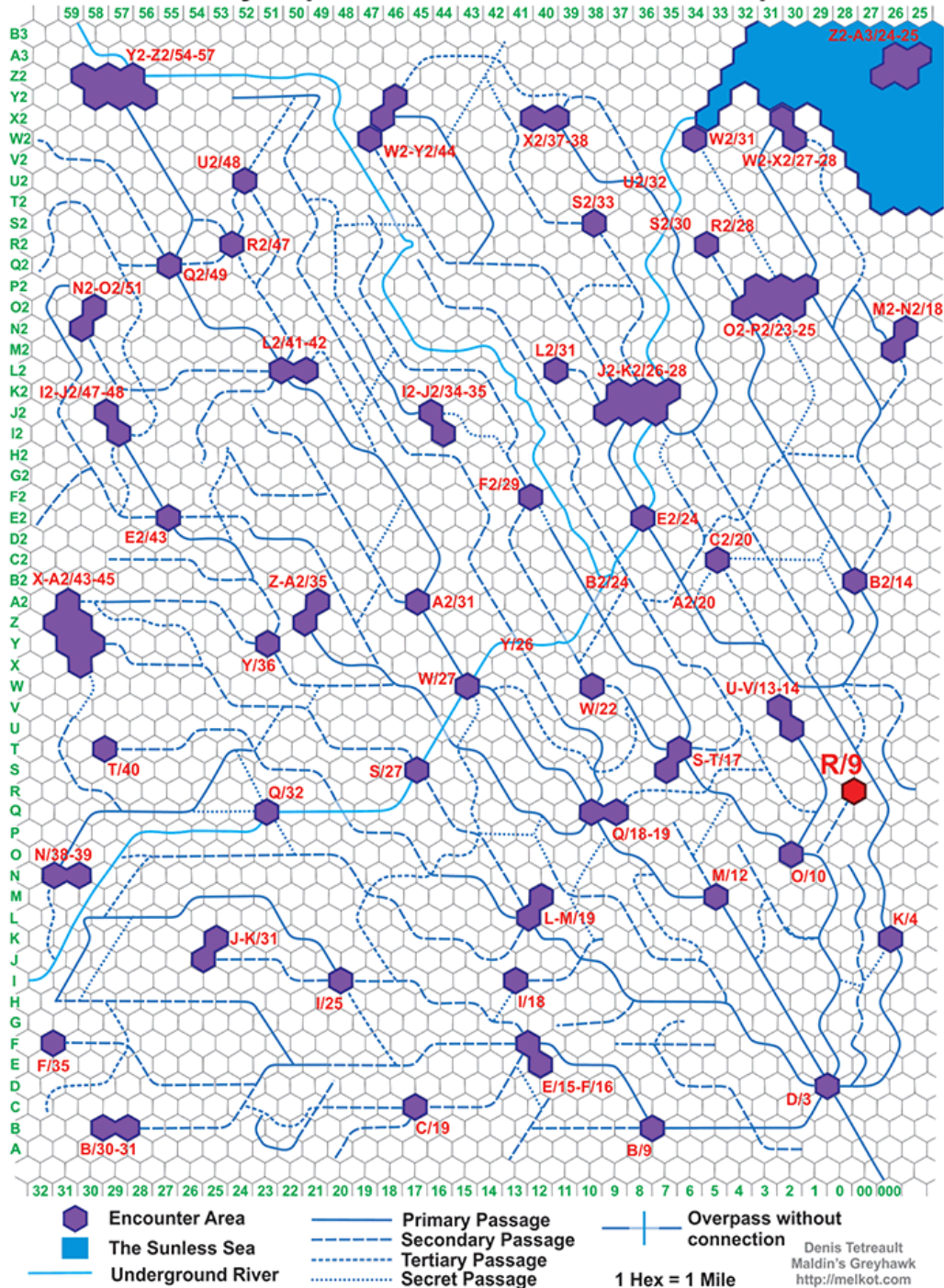
ENCOUNTER AREA R/9

Wererats' Warren

by eldersphinx

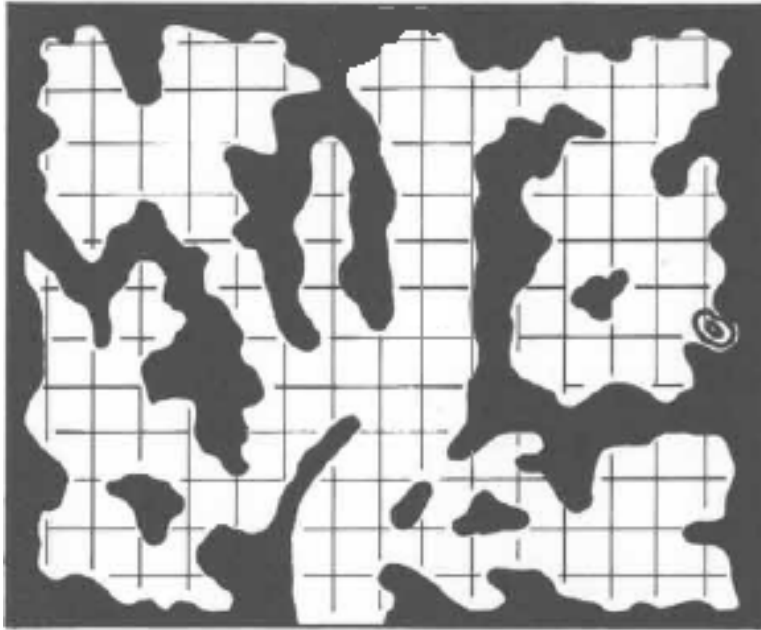
## Greyhawk's Underdark

### Encyclopaedia Subterranea Index Map



This encounter was developed as part of a collaborative exercise on the Dragonsfoot forums (<http://www.dragonsfoot.org>) to describe the rest of the "Depths of the Earth" from Dungeon Modules D1-3 by E. Gary Gygax, developing those areas illustrated on the map but not detailed in the modules themselves. For more information about D4: Encyclopædia Subterranea and the other encounter areas on the index map, visit **Maldin's Greyhawk - Greyhawk's Underdark** at <http://melkot.com/locations/underdark/underdark.html>

## ENCOUNTER AREA R/9: MAP A



### ENCOUNTER AREA R/9

#### Wererats' Warren by Eldersphinx

This area is home to wererats that have allied with the mind flayers in this part of the underworld. Any party that has previously shown hostility towards the illithids will surely face a stiff fight should they intrude into this area.

The first hazard to incoming adventurers consists of a combination of a pit-trap and scything blades mounted in each wall. The pit is an obvious hazard, 20' deep and with 3' wide ledges on either side. However, should any character simply step around the pit without checking for other traps, they will trigger the wall-mounted blades, which strike (at thigh height on a man-sized creature) as an 8 HD monster for 2d6 damage each. On a successful hit by the blades, the unfortunate victim must save against death magic or be knocked into the pit below! The wererats commonly deal with this trap by assuming giant rat form and scampering underneath the blades, or else climbing into and out of the pit.

In the tunnel beyond the pit trap reside both a patrol of four wererat guards (H.P.: 19, 18, 16, 15) armed with **drow short swords +1**, and a pack of seven giant rats (H.P.: 3 each) that have been specially trained by the wererat chieftain. Each giant rat can hide in shadows and move silently (as a thief) with 70% proficiency, as well as pick pockets at a success rate of 50%. They will attempt to use this last ability to snatch scroll cases, visible papers, and the like. The rats lack the intelligence to distinguish magical from nonmagical items, but can instinctively recognize paper and parchment by sight/smell. If such a prize is claimed, the rat will attempt to flee combat and return the item to its master.

Three of the smaller chambers off the corridor are home to the ratmen and their pets. Each chamber contains 2-7 wererats (each with H.P.: 14) and 3-12 giant rats (H.P.: 2 each, and without the thief abilities of their brethren listed above). Ratmen are 75% likely to be armed with a **drow short sword +1** or **drow dagger +1** (equal odds of either). The inhabitants in each cave will not join any general defense of the area unless victory seems certain. Treasure in each cave comes to 1,000-4,000 copper pieces and 300-1,800 silver pieces.

The final cave in the encounter area is home to the chieftain of the wererats (H.P. 29; fights as a 6 HD monster) and his three consorts (H.P.: 22, 21, 19; each fights as a 4 HD monster). The consorts each carry **drow short swords +2**. The chieftain bears a **spear +3** (of surface make) and also carries **magic-user scrolls** of **ray of enfeeblement**; **web**; **fireball**; **minor globe of invulnerability**; that he may read from as would a master

thief. These creatures will fight to the death against any intruding party. A small coffer set against one wall holds the treasure of this place: 500 gold pieces and 300 platinum pieces, three blocks of **incense of meditation**, and a small **brass ring** which radiates magic. If the brass ring is placed on a finger, the wearer will feel an odd mental pressure coming from the northwest (originating from the mind flayers' gate, in U/13-V/14) and will afterwards be able to determine direction to the latter encounter area with but a moment's thought, as long as the ring is worn.

Once this encounter area is cleared, reduce numbers of wererats encountered (in both pre-written encounter areas and in random encounters) by half.