



KING OF THE SEWERS



INTRODUCTION

This document contains the adventure King of the Sewers. It is an adventure intended for 5 level 5 players.

ADVENTURE OVERVIEW

Valuable possessions are stolen. A ransom note is left at the crime scene. The ransom must be delivered in a bag behind The Behir and Beholder tavern. A dwarf and a half-orc shows up to collect the bag. An interrogation of the dwarf and half-orc reveals that they had nothing to do with the robbery, and the real villain is Neskit the Foul. The dwarf and half-orc will lead the players to one of Neskit's hideouts. Here an entrance is found to the sewers. The sewers are searched and the wererat lair located. This is where Neskit is with the stolen goods.

WERERATS!

Wererats feature a prominent place in this adventure and it is important to familiarize yourself with wererats before running the adventure.

LYCANTHROPY A SELECTIVE CURSE

Wererats are lycanthropes. Lycanthropy is a curse, it is transmitted through bites. Wererats prefer to use light weapons to biting, and the only bite those whom they deem worthy of becoming a wererat, or someone who can benefit the wererat clan.

THE DIFFERENT SHAPES OF WERERATS

Wererats can transform into giant rats and a hybrid form. They prefer the hybrid form when fighting. Spellcasters are only capable of casting spells in hybrid form.

The giant rat form is used for infiltration and escaping. A bound wererat can easily

escape its bonds by transforming into a giant rat.

When in human form the wererats look like slender humans with long twitchy noses and small darting eyes. Males often favor a thin mustache. Wererats that live in the sewers cannot mask the sewer smell in human form.

It takes an action to transform from one form to another. Note that it drops all equipment when it transforms into a giant rat.

THE CULTURE OF WERERATS

Wererats like to surround themselves with pretty things, but it is always off some way or another. Pretty furniture may be stained, china may be cracked, utensils may be rusty, clothes are stained etc.

Wererats pride themselves by being smarter than most humans and will often try to scheme and plot their way out of sticky situations.

SILVER WEAPONS

Wererats are immune to weapon damage from nonmagical weapons that aren't silvered. The party should have magic or silvered weapons before they enter the sewers or they won't be able to survive the adventure.

INTEGRATING THE ADVENTURE INTO YOUR CAMPAIGN

The stolen goods can be from a caravan that the characters are escorting. It can be stuff owned by the characters, or the characters may be hired to return the stolen goods. The adventure takes place in a town large enough to have a sewer system.



CHAPTER 1: THE SILVER DRAGON INN

After a long travel through the wilderness the characters reach civilization, a large town with several inns. By random the characters pick the Silver Dragon Inn. During the night goods (provisions, cargo) belonging to the caravan that the characters are escorting, is stolen.

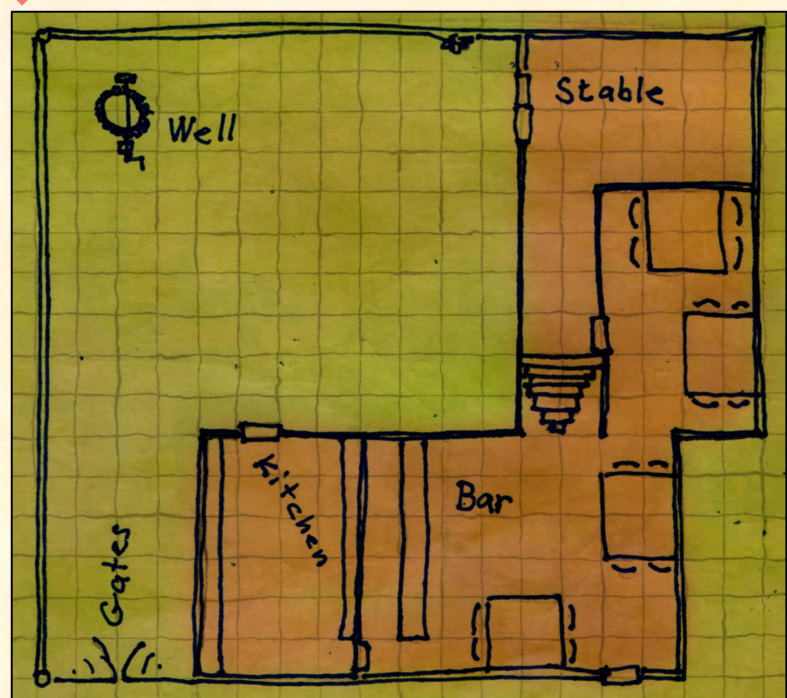
A ransom note is left in its place. The note is written in very fine hand writing, demanding 50 gp. See the next page. 50 gp is about 1/5 of the value of the stolen goods.

If there are guards guarding the provision, the guards are given sleep poison, served by a barmaid. If they don't drink they will be attacked by thieves wielding blowpipes with poisoned dart (sleep poison).

When questioned, the barmaid will remember a group of three, saying they were

part of the caravan asking her to bring beers they had to the guards. The one she spoke to stank of sewers and had a very fine mustache.

Below here is the ground floor layout of the Silver Dragon Inn. The stairs lead up to rooms that can be rented. The Inn is located on a street corner, with streets running to the south and east.



PLAYER HANDOUT:

We got your stuff. Do you want it back?

Bring 50 gp in a bag.

Place it behind the water barrel

behind The Behir and Beholder

tomorrow at midnight.

CHAPTER 2: RAT SKULL ALLEY

The Behir and Beholder is a very dirty tavern in a bad neighborhood. There is a long alleyway behind the tavern, Rat Skull Alley, and there are several abandoned and empty buildings in the neighborhood.

The idea here is that the players should do a stakeout. Allow the players plenty of room to setup their surveillance. Allow them to place characters on the roofs. If they want to setup surveillance in the cellar of the inn, they will be thrown out of the inn after ten minutes, unless the bribe the barkeep 20 gp.

Due to the tavern there is plenty of activity in the alley at night. Here are some suggestions:

- A fight breaks out between two drunken patrons.
- A hobo curls up in a corner and tries to sleep.
- Residents from the surrounding buildings come and go.
- A giant rat scurries down the alley chased by some wild dogs.
- Two male half-orcs come to relieve themselves of excess fluids. (Yes they piss.)
- Several times a drunken person exits the tavern to throw up.

At some point around 1 o'clock Dim Beard and Three Fangs sneaks into the cellar to grab the bag from a cellar window, even if the characters are there. They don't hide the bag when they leave. They have a hideout down the street in an abandoned building. The characters may apprehend Dim Beard and Three Fangs in the cellar, as they leave or ambush them in their hideout.

ROLE PLAYING DIM BEARD AND THREE FANGS

Dim Beard and Three Fangs are Bandits with the bandit stats except that Dim Beard



THE BEHIR AND BEHOLDER

has an intelligence of 7 and Three Fangs has an intelligence of 13. Dim Beard is a slender open mouthed dwarf who insists on being called Dim Beard and not Dimwit. Three Fangs is a gruff Half-orc who calls Dim Beard for Dimwit and tells him to shut up. At some point Three Fangs realize that Neskit the Foul has set them up as decoys. Three Fangs will try to make a deal, they will cooperate in return for their freedom.

They were hired to pick up the bag and deliver it to an inn in a neighbor town. They were paid 5 gp in advance. That is all they know about the ransom. They also know the locations of one of Neskit's hideouts and they will show it to the characters in return for their freedom. If the characters insist on using the authorities, Three Fangs will argue that there isn't enough evidence to convict them, and by that time, their goods will probably be long gone anyway.



GENERAL FEATURES

Doors leading out are generally locked, unless otherwise noted. All internal doors are unlocked. All doors are made of wood. It is a DC15 strength check to force open a door. A door can also be destroyed by attacking it, AC 15, 10 HP. Locked doors can be picked with a DC 12 check, unless otherwise noted. All windows into the alley have been boarded up.

NPC's might notice the characters breaking in, but they will not interfere or alert the city guard. This is a very filthy back alley and rats scurry around.

A: HEN HOUSE

The door has a pad lock on it. DC 10 to pick the lock. DC 10 Strength check to smash the door open.

B: DIM BEARDS AND THREE FANGS HIDEOUT

This used to be an old residential house. The south door in B2 is unlocked. It is barred on the inside when Dim Beard and Three Fangs are in the building. B3 this is where Dim Beard and Three Fangs sleep.

C: EMPTY SHOP

This used to be a shoe makers home. A few all worn shoes lie in the corners. The north door in C3 is locked. The south door in C3 has been broken open. 5 giant rats nests in C2.

D: RESIDENTIAL

This house is home to a tiefling family. The characters are not welcome here.

E: APOTHECARY

This 2 and 3 story building is better maintained than the rest of the buildings in the alley. The doors are locked, DC 18 to pick.

F/G: EMPTY WAREHOUSE

The doors to the north are unlocked the doors to the south are locked. Two giant spiders have set up a giant web in G; they will attack characters on sight.

H: THE BEHIR AND BEHOLDER

H1 is the Bar. H2 is the kitchen. Stairs behind a door in H1 leads down to a wine and ale cellar under the kitchen. The bar is full, about 20 rough looking patrons.

CHAPTER 3: NESKITS HIDEOUT

Dim Beard and Three Fangs lead the players to Neskits hideout in return for their freedom. The characters probably want to ambush the place. It is in a bad part of town, no witnesses will intervene, nor will cityguard be called in, even if the fight spills out into the streets. The streets are relative empty due to heavy rain when the characters arrive. The characters will realise they are up against wererats and need silvered og magical weapons.



ROOM A

When the characters arrive, 3 wererats in human form are playing dice in A. If Neskits minions interact with Dim Beard and Three Fangs they are anoid that they came here instead of going to the neighbor town inn. Dim Beards and Three Fangs are just decoys as far as Neskit is concerned.

DEVELOPMENT

When the wererats realize they are outnumbered they will try to shapeshift into giant rat form and flee into the sewers. If cornered they will fight to the death.

The characters also need to learn about the wererats immunity to normal weapons.

TREASURES

The wererats carry 11gp, 13sp, 13ep respectively. One of them also has 3 +1 hand crossbow bolts.

ROOM B

Neskit the Foul chose this house because there is an entrance to the sewer system, through the trap door in B. There are also 3 beds here.

TRAP

The trap door is locked. All the wererats has a key to it. The lock is trapped, with a poisoned needle trap: Perception DC 15, Disable DC 10, to hit +5, 1 piercing damage + 2d10 poison damage.

TREASURE

One of the beds contains a potion of climbing. Another bed contains a potion of Assassin's Blood (poison).





CHAPTER 4: TO THE SEWERS

The sewer pipes are 8 feet in diameter, with a 3 feet sidewalk. There are currently high water levels in the sewers due to the heavy rain. Each square on the sewer map is 200 feet. The rings are exits, all of them to street level, except for H and O.



H: NESKITS THE FOULS HIDEOUT

The trap door in Neskits hideout leads down to the sewers here.

R: GIANT RATS

8 giant rats attack the characters here.

G: SEWER GAS

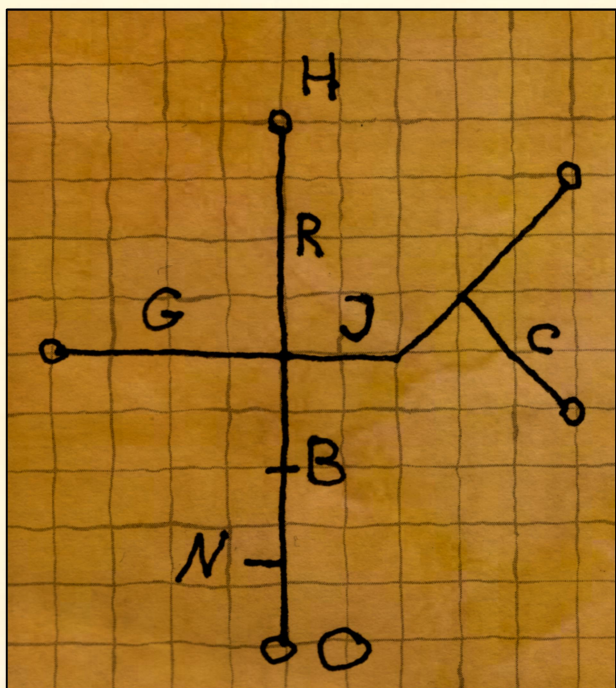
If the characters are carrying torches or lanterns the flames start to act more and more as if the air itself is flammable. If the players continue down this pipe they will eventually ignite the gas. When this happens have the players make a DEX save DC 15 to jump in the sewer water. On failed save the character takes 14 (4d6) fire damage, half as much on a successful roll.

J: OCHRE JELLY

An Ochre Jelly is hiding on the ceiling DC 14 perception to notice it. It will attack the characters walking under it.

C: GELATINOUS CUBE

A gelatinous cube is blocking the sewer pipe. It looks strange as it is holding back a higher level of sewer water as if it was held by a magic force. If the gelatinous cube dies, the characters must make a DC 12 Strength save, or be flushed back to the T-intersection. On a failed save torches and lamps are extinguished, and they take 7 (2d6) bludgeoning damage.



N: NESKITS THE FOULS LAIR

On the side of the sewer pipe there is a round wooden door. This door leads to Neskit the Fouls lair. See chapter 5.

TRAP

The door is trapped, with a poisoned needle trap: Perception DC 15, Disable DC 10, to hit +5, 1 piercing damage + 2d10 poison damage.

O: OUTLET

This is where the sewer system empties out in the harbor or a river. The entrance is blocked by heavy bars, one inch bars four inches apart

B: BARS

One inch bars four inches apart blocks the sewer pipe here. What the players can't see is that it is possible to swim under the bars. The players can also smash the bars (AC 19, 40 HP).

If the characters turn around here, to continue investigation in the town, they will learn that Neskit the Foul is also known as King of the Sewers, and that it is rumored that he has a hideout in the sewers. When the characters return, the water levels have dropped, and they can see that you can swim under the bars.



GIANT RAT

CHAPTER 5: LAIR OF NESKIT

THE FOUL

GENERAL FEATURES

The corridors are 10 feet high and 10 feet wide. The corridors are unlit. All the rooms are 20 feet high and lit with sconces. There are cob web in the corners and rats scurry harmlessly around. There is also a faint smell of sewer. All doors have AC15 and 10 HP. Double doors have AC15 and 25 HP.

Secret Doors are DC 15 perception to spot. Cell doors have AC 19 and 20 HP. All doors are unlocked except for cell doors and where noted.

1 STAIRS

Stairs lead down from the sewer level into the lair.

2 SHITHOLE

This niche contains a trap door on the floor with a hole in it. It stinks of feces here. The wererats use this as a toilet.

3 KITCHEN

At first glance the utensils and china in the kitchen looks pristine, however at closer inspection the utensils are cheap metal utensils that have been silvered and several of the plates and cups are cracked. The utensils are worth 15 sp. The knives can be used as silvered daggers.

4 BARRACKS

There are 6 wererats in hybrid form in this room. 4 of them are playing cards at a table, the rest are lying on their bedrolls. Four wide columns hold up the ceiling.

DEVELOPMENT

If a fight breaks out here Neskit will lock the door to (5) and run to (7) and (6) to fetch the priest and rat ogre arriving 6 rounds later.

TREASURE

The wererats carry 14cp, 7gp, 6gp, 20cp, 23cp, 11gp respectively. One of the bedrolls hides a potion of mind reading.

5 NESKITS OFFICE

This is Neskit the Foul's office and sleeping quarter. Neskit is a wererat bandit captain in hybrid form. A secret door leads to 7.

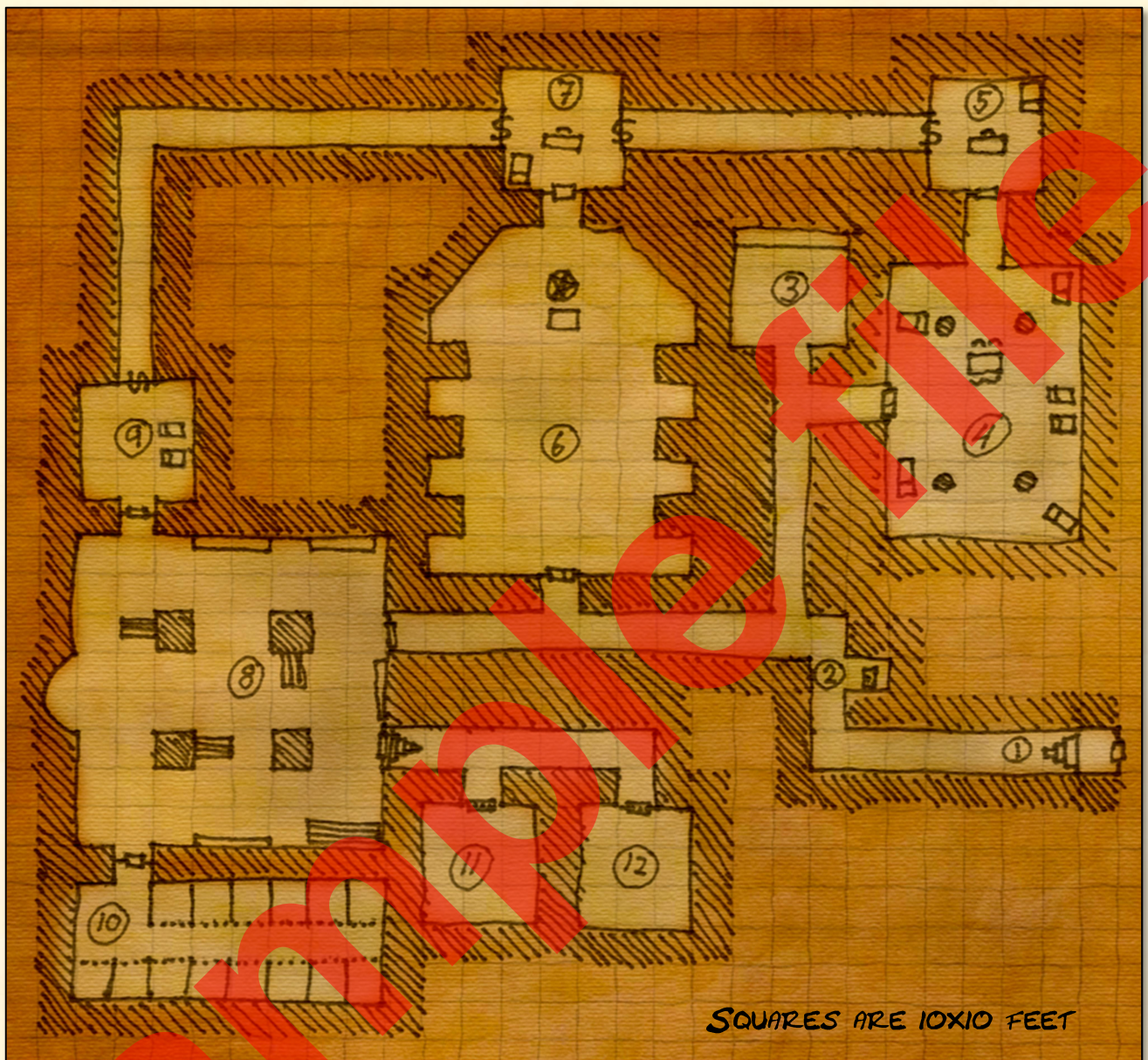
On Neskit's desk is a letter from the arch-enemy of the characters, telling Neskit to stop/delay/kill the characters as he sees fit.

TREASURE

Neskit's desk contains a hidden room, (DC 16 perception) it contains a bag of with 90gp, 1000sp and four bloodstones worth 50 gp each. Neskit has a +1 shortsword and slippers of climbing



NESKIT THE FOUL



6 TEMPLE OF SQERRIK

This is a temple of Sqerrick the patron deity of wererats. There is an altar in front of a statue of Sqerrick. A **rat-ogre** is sleeping behind the statue.

DEVELOPMENT

If a fight breaks out here the wererat priest in (7) will join the fight one round later.

7 PRIESTS PRIVATE QUARTER

This is the private quarter of the priest. There is a **wererat priest** in hybrid form. The room has secret doors that lead to 5 and 9.

TREASURE

The priest has a silver necklace with a gemstone pendant (250 gp).

8 MAD SCIENTIST LAB

Wasgull the **wererat mage**, a **wererat apprentice wizard** and two **giant rats** are in the laboratory. They are in the process of brewing several potions. The laboratory is severely disorganized. 4 tables stand up against four massive columns and the outer walls. Four bookcases are arranged around the room. There is a strange smell of alchemical substances.

TREASURE

Among the many notes, glass vials etc., two component pouches and 8 tomes of magic can be found – one for each school of magic. The tomes are worth 50 gp each. Wasgull carries a wand of binding.

DEVELOPMENT

After 1 round of fighting the **wererat mage** and the **wererat apprentice wizard** runs to the rat kennel (10) and locks the door, then they release all the rats. And try to escape to the sewers in the confusion.

9 WASGULS SLEEPING QUARTERS

This barren quarter is where Wasgull the mage and his apprentice sleep.

TREASURE

There are 2 spellbooks here, and a cloak of arachnida.

10 RAT KENNEL

This is a rat kennel. There are 14 cages, 12 of them contain a **giant rat**. If the rats are freed they will run to the sewers.

11 PRISON CELL WITH STOLEN STUFF

This prison cell contains the stolen stuff.

12 PRISON CELL WITH NOBLE

This prison cell contains a prisoner. It is the son of a local noble who is being held here for ransom.

DEVELOPMENT

If the characters free the prisoner the noble will reward them 200 gp.

RAT-OGRE

Rat-Ogres are a whirlwind of destruction. They live by scavenging, and killing for food and pleasure. The average adult specimen stands between 9 and 10 feet tall and weighs close to 800 pounds.

Furious Tempers. Rat-Ogres are notorious for their quick tempers, which flare at the smallest perceived offense. When its rage is incited, a rat-ogre lashes out in a frustrated tantrum until it runs out of objects or creatures to smash.

Stupidity. Most rat-ogres speak only a rudimentary form of Giant and know a smattering of Common words. Rat-Ogres believe what they are told and they can be fooled or confused, but they break things they don't understand. Silver-tongued tricksters who test their talents on these savages typically end up eating their eloquent words- and then being eaten in turn.

Sewer Dwellers. Most rat-ogres live in sewers under big cities. Here they hunt for edible stuff. Rat-Ogres eat almost anything, but they especially enjoy the taste of dwarves, halflings, and elves. When they can, they combine dinner with pleasure, chasing scurrying victims around before eating them raw.

Rat Gangs. Rat-Ogres will often team up with gangs of wererats, giant rats and rat swarms. When working with wererats the rat-ogre will work as a guard or bodyguard or pack leader in case of rats and giant rats.

Contagious. Rat-Ogres are full of boils and warts. Bites from rat-ogres are known to cause diseases.



Rat-Ogre					
<i>Large giant, chaotic evil</i>					
Armor class 13 (hide armor)					
Hit Points 102 (12d10+36)					
Speed 40 ft.					
STR	DEX	CON	WIS	INT	CHA
19(+4)	12(+1)	16(+3)	8(-1)	9(-1)	6(-2)
Damage Resistance Poison					
Skills Perception +3					
Senses darkvision 60 ft. passive perception 13					
Languages common, giant					
Challenge 5 (1800 XP)					
Keen smell. The Rat-Ogre has advantage on Wisdom (Perception) checks that rely on smell					
Actions					
Multiattack. The Rat-Ogre makes three attacks: one with its bite and two its claws.					
Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 8 (1d8+4) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.					
Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 11 (2d6+4) slashing damage.					

WERERATS

Wererat Bandit Captain

Medium humanoid, (human shapechanger), lawful evil

Armor class 14 (studded leather)

Hit Points 55 (10d8+10)

Speed 30 ft.

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

Skills Perception +4, Stealth +6

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

Senses darkvision 60 ft. (rat form), passive perception 14

Languages common (can't speak in rat form)

Challenge 4 (1100 XP)

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 bandit captain has advantage on Wisdom (Perception) checks that rely on smell

Actions

Multiattack (Humanoid or Hybrid Form Only). The wererat bandit captain makes three attacks, only one of which can be a bite.

Bite (rat or hybrid form only). *Melee Weapon Attack:* +6 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:* +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Dagger (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Reactions

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

Wererat Priest

Medium humanoid, (human shapechanger), lawful evil

Armor class 15 (chain shirt)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	WIS	INT	CHA
10(+0)	15(+2)	12(+1)	16(+3)	11(+0)	8(-1)

Skills Perception +6, Stealth +5

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

Senses darkvision 60 ft. (rat form), passive perception 16

Languages common (can't speak in rat form)

Challenge 4 (1100 XP)

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 priest has advantage on Wisdom (Perception) checks that rely on smell

Divine Eminence. As a bonus action, the wererat priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the wererat priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy
1st level (4 slots): cure wounds, guiding bolt, healing word

2nd level (3 slots): lesser restoration, spiritual weapon
3rd level (2 slots): dispel magic, spirit guardians

Actions

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

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +5 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.

Mace (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Wererat Mage

Medium humanoid, (human shapechanger), lawful evil

Armor class 12 (15 with mage armor)

Hit Points 49 (9d8+9)

Speed 30 ft.

STR	DEX	CON	WIS	INT	CHA
10(+0)	15(+2)	12(+1)	10(+0)	16(+3)	8(-1)

Saving throws Int +7, Wis +4

Skills Perception +4, Stealth +6

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

Senses darkvision 60 ft. (rat form), passive perception 14

Languages common (can't speak in rat form)

Challenge 7 (2900 XP)

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 mage has advantage on Wisdom (Perception) checks that rely on smell

Spellcasting. The wererat mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The wererat mage has the following wizard

spells prepared :

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

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

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

3rd level (3 slots): counterspell, fireball, fly

4th level (3 slots): greater invisibility, ice storm

5th level (1 slot): cone of cold

Actions

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:*

+6 to hit, reach 5 ft., one target. Hit: 6 (1 d4 + 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 (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage

Wererat Wizard Apprentice

Medium humanoid, (human shapechanger), lawful evil

Armor class 12 (15 with mage armor)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	WIS	INT	CHA
10(+0)	15(+2)	12(+1)	10(+0)	14(+2)	8(-1)

Saving throws Int +5, Wis +3

Skills Perception +3, Stealth +5

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

Senses darkvision 60 ft. (rat form), passive perception 13

Languages common (can't speak in rat form)

Challenge 3 (700 XP)

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 wizard apprentice has advantage on Wisdom (Perception) checks that rely on smell

Spellcasting. The wererat wizard apprentice is a 1th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The wererat wizard apprentice has the following wizard spells prepared :

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

1st level (2 slots): mage armor, magic missile, shield

Actions

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:*

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