



W. Wereboar Menhir

Wereboar Menhir is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3, 5, 8, or 11**. This document offers details for the 3rd-level version. For the full adjustments for all level ranges, sign up for the DMDave Patreon. A pack of wereboars have taken up residence in the subterranean chambers beneath the mysterious stone monuments erected by an ancient circle of druids long ago. The characters are tasked with entering the chambers, believed to be defended by angry spirits, to destroy the wereboars and their leader.

Background

Eons ago, the sprawling grasslands bore witness to a distinguished circle of druids renowned for their celestial wisdom and mastery of ancestral magics. This Luminaric Order, in its quest to understand the intricate

dance of the cosmos and its connection to the natural world, erected the Galactic Menhir. This grand henge of intricately carved standing stones, each stone shimmering with a hint of the night sky and etched with Celestial patterns, served as a natural observatory and a conduit for celestial energy.

However, the power the Order wielded came at a cost. Their deep immersion into the heavenly realm began to fracture their ties to the physical world. Their bodies, once strong and vital, began to wane with each ritual, mirroring the ephemeral nature of the celestial bodies they studied. Over time, they transformed into beings of pure energy, their spirits merging with the cosmos, leaving behind the Galactic Mehir and its imbued magic as their legacy on the Material Plane.

Throughout the centuries that have followed, various tribes and peoples have

revered the standing stones. They admire their spectral beauty and respect their spiritual significance, attributing natural phenomena to the spirits of the celestial druids many believe still reside within the monument. The Galactic Menhir became an enduring symbol of the region, seen as a sanctuary where the spiritual and physical realms intertwined.

Menhir Caverns

The sacred tranquility of the Menhir was recently disrupted. A ferocious bandit group of wereboars, led by a fearsome wereboar named Gornok, discovered a hidden network of caverns beneath the Mehir, which the druids once held sacred. Viewing the henge as nothing more than a sturdy and defensible shelter, they claimed the caverns as their lair, apathetic to its significance and ignorant of the potential spiritual repercussions. Their occupation of this revered space has unsettled the balance of the region, prompting those who hold the standing stones dear to seek aid in ousting the savage and brutal intruders.

General Features

Originally constructed by the Luminaric Order, the lair beneath the Galactic Menhir consists of a series of seminatural caverns connected by tunnels carved out of the earth. The original purposes of these chambers have been perverted by the wereboars, who have filled them with their filth and spoils. The lair's general features are as described below, unless otherwise stated:

Ceilings, Walls, and Floors. The ceilings in the caverns range from 15 to 20 feet high, naturally formed and supported by thick columns of stone. The walls and floors of the caverns are of rough, cold earth, often damp to the touch. Decades of

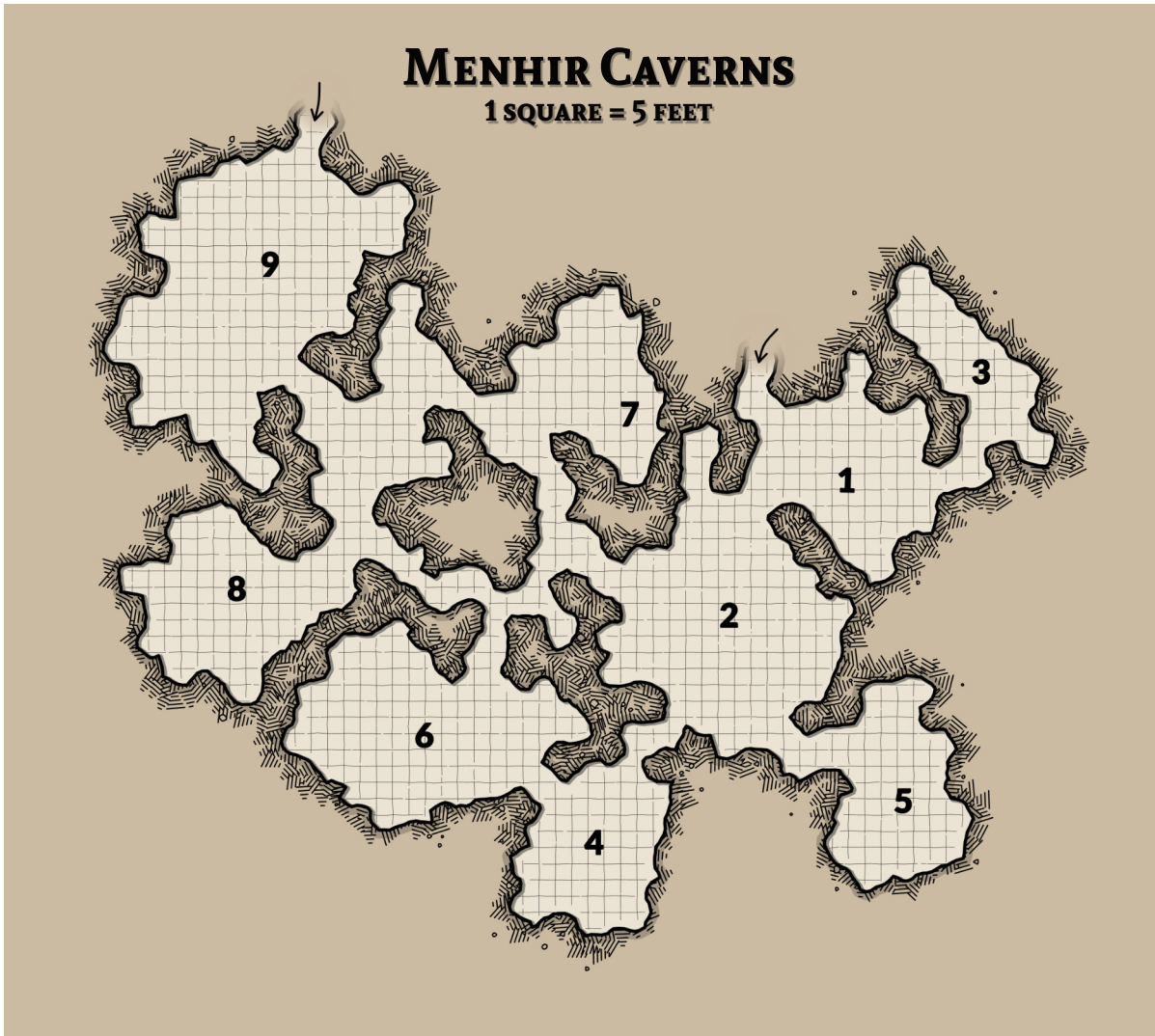
weathering have resulted in uneven surfaces, providing plenty of nooks and crannies where the wereboars stash their spoils. Though uneven, the floors are not considered difficult terrain.

Light. The lair's caverns are dimly lit by crude torches mounted on stakes by the wereboars. There are no torches in the connecting tunnels, which are illuminated only by whatever meager light manages to spill through from the caverns that adjoin them.

Dampening Moss. A type of moss local to the region grows over much of the walls, ceiling, and portions of the caverns' floors. This moss is thick, spongy, and happens to absorb much of the sound that would otherwise travel throughout the lair. Wereboars preoccupied in one cavern are unlikely to hear combat or commotion occurring in another cavern unless it is particularly loud.

Monster Statistics. This adventure references **reduced-threat wereboars** and **wereboar alphas**. Reduced-threat wereboars use **wereboar** statistics, though they have 30 hit points and no Multiattack. Wereboar alphas use **wereboar** statistics, though they have 100 hit points, AC 14, and can make three attacks as part of their Multiattack.

In addition to the lair's primary entrance (area W1), there is a second, secret entrance partially concealed at the base of a large tree some short distance from the monument that has not been discovered by the wereboars. A character who searches the area for at least 30 minutes and makes a successful DC 15 Wisdom (Perception) check finds the entrance, heavily concealed between gnarled roots and old vegetation. A character who searches the immediate vicinity of the tree makes this check with advantage. The entrance leads to a short, 30-foot-long subterranean tunnel, which connects to the northeast wall of area W9.



The Menhir’s primary entrance is nestled at the foot of one of its stone monuments, a somewhat inconspicuous aperture in the earth that leads to an abruptly descending staircase toward the entrance hall below. The grass surrounding the entrance has been flattened and stained dark brown, a result of the wereboars deliberately spilling blood to mark their new territory.

Keyed Locations

The following locations are keyed to the map of the Menhir Caverns above.

W1 – Entrance Hall

What looks to have been an entrance hall extends before you, its worn stone walls etched with intricate carvings of celestial bodies, now overgrown with moss and creeping vines. Skulls of various creatures, grim trophies mounted on stakes, stand in stark contrast to the ceremonial construction of the room. A few crude wooden barricades rest against the walls, indicative of the room's new, martial utility.

Originally a place of preparation where the druids of the Order would cleanse themselves physically and spiritually before continuing deeper into the Menhir to conduct their rituals, this area is now a sort of guard chamber for the wereboars, littered with the cranial remains of their victims. Passageways extend to the east and west.

Encounter: Wereboar Guards. Gornok has guards posted in this chamber at all times to fend off any intruders. The guards spend much of their time distracted in argument, though promptly attack any trespassers that they notice, fighting until reduced to half their number rounded down, at which point they attempt to flee deeper into the caverns to gather reinforcements. The nature of the guards depends on the level of the adventure, as shown in the Area W1 Encounter table.

AREA W1 ENCOUNTER

Adventure Level	Encounter
3rd	2 reduced-threat wereboars
5th+	Available in the full version

W2 – Pool

A large pool dominates the center of this expansive chamber. Bits of bone and other unidentifiable debris float lazily atop its surface, and pails and other containers lie haphazardly around its edge. Encircling the pool are faintly etched grooves in the stone floor, forming intricate patterns that hint at ritualistic or arcane purpose.



Once a pool for scrying and other forms of divinatory magic by the druids, the pool is now used by the wereboars as a communal site for drinking and bathing, its once sacred purpose reduced to the demands of daily sustenance. A character who inspects the etchings surrounding the water and makes a successful DC 13 Intelligence (Arcana or Religion) check can infer the original purpose of the pool. A casting of *detect magic* reveals a weak, flickering aura of divination magic emanating from its waters. With a successful DC 13 Intelligence (Arcana or Religion) check, the pool can be used to cast the *augury* spell, requiring no spell slots, components, or spellcasting ability. The magic of the pool has been desecrated by the wereboars' presence, however, and so any answer provided by the pool has a 50 percent chance of being inaccurate.

W3 – Crypt

The air in this long, narrow chamber smells faintly of ale. Crypts punctuate the length of the chamber walls, their recesses shrouded in a pall of age-old dust. The crypts appear austere, and several have been breached to reveal nothing but scattered bones within. This resting place has been subjected to a more mundane use by its new occupants—as a makeshift storage area. Heaps of grain sacks, barrels of ale, and a scattering of damaged weapons and other mundane supplies invade the once-sacred alcoves.

One of the barrels of ale has been punctured, further dampening the floor in this room and contributing to its sour fragrance. After making sure to raid the



crypts in search of valuables, of which they found little, the wereboars converted this room to storage. They keep nothing of significant value in this area. The most useful things the party might be able to find if they take their time to search include lengths of rope and half-melted candles.

Hazard: Ancestral Spirit. Shortly after the party enters this chamber, a spectral visage appears before them, its face twisted in an expression of rage. The apparition is the spirit of an ancient ranger and ally of the Order who earned the honor of being interred within this crypt. The spirit loudly accuses the party of being trespassers who seek to further defile the sacred space. Unless the party can assuage the confused and enraged ranger's concerns with a successful Charisma (Persuasion) check, the spirit lets forth a violent surge of force energy and then disappears, requiring any in the chamber to make a Wisdom saving throw. The difficulty of these checks and the damage dealt by the surge depends on the level of the adventure, as shown in the Area W3 Hazard table.

AREA W3 HAZARD

Adventure Level	Persuasion DC	Save DC	Psychic Damage
3rd	10	12	5 (1d10)
5th+	Available in the full version		

W4 – Meditation Chamber

The floor of this spacious cavern curves gently, forming a shallow bowl shape. Smooth stone slabs, arranged in a careful circle, are quiet reminders of the chamber's original purpose. Faint, celestial-themed petroglyphs can still be glimpsed upon the walls. But tranquility has been replaced with discord: the room bristles with the detritus of wereboar occupation. A central fire pit sends up an occasional spark, illuminating gnawed bones and crude eating utensils littered about. Ragged furs and bedrolls are heaped carelessly to one side, hinting at a less-than-restful slumber amidst the scent of woodsmoke and unwashed fur.

The wereboars have repurposed this former meditation chamber into their eating, sleeping, and common area.

Encounter: Wereboar Gang Members.

If they have not already been alerted to intruders, there are several wereboars in this chamber participating in some combination of eating, drinking, fighting, or sleeping. The wereboars are quick to attack any trespassers, though are reluctant to fight to the death. The nature of the wereboars depends on the level of the adventure, as shown in the Area W4 Encounter table.

AREA W4 ENCOUNTER

Adventure Level	Encounter
3rd	3 reduced-threat wereboars
5th+	Available in the full version

W5 – Den

A large, rough-hewn stone slab serves as a makeshift door to this room. Any combination of creatures with a combined Strength score of 15 can push the slab aside easily.

Carved into the stone walls of this chamber are countless recesses, each holding a stone tablet. Careful symbols carved into the walls, barely perceptible in the dim light, hint at lessons of celestial movement and nature's rhythms. Now, this ancient knowledge serves as the backdrop for a raucous den. Straw and scraps of food litter the floor, and the air is ripe with the musky scent of animals.

This room used to serve as a library for the Luminaric Order, who transcribed much of their knowledge onto the stone tablets that fill the room. The tablets, inscribed with the Sylvan language, document ritual proceedings, important myths, and other accumulated knowledge of the Order. The wereboars, having no ability to read the tablets, use this room as a den for their pets.

Encounter: Wereboar Pets. Gornok and the gang keep a number of pets in this room. The pets are hostile toward any non-wereboars that enter the chamber, but do not attack immediately. They can be pacified with a successful Wisdom (Animal Handling) check. The difficulty of this check and the nature of the pets depends on the level of the adventure, as shown in the Area W5 Encounter table on the following page.



AREA W5 ENCOUNTER

Adventure Level	Animal Handling DC	Encounter
3rd	12	4 wargs
5th+	Available in the full version	

Treasure: Stone Tablets. Much of the stone tablets are of limited value, but a character who can read Sylvan and who takes some time to investigate the room finds an alcove of tablets that function as spell scrolls, including a *spell scroll* of *awaken*, a *spell scroll* of *greater restoration*, and a *spell scroll* of *srying*.

W6 – Pit

Within this chamber, a great pit descends into the darkness. Even from the entrance, the sharp, putrid stench of rotting waste assaults the senses. Glimpses of discarded bones, spoiled food, and other refuse can be made out in the pit. Charred, ancient bloodstains and ceremonial markings carved into the stone around the pit's edge hint at its past purpose.

This room was used by the Luminaric Order for ritualistic sacrifices of animals, the remains of which were left in the pit to feed the blessed fungi below. The wereboars were happy to repurpose the pit into a garbage disposal. There is nothing of value to be found here.

W7 – Shrine

The gnarled roots of a long-dead tree twist into the ceiling of this chamber, casting eerie shadows in the dim light. Centered within the space, a crude shrine has been erected. Bits of mud, stone, and splintered wood have been fashioned together in a rudimentary display, teetering precariously under the weight of its morbid adornments. An array of tusks, in all shapes and sizes, has been haphazardly fixed to the shrine.

This space is used by the wereboars as a place of remembrance and honor, with particular religious associations to a dark god to which the gang has declared themselves loyal. The tusks adorning the shrine belong not only to fallen comrades but also to formidable foes and significant quarry, each one a testament to the strength and ferocity of the wereboar pack. A character who inspects the shrine and makes a successful DC 17 Intelligence (Religion) check can identify that the shrine is dedicated to Urok the Blackened Boar, a minor deity associated with the hunt, beasts, and carnage.



W8 – Fungal Chamber

In this damp chamber, an ethereal glow emanates from clusters of luminescent fungi, casting long shadows across the walls. The mushrooms stretch up from the floor and down from the ceiling, creating a localized, otherworldly forest within the rocky confines of the lair. The air is heavy with a musty, earthy scent that seems almost soothing compared to the stench prevalent in other areas.

This chamber was used by the Luminaric Order for cultivating various types of sacred fungi. Many of the fungi hold properties of purification and healing, and were used in the druids' various ceremonies and rituals. The wereboars, having neither knowledge nor interest in the fungi, avoid the chamber due to its eerie light and strange ambience. The spores in the air are harmless to most creatures, but anyone spending prolonged periods of time in the chamber may start experiencing mild hallucinations.

Treasure: Helpful Fungi. A character who makes a successful Intelligence (Nature)

check can identify various species of fungi in this chamber that can be consumed for immediate benefit (equivalent to various potions). The difficulty of this check and the nature of the fungi depends on the level of the adventure, as shown in the Area W8 Treasure table.

AREA W8 TREASURE

Adventure Level	Nature DC	Treasure
3rd	12	3 <i>potions of healing</i>
5th+	Available in the full version	

W9 – Inner Sanctum

This expansive chamber is dominated by a large, roughly hewn throne of stone and bone, adorned with an assortment of furs and hides. Various pieces of weaponry, crude art, and more refined loot are scattered about the room, along with bits of leftover meals. A plush sleeping area lies nearby, strewn with furs for bedding. Against one wall stands a collection of large tusks and skulls, each one a trophy from a significant kill. The ceiling is carved with depictions of celestial bodies, mostly obscured with dirt and grime.

This chamber was once the inner sanctum of the Luminaric Order, a place where the Order's high druid would commune directly with the celestial bodies above. When the wereboars discovered this chamber, Gornuk immediately claimed it as his personal quarters.

Encounter: Gornuk. Unless he has been alerted to danger elsewhere, Gornuk is likely to be found atop his throne in this chamber, holding court with lesser members of the

pack. The nature of Gornuk and the other pack members depends on the level of the adventure, as shown in the Area W9 Encounter table.

AREA W9 ENCOUNTER

Adventure Level	Encounter
3rd	Gornuk is a wereboar accompanied by 2 reduced-threat wereboars
5th+	Available in the full version

Treasure: Gornuk's Holdings. Various treasure acquired by Gornuk and the rest of the pack is scattered throughout this chamber, stuffed into leather pouches and the pockets of various hides. The amount of treasure depends on the level of the adventure, as shown in the Area W9 Treasure table.

AREA W9 TREASURE

Adventure Level	Treasure
3rd	150 gp worth of coins and small gems
5th+	Available in the full version

Secret Door. A slab, flush with the surrounding stone of the northeast wall of this chamber, conceals a tunnel that exits at the base of a large tree some short distance from the Menhir above. Built originally by the druids as a safety measure, the secret door has not been discovered by Gornuk or the



other wereboars. It can be discovered with a successful DC 16 Wisdom (Perception) check.

Aftermath

With Gornuk's demise, the wereboar threat is quelled. As news of their victory spreads, the party may be celebrated as regional heroes. The Galactic Menhir, once defiled, can now resonate once more with its ancient celestial purpose. At the GM's discretion, a local druid circle or other factions may show interest in restoring and studying the site, potentially offering the party new allies and avenues of adventure. The Luminaric Order's legacy, although it remains shrouded in mystery, lives on.