



Wandering Monsters!

Through the Liars Night fog, you hear the snickering of goblins out past their bedtime, the crinkling of candy wrappers littering the cobblestone streets... and the terrified screaming as the spookiest of monsters wander by to ruin their night!

Dungeon Masters can insert these Wandering Monster encounters into any adventure module or session to add some festive fun through October 31, 2019. As Wandering Monsters are defeated (or their situations are resolved), they explode in a hail of candy corns, which players and Dungeon Masters can exchange for Liars Night items.

This is Wandering Monsters Wave 1.

The Rules

Wandering Monsters can be inserted at tables that match their optimized Tier of play or, when notes for adjustment are included in the "How to Use This Encounter" section, the adjusted Tier.

With Wandering Monsters optimized for a general Tier instead of a specific Average Player Levels, the Dungeon Master is especially empowered to make adjustments to ensure the experience is fun for their table. (For example: You might adjust the number of creatures or their hit points up to the maximum range.) Likewise, each Wandering Monster suggests how players might stumble on them, but that is up to you!

For each Wandering Monster encounter resolved or defeated, each player is rewarded 10 candy corns. The Dungeon Master also is rewarded 10 candy corns.

Each person can benefit from a Wandering Monster reward once. They can play and/or DM the encounter more than once but do not receive the reward again.

Some gaming situations might not be ideal for Wandering Monsters. For example: Conventions with tight time slots might not be able to accommodate Wandering Monsters, and that's OK. Prioritize the overall gaming experience!

Pesky Pumpkimps

Festive Liars Night decorations turn out to be more than they seem.

The Situation

A pacifist wizard has transformed a group of imps into Liars Night carved pumpkins. Unfortunately, the wizard didn't anticipate the devils to cause even more chaos as decorative gourds. Hiding amidst other Liars Night pumpkins, the "pumpkimps" ambush the adventurers to create some gleeful mayhem. The pumpkimps each have different carved faces lit by a candle in their center. Their animated faces cannot speak but communicate through exaggerated, caricature-like expressions.

How to Use This Encounter

Whether the adventurers are exploring a town, the wilderness, the high seas, or Avernus, they stumble upon an abundance of carved candlelit pumpkins. The pumpkins might adorn doorways, decorate the top deck of a ship, or make up an entire glowing field. Hidden within these innocent ornaments are the pumpkimps.

One **pumpkimp** starts by curiously and stealthily following the party. The pumpkimp attacks the party when discovered or when least expected.

When it is reduced to 0 hit points, the pumpkimp reverts to its original fiendish form as an **imp**. Outmatched and with no desire to perish, the imp tries to talk its way out of a hostile situation. If the adventurers suggest a deal, the imp is willing to trade candy corns for its life. Each character makes a separate Charisma (Persuasion) check; at your discretion, allow a character to use a different ability to strike a bargain. Divide the result by 4, rounding down. Each character earns that additional number of candy corns.

Adjusting This Encounter. This encounter is optimized for a Tier 1 party but can be adjusted up to Tier 2 by adding additional pumpkimps. If there are additional imps, they bargain as a group.

PUMPKIMP

Small plant, chaotic evil

Armor Class 13

Hit Points 66 (12d6 + 24)

Speed 30 ft. (rolling)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Insight +4, Perception +4, Stealth +6

Senses passive Perception 14

Languages Understands Common and Infernal but cannot speak

Challenge 3 (700 XP)

False Appearance. While the pumpkimp remains motionless, it is indistinguishable from a normal pumpkin.

Illumination. The pumpkimp sheds dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

Magic Resistance. The pumpkimp has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The pumpkimp uses Fire Loogie twice.

Fire Loogie. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. Hit: 10 (3d6) fire damage.

Fire Belch (Recharge 5/6). A thin sheet of flame shoots forth from the pumpkimp's carved leering mouth. Each creature in a 15-foot cone must make a DC 13 Dexterity saving throw. A creature takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

IMP

Tiny fiend (devil), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 11

Languages Common, Infernal

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat

(speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

The Invisible Man-ticore

A vain manticore's deal with a devil has gone wrong!

The Situation

Mortimore the Manticore dislikes being called a "monstrosity", even if it was his scientific categorization. Quite vain, Mortimore traded his wings away to a devil who promised no one would see Mortimore's flaws. Unfortunately, Mortimore is now invisible. Furious at being tricked, he's terrorizing Liars Night with random and irresponsible violence.

How to Use This Encounter

Mortimore, an invisible **flightless manticore**, attacks the party, targeting the most beautiful or charismatic adventurer first. Although the adventurers cannot see Mortimore, they can hear him. He whines about being tricked by a devil and about unfair treatment of monstrosities. He also attempts to insult the adventurers' physical appearances, but he is not the best with words.

If the adventurers offer to help Mortimore with his predicament—including breaking his invisibility, giving him a makeover, or any other creative solution—he can be convinced to stop fighting with a successful DC 13 Charisma (Persuasion) check. The invisibility can be broken with a *dispel magic* spell (DC 13) but allow for characters to roll for or roleplay other creative solutions.

Adjusting This Encounter. This encounter is optimized for Tier 1 but can be adjusted up to Tier 3 by adding additional self-conscious and invisible manticores or advanced flightless manticores, or by adjusting Mortimore as an advanced flightless manticore.

FLIGHTLESS MANTICORE

Large monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses Darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

ADVANCED FLIGHTLESS MANTICORE

Large monstrosity, lawful evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses Darkvision 60 ft., passive Perception 11

Languages Common

Challenge 10 (5,900 XP)

Confidence Issues. The manticore has advantage on attack rolls while it is within 30 feet of a creature with a Charisma ability score of 10 or lower.

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 21 (4d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +10 to hit, range 100/200 ft., one target. Hit: 21 (4d8 + 3) piercing damage.