



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 4.

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 per encounter. 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!

Mischief Accomplished

Liars Night would not be complete without a bit of mayhem and mischief.

The Situation

Every Liars Night, celebrants run about in costumes, disguises, and illusions playing troublesome tricks on their neighbors and friends. Why should the adventurers miss out?

How to Use This Encounter

The party, as a group, must accomplish three of these “pranks” during a single play session to resolve the encounter and collect their reward:

- Steal an object from the next creature you encounter without getting caught. Hide that object on the following creature your encounter without getting caught.
- Draw a moustache on a hostile creature’s face.
- Trick a creature into saying the words Candy, Corn, and Rocks during a conversation.
- Speak only in opposites.
- Switch personalities with your allies.
- Conga line directly behind an NPC for three rounds without being noticed.
- Spend the whole day as “ghosts” – your vision lightly obscured by a sheet. This might have ramifications on social encounters.

Adjusting This Encounter. This encounter is optimized for any Tier.

Festive Presence Redux

Once again, the Kernel's greatest foe appears as Liars Night nears an end.

The Situation

The Kernel warns adventurers to keep an eye out for the dastardliest villains, the most frightful of beasts, the Kernel's greatest nemeses: the peppermint dragons. These fearsome white dragons, striped in menacing red, always mark the end of Liars Night, swooping in to steal candy from hard-working celebrants to add to the dragons' own sugary hoards. If you spot peppermint dragons, defeat them before they steal the Kernel's... I mean... your... candy!!

How to Use This Encounter

You can easily add a **young peppermint dragon** to any adventure session or module when the characters least expect it. Sugar-crazed, these vile creatures are not above busting through a wall like a certain fruit punch mascot. Oh yeah!

A peppermint dragon will accept an offer of at least 5 candy corns to leave the party unharmed. Although they will not actually steal your players' candy corn if left undefeated, they do target any characters whose players have amassed the most candy corn.

Adjusting This Encounter. This encounter is optimized for Tier 1. It can be adjusted for Tier 2 by adding additional young peppermint dragons or for Tiers 3-4 by substituting one or more adult peppermint dragons. For lower level Tier 1 parties, consider removing the dragon's multiattack, halving the damage, and/or reducing the breath weapon to 1/day at your discretion.

YOUNG PEPPERMINT DRAGON

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Saving Throw DEX +3, CON +7, WIS +3, CHA +4

Skills Perception +6, Stealth +3

Damage Immunities Cold

Senses Blindsight 30 ft., Darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 5 (1,800 XP)

Festive Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 Wisdom saving throw or become charmed for 1 minute. A creature charmed in this way must spend their action singing festive carols. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Festive Presence for the next 24 hours.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 12 (2d8 + 3) piercing damage plus 2 (1d4) cold damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

Minty Fresh Breath (Recharge 5-6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 28 (8d6) cold damage on a failed save, or half as much damage on a successful one.

ADULT PEPPERMINT DRAGON

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

Saving Throw DEX +5, CON +11, WIS +6, CHA +6

Skills Perception +11, Stealth +5

Damage Immunities Cold

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 13 (10,000 XP)

Festive Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become charmed for 1 minute. A creature charmed in this way must spend their action singing festive carols. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Festive Presence for the next 24 hours.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Minty Fresh Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

I Smell Candy. The dragon makes a Wisdom (Perception) check to determine the creature with the most candy corn within 15 feet. If the dragon succeeds against that creature's Charisma (Deception) check, the dragon makes a tail attack against that creature.

Naughty or Nice. A creature the dragon can see must succeed a DC 15 Wisdom saving throw or shout the vilest deed it has committed. Allies of that creature within 15 feet are frightened until the end of their next turn.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.