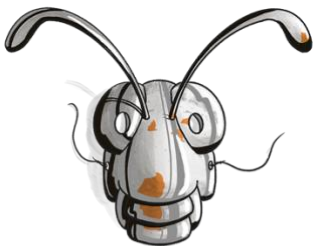




Happy Liars Night, All!

The nights grow longer, and the chill in the air, more biting. Settlements increase activity in preparation for the sun's hibernation and to find any excuse for merriment before the cold chases everyone indoors. On Liars Night eve, no one is as they seem, or less so than usual. Children and adults, alike, disguise themselves through illusion and costume. Tricksters, pranksters, and performers play for genuine laughs. And pickpockets pilfer candy instead of coin. Candlelit carved pumpkins and gourds ensure, for just one night, no one holds your deceptions and chagrins against you. Only those disrespectful enough to blow out others' candles are judged poorly for potentially attracting the ire of the gods. Leira, a deity of illusion and deception, and Mask, trickster patron of spies and thieves, do not favor those who disrupt their holiday.



Wandering Monsters!

Dungeon Masters can insert these Wandering Monster encounters into any adventure module or session to add festive fun through November 2nd, 2020.

This is Wandering Monsters Wave 01.

The Rules

Refer to the "How to Use this Encounter" section for information on tier of play, optimization, notes on tier adjustments, running the encounter, and other suggestions. DMs are empowered to make adjustments to increase fun (raise or lower hit points, reskin, be creative in how characters come across the encounter, adjust for more or less time). Some gaming situations might not be ideal for Wandering Monsters. For example, online conventions and charity events, with tight time slots, might not be able to accommodate Wandering Monsters, and that's OK. Prioritize the overall gaming experience!

Each player and DM earns the rewards listed in the Wandering Monster encounter. No candy corn collecting this year; each encounter contains at least one reward (examples: trinket, magic item, pet, etc.). The player may play and/or DM the same encounter multiple times and with different player characters, but the player/DM earns the rewards only once.



Carved Pumpkins!

This Liars Night festivity is more than it seems. Insert it into your game for an investigation celebration.

Four Leirans (worshippers of Leira) secretly test the party's deductive skills and patience. Wearing silvery masks—of a grasshopper, mouse, kitten, and owl—they send the party on a search for a ring.

How to Use This Encounter

Characters enter a pumpkin carving contest during a settlement's Liars Night fair.

Tier. Any. No suggested adjustments.

Setting Information. In front of a bakery are two tables—one for carving and judging pumpkins, and another for the pie tasting contest. Between the table is a pile of pumpkins. Pumpkin spice and the cheerful ruckus of the crowd is enough to lift almost any dour mood. Judges and bakers wear silver, reflective masks in the image of a grasshopper, mouse, kitten, and owl.

Running the Encounter

Pumpkin Carving Contest. Players quickly describe their carvings (or show real-life drawings or photos).

Contest Judge: Grasshopper. Grasshopper announces the winner (DM's choice or random roll).

Trinket

The winner is awarded an elaborately tied, satiny orange **ribbon** (10 feet when untied). The remaining characters earn similar participation ribbons in black.

Before the characters retrieve their pumpkins or leave, Grasshopper panics. Their wedding is tomorrow, and they've lost their ring, "It must have fallen out of my pocket and into one of your pumpkins, during the judging!"

Encounter Objective. Find Grasshopper's ring.

Search the Carved Pumpkins. None of the characters' pumpkins contain the ring, but the winning pumpkin is missing.

If *locate object* is used, a character senses the winning pumpkin or ring in the pile of pumpkins.

The character with the **highest passive Perception** remembers seeing a mouse-masked baker, tidying the table and digging through the pile of pumpkins.

It takes characters 15 minutes to search the pile; they do not find the winning pumpkin or ring.

Bakers took 3d12 pumpkins from the pile (2d12 if characters tried to stop them).

Baker: Mouse. Mouse says she hasn't seen the winning pumpkin or ring.

With a **DC 12 Wisdom (Insight) check**, a character knows she lies. Speaking to her again, she admits she grabbed the winning pumpkin, not noticing the carved side until she cut into it to make a pie. After she made the mistake, she kept cutting. The winning pumpkin's pie is on one of the four rolling pie racks.

If *locate object* is used, a character knows which rack the winning pumpkin's pie or ring is on but are not sure which is their pie (twenty per rack).

It takes 15 minutes to search each rack.

Kitten (he) put 2d8 pies from each rack into the ovens (1d8 if a character interfered).

Sous Chef: Kitten. Kitten says he doesn't know anything about the winning pumpkin.

With a **DC 15 Wisdom (Insight) check**, a character knows he is lying. Speaking with him again, he admits he saw Mouse cut into the winning pumpkin. He also admits he ate the pastry bat decoration off it and many of the pies as he put them into the ovens.

If *locate object* is used, a character knows which oven holds the pie but not which of the twenty pies inside is the winning pumpkin's pie. The ovens have rotating shelves that keep the pies moving.

It takes 15 minutes to search each oven. Each character, searching, must succeed on a **DC 15 Constitution saving throw** or take 1d6 fire damage.

Kitten delivers 2d4 pies per oven (1d4 if characters interfered) to the pie tasting table. The pie is in the contest.

Pumpkin Pie Tasting Contest. With a **DC 20 Wisdom (Perception) check**, characters notice Owl, the judge, is smelling the only pie that once had a bat decoration on top, the winning pumpkin's pie.

Ask the players what their characters do to stop Owl from eating the pie (examples: Create a distraction, steal the pie, pose as judges, etc.).

Magic Item

Inside the pie, each character finds and wins a **winning pumpkin ring** (*Wondrous item, common*). It is made of polished silver, in the shape of your carved pumpkin. While wearing this ring, the glowing image of your carved pumpkin appears in front of your own face, like a mask.

Once the rings are found, Mouse, Kitten, Owl, and Grasshopper (leaving the rings) vanish in a mist.

