



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 02.

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.

The Haunted Mansion

The adventurers are invited to test their courage by exploring a large, seemingly-abandoned home.

The Situation

The building appears around sunset, and isn't there until it suddenly is. The adventurers may discover it along the road they're travelling, notice it at the edge of town where they are staying, or are directed to it by those who are concerned about its mysterious arrival. As they approach, a woman of indeterminate age opens the front door to greet them. She welcomes them to "Mordenkainen's Haunted House".

The woman regales them with a tall tale of finding a spell previously lost to the ages, used previously by the renowned archmage to test the mettle of would-be companions and potential enemies. Admission is but a single gold, to be returned to each character if they somehow manage to survive.

How to Use This Encounter

Adventurers have four rooms to explore in the house: the **ballroom**, the **kitchen**, the **library**, and the **drawing room**, each accessible through the house's **foyer**. When the party enters a room, the only door magically locks behind them, and cannot be opened through any means until the key(s) to the door are located and used to exit.

The building remains for only one night, from sunset to sunrise; as this may be exceptionally challenging for lower level adventurers, at the DM's discretion the house's stay can be extended to two nights. If the characters abandon their investigation before all four rooms have been explored, they forfeit their gold piece, but may keep any items accumulated during their visit. If the adventurers manage to survive all four rooms (even over two nights), the home's caretaker returns their gold to them, and bids them to each keep a key as a token. Once outside the building, these keys become **mystery keys** (*Wondrous item, common, XGE*).



The Ballroom

When the adventurers enter the ballroom, they are greeted by the sight of freshly polished wooden floors underneath three crystal chandeliers. Small tables and chairs dot the outer perimeter of the room, with the center cleared for dancing. The dance floor appears to be approximately 60 feet in length and width.

The Situation

Upon entering the ballroom, the door closes and locks behind the party; the door has a single keyhole on it. Characters will have a brief moment to take in their surroundings before they are plunged into darkness.

Each chandelier hangs 20 feet above the floor and is the center of a *darkness* spell. As each chandelier is destroyed, the spell on it ends and nonmagical light returns to the room. The chandeliers each have an AC of 16 and can take 3 hits before shattering; creative methods of destroying the chandelier may do so immediately at the DM's discretion.

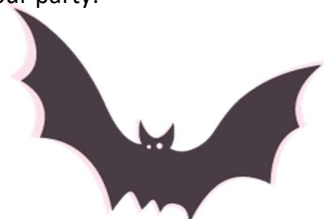
As the lights go out, the party will hear rustlings of movement as two **mind drinker vampires** and two **vampire spawn** emerge to attack them in the darkness.

When the vampires have been defeated, the light returns to the room (if the chandeliers have not already been destroyed to return the room's nonmagical light) and the party can find the door key and a *cloak of the bat* among the vampire bodies.

Adjusting This Encounter. This encounter is optimized for Tier 2. It can be adjusted for Tier 1 by removing the magical darkness; the lights have simply gone out. Remove one **mind drinker vampire** and one **vampire spawn**, and remove the remaining **mind drinker vampire's** Mind Siphon ability.

In Tier 3, if the spells are dispelled, they return on initiative count 20. Consider adding a **gnoll vampire** or two to challenge your party.

In Tier 4, all three chandeliers are present, but the center chandelier is the focus of a *maddening darkness* spell. If the spells are dispelled, they return on initiative count 20. Consider adding **vampires**, **vampire warriors**, **vampire spellcasters**, or a **demilich** to challenge your party.



Mind Drinker Vampire

Medium Undead, Neutral Evil

Armor Class 14

Hit Points 55 (10d8+10)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	19 (+4)	13 (+1)	14 (+2)

Saving Throws DEX +6, INT +6, WIS +3

Skills Stealth + 6, Insight + 3, Perception + 3, Deception + 4

Damage Resistances Necrotic

Senses Darkvision 60 ft., Passive Perception 13

Languages the languages it knew in life

Challenge 4 (1100XP)

Innate Spellcasting (Psionics). The vampire's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *message*

3/day each: *charm person*, *hold person*, *mirror image*, *sleep*

1/day each: *gaseous form*, *major image*

Shadow Stealth. While in dim light or darkness, the vampire can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the vampire has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

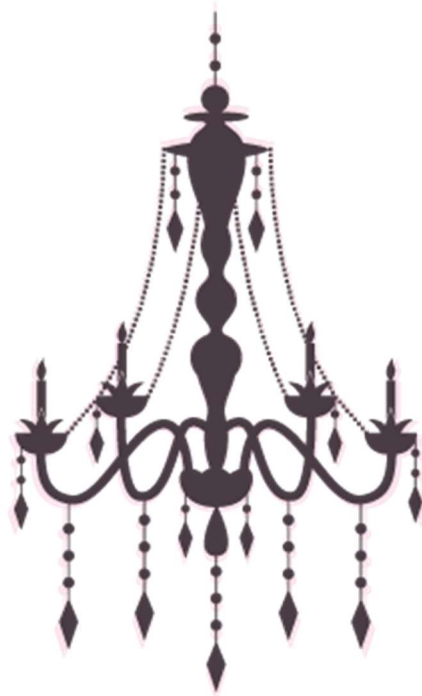
Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage.

The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage. The vampire can also grapple the target (escape DC 13) if it is a creature and the vampire has a hand free.

Mind Siphon (Recharge 5–6). The vampire targets a creature it can see within 30 feet of it. The target must make a DC 14 Intelligence saving throw, with disadvantage if the vampire has previously consumed the target's blood. On a failed save, the target takes 28 (8d6) psychic damage, and the vampire discerns the target's surface emotions and thoughts. On a successful save, the target takes half as much damage, and the vampire discerns the target's general emotional state but not its thoughts.



The Kitchen

Walking into the kitchen would be a delight, if not for being locked in. Cookbooks, pots, pans and frames with faded photos line the walls as delicious smells waft out of the oven and from various pots bubbling on the stove.

The Situation

Upon entering the kitchen, the door closes and locks behind the party; the door has two keyholes on it. Characters will need to comb through the chaos of the kitchen to find the keys to the door.

At the far end of the kitchen, a well-tended fire flickers in a large stone **fireplace**; a sizeable cauldron hangs from a hinged metal arm so that it can be moved in and out of the fire's heat. A viscous amber liquid bubbles gently in the cauldron, and smells faintly of ginger and cloves. Characters who reach into the cauldron find that instead of burning, the liquid faintly tickles; they can feel around until they encounter an object. Roll on the **Cauldron Trinkets** table to determine what they pull out. The final character retrieving a trinket will also emerge with one of the door keys.

The **shelf** above the fireplace holds what appear to be the most well-loved and frequently-used cookbooks; a character who takes the time to page through the books finds a loose recipe for Aurora's Lemon Tarts.

The **stove** next to the fireplace holds four pots of various sizes that are merrily bubbling away. The contents of three pots have been boiled beyond recognition, but a character who is proficient with a poisoner's kit recognizes the contents of the fourth as a *potion of poison*. The contents of this pot can be carefully bottled; there is enough in the pot for a single dose to be kept by one character.

A set of **drawers** on the wall perpendicular to the stove holds assorted cutlery and kitchen implements; a character who investigates the drawers must attempt a DC 17 Dexterity check. On a success they avoid having their fingers snapped in a rat trap; on a failure they take 1d8 piercing damage.

Above the drawers are **cabinets** that hold assorted glass vials and canisters. Along with the usual flour, sugar, rice, and oats are jars labeled lizard, adder, owlet, and bat. If one of these jars of more exotic ingredients is opened, the still-alive ingredients attempt escape!

If the bats are released they screech; all characters in the room must attempt a DC 16 Constitution

saving throw or they are deafened until they leave the kitchen.

If the adders are released they attempt to bite the adventurer who opened their jar; the character must succeed on a DC 17 Constitution saving throw or be poisoned for one hour.

If the lizards are released they scramble over the hands of the adventurer who opened their jar; the character must attempt a DC 17 Dexterity check to shake them off. On a failure they take 2d6 acid damage.

If the owlets are released they peck at the adventurer who opened their jar; the character must attempt a DC 16 Intelligence (Animal Handling) check to soothe them and prevent them from biting. On a failure the character takes 1d8 piercing damage.

Any character who opens the jar of owlets will notice a door key nestled in between the fluffy birds.

Cauldron Trinkets

D8	Trinket
1	A tiny clockwork cat; it turns circles before nestling into the palm of your hand.
2	A pumpkin-shaped music box; the haunting melody is different to every listener.
3	A dark metal cloak clasp in the shape of a bat; two tiny green gems are affixed for eyes.
4	An ornate finger ring in the shape of a spider; the spider's body is a deep violet piece of cut glass.
5	A quill pen made from an axe beak feather; it self-inks with deep red ink.
6	An opal gem the size of a human thumb; the gem is carved into the shape of a mouse.
7	A small vial of perfume; the scent is different to every individual but reminds them of their first love.
8	A single dragon's talon; the claw is always cold to the touch.



The Library

Every inch of wall space in the spacious library is covered in shelves stacked with books. The library appears to be approximately 30 feet wide by 50 feet long, and is furnished with a handful of chairs and sofas. It would be a lovely place to pass an hour (or a day) if not for its slight spider problem.

The Situation

Upon entering the library, the door closes and locks behind the party; the door has three keyholes on it. Characters will find immediately inside the door a small un-webbed area where they may assess the situation.

The library looks as if it has not been used in some time, evidenced primarily by the thick layers of spiderwebs covering the shelves, books, walls, and ceiling of the room. The room is dominated by a single, massive web that crisscrosses from wall to wall, from floor to ceiling, and from each corner of the room to the center, where a **giant spider** and a **phase spider** have suspended themselves from the ceiling.

The character with the highest passive perception will notice five small bundles wrapped in silk and distributed around the large web. One bundle is a sizeable rat that one of the spiders is saving as a snack; another lumpy shape has been bundled so long that the contents crumble away when it is opened. The other three bundles are door keys.

This web-filled room is difficult terrain. A creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.

Each 10-foot cube of webs has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

The characters may try to sneak through the spider webs; they must attempt a DC 20 group Dexterity (Stealth) check for every 10 feet that they progress through the room and the web. On a failed group check the spiders are alerted to their presence.

The characters may attempt to use fire to clear out the webbing; if at any point 20 square feet of webbing has been burned away or is on fire, a **young fire centipede** bursts through one of the walls as it is drawn to warmth in the room. Its black carapace

glides smoothly through the webbing in the room as its dozens of tiny legs carry it in pursuit of the warmth in the room (and the characters).

Adjusting This Encounter. This encounter is optimized for Tier 1. It can be adjusted for Tier 2 by replacing one or both spiders with a **drider** or **jade spider**.

In Tier 3, the spiders are replaced by a **drider** and a **ghost spider**; the **young fire centipede** can be replaced with an **adult fire centipede**.

In Tier 4, both spiders are replaced by **ghost spiders**; the **young fire centipede** is replaced with an **adult fire centipede**.

Young Fire Centipede

Large Monstrosity, Unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10+33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	10 (0)	4 (-3)

Senses Darkvision 60 ft., Tremorsense 60 ft.

Damage Immunities Cold, Fire

Languages --

Challenge 5 (1800 XP)

Heated Body. A creature that touches the young fire centipede or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Frightful Entrance. Any creature that can see the young fire centipede when it bursts into the room must succeed on a DC 15 Wisdom saving throw or be frightened until the end of their next turn.

Web Walker. The young fire centipede ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.

Adult Fire Centipede

Huge Monstrosity, Unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12+85)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (0)	5 (-2)

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 10

Damage Immunities Cold, Fire

Languages --

Challenge 11 (1800 XP)

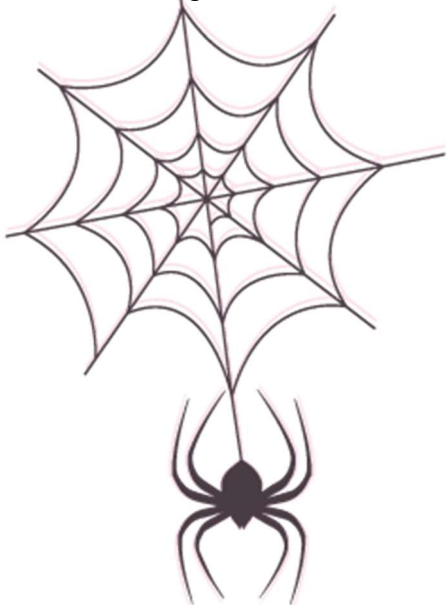
Heated Body. A creature that touches the adult fire centipede or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Frightful Entrance. Any creature that can see the young fire centipede when it bursts into the room must succeed on a DC 15 Wisdom saving throw or be frightened until the end of their next turn.

Web Walker. The adult fire centipede ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the adult fire centipede can't bite another target.



Ghost Spider

Large Monstrosity, Unaligned

Armor Class 18 (natural armor)

Hit Points 189 (18d10+90)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws STR +9, CON +10, WIS +8, CHA +10

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison, Fire

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 13

Languages --

Challenge 16 (15,000 XP)

Magic Weapons. The ghost spider's weapon attacks are magical.

Spider Climb. The ghost spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the ghost spider knows the exact location of any other creature in contact with the same web.

Web Walker. The ghost spider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The ghost spider makes seven attacks: six with its legs and one with its bite.

Legs. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. Hit: 2 (1d4) piercing damage plus 9 (2d8) poison damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the ghost spider can automatically hit the target with its legs, and the ghost spider can't make bite attacks against other targets.

Teleport. The ghost spider magically teleports, along with anything it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

The Drawing Room

When the adventurers enter the drawing room, it's quiet. Almost too quiet. The room appears to be approximately 20 feet wide by 25 feet long, and is empty except for the large framed mirrors hanging on every wall and the area rug in the center of the floor. The mirrors (a total of 17) are spaced five feet apart, and ring the room in its entirety.

The Situation

Upon entering the drawing room, the door closes and locks behind the party; the door has four keyholes on it. Characters will need to find the keys in the empty room.

When the characters enter into the room to investigate it, they will pass in front of the framed mirrors on the walls. Passing within 5 feet of any mirror will activate that mirror's effect; it will briefly show a distorted reflection of the adventurer standing in front of it before the image leaps out of the mirror into an unoccupied square in the room. These mirror images (**monodrones**) are distinguishable from the adventuring party by their altered features; they appear to have elongated arms, exaggerated facial features, or foreshortened legs. If a character stands in front of two mirrors at the same time, such as in the corners of the room, two mirror images are created.

The framed mirrors will continue to produce mirror images as long as they are still intact; the adventurers will need to destroy the mirrors in order to prevent the creation of more and more mirror images. The framed mirrors each have an AC of 16 and 50 hit points. The first framed mirror destroyed will reveal the first door key; the fifth, ninth, and 13th mirrors destroyed also contain door keys, but the DM may randomize the placement of the keys in specific mirrors if they wish.

Adjusting This Encounter. The mirror images use modron statistics according to the chart below.

Tier	Creature
1	monodrone
2	duodrone
3	tridrone
4	quadrone

