



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 03.

The Rules

Refer to the "How to Use this Encounter" section for information on tier of play, optimization, notes on tier adjustments, 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.

Dramatis Personae

The following NPCs feature prominently in this adventure.



The Kernel, illustrated by Kayla Cline

The Green Witch. She is a soft-spoken but shrewd observer. She describes everything as adorably as possible, poorly depicting danger and evil.

- **What They Want:** She wants help finding her best and cutest friend, The Kernel.
- **Supporter:** She is supportive and encouraging of others and true and authentic to herself.

The Kernel. The Kernel is also called the Sugar Fiend and Candy King. He is an innovative and resourceful cranium rat with a sweet tooth for candy corn.

- **What They Want:** He wants his freedom after being kidnapped by his nemesis, one of those pesky peppermint dragons.
- **Sugar Grump:** He can get a bit testy when someone tries to steal his candy corns.

The Green Witch's Pleas!

This Liars Night brings familiar friends and foes. Insert it into your game for a quick investigation and combat encounter. The Green Witch asks for the characters' help finding the location of The Kernel, kidnapped by a peppermint dragon.

How to Use This Encounter

The Green Witch approaches the party, asking for help. Characters follow the trail of candy corn and rescue The Kernel from a peppermint dragon.

Tier. This encounter is optimized for Tier 1. For lower-level parties, remove the dragon's multiattack and/or use the breath weapon only once.

For tier 2, add one young peppermint dragon.

For tiers 3-4, replace one or more with adult peppermint dragons.

Setting Information. Customize setting information. Characters could follow the trail of candy corn into a nearby cave, a basement, a frozen well, an abandoned home, a snowy forest, etc.

Running the Encounter

The Green Witch. She alerts the characters that her cutest, best friend, The Kernel, was kidnapped by a lovely, red and white striped dragon.

Encounter Objective. Find and rescue The Kernel.

Follow the Trail. With a DC 12 Wisdom (Perception) or Intelligence (Investigation) check, or *locate object* (for candy corn) characters find a trail of candy corns. On a fail, a character finds the trail by stepping on a candy corn; their sticky footsteps give them disadvantage on Dexterity (Stealth) checks for the rest of the encounter.

To follow the trail characters must succeed on a DC 12 Wisdom (Survival) check. On a roll of 15 or higher, characters have advantage on their "Candy Corn Roll," below. On a fail the characters follow the trail but have disadvantage on their candy corn roll.

Candy Corn Roll. Just before arriving at The Kernel's location, each character rolls 1d20 for how many candy corns they find (useful during combat).

Peppermint Dragon. When the characters arrive the peppermint dragon is distracted, gnawing on a candy corn calico cat construct (The Kernel created as a distraction). If the party succeeds on a group DC 10 Dexterity (Stealth) check they surprise the dragon in the first combat round. On a fail or the round after the surprise, the dragon tosses the construct out of danger and attacks the party.

The peppermint dragon's motivation is to eat all The Kernel's (and anyone else's) candy corns. The dragon targets the character with the most candy corns. Nom! Nom!

If candy corn is thrown at the dragon during combat, the dragon only attacks once and spends the rest of their multiattack eating the candy corn.

If the party gives the dragon all their candy corns, the dragon ceases their attacks and releases The Kernel, ending combat.

Before the Dragon Reaches Ohp. If the characters don't notice that the dragon is only interested in eating candy corn, then the Green Witch pleads for the characters to stop hurting that sweet dragon. She'd like to bring the dragon home, where she will make them all the sweets they'd ever want, and take them for picnics in the forest, and make them potions and trinkets, and be good friends forever.

If too late, the Green Witch asks the characters to heal the unconscious dragon.

Conclusion. Out of gratitude for finding her old and new friends, the Green Witch gives the following magic item. The Kernel wouldn't admit it, but he is grateful for the party's help. He gives the characters the candy corn calico cat construct, dismissively saying the construct did its job.

Candy Corn Calico Cat Construct Pet

This construct is made entirely of partially chewed candy corns. They use **cat** stats (construct) and can also be a familiar or animal companion.



Magic Item

tarot card set Wondrous item,

uncommon (unique). Once per day, roll 1d4 to find out what your tarot fortune produces. At dawn this product (not the card) vanishes but the character may roll again to reveal their next fortune.

DC 1 The Flower - touching this card to a patch of earth or soil, within 5 feet of you, causes one flower of your choice to sprout there. The flower is nonmagical and harmless, and it grows or withers as a normal flower would.

DC 2 The Yummy Meal - this card produces your favorite meal, the equivalent of 1 ration.

DC 3 The Tea Pot - this card produces a tiny pot of piping tea, the equivalent of one *potion of healing*.

DC 4 The Witch - this card produces a stone and twisted wire pendant. As an action, it gives you advantage on Charisma checks when communicating with humanoids (CR1 or less), for 1 hour.



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.