



Wandering Monsters!

Through the Liars Night fog, you hear the snickering of children 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!

In celebration of Liars Night 2018, we've introduced themed Wandering Monsters, which Dungeon Masters can insert into any adventure module or session to add some festive fun through October 31, 2018. 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 3.

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.

Dungeon Masters earn candy corns at the same rate as their players.

Each player/DM can benefit from a Wandering Monster reward once. They can play or run 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!

Get Maized

Fae aren't the only ones to haunt a local corn maze.

The Situation

Visitors travel from far and wide to explore the local town's annual Liars Night corn maze. All hope to catch a glimpse of the mysterious poplings—fae creatures who look like corn cobs with arms and legs—who are drawn to the Material Plane every year by this seasonal attraction. But this year a cursed minotaur scarecrow waits to enrage the poplings. Once they pop, these fae don't stop!

How to Use This Encounter

Have the players explore the corn maze by rolling three rounds of Intelligence (Investigation) checks:

- If they beat DC 15, they continue further into the center of the maze.
- If they fail the check by 9 or less, they gain one popling follower and continue into the maze.
- If they fail the check by 10 or more, they gain one popling follower and get terribly lost. Make a note that they will join the end encounter one initiative round later.

Players can encourage poplings to follow them or easily shoo them away. When the players reach the center of the maze, the minotaur scarecrows activate with glowing red eyes. Two **minotaur scarecrows** and any present **poplings** attack!

Adjusting This Encounter. This encounter is optimized for Tier 2. It can be adjusted for Tier 1 by limiting the poplings to one per player and removing one minotaur skeleton.

Popling

Tiny fey, neutral

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (0)

Skills Perception +3, Stealth +8

Senses Darkvision 60 ft., Passive Perception 13

Languages Sylvan

Challenge 1/4 (50 XP)

Actions

Multiattack. The popling makes two popcorn attacks.

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Popcorn. Ranged Weapon Attack: +6 to hit, range 40/160 ft., one target. **Hit:** 3 (1d6) fire damage.

Minotaur Scarecrow

Large construct, chaotic evil

Armor Class 14

Hit Points 66 (9d10 + 17)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious

Skills Perception +7

Senses Darkvision 60 ft., passive Perception 17

Languages understands Abyssal but can't speak

Challenge 3 (700 XP)

Charge. If the scarecrow moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

Labyrinthine Recall. The scarecrow can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the scarecrow can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) piercing damage.

Get Maized. The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 11 Intelligence saving throw or be banished into a labyrinthine demiplane. The target remains there until it escapes the maze. The target can use its action to attempt to escape by repeating the saving throw, escaping on a success.

Greater Than Gold

An alchemist recruits the adventurers to help transform copper into a luxurious resource greater than gold.

The Situation

Butterscotch the Kenku has fled from a kitchen, where she has stolen the recipe for her master chef's top confectionary creation: CANDY CORN! The recipe is most of the few words Butterscotch can mimic as a kenku. She squawks phrases such as "Something orange, something bright!", "Stir it up! Mix it! Mash it!", "Do better, Butterscotch!", and "Greater than gold!". Before she's caught, Butterscotch is desperate to whip up a batch of candies "greater than gold, greater than gold!"

How to Use This Encounter

A kenku attempts to convince the characters to help her make something "greater than gold." She wears robes covered in alchemy-like symbols: a triangle with two horizontal lines. To complete the recipe, characters must succeed the following steps:

- Add something orange to the pot.
- Share their greatest fear.
- Elect one of their party "the goodest boi" and add a drop of their blood to the pot.
- Use Butterscotch's cooking utensils to succeed a DC 13 check.
- Chant "greater than gold" and succeed a DC 13 Intelligence (Arcana) check.

The party gets one attempt on checks. If successful, the characters discover a pot of candy corn. Otherwise, Butterscotch squawks up a rage.

Adjusting This Encounter. This encounter is optimized for Tier 1 but can be adjusted up to Tiers 2 or 3 by adding additional kenku chemists.

Kenku Chemist

Medium humanoid (kenku), chaotic neutral

Armor Class 13

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	11 (+0)	17 (+3)	10 (+0)	11 (+0)

Skills Deception +4, Perception +2, Stealth +5

Senses passive Perception 12

Languages Auran, Common understands but speaks only through the use of its Mimicry trait

Challenge 5 (1,800 XP)

Chemist's Candy. The kenku carries a magic candy it crafted that grants its bearer one of the following effects:

- Darkvision out to a range of 60 feet
- An extra 10 feet of speed while the bearer is unencumbered
- Proficiency with Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (kenku's choice whenever the kenku chooses this benefit)

If the kenku has the stone and casts a transmutation spell of 1st level or higher, it can change the effect of the stone.

Spellcasting. The kenku is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The kenku has the following wizard spells prepared:

Cantrips (at will): *light*, *mending*, *prestidigitation*, *ray of frost*

1st level (4 slots): *expeditious retreat*, * *grease*, *ice knife*

2nd level (3 slots): *alter self*, * *knock*, * *pyrotechnics* *

3rd level (3 slots): *blink*, * *counterspell*, *slow* *

4th level (3 slots): *control water*, * *polymorph* *

5th level (1 slot): *telekinesis* *

*Transmutation spell of 1st level or higher

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Cooking Spoon. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

Candy Coating (recharge 5-6). The kenku chemist tosses a vial of liquid candy at a target it sees within 30 feet. The target must succeed on a DC 16 Dexterity saving throw or be coated in hard candy shell. A coated target is paralyzed. The target can use its action to attempt to escape by succeeding a DC 16 Constitution saving throw to eat its way out. Another creature also can free a coated creature by breaking the candy with a successful DC 16 Strength (Athletics) check.