



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!

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 2.

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 person can benefit from a Wandering Monster reward once. They can play/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!

Harvest Golem Haunting

A wise recluse hides in a nearby house, building or farm that is protected by a vicious Jack-o'-lantern.

The Situation

The local recluse Haward Littletoes (male Halfling) is rumored to be a font of wisdom but doesn't receive visitors. He has created a harvest golem and ordered it to drive off anyone who might seek to bother him. The lane to his home, his fields, and his front porch are decorated with lit Jack-o'-lanterns. One or more of them is a golem in disguise using its *false appearance* ability.

How to Use This Encounter

This encounter is easily included in an existing adventure. Haward is wise in the ways of men, nature, and the arcane. He can offer all sorts of advice if only the supplicant can reach him. Rumors say that as the day wears thin and night falls, his bitterness wanes and Haward can even be convinced to answer a few questions. To get to him, the party will have to cross paths with a **harvest golem**.

Haward himself is unwilling exit his home, but anyone that gets inside his locked door (DC 13) is welcome to stay and ask their questions. Haward makes an excellent source for answers when characters have failed to locate it through other avenues.

Adjusting This Encounter. This encounter is a tier 1 party, but can be scaled up to a tier 2 table by hiding four **harvest golems** about Haward's property.

Harvest Golem

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 0 ft., teleport 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Blindsight 10 ft., Darkvision 60 ft., passive Perception 10

Languages Understands Common

Challenge 3 (700 XP)

Candlelight. The harvest golem sheds light equal to a candle.

False Appearance. While the golem remains motionless, it is indistinguishable from a normal jack-o'-lantern. When animated, a burlap covered body of a scarecrow unfolds from underneath the hovering pumpkin.

Terrifying Transformation. Any creature within 30 feet who witnesses the gold animate must succeed on a DC 13 Wisdom saving throw or be Frightened until the end of their next turn.

Actions

Multiattack. The golem makes two claw attacks.

Claw. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Fire Breath (Recharge 6). The golem exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Grinding, Crunching...

Sometimes in the dark of night the wind howls at just the right tone to sound like the scream of some undead monstrosity. And sometimes that scream isn't the wind at all, but the groaning of headstones being pulled from the ground by a malevolent, necromantic force.

Such events can be quite terrifying for those that witness them, and though these creatures are exceedingly rare they are quite memorable.

The Situation

Waterdeep's City of the Dead is a place full of statuary and quiet contemplation. It is also rumored to be the home of more than one undead creature, a temporary stopover for necromancers scouting for raw materials before the City Watch finds them, and even the occasional errant bit of semi-permanent magical energy.

In this particular case, a necromancer was struck down by a group of heroes – but those heroes did not account for the villain's backup plan. As her lifeforce seeped into the ground, she uttered the final syllables of a vile ritual intended to breath unholy life into her new construct: a creature built of gravedirt and tombstones and powered entirely by blind rage.

How to Use This Encounter

This encounter works best if the characters are faced with a **necromancer** (*Volos Guide to Monsters*), or if they've come across another group of adventurers that have just now defeated a necromancer. It needn't take place in Waterdeep but can only occur inside a large graveyard – the older the better.

Regardless of where you stage this encounter, only one **tombstone golem** is present.

Adjusting This Encounter. This encounter is optimized for tier 2. For tier 3 groups, add a second tombstone golem.

Tombstone Golem

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Terrifying Display of Power. Any creature that is critically hit by the golem finds that their hair immediately turns white. If they do not have any hair, the flesh that was hit takes on a decrepit, blackened appearance. A *remove curse* spell removes this effect.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.