



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 4.

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!

Festive Presence

The Kernel's greatest foe appears as Liars Night nears an end.

The Situation

The Kernel warns adventurers to keep an eye out for the dastardliest villains, the most frightful of beasts, the Kernel's greatest nemeses: the peppermint dragons. These fearsome white dragons, striped in menacing red, always mark the end of Liars Night, swooping in to steal candy from hard-working celebrants to add to the dragons' own sugary hoards. If you spot peppermint dragons, defeat them before they steal the Kernel's... I mean... your... candy!!

How to Use This Encounter

You can easily add a **young peppermint dragon** to any adventure session or module when the characters least expect it. Sugar-crazed, these vile creatures are not above busting through a wall like a certain fruit punch mascot. Oh yeah!

A peppermint dragon will accept an offer of at least 5 candy corns to leave the party unharmed. Although they will not actually steal your players' candy corn if left undefeated, they do target any characters whose players have amassed the most candy corn.

Adjusting This Encounter. This encounter is optimized for Tier 1. It can be adjusted for Tier 2 by adding additional young peppermint dragons. For lower level Tier 1 parties, consider removing the dragon's multiattack, halving the damage, and/or reducing the breath weapon to 1/day at your discretion.

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 Dexterity saving throw, taking 28 (8d6) cold damage on a failed save, or half as much damage on a successful one.

What Goes Around, Comes Around

Throughout an adventurer's career, choices are made, foes are dispatched, and oaths are sworn. Sometimes in the pursuit of one's legend an agent of a deity or other power ends up on the losing side of a fight, and that other-worldly entity may see fit to return that agent to life with a simple goal: vengeance.

Many deities and patrons have used this ability, though very few know how to channel it with specific intent. Vengeance spirits are often created as a response to a god's passionate exclamation of loss; these disembodied spirits possess a host that is of the same race as the agent that was originally slain (if no creature was slain, the spirit will take possession of some agent of the creator's will) and will do everything in their considerable power to track down and eliminate the offending transgressor. While technically classified as a devil, vengeance spirits can be spawned by a significantly powerful source of any origin or alignment that is at least CR 28.

Reports of vengeance spirits are extremely rare in the world, and most are simply exaggerations shared over a mug of mulled wine. They appear as normal creatures to everyone but their assigned transgressor, who views them as that same creature but with a flaming, bare skull and empty sockets that threaten to swallow whatever they lock their dire gaze upon.

The Situation

The characters have recently committed a significant crime or have defeated a major adversary—perhaps a paladin of a dark god, or an empowered agent of Malar such as a dire owlbear or ancient druid of the land, or maybe they've stolen from the Waterdhavian orphanages run by the clerics of Amaunator. Whatever the case, a vengeance spirit has been dispatched against one of the characters.

While it appears as a normal creature to most viewers, only the transgressor can see its flaming visage and feel the pure hatred that emanates from it in palpable, visceral waves.

How to Use This Encounter

This encounter works best if the characters have recently completed a major task or have dispatched

a significant foe. When next they rest, visit a tavern, or so on they overhear rumors and talk of some "strange" creature that has recently appeared in the area. Allow the chosen transgressor to view the spirit a time or two, with it simply disappearing when they blink.

A vengeance spirit will only attack when it is assured of its own victory, and it can do so anywhere, in any climate. It prefers to attack when the transgressor's guard is down, such as when sleeping, resting, or studying their spells.

Adjusting This Encounter. This encounter is for Tier 3 or 4 tables. Apply the provided template (next page) to a desired creature. The vengeance spirit template can be applied to any creature that has a CR of no more than 1/2 of the transgressor's level (minimum CR 5).

Vengeance Spirit Template

Any beast or humanoid can become a vengeance spirit. When a creature becomes a vengeance spirit, it retains all its statistics except as noted below.

Type. The vengeance spirit's type changes to fiend (devil). Its home plane does not change.

Senses. The vengeance spirit gains blindsight with a radius of 30 feet.

Resistances. The vengeance spirit is immune to all attacks and effects from any source other than its assigned transgressor.

Languages. The vengeance spirit can use telepathy to communicate with its assigned transgressor.

Senses. The vengeance spirit gains blindsight with a radius of 30 feet.

New Action: Retribution (once per transgressor). The vengeance spirit forces its assigned transgressor to make a Wisdom or Charisma saving throw (the vengeance spirit's choice). If the transgressor fails this saving throw, they suffer the listed effect and the vengeance spirit fades away forever.

Tier	DC	Effect
3	16	The transgressor immediately takes an amount of damage equal to the amount of damage that the vengeance spirit has witnessed them inflict. This damage ignores immunities and resistances.
4	21	As tier 3, and: If still alive, the transgressor immediately suffers any effects and ailments that the vengeance spirit has witnessed them inflicting or using (ie: poisons, blindness, curses, etc.; DM's discretion on the specifics of application). Each effect so applied lasts for 24 hours or the effect's original duration, whichever is longer.