



Liars Night 2019

The dark alleys of Baldur's Gate have grown a little darker, and the night's shadows follow wherever you flee. It can only mean one thing... HAPPY LIARS NIGHT, ADVENTURERS! Throughout October 2019, the Adventurers League is celebrating a spooky fall festival filled with chilling encounters and thrilling rewards.

Earn Candy Corn

For every hour of Adventurers League play October 1-31, 2019, as a player or a Dungeon Master, you earn 1 candy corn. You can also earn candy corn via other Liars Night activities announced throughout the month, so keep an eye on www.dndadventurersleague.org. Candy corn is tied to you—the player—and any rewards earned with candy corn are individually assigned to your characters.

Defeat Wandering Monsters

Beginning the second week of October, keep a watchful eye for wandering monsters with Liars Night flair, posted on our website. DMs can insert these beasts into any adventure. Once defeated, they explode in a hail of candy corn.

Enter Costume Contest

In this costume contest, everyone is a winner! E-mail your pictures dressed as one of your Adventurers League characters or another D&D theme to community@dndadventurersleague.org, and reward yourself 5 candy corn. Your picture might be displayed on the Adventurers League website or social media pages.

Trade with the Kernel

Some call him the Candy King, others call him the Sugar Fiend, but most know him as The Kernel. Last Liar's Night, this cranium rat kingpin was run out of Waterdeep by Peppermint Dragons who stole his candy corn hoard. He's since rebuilt his sugary empire in Baldur's Gate. The Kernel will trade your candy corn in exchange for his Liars Night loot.



The Kernel's Wares

Candy Corn Cost	Reward
12	<p style="text-align: center;">Dread Helm (Liars Night 2019 Edition) <i>Wondrous item, common</i></p> <p>This fearsome skull helm is wreathed in illusory green flames and makes your eyes glow red.</p>
24	<p style="text-align: center;">Cauldron To Go <i>Wondrous item, uncommon</i></p> <p>This small cast-iron cauldron bubbles with a mysterious, lime green sludge, which acts as a random potion determined by a d6 when consumed: 1: potion of greater healing / 2: potion of poison / 3: potion of growth / 4: potion of diminution / 5: potion of invisibility / 6: fruit punch. If the cauldron is empty, it refills with a new mystery potion at dawn. The cauldron's brew expires February 1, 2020, after which it becomes a non-magical container.</p>
36	<p style="text-align: center;">Hat of Witchery <i>Wondrous item, common (requires attunement)</i></p> <p>This black, cone-shaped hat has a wide-brim and is adorned with a tarnished brass buckle and a spindly-legged spider who has made the hat its home. While you are wearing it, you gain the following benefits:</p> <ul style="list-style-type: none"> • You can use the hat as a spellcasting focus for your class' spells. • You can try to cast a cantrip that you don't know. The cantrip must be on your class' spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest. • If three allies are all wearing and attuned to hats of witchery and are within 30 feet of each other, the check above is made with advantage. The characters' skin turns green, and their voices become raspy and aged.
48	<p style="text-align: center;">Lemure Onesie <i>Wondrous item, uncommon</i></p> <p>This comfortable, fleece onesie is complete with cozy, if amorphous, footies. When wearing this onesie, you make yourself—including belongings on your person—appear as a lemur. The appearance fails to hold up to physical inspection. To discern you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check (DC 13). The fabric is inexpensive and quite flammable; while wearing this onesie, you have vulnerability to fire damage.</p>
60	<p style="text-align: center;">Fritter the 7-Legged Spider <i>Mount</i></p> <p>The Kernel insists that this tarantula of unusual size is house-trained. Fritter wears a harness made of definitely-not-humanoid-teeth-how-dare-you and woven spiderwebs. Fritter uses the <i>giant spider</i> stat block with the following changes:</p> <ul style="list-style-type: none"> • For your own safety, Fritter's poison glands have been removed. Their bite does not deal poison damage. • Fritter has an intense fear of heights. You must succeed a DC 15 Wisdom (Animal Handling) check to convince Fritter to use their spider climb ability. <p>If killed, Fritter can be summoned via <i>find steed</i>, <i>find greater steed</i>, or <i>phantom steed</i>.</p>