



# 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!

Dungeon Masters can insert these Wandering Monster encounters into any adventure module or session to add some festive fun through October 31, 2019. 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. The Dungeon Master also is rewarded 10 candy corns.

Each person can benefit from a Wandering Monster reward once per encounter. They can play and/or 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!

## Lemure Onesie for All!

Adventurers aren't the only ones with lemure onesies this Liars Night...

### The Situation

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A group of trick-or-treaters travel the planes in search of candy corn. They appear to be lemures, blob-like lesser devils, dressed as pirates, witches, ghosts, zombies, and other typical Liars Night costumes. However, they reveal their true nature if the adventurers refuse to share their treats.

### How to Use This Encounter

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A group of "costumed lemures" (one per adventurer) approach the party, using gestures and pantomime to ask for candy corn. If each adventurer gives each creature one piece of candy corn, the trick-or-treaters leave to entreat the next group they find. If not, all the trick-or-treaters become enraged. A shrieking **vargouille** rips from the head of each lemure – in fact, a now-ruined lemure onesie! – and attacks the adventurers.

**Adjusting This Encounter.** This encounter is optimized for Tier 1. You can adjust for lower level Tier 1 parties if needed by removing vargouille. You can adjust for any Tier in the name of flexibility and fun. Keeping in mind that combats should be both challenging and fair, you are empowered to replace the vargouille with a non-humanoid monster of your choice from official fifth edition Dungeons & Dragons books. Is there a creature you've always wanted to run? Bonus points for something extra hilarious when removing its lemure onesie like tearaway pants.

## VARGOUILLE

*Tiny fiend, chaotic evil*

**Armor Class** 12

**Hit Points** 13 (3d4 + 6)

**Speed** 5 ft., fly 40 ft.

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STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	4 (-3)	7 (-2)	2 (-4)

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**Damage Resistances** Cold, Fire, Lightning

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft., passive Perception 8

**Languages** Understands Abyssal, Infernal, and any languages it knew before becoming a vargouille, but can't speak

**Challenge** 1 (200 XP)

### ACTIONS

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**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 10 (3d6) poison damage.

**Kiss.** The vargouille kisses one incapacitated humanoid within 5 feet of it. The target must succeed on a DC 12 Charisma saving throw or become cursed. The cursed target loses 1 point of Charisma after each hour, as its head takes on fiendish aspects. The curse doesn't advance while the target is in sunlight or the area of a *daylight* spell; don't count that time. When the cursed target's Charisma becomes 2, it dies, and its head tears from its body and becomes a new vargouille. Casting *remove curse*, *greater restoration*, or a similar spell on the target before the transformation is complete can end the curse. Doing so undoes the changes made to the target by the curse.

**Stunning Shriek.** The vargouille shrieks. Each humanoid and beast within 30 feet of the vargouille and able to hear it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the vargouille's next turn. While frightened in this way, a target is stunned. If a target's saving throw is successful or the effect ends for it, the target is immune to the Stunning Shriek of all vargouilles for 1 hour.