

BEHOLD!

LIAR'S NIGHT



**BEST
SILVER
SELLER**



BRIGGS

BEHOLD 2019: LIAR'S NIGHT

A Collection of Spooky Tales & Tables

When strange creatures call out from the dead of night, and the laughter and screams of children fill the air... when the flicker of an orange candle streams out between the jagged teeth of a leering pumpkin... when invitations to masked revelries flow freely and the heedless go missing, or worse...

Then you, my friend, walk in the brisk, pale moonlight of Liar's Night. Tread carefully.



A resource for Dungeon Masters of the
World's Greatest Roleplaying Game

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BEHOLD: LIAR'S NIGHT!

"Ah yes. Well! Adventurers! Adventures are here, here at my very home. And on Liar's Night, of all nights! Did you think I would not have expected you? Did you think I did not prepare for this? Do you believe, as you may, that I have crawled inside this carved gourd because I had let my guard down? Ha! Ha. Haaaa. You see, this is all happening exactly as I have planned it. You never had a chance!

Wait? What's that? Candy... for Liar's Night? Oh! I see. Yes, yes... of course. You are here, for the candy. Well! Behold the Beholder, it should not be said, is not prepared for such things. I have gnomish chocolate gum-drops for each of you. Do not ask about the gnomes. Do not. Take these chocolates, take them! And beware, there are many dangers out here tonight. Strange creatures prowl the town, dread curses sweep over the land, there is murder in the streets, and even the festivities have an air of danger to them! Be careful, small ones, for it is Liars' Night.

And mischief loves a good adventure."

--Behold, the beholder

Introduction

"Behold: Liar's Night!" is the first book in a series of adventure supplements presented by none other than Behold, the beholder. The tales within this supplement focus on the Forgotten Realms' holiday of Liar's Night: a celebration of deceit, cheating, thievery, and, of course, candy! Like many of their kind, Behold is prepared for anything and everything and has decided to extend his knowledge to you! The tables associated with each of the adventures provided in this book can be used to generate your own Liar's Night adventures for many game nights to come!

How to Use This Book

This book is a 5e D&D adventure supplement for DMs which presents a selection of campaign-agnostic fantasy adventures which can both be used to add a festive experience to any game! Each adventure is accompanied by a table for generating random game elements (i.e. trinkets, familiars, magic items, madness, spells, etc.) that can be used to make any game a little spoozier!

Many of the adventures within have a spoozy, if not spooky, vibe, which is to say that they are all themed with brisk fall air, carved jack o' lanterns, and quite a number of tricks and treats, and can be made more creepy and eerie depending on what fits best for your table!

While the adventures outlined in this book were designed with 5e D&D in mind, they can easily be adapted to any other gaming system. Also, each adventure doesn't specifically refer to existing towns, geography, or history in an established campaign setting; this allows DMs the freedom to drop these adventures in wherever they see fit and at any point in history.

In addition, named NPCs have been added for the convenience of the DM, but feel free to replace them with existing NPCs in your campaign world or adjust them as you see fit for your players and your game. Lastly, each of these adventures have a heroic fantasy setting, meaning that they have a hopeful setting as adventurers save the day, when they face off against evil monsters and dread curses!

So, carve your pumpkin and don your costume: Liar's Night approaches, and that means that there is mischief to be had!

Adventure 1: A Familiar Sight

"Candy! Ah yes, well, of course. Do not tell me what I know small one; your kind desires these sweets above all other. This simplest of pleasures! Behold pities your small minds, and weeps for my own very large, very smart brain. Ah, well- would that I could be satisfied with candy alone, on this night, Liar's Night! Do you know the power of this night? No, you do not. Here, have a goblin fudge doodler. Do not say I have never given you anything. Because, well, you see, I have."

--Behold, the beholder

When a travelling Vistani merchant visits the town on Liar's Night, and unknowingly violates the town's traditions, the children's pranks land the town in some serious trouble! This adventure is designed for **Tier 1 (Level 1-4)** characters.

Scene A. The Woes of the Vistani Merchant

The adventure begins when characters hear a rumor that a strange merchant selling odd and wonderful creatures has set up camp just outside of town. It seems suspicious to some of the townsfolk that the merchant's visit coincides perfectly with Liar's Night, and they ask the adventurers to investigate (as they are unwilling to confront the foreign merchant themselves).



The full moon bathes the empty fields between the town and the edge of the forest in soft light, which reflects off the tendrils of mist that seem to grasp at you as you make your way to the merchant's campsite.

As you enter the clearing, you are met with a scene of confusion and disarray: an overturned cart, strange creatures wandering the campsite, and a brightly but strangely dressed man running back and forth, attempting to grab these creatures (and failing miserably).

One of the creatures, a black cat whose head has been curiously replaced by a carved, lit pumpkin, runs past you as the man cries out, "Don't just stand there, please help me catch them! There are wolves or worse in these woods- I don't want them to become a meal!"

It would be rude to refuse this man some help, and even more rude to not try and see if you can grab something shiny from this campsite during the commotion. After all, it is Liar's Night.

As the characters approach the wooded copse where the Vistani merchant has made his campsite, they can see that it is obviously in disarray. Of the three *vardos* (barrel-topped wagons) circling the campfire in this clearing, one of them is completely overturned, while a second has obviously been ransacked; all of the doors and windows are flung open.

Frolicking around the campsite are four powder-white **alimirajs** with glitter in their fur, wearing and tutus. Two **black cats**, whose heads have been curiously replaced by carved and lit pumpkins, are sporadically hissing and darting beneath the *vardos*. Additional information on these creatures can be found in **Table 1: Liar's Night Familiars**. At the DM's discretion, you can replace or add additional creatures by rolling randomly on **Table 1: Liar's Night Familiars**.

Patrini Ramiz, the Vistani merchant (**commoner**), is trying in vain to catch these creatures and put them into small pens. Characters can quickly catch a creature with

either a **DC 12 Wisdom (Animal Handling)** check or an opposed grapple check made by the creature.

Adventurers wishing to see if they can steal anything valuable from the campsite can make a **Dexterity (Sleight of Hand)** or **Charisma (Deception)** contest against Patrini's **Wisdom (Perception)** check to see if they grab something without him noticing. Patrini rolls with disadvantage as he is distracted while trying to corral the creatures. Adventurers who succeed on this contest gain a random trinket from **Table 2: Liar's Night Trinkets**, while adventurers who fail are admonished by Patrini, who asks them to stop ransacking his camp and help him wrangle these creatures!

Once the creatures have been captured, Patrini thanks the adventurers profusely. When asked how the creatures escaped, he fumes, telling the adventurers how a group of children came to his camp earlier in the night, demanded candy, and kept trying to steal from him. He chased them off, but they snuck into his camp less than an hour ago, opened the cages, and released his creatures into the night: with many of them making their way to the town.

Patrini informs the characters that most of the creatures, while valuable, are harmless. However, three of the creatures (**Ghastly Gatherers**) are very, very dangerous; he points to a large overturned cage with the door swinging open that has several large, cautionary signs tacked to it, as well as glowing, inscribed runes on each of the bars that appear to still be active.

A **DC 13 Intelligence (Arcana)** check reveal that these runes magically enchant the bars of this cage, such that incorporeal creatures cannot pass through them (See **Scene E** for more details on the Ghastly Gatherers).

Patrini makes it clear that, while he normally would love to sell the adventurers one of his fantastical creatures, he needs to recover his merchandise before he can make any sales: he is willing to give the adventurers one fantastical creature each of they are willing to help him recover his lost creatures.

Liar's Night Traditions

On Liar's Night, pickpocketing and petty theft are common (and even expected!) by those celebrating the holiday. The prevalence of theft on Liar's Night gave rise to the tradition that folks line their pockets with candy to be stolen. For some, the tradition is stealing candy and replacing it with a minor valuable or a trinket. Sometimes these trinkets are acquired specifically for the holiday, and other times they are accumulated throughout the year for this specific purpose.

Should an individual object to being pickpocketed, or if they are not carrying candy on Liar's Night, it is customary that they are pranked by the "wronged" party (in this case, the children who asked for candy, and were refused). Usually this lack of candy is only observed by children, and the subsequent pranking is light (eggs thrown at their abode, placing worms in pockets, etc.).

Some scholars believe that this tradition arose in part from the practice in some cities of carrying a "Mask's Purse" (a small unconcealed pouch usually secured in an intentionally visible part of one's person), others believe that tradition was started by a small family of gnomish confectioners who used Liar's Night to spread the popularity of their hard candies.



Scene B. Quickling Candysnatchers

When the adventurers return to town in search of the missing candy, they encounter a strange sight:

A group of bedraggled teenagers, wearing homemade pirate costumes, are arguing loudly with a trio of teenagers, dressed as ninjas.

As you approach, a sharp-eyed girl with a captain's hat shouts out: "I know you and your good-for-nothing friends stole our candy, Jayni!"

A second girl, holding a pair of shuriken, shouts back: "I was going to say the same thing to you!" It looks like the two groups are about to come to blows.

A group of six adolescent **commoners**, dressed in homemade pirate costumes, wave wooden makeshift swords (*clubs*) at a group of 3 commoners dressed as ninjas. The pirates are led by a spunky teenage girl named Taza (**thug** without a *heavy crossbow*) and the ninjas are led by a boisterous girl named Jayni (**scout**). Taza and Jayni argue loudly, accusing each other's groups of stealing their candy.

Unless the adventurers intervene, these two groups come to blows over the accusations surrounding the missing candy. The adventurers can resolve the situation in the following ways:

- A successful **DC 12 Wisdom (Insight)** check reveals that, while Jayni is truthful that she did not steal Taza's candy, she is angry at Taza for some other reason. Jayni reveals she remembers hearing a quiet laugh when she discovered her candy was stolen.
- A similar **DC 12 Wisdom (Insight)** check reveals that Taza is truthful about not stealing Jayni's candy, and that this is not their first argument. Taza reveals she also remembers hearing a quiet, devious, laugh when her candy was stolen.
- A **DC 12 Charisma (Persuasion)** check (or excellent roleplay) will improve Taza's reaction to the adventurers from indifferent to friendly, upon which she tells the

adventurers that she and Jayni used to be friends until earlier this year, when Taza went to the sock-hop social with another friend.

- Adventurers can resolve the dispute with either excellent role-playing or by making a **DC 14 Charisma (Persuasion)** check. If successful on any of the previous checks, this check is made with advantage.
- Characters can also attempt to settle the dispute by subduing both Jayni and Taza, their friends scatter once they are defeated.

If the adventurers settle the dispute with combat, the sound of high-pitched, manic giggling is heard from a nearby alley, with exclamations of glee in Sylvan. If the adventurers settle the dispute without combat, the exasperated sound of a resigned sigh and muttering in Sylvan is heard from the alleyway instead.

Investigation of the alleyway reveals a rather bloated **quickling** sitting atop a pile of candy and candy-wrappers: the remains of the stolen candy.

As the quickling, Carrotbriar, has a rather bad stomachache from their gluttony, their speed is reduced to 60ft. Once discovered, Carrotbriar attempts to flee down the alleyway right after it ties together the nearest adventurer's bootlaces. An opposed grapple check stops their escape. Additionally, it will stop for one round to listen to any creature that presents it with a shiny bauble to steal, if that creature passes a **DC 12 Charisma (Persuasion or Deception)** check. This check is made with advantage if the adventurer offers candy. Carrotbriar is then easily subdued and can be brought back to Patrini.

Scene C. Raining Cats, Dogs, and Fire

A howl of pain echoes from a nearby tavern, where an elderly woman, in a series of neat pink petticoats, is backed into a corner by a pack of baying, translucent hounds.

A pair of long-haired white cats scramble across the woman's face in a panic, as she blindly shoots bolts of fire from her hands to keep the hounds at bay. Crowds of tavern-goers begin to scramble towards the doors, knocking over tables and chairs in their panic.

A pack of 8 incorporeal **mastiffs** (with the *Etherealness* trait) are harassing a local cat lady, Astrid Zimmel, who happens to be a powerful **mage**. The mastiffs are lunging at her tasseled purse, which is full of strongly aromatic meat treats for her two long-haired **cats**.

As Astrid shoots spells at the ghostly canines to drive them back, her cats panic, scrambling over her face and eyes, hampering her ability to see what she is firing at.

Have players roll initiative when they arrive on the scene. The tavern is packed with commoners, making the area difficult terrain. The mage is considered *blinded* while the cats are still alive, on her person, and being threatened by the mastiffs.

Roll initiative for the mastiffs and Astrid (**mage**). Astrid fires a *Fire Bolt* in a random direction (roll 1d8) into the crowd on her initiative. On initiative count 20, roll a d20 to determine a random complication that happens while in the bar.

d20	Complication
1-2	A mastiff bumps into a nearby table, sending it toppling over. Each character within 5 ft of the table must succeed on a DC 11 Dexterity saving throw or be restrained by the table, taking 5 (2d4) bludgeoning damage).
3-4	One of the cats lets out an ear-piercing screech! Each of the mastiffs makes a DC 10 Wisdom saving throw or gains the frightened condition. .
5-6	A random character slips in a puddle of ale. They must succeed a DC 12 Dexterity saving throw or fall prone.
7-8	One of the mastiffs lets out a ghostly howl, causing a bone-chilling aura to fill the room. All characters within 10 ft must make a DC 11 Constitution saving throw or take 8 (3d4) necrotic damage, or half on a success.
9-10	Nothing happens.
11-12	Once of the patrons is pushed over by the panicked crowd, and falls prone. If no one intervenes, they are trampled to death after 1 round.
13-14	A mug of ale splashes into a character's face. They must succeed a DC 10 Dexterity saving throw or be blinded for 1 round.
15-16	One of the patrons drops their coin purse in the panic. Characters with a Passive Perception of 13 or higher notice the purse fall beneath a nearby table. The purse contains 23 sp and a silver gnomish clockwork gadget worth 10 gp.
17-18	One of the patrons is a bard, who begins to play epic battle music on her lute. One random character receives <i>bardic inspiration</i> (1d8).
19-20	A plate of meat slides off of a nearby table and clatters to the ground. The nearest mastiff is distracted by it and is subdued for the remainder of combat (unless they take damage).



Resolving the Combat

This combat can be resolved in several ways:

- ***Calm the Cats.*** A cat can be calmed with a **DC 18 Wisdom (Animal Handling)** check, which is made at Disadvantage for any character who do not appear to be Astrid.
- ***Kill the Critters.*** If the two cats and/or the eight mastiffs are killed, the combat ends. If the adventurers kill the cats, the mage unleashes her full force against them, in a blind rage.
- ***Separate the Groups.*** Characters may be able to sufficiently separate the mage and her cats from the group of mastiffs. If this occurs, the combat ends. However, this option is unlikely as the mastiffs can use their *Etherealness* trait to move through walls and other barricades.
- ***Calm the Dogs.*** A dog can be calmed with a **DC 12 Wisdom (Animal Handling)** check, which is made at advantage if they are offered meat-based food. The bar sells several meat-based dishes, and characters can spot a nearby plate of meat with a **DC 10 Wisdom (Perception)** check.

Once the dogs have been calmed, they can be led back to Patrini.



Scene D. Ask Not for Whom the Owl Whispers

A thick layer of fog settles among the gravestones of the cemetery, dampening the sounds around you to mere whispers of their former selves. Rising above the eerie silence, discordant chanting ripples through the chill night air.

As the adventurers get within 60 ft. of the town cemetery, adventurers with a **Passive Perception of 15** or higher (10 or higher if they can see in the darkness) see three dark figures (**cultists**) that appear to be the source of the chanting.

From this distance, it appears that each of these medium-sized creatures has two heads. In between the three shadowy figures is a formless, inky void. This void contains magical darkness: adventurers who can see in magical darkness perceive a portal that leads into an upside-down, twisted version of the graveyard.

Adventurers within 30 ft. of the robed figures who pass a **DC 12 Wisdom (Perception)** check discern that the robed figures do not have 2 heads: rather, there is an **owl** with comically small pixie wings sitting on the left shoulder of each of the figures. Adventurers who pass a **DC 15 Wisdom (Perception)** check can hear words in Sylvan being softly hooted by the **owl** into the robed figure's ear.

The adventurers also notice each of the robed figures is carrying an intricate wooden nest with a net woven over it. Suspended in the net are tiny animal bones, beads, and owl feathers. Adventurers who hear the soft hooting and can speak Sylvan understand that this is an arcane ritual, which is designed to pull something (or someone) from the Shadowfell into the Material Plane.

Should the adventurers slay one of the **cultists** or the **owls**, the ritual ends immediately and each of the robed figures cries out and falls to the ground as a **darkling** emerges from the inky darkness and immediately attacks the adventurers. This fate also befalls the robed

characters if their woven net hoops are destroyed.

Should the adventurers fail to stop the ritual within 2 minutes of approaching the cemetery, three **darklings** led by a **darkling elder** emerge from the portal and immediately attack any non-fey they perceive (saving any elven characters for last).

The ritual can be stopped without harming the **cultists** or the **owls** by distracting the owls. Adventurers who examine the woven nests and pass a **DC 12 Intelligence (Religion or History)** check or a **DC 12 Wisdom (Insight)** check realize that they each serve as arcane foci which are rather artistically made by someone who is rather vain about their work. Criticizing the woven nests or quickly creating one of their own (either a real one or an illusion) and showing it to the owls, causes the **owls** to lose their focus on the ritual and fly over to the shoulder of the adventurer who gets their attention.

Regardless of whether or not adventurers stop the ritual, the surviving owls fly into the night with their teeny-tiny pixie wings, to perform more dark deeds at a later rime. Adventurers with particularly flashy garb or who speak Sylvan can get their attention with a **DC 12 Charisma (Persuasion or Deception)** check, which causes them to land on their shoulder and whisper dark malevolent thoughts to them in Sylvan. In this way, the **owls** allow themselves to be returned to Patrini.

Scene E. The Ghastly Gatherer

The loud sounds of a desperate and anxious crowd fill the open center of the town at the base of the old watchtower. Dozens of shouting townsfolk have collected around the tower, pointing and yelling at several people, adults and children who are climbing the 130 ft. tall tower.

Flying around the top of the watchtower is a ghostly winged figure illuminated in the moonlight. The incorporeal figure appears to be holding a rather corporeal child in its arms. An eerie, melancholy, hair-raising wail can be heard from the creature.

As the adventurers approach the town square, they see a group of townsfolk screaming, pointing, and shouting, as 5 **commoners**, 3 children and 2 adults, are all climbing the 130 ft. tall watchtower. They are currently at a height of 50 ft.

The moonlight bathes the entire town square in bright light. Amongst the crowd the adventurers can also see seven **commoners** attempting to begin their own ascent up the watchtower, who are each being grappled and held in place by a group of townsfolk.

Each of the **commoners** climbing the tower or attempting to climb the tower is under the effect of *luring song* of the **ghastly gatherer**.

As the adventurers take in this scene, they are affected by the *luring song* of the **ghastly gatherer**, which use the **harpy** statistics with the following adjustments:

- **Incorporeal Movement.** The ghastly gatherer can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object or creature.
- **Sunlight Sensitivity.** While in sunlight, the ghastly gatherer has disadvantage on attack rolls, as well as on **Wisdom (Perception)** checks that rely on sight.
- **Damage Resistances.** The ghastly gatherer is resistant to acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.
- **Life Drain.** Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 5 (1d8 + 1) necrotic damage. The target must succeed on a **DC 11 Constitution saving throw** or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Clearly illuminated in the moonlight, the **ghastly gatherer** is flying around the watchtower clutching a squirming child in its arms. If the adventurers attempt to attack the **ghastly gatherer**, it flies down to attack the adventurers.

The watchtower is made from coarse stone and brick, and handhelds are easily found; no climbing check is required for the first 100 ft. of the tower. The last 30 ft. of the watchtower consists of a shingle roof, which requires a **DC 10 Strength (Athletics)** check to climb. This counts as dangerous terrain, creature who is under the effect of *luring song* may repeat the saving throw. Failure to climb the roof results in a slip and possible fall - a **DC 10 Dexterity saving throw** allows the creature to stop its fall by catching itself on a gargoyle rain spout.

Any creature that reaches the top of the watchtower is compelled to jump into the outstretched hand of the ghastly gatherer and fall through its ghostly grip. Prior to making the jump, creatures are allowed an additional saving throw against the *luring song*.

The ghastly gatherer can be lured down to ground level by performing a beautiful song or sad poem with a **DC 12 Charisma (Performance)** check. Adventures that pass a **DC 12 Intelligence (Religion or History)** check remember that Ghastly Gatherers arise from the souls of sad and lonely souls that die on Liar's Night, after something or someone is stolen from them that they can never, ever, recover.

Adventurers who pass a **DC 14 Charisma (Performance)** check, or who display exceptional roleplaying, get the attention of the **ghastly gatherer**, who carries the child gently down with them to the base of the watchtower. Any creatures under the effect of *luring song* follows the ghastly gatherer to within 5 ft. of their position. Once within range, the ghastly gatherer attempts to kill whomever lured it to the ground using its *life drain* attack. The ghastly gatherer refuses to be subdued and would rather be destroyed than return to a life of bondage under Patrini.



Scene F. Epilogue

Once the adventures return with the subdued, calmed, or captured familiars to Patrini, he has more or less restored his campsite to order. He thanks the adventurers for the return of his familiars and laments the loss of any creatures that could not be recovered. He seems to be relieved if the characters do not bring back the ghastly gatherer, but puts on a show lamenting its loss.

As repayment for retrieving his creatures, Patrini fulfills his part of the bargain and offers the adventurers each a single creature from his collection (See **Table 1: Liar's Night Familiars** for additional details).

At the DM's discretion, Patrini can offer the adventures an invitation to meet with his patron: Lord Vasili who lives in the land of Barovia. Patrini is happy to take the adventurers there in his *vardo* as the lord would love to host the adventurers for dinner (this is an opportunity to lead into another adventure in Barovia, such as the *Curse of Strahd* hardcover).

Adventure Rewards

Combat Experience

Creature	Experience
Commoner	10
Quickling	200
Mastiff	25
Mage	2,300
Cat	10
Darkling	100
Cultist	25
Ghastly Gatherers	200

Non-Combat Experience

Diffusing the adolescent fight over candy	300
For each creature returned to the merchant	100
For each commoner saved from the Ghastly Gatherers	200

Treasure & Rewards

As a reward for capturing the freed creatures, the merchant grants each character one free animal companion (see **Table 1: Liar's Night Familiars**).



Table 1: Liar's Night Familiars

As the Vistani merchant peddles his wares, you spy a few magnificent creatures in his cages. Each of these tiny creatures stare at you and seem to plead to be taken home. For the right price, you may be able to convince the wandering merchant to part with one of these creatures before he hits the road again.

Familiars Table

2d8	Familiars	Personality / Trait
2	<p><i>(Undead)</i> This three-legged doggo is incorporeal, but walks as if he has all four legs. He is wearing a collar and a tag which reads "Gus Gus".</p> <p>This creature uses the same statistics a <i>Mastiff</i>, with the <i>Etherealness</i> trait: the doggo can enter the Ethereal Plane from the Material Plane, or vice versa as an Action. It is visible on The Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.</p>	<p>The vocalizations of this creature can only be heard telepathically by its new master, and it is extremely, EXTREMELY, chatty.</p>
3	<p><i>(Monstrosity)</i> This black cat has an elaborate carved pumpkin for a head. Within its carved gourd is a tiny candle that sheds dim, orange, light in a 10 ft radius.</p> <p>This creature uses the same statistics as a <i>Cat</i>, with blindsight to 30 ft.</p>	<p>This pumpkin-headed cat has no interest in other creatures whatsoever. It habitually ignores them unless they are conveniently offering it treats or praise.</p>



Roll 2d8	Familiars	Personality / Trait
4	<p><i>(Beast)</i> This bat (flying fox) appears to be completely average, save for the tiny-sized, elaborately carved bronze amulet that hangs around its neck from a chunky bronze link-chain. No matter how often it is cleaned, the amulet always appears to be bloody.</p> <p>This creature uses the same statistics as a <i>Bat</i>, but it benefits from the <i>Lucky</i> feat while wearing the amulet. This effect does not transfer to any other creature who possesses the amulet.</p>	<p>This flying fox can speak Common, although it is somewhat difficult to understand what it is saying through its thick Barovian accent. At the DMs discretion, it may speak an additional exotic language not shared by its master.</p>
5	<p><i>(Humanoid)</i> This tiny horseman is very well dressed and has been entirely decapitated. Despite this minor setback, it is able to conjure an incredibly fast spectral horse. It appears to also be able to summon spectral carved pumpkins which explode when thrown (dealing 1 point of damage on a hit (+2)).</p> <p>This creature uses the same statistics as the <i>Commoner</i>, without the <i>Club</i> attack, and whose size is <i>tiny</i>. In addition, it can use its action to summon a spectral warhorse which changes its speed from 30 ft. to 60 ft. for 1 minute. The tiny horseman regains the use of this ability on a long rest.</p>	<p>This headless horseman is obsessed with proving its martial superiority against other creatures that are its same size. At the DMs discretion, this creature can decapitate another tiny creature as an action.</p>
6	<p><i>(Monstrosity)</i> This chinchilla (a large hopping mouse which is roughly the size of a rabbit) has oversized fangs that barely fit into its mouth, which accentuate its red eyes, which constantly dart from side to side.</p> <p>This creature uses the same statistics as <i>The Wretched (Mordenkainen's Tome of Foes)</i>, without the <i>Damage Resistance</i> ability. It is considered <i>tiny</i>.</p>	<p>This chinchilla will do literally ANYTHING for a shiny object: plead, do tricks, play dead, etc.</p> <p>It also compulsively steals shiny objects when it believes that no one is watching.</p>
7	<p><i>(Beast)</i> This eight-inch long slug looks just like a banana (and tastes like a candied banana if you can summon the courage to lick it). It is good natured: its eyestalks bob along to upbeat music, and it always divides its food in half to share with other creatures (even if they are much larger, and wouldn't quite appreciate half of a pumpkin seed).</p> <p>This creature uses the same statistics as the <i>Crab</i>, without the <i>Claw</i> attack.</p>	<p>This banana slug is always showing up in unexpected places: in your pocket, empty shoes, the deepest section of your backpack. On top of that, it always appears to be restfully sleeping.</p>
8	<p><i>(Dragon)</i> This shadow pseudodragon is but a shadow of its former self, constantly disappearing and reappearing in between shadows, your cloak, and the recesses of your backpack. It has a tendency to appear unexpectedly on your shoulder and nibble on your ear.</p> <p>This creature uses the same statistics as a <i>Pseudodragon</i> using the <i>Variant: Pseudodragon Familiar</i> trait. The shadow pseudodragon has resistance to necrotic damage, and has the features <i>Living Shadow</i>, <i>Shadow Stealth</i>, and <i>Sunlight Sensitivity</i> from the <i>Young Red Shadow Dragon</i> stat block (See <i>Monster Manual</i>).</p>	<p>This creature is always attentive to your words and listens very closely whenever you explain a plan to it. It then completely ignores you and does whatever it wants to, anyways.</p>
9	<p><i>(Fey)</i> This poorly-disguised quickling is a quick-fingered thief with a sweet tooth. It can be found lurking in dark corners, waiting to strike when the time is right.</p> <p>This creature uses the same statistics as the <i>Quickling</i>. It has advantage on Sleight of Hand checks made to steal sweets or similar tiny objects.</p>	<p>This creature seems to have a memorized script of excuses explaining why it can't perform the tasks you ask of it. From obscure holidays to oddly official looking "cleric's notes," this creature will say anything to get out of doing work.</p>

Roll 2d8	Familiars	Personality / Trait
10	<p><i>(Monstrosity)</i> This Cranium Rat has a peculiar affliction: instead of a clear brain case, a tumorous Jack o'Lantern grows from its bulbous head. Despite this off-putting affliction, the cranium rat seems friendly, eager, and surprisingly intelligent.</p> <p>This creature uses the statistics of a <i>cranium rat</i> (<i>Volo's Guide to Monsters</i>). It has an Intelligence of 8 (-1) and sheds orange-hued dim light in a 1 ft radius.</p>	This cranium rat is highly flirtatious, making eyes at any tiny-sized creatures (or convincingly creature-like objects) that it sees.
11	<p><i>(Beast)</i> This barn owl has a serious expression and comically undersized pixie wings, in addition to its own normally-sized owl wings. Despite this owl's absurd nature, it has a way with words: it is known for perching atop the shoulders of mortals and slowly luring them towards darkness.</p> <p>This creature uses the same statistics as an <i>owl</i>, with an Intelligence of 6 and a Charisma of 18. It speaks Sylvan, but only in whispering hoots. It has advantage on all Persuasion checks.</p>	At the DM's discretion, this creature is proficient in a single artisan's tool. It is continually honing and perfecting its craft and is extremely jealous of other crafted items that it perceives as superior in craftsmanship.
12	<p><i>(Beast)</i> This powder-white Almiraj wears a pastel pink tutu with an elaborate pixie mask. Its bright pink fur is covered in metallic glitter that shimmers in even the dimmest light.</p> <p>This creature uses the same statistics as the <i>almiraj</i>. The Almiraj can grant its owner advantage on Persuasion checks made to distract or enthrall others with how sparkly and bodacious it is.</p>	Although this creature appears to be friendly and extremely affectionate to everyone it meets, you have come upon it brutally killing creatures smaller than it at least once. Now, when you look at the creature snuggling with one of your companions, you can only see murder in its eyes.
13	<p><i>(Aberration)</i> This floating pumpkin has a terrifying visage carved into its face, with a sinister-looking green candle burning inside of it which gives off an eerie glow. Carved onto the top, bottom, left, and right of the face are magical runes that glow brightly when it strikes your enemies.</p> <p>This creature uses the same statistics as the <i>Gazer</i>, with Blindsight to 10 ft. It casts green-hued dim light in a 5 ft radius.</p>	This creature is EXTREMELY paranoid - constantly looking over its shoulders and attacking its own shadow. You seem to be the only creature that it trusts, and even that isn't guaranteed when it first wakes up.
14	<p><i>(Fey)</i> This oil-slick and slippery boggle is wearing a red-and-white horizontal-striped shirt, carrying a fake hook-hand, and has an eyepatch covering one of its entirely functional eyes. The fey creature is holding a greasy sack that it occasionally pulls something out of, which it puts directly into its mouth.</p> <p>This creature uses the same statistics as the <i>boggle</i>. It has disadvantage on vision-based Perception checks and has advantage on Animal Handling checks with parrots.</p>	Despite your best efforts, this creature is horribly awkward in social situations. No amount of cajoling, persuading, or confidence-boosting can prevent this creature from endlessly fidgeting, accidentally knocking over drinks, and then hiding and crying under the table.
15	<p><i>(Beast)</i> This velociraptor is, inexplicably, dressed like a tiny cow. The outfit, which is complete with a hood bearing tiny horns, does not appear to hamper its movements. The udders are a disturbing addition.</p> <p>This creature uses the same statistics as a <i>Velociraptor</i>, with the <i>Gore</i> attack and the <i>Charge</i> ability from the <i>Cow</i> stat block.</p>	This creature resents you for reasons that are obvious to everyone, except for you; maybe it's the cute outfits you are constantly dressing it in, or the way the way you seem to completely forget about it except when you need the <i>help</i> action in combat. Either way, it scowls at you constantly.
16	<p><i>(Humanoid)</i> This miniature paladin is extremely respectful to you, but couldn't care less about anyone else. She righteously shouts insults at your enemies and bravely stares down even your fiercest foes.</p> <p>This creature uses the same statistics as the <i>Commoner</i>, whose size is <i>tiny</i>. It emits a +1 Aura of Protection to a range of 3 ft, as per the Paladin class. Its <i>Club</i> attack deals 1 piercing and 1 radiant damage.</p>	This creature has an all-encompassing love for candy. On the upside, it will meticulously organize all of your candy (and other shiny baubles). On the downside, it will also steal a few.

Adventure 2: Restless Spirits

"What is this? This! This, ah, strange costume you are wearing? Well, hmm, is this the garb of some kind of spirit? You intend to terrify me by pretending to be the dead? Ha! HAHA. You, you have made me laugh. No, small creatures, it is not the dead that you should fear. No, ah, it is not them. It is me! Behold the beholder! Who better than I to haunt your dreams and nightmares? None! I thought not. But do not be afraid, small creature. Here, have a sour elven tear drop. I believe they only come in one flavor."

--Behold, the beholder

On Liar's Night, the spirits of the dead walk among the living and play tricks on unsuspecting people. When trick-or-treaters transform into the monsters they are dressed as, adventurers must find the cause of their predicament before the city devolves into a riotous monster mash. This adventure is designed for **Tier 1 (Level 1-4)** characters.

Liar's Night Traditions

Certain traditions are performed to appease the dead, including the following:

- Jack O'Lanterns are lit to chase away evil spirits.
- Doorways are swept with a broom to increase protective energy and prevent spirits from entering.
- Children wear costumes to hide their identity from malevolent spirits.

When these rituals are disrupted or not performed, spirits are able to gain a foothold in the world of the living and perform tricks on unsuspecting people.

Scene A. The Friendly Ghost

It's Liar's Night, and the festivities are in full swing in this residential district. Children dressed in elaborate costume run from door to door, collecting candy and shouting with glee. Amidst the chaos of the street, the translucent figure of a small child, wearing a sheet with two dark eye holes, sits on a nearby curb crying. This incorporeal figure is surrounded by piles of candy wrappers. As you watch, his cries crescendo into an unearthly wail.

An 8-year-old, half-tiefling boy named Charles has been inexplicably transformed into a **ghost**. He is crying because he can no longer pick up his candy (he is incorporeal), and he lost track of his parents, who can no longer see him. However, he is unaware that he is a ghost.



A **DC 13 Charisma (Persuasion)** check or excellent roleplaying is required to calm Charles down. Once calmed, he can tell characters the following:

- He collected candy from four houses on the street and stopped on the curb to eat them all. He doesn't remember which candy came from which house, but he knows that the last candy he ate was a butterscotch drop.
- A group of bullies, led by a human girl name Lillian "The Beast" Markwell, have been causing mischief in the neighborhood (breaking pumpkins, stealing candy from kids, throwing parchment rolls into trees, etc.)
- Liar's Night has traditions to appease evil spirits, but most people don't believe the spirits are real. If needed, he can tell characters some of the traditions (See *Liar's Night Traditions* sidebar).

Scene B. Tricks or Treats

Adventurers must visit houses and/or interact with trick-or-treaters to discover what the cause of the curse is, and where the curse is coming from.

Cursed Candy

Butterscotch drops, distributed by Ethel Garstone, have been cursed by mischievous spirits. When a creature eats one of these candies, they must succeed a **DC 13 Constitution** saving throw or be transformed into a creature that matches the costume they are wearing.

The creature can repeat the saving throw at the end of each of its turns, reversing the transformation on a success. While transformed, the target loses their mental statistics, and acts as the creature they are transformed into. If a creature is dropped to 0 hit points, they revert to their original form.

If a creature is not wearing a costume when they consume the cursed candy, they are instead affected by a wild magic surge: roll 1d100 on the Wild Magic Table.

To find the cause of the curse, the adventurers may visit the four houses which Charles visited:

- **Lothor and Aladriel Fillian.** Lothor and Aladriel are middle-aged high elves, with two fully grown children. They have the largest house on the block and hand out full-sized candy bars, as well as an assortment of magical trinkets (randomly select one per character from **Table 2: Liar's Night Trinkets**). Aladriel speaks harshly of the "ruffians" in the neighborhood and laments the recent "loss of respectability" of the area. As the leader of the neighborhood watch, Aladriel can tell characters the identities of the bullies as well as where to find them.
- **Lila and Camilla Melion.** Lila and Camilla are a very health-conscious married couple. Instead of giving out candy, they offer toothbrushes and floss, as well as small pamphlets on the value of personal hygiene. Camilla is a realist and she believes Liar's Night traditions have no real substance to them. Lila is more supernaturally oriented; she can tell characters more about the traditions of Liar's Night and the significance of the holiday.
- **Truvar Lokorr.** Truvar is a divorced, high elf father of three, who has recently let himself go. His house and person are a mess. He forgot about Liar's Night, so he is half-heartedly handing out "treats" from his cupboards: canned beans, sardines, condiment packets, and whatever else he can find. Have each character roll 1d10. On a 10, he hands out a piece of "junk" (a random trinket from the **Table 2: Liar's Night Trinkets**).
- **Ethel Garstone.** Ethel has unknowingly been handing out cursed butterscotch drops to trick-or-treaters. When characters are ready to visit Ethel, go to **Scene C**.

Optional encounters below may be used to extend the adventure, add additional roleplaying and combat options, and help the adventurers solve the mystery:

- **The Bullies.** A gang of five teenagers (commoners), led by wild child Lillian “The Beast” Markwell, has been terrorizing the neighborhood. Characters catch them breaking a happy Jack O’Lantern, while snacking on candies stolen from other children.

A **DC 13 Charisma (Intimidation or Persuasion)** check or excellent roleplaying is required to convince the gang to stop trashing the neighborhood. They can tell the characters that they broke the Jack O’Lanterns outside of Ethel Garstone’s house.

Alternatively, this may be used as a combat encounter, where the preteens eat cursed butterscotch candies (see *Cursed Candy* sidebar), transforming into 3 **thugs**, 1 **spy**, and 1 **bandit captain**.

- **Monster Mash.** A group of costumed children have eaten cursed candy and are causing havoc in the street. These include a witch (**sea hag**), a **brown bear**, a **ghoul**, and a **half-ogre**. Other monsters may be added or substituted to increase or decrease the challenge. These creatures are attacking trick-or-treaters as well as one another. When the characters approach, they engage them in combat.
- **Rampant Unicorn.** One of the trick-or-treaters has transformed into a **unicorn**, which is travelling throughout the crowd and performing “miracles” (healing, teleportation, etc.) If the adventurers try to interfere, the unicorn flees through the crowded streets (use the Chase Rules from the *Dungeon Master’s Guide*).

Scene C. Lifting the Curse

Ethel Garstone is an elderly human woman with terrible eyesight, wearing a floral purple dress, thick glasses, and a conical witch’s hat. She has a grandmotherly disposition and acts kind towards the characters.

Unbeknownst to Ethel, the neighborhood bullies smashed the Jack O’Lanterns at the end of her walkway, allowing the mischievous spirits of Liar’s Night to enter her home, where they have cursed her butterscotch drops and caused other chaos.

As characters talk with Ethel, they may notice things in her home are amiss: a mirror near the entryway is cracked, the yarn is missing from her knitting basket and is wrapped around furniture legs throughout the room (causing characters to trip), the fire has been put out in the hearth, etc. Characters with a **Passive Perception of 11** or higher notice dark shadows flitting out of the corners of their eyes.

If confronted directly, the spirits are treated as **pixies**. There are 5 pixies in Ethel’s house at the start of combat, and 1 additional pixie arrives each round at Initiative Count 20. To stop the spirits from entering the home, and to end the curse, the adventurers must enact one or more of the Liar’s Night traditions to keep the spirits at bay (See *Liar’s Night Traditions* sidebar).

Once the spirits have been defeated, the curse is lifted, and all transformed children are returned to normal. However, the effects on any pets that were transformed are permanent. Ethel thanks the characters for their help and offers them two additional trinkets from **Table 2: Liar’s Night Trinkets**.

Adventure Rewards

Combat Experience

Creature	Experience
Bandit Captain	450
Brown Bear	200
Ghost	1,100
Ghoul	200
Half-Ogre	200
Pixie	50
Sea Hag	450
Spy	200
Thug	100
Unicorn	1,800

Non-Combat Experience

Calm Charles	200
Lift the Curse	2,000

Treasure & Rewards

Ethel gifts the characters 2 random trinkets from the *Table 2: Liar's Night Trinkets* for helping chase away the mischievous spirits. Characters may have received additional trinkets while trick-or-treating in **Scene B**.



Table 2: Liar's Night Trinkets

The strange and unusual become commonplace on Liar's Night, as odd curios or other miscellany are found to commemorate the adventures of the evening. Some of these trinkets are gifts, others a curse, and some are just plain WEIRD. Regardless of where they came from, these bizarre articles all seem to have a spooky quirk.

Trinkets Table

d100	Trinkets	d100	Trinkets
01-02	A caramel apple topped with crushed peanuts. When eaten, the user's alignment shifts. Roll 1d10 (1: LG, 2: NG, 3: CG, 4: LN, 5: TN, 6: CN, 7: LE, 8: NE, 9: CE, 10: no change). A <i>Remove Curse</i> or <i>Dispel Magic</i> will remove this effect.	27-28	A pointed witch's hat made of heavily worn leather. The inside is lined with purple velvet and contains with 4d12 tiny pockets.
03-04	A sneering carved pumpkin, lit with the vibrant orange light of a <i>continual flame</i> .	29-30	An earring in the shape of a lightning bolt, which flashes gold when within 200 ft. of an elemental.
05-06	A gossamer white sheet which, when worn, allows the user to turn invisible for up to 1 minute. To activate this ability, the user must make ghostly wails for the duration.	31-32	A plain piece of candy corn. When eaten, the user suffers from a toothache for 1d10 days. <i>Remove Curse</i> or <i>Dispel Magic</i> will remove this effect.
07-08	An enchanted toothbrush, which has a minty flavor that never diminishes, and does not require toothpaste.	33-34	A bloodstained white glove, with 6 abnormally long fingers. When not worn, it animates and harmlessly follows the characters around.
09-10	A spindly spider hair clip, which animates and crawls across the user's face when in the presence of fiends (1-mile radius).	35-36	A 3-inch grey cylinder, which is hollow on the inside, with a small blue button in the shape of a seven-sided star. When depressed, the cylinder vacuums up all dust and debris in a 6-inch cube, which mysteriously vanishes once it enters the cylinder.
11-12	An adamantine penny whistle which makes no sound on the Material Plane but emits a high-pitched wail in the Ethereal Plane.	37-38	A discarded pirate's eye patch. When worn, the user's Perception decreases by 5, and they gain blindsight out to 20 ft.
13-14	A mummified witch's finger tattooed with dozens of symbols of eyes.	39-40	A cinnamon hard candy. When eaten, it causes the user's skin to turn red and emit a high temperature for 1d4 hours.
15-16	A small rubber ball, with the inscription of a glowing green eye, which bounces when dropped.	41-42	An orange soft candy. When eaten, it grants the user <i>Detect Magic</i> for 1d100 minutes, requiring no concentration.
17-18	A miniature ebony headless horseman on horseback, which fits in a 2" square. Black smoke billows from the base of the miniature when it is slid across a solid surface.	43-44	A lemon hard candy. When eaten, it causes the user to turn invisible for 1d10 minutes.
19-20	A thin gossamer bowtie constructed from cobwebs. Inexplicably, it is immune to damage and cannot change shape.	45-46	A sour apple soft candy. When eaten, the user is affected by the spell <i>Heroes' Feast</i> , but also loses all other magical buffs.
21-22	A monocle made of dragon bone, decorated with unidentifiable black gemstones and attached to a delicate iron chain.	47-48	A blue raspberry hard candy. When eaten, the user gains a fly speed of 120 ft for 1d20 minutes.
23-24	A baby <i>Black Ooze</i> , trapped inside of an ornate lavender inkpot, painted with tulips.	49-50	A grape soft candy. When eaten, the user is affected by <i>Tongues</i> for 24 hours.
25-26	A brass door knocker, in the shape of a beholder, which never tarnishes. When used, harmless black ooze leaks out of each eye stalk for 1d6 rounds.	51-52	A vial of iridescent rainbow glitter. When worn, the user gains advantage on Charisma (Persuasion) checks for the next 10 minutes.

d100 Trinkets

- 53-54 A set of medium-sized costume fairy wings, in hues of pink, purple, and periwinkle. When worn, the user gains a fly speed of 10 feet for 1d4 minutes, once per day.
- 55-56 A silvery crown decorated with ornate costume gemstones. A small compartment is hidden behind the central gemstone, with a clipping of blonde hair inside. The compartment is large enough to fit a quarter-sized object.
- 57-58 A tealight candle in the shape of a pumpkin, which smells of cinnamon and cloves. The candle can burn for up to 60 hours total.
- 59-60 A bottle of buttery pumpkin ale. When drunk, the user becomes resistant to poison damage for 1d12 hours.
- 61-62 A thin black ring in the shape of a spindly spider. This item cannot be lost, reappearing in the user's possessions within 1d4 hours of being misplaced.
- 63-64 A lucky purple origami owl with the initials "ES" inscribed on the right inner wing.
- 65-66 A used candy wrapper, whose name and nutritional information are written in Infernal.
- 67-68 A set of sparkling pink heels which, when clicked together, cause the user to *Misty Step* 30 ft in a random direction (roll 1d8). This effect can be used once per day, and recharges at dawn.
- 69-70 A petrified gazer, wearing a chef's hat, which weighs exactly 12.3 pounds, and is always warm to the touch.
- 71-72 A pair of plastic elf ears, which resize to fit the user and blend seamlessly onto their own ears.
- 73-74 A wooden writing implement filled with a thin tube of graphite. The outside is adorned with painted images of cartoon ghosts and topped with an oversized ghost-shaped eraser.
- 75-76 A miniature plastic tombstone keychain, with the letters "H.A.G.F." inscribed on one side.
- 77-78 A small voodoo doll, in the exact likeness of the character, with small obsidian buttons for eyes. The hands have been chopped off and replaced with dozens of bundled-up toothpicks.

d100 Trinkets

- 79-80 A set of 7 unremarkable wooden dice, which always roll 1's.
- 81-82 An 8 oz tube of permanent fluorescent hair dye. Roll 1d10 (1: red, 2: orange, 3: yellow, 4: green, 5: blue, 6: purple, 7: grey, 8: white, 9: black, 10: pink).
- 83-84 A small tube filled with clear liquid. When bent, it emits a cracking sound and emits dim green light in a 5 ft radius, which lasts for 1d4 hours.
- 85-86 A white and grey mechanical bat which animates and flies around the user's head for 1 minute whenever a spell is cast within 1 mile of the user's location.
- 87-88 A set of white plastic sheaths, which fit easily over the user's canines and appear vampiric. When the user utters the word "Blood", they drip reddish liquid, which tastes like candied cherries.
- 89-90 A glass nail file in the shape of a long, corkscrewed fingernail.
- 91-92 A basic glass shaker filled with nutmeg, cinnamon, clove, and ginger, which never runs out.
- 93-94 A metal-studded pet collar, which resizes to fit the user. It features a skull-shaped tag with a blank side. When worn, writing magically appears on the skull which lists the animal's name, the name of its owner, and the owner's home address.
- 95-96 A pair of thigh-high cotton socks emblazoned with the images of swirling grey mists. When a user looks closely, they see images of monsters appear in the fog, only to disappear a moment later.
- 97-98 A set of bloodstained pan pipes, made from monstrous knuckle bones.
- 99-00 A stunning black jacket embroidered with golden thread in the shapes of dancing wyverns. Once per day, when the user is hit with a melee attack, the attacker must make a **DC 11 Constitution** saving throw or be stunned for 1 minute.

Adventure 3: The Lord of Sorrow's Revel

"Small little creature, there is so much, so so much, power for one to hold on Liar's Night. No! Not for you, but, well, for me! A great being like I, wielding mastery of the arcane like I do, can easily disintegrate the thin walls between this world and the next. For a great creature like myself, it is mere play, play I tell you, to harness the dark beyond the veil through dangerous rituals in the name of power! For you, well, you get a chocolate orc tusk. Careful, there have hard candied Gruumsh eyes inside!"

--Behold, the beholder

When a young nobleman is found dead, the overtaxed city guard must enlist the help of adventurers to track down the killer and return a powerful relic of the other side, before an evil is released that puts the entire city in danger. This adventure is designed for **Tier 2 (Level 5-10)** characters.

Scene A. The Faceless Man

The adventure takes place in a large city with a huge, well-maintained, and ancient graveyard called the "Necropolis," rumored to sprawl for miles beneath the city.

The adventure begins as the adventurers are brought to the scene of a murder; with the promise of coin should they help the city guard resolve the matter.

It is the last breath of Autumn, and the city is alive with activity. Liar's Night has come.

Children bustle about the marketplaces, begging for trinkets and baubles to perfect their costumes for the coming festivities. Parents place carved gourds, squash, and pumpkins out on their stoops in the hopes that false faces may frighten away troublesome spirits. The city guard, every member commanded to duty on this night, try to navigate the madness and keep the peace.

In a narrow alleyway, a bow-shot from the bustle of the crowd, a city watchman leads you toward a pair of waiting constables quietly speaking to one another. At their feet lies a body covered by a tan canvas sheet.

The alleyway is 10 feet wide, 40 feet long, and is well-maintained but slightly damp. A single storm drain lies a few feet from the body. No windows face the alley, but 4 large water barrels collect rain water near the buildings. It rained recently, but the sky is clear overhead, leaving the air clean and everything damp. Fresh rain mixes with a pleasant, peppery, floral scent. A gloomy fog begins to form across the city from the drizzle. The sun is almost completely set, an orange streak on the horizon, but it still basks the alleyway in bright light.



As soon as the adventures arrive, the constables Shirish (LG female half-elf **spy**) and Grue Chambers (LG male Mulan human **veteran**) introduce themselves and repeat the following information:

- The body was found less than two hours ago. Grue and Shirish arrived only a few minutes before the adventurers did.
- The family crest emblazoned on the victim's coat is that of the Tannen household. Master Dorian Tannen (male, half-elf, 28 years old) has been missing for half the day and is presumed to be the victim. Word has already been sent to the Tannen family.
- There is a 6,000 gp bounty, set by Lord Dortis Tannen, should the party bring the murderer to justice.
- The sheet was applied by the constables to fend off any debris blown in the wind and, Grue admits, because the scene was unsettling.
- The watchman, Bardin (LG non-binary half-orc guard) will stay to collect the body and return it to the family's manor once the adventurers are finished with it.

Both of the constables have a great deal of work ahead of them this Liar's Night. They apologize for being brief and set off immediately, leaving the adventurers in charge of the situation.

Liar's Night Traditions

While a holiday of trickery, mischief, and fun for many, there are dark fell rites whose powers can only be enacted on Liar's Night. Warlocks who serve patrons of undeath or who draw their power from the Shadowfell find their connection especially strong on this night, and many necromancers wait until Liar's Night to enact their most powerful rituals.

When ready, the party can search both the alley and the nobleman for clues on how to proceed. The search can be concluded by either roleplaying or rolling ability checks

such as **Intelligence (Investigation)** and **Wisdom (Perception)**.

Alternatively, each adventurer can spend 1 hour searching to locate 1 clue should their rolls and roleplay fail them.

Relay the following information to them while they investigate the body:

- The nobleman was killed by a single stab to the back, and his face was carefully removed shortly afterwards by a sharp instrument. He lies face up with his pockets turned out and coin purse missing, as though he had been robbed.
- **DC 5 Intelligence (Investigation)** or **Wisdom (Perception)**: The nobleman still wears a sapphire studded ring worth 60 gp and a pair of calf-skin leather boots with gold trim worth 40 gp. No cutpurse would miss such things.
- **DC 10 Intelligence (Investigation)** or **Wisdom (Perception)**: Inside the pocket of his jacket is a parchment receipt to "Lavencia's Luxuries".
- **DC 15 Intelligence (Investigation)** or **Wisdom (Perception)**: A soft blue feather that smells of fragrant incense is pinned inside his shirt. Stamped in orange ink onto the feather is "LL" in ornate lettering.

Murder and Mutilation

Should you wish, you can augment the quest to have the young nobleman comatose, unconscious, or unresponsive but alive. Likewise, in place of macabre details of his face being removed, you can describe it as being "featureless" and "smooth" as though removed by magic.

Relay the following information to them while they investigate the alley:

- A puddle of displaced water has formed around a nearby water barrel. 4 sets of wet footprints lead in all directions.
- **DC 5 Intelligence (Investigation)** or **Wisdom (Perception)**: A coin purse and dagger lie in the bottom of the water

barrel. The coin purse has two sapphires (worth 100 gp each), 10 pp, 14 gp, and 12 sp. The ornate dagger has an ivory handle and is worth 40 gp.

- **DC 10 Intelligence (Investigation) or Wisdom (Perception):** The strong, pleasant scent is emanating from the body, but also seems to be blown on the breeze from a nearby building, which is a short walk away.
- **DC 15 Intelligence (Investigation) or Wisdom (Perception):** A book has been dropped into a 20-ft deep storm drain, with a narrow 2-ft by 6-in entrance; fishing it out requires tools or magic. It is a leather-bound itinerary book with a gilded “DT” on the cover. The last pages read “Midday. Meet Lavencia at Luxuries. Pick up the mask and bring her posies, not roses”, which is crossed out and “Eveningfeast. Sorrow's Revel, bring a good bottle of wine”. Lavencia’s name is written with extra care.

The adventurers should head to Lavencia's Luxuries, a magical curio shop a few blocks away (**Scene B**), or to the city Necropolis (**Scene C**) for Sorrow's Revel. Should they linger for more than 3 hours at the scene of the murder, a horrified Lavencia happens upon the site on her way home.

Scene B. Lavencia's Luxuries

Provided the adventurers display an interest in the receipt, trinket, or scent, they are likely to proceed to Lavencia's Luxuries, a short walk from the scene of the murder, to speak with Lavencia.

Lavencia's Luxuries is small and cramped – a problem made even worse by the incredible number of oddities, trinkets, and magical paraphernalia that are stacked haphazardly on every flat surface and piece of furniture within. A carved wooden sign hanging from the frosted glass front door reads:

Lavencia's Luxuries and Magical Rarities
NO REFUNDS!

Floating behind the glass, a piece of parchment held aloft by magic reads “Closed”, written in golden ink.

Before you can even knock on the door or reach for the handle, a voice calls out “Hold on! I am still here. Just-” There's a muffled crash followed by a curse in Celestial as a stack of magical trinkets slides off of a counter and onto the floor. Dragging the door open while scraping bolts of exotic cloth and spilled trinkets across the floor, a beautiful half-elf woman with silky black hair smiles from ear to ear: “Greetings and welcome!”

The proprietor, Lavencia, is a rather tall and willowy Damaran human **transmuter** (*Volo's Guide to Monsters*). Upon allowing the adventurers inside her business, she asks each of the party their name; touching them on their shoulders with both hands and repeating their name three times, committing them to her impeccable memory.

Roleplaying Lavencia

Lavencia Cavilos is a young, yet extremely intelligent purveyor of arcane goods and services. Her teachings, at the hands of a peculiar wizard called Tamrand Autumnloft, at an early age has left her socially inept. She has no ear for sarcasm, over-exaggeration, or colloquialisms, and utterly refuses to use contractions – cursing at herself should one escape her lips. Despite it all, she is quite caring and knowledgeable.

When told about Dorian's death, she is obviously dismayed and immediately brought to quiet tears. She masters herself quickly and sets herself to the task of answering every question that may aid in the adventurer's inquiry. She relates the following information:

- Master Dorian was a regular patron at the shop. He would regularly buy trinkets and baubles, such as magically scented feathers, a drying cloth that destroys water, and most recently accessories for a Sorrow's Revel costume.
- Dorian doted upon her frequently “for some reason or another” with flowers, invitations to balls, and sometimes magical oddities (her favorite). (Dorian's attempts at courtship were wholly unnoticed by Lavencia.)
- His most recent purchase was a ludicrously expensive mask, valued at over 50,000 gp, which he picked up this morning: a black mask of charcoal-colored peacock feathers, with a hooked beak nose. She acquired the mask from an estate sale and had little time to examine it herself before Dorian purchased it. She does know that when worn, it makes the wearer a much more commanding and personable presence.
- Dorian had brought in several of his friends to consult on which mask he should purchase. If the killer were to don it and attend the revel, any number of people could mistake the killer for Master Dorian.

- Master Dorian Tannin had a cleft chin, strong, angular nose, and a small scar on his right eyebrow. Others might have called him “handsome.”
- Should the party desire to attend Sorrow's Revel, they will need a mask. Lavencia will supply them with mundane masks for 10 gp each, a fraction of their value, or sell them any uncommon or rare masks found in **Table 3: Liar's Night Masks of the Other Side**.

Once Lavencia has relayed the information, she sits in a chair atop a vast array of magical baubles, some of which squeal as though living. Dismayed, she begins to blame herself for not accompanying Dorian home or insisting he have an escort.

Before the party departs, she reminds the adventurers that Liar's Night is fraught with magical turmoil. The weave will grow more chaotic up until midnight. Any of the party who rely on spells should be wary, as it can come with unwanted side effects.

Liar's Night Magic

Each time a creature casts a spell of 1st level or higher, they must roll a d6. On a roll of a 1, they are affected by a wild magic surge: roll 1d100 on the Wild Magic Table.

Through her studies, she believes that spell scrolls and magical items are less affected, and to help them in their quest, she hands them a *spell scroll of fly* (if there is a spell caster in the group capable of casting the spell) and a *potion of greater healing* (or two if she does not give them the spell scroll). She then leaves, choosing to stay at a friend's house nearby rather than risk being on the street.

Shortly after the adventurers depart Lavencia's Luxuries, just as the sun is setting on the horizon, they are ambushed by powerful undead.

You feel a pervasive sense of unease as you wind your way through the city's alleyways. It's oddly quiet and calm just before two inky black spectral forms coalesce in front and behind the party, cutting off your escape. As if on cue, a figure steps out of an alcove and directly into the party's midst, close enough to smell the stench of blood. Its head is tilted at an unnatural angle and it leers toward you all, familiar, faceless, and angry. Dorian Tannen advances.

Dorian Tannen has become a **revenant** under the control of another. The two **shadows** attack anyone who attempts to

pass them but otherwise remain motionless, impeding the party's retreat. When Dorian dies, the shadows disincorporate into nothingness. Should the party escape the alley, the undead do not pursue them.

If Dorian is reduced to 0 hit points, he falls to the ground and a wisp of shadow leeches from him and is pulled quickly, 70 feet per round, down the street and toward the center of the city, which happens to be the Necropolis: the staging area of Sorrow's Revel!



Scene C. Sorrow's Revel

The Necropolis is older than the city around it and houses no fewer than 40,000 entombed dead. Some speculate millions rest there in the unexplored tunnels beneath the ornate mausoleums.

Hundreds of colorful paper lanterns illuminate the grounds of the Necropolis. The wrought iron gates stand wide open as masked revelers filter into the various mausoleums and crypts.

Somber, well-played music filters through the din of the crowd, and costumed children beg for treats or coin at the gates, at the allowance of the guards, who turn away anyone not wearing a mask.

The party must be wearing masks or succeed on a **DC 13 Charisma (Persuasion)** check to enter the revelry without drawing the attention of **6 guards** and their lieutenant (a **veteran**).

The masquerade is filled with nearly 300 masked revelers. Nobility and their commoner servants and hirelings mingle and leave small hand-made offerings to the dead. Pomp and propriety are forgotten for this night of the year as stories are shared and fine wine is had.

Occasionally, spirits appear for just a moment to caress a lover, hold a child, or share a laugh with an old friend.

Twenty-three candles have been lit to mark the hours until midnight, when the spirits slumber once again.

If the party followed the wisp of darkness:

The streak of oily black smoke filters past the glowing paper lanterns and deep into the heart of the revelry. Pushing through the crowd proves difficult to navigate, as the smoke blots out the light as it travels to a single individual wearing a mask with a hooked beak and wide charcoal peacock feathers.

If the characters did not follow the smoke:

A commotion has already erupted near the most ancient crypts of the necropolis. Six guards flail their halberds ineffectually at shadowy forms that surround a single masked figure.

A specter of some long-dead arcanist whispers into their ear as they recite an otherworldly incantation. When the figure sees you, they flourish one hand, and the faceless undead mockery of Dorian Tannen crawls from a pool of bubbling tar that appears before you.

The faceless figure murmurs, in a last great effort, "Stop... her!" before it sets its murderous sights on you!

The murderer, who is disguised perfectly as Dorian Tannen, is his malicious older sister Lady Dana Tannen (LE half-elf **cult fanatic**). The six **shadows** surrounding Dana are occupied fighting off guards, and Dorian's **revenant** attempts to intercept anyone who comes too close to Dana during her incantation.

The incantation takes 3 rounds for Dana to complete. Should she complete it, all of the corpses that once rested in the necropolis dissipate into oily smoke and they, along with Dana, disappear – to return again on the next Sorrow's Revel to sew chaos in the city and possibly throughout the world.

The adventurers stop the ritual when they either drop Dana to 0 hit points, retrieve Dorian's face from the folds of her robes, or knock the mask from her head before the ritual is complete. Should the adventurers disrupt the ritual, the six shadows and Dorian's revenant grab hold of her and drag her through a fuming portal into the underworld, leaving only the mask behind.

Adventure Rewards

Combat Experience

Creature	Experience
Dorian defeated (each time)	1,800 XP
Shadow	100 XP
Lady Dana Tannen	450 XP
Guard	25 XP

Non-Combat Experience

Creature	Experience
Found Dorian's Itinerary	50 XP each
Blue Scented Feather	50 XP each
Lavencia's Luxuries Receipt	50 XP each
Question Lavencia	50 XP each
Stopped the ritual	300 XP each

Treasure & Rewards

The characters receive the following treasure, divided evenly among them, as repayment for their incredible services.

Mundane. The Tannen estate gifts the party with 6,000 gp, as promised, if they defeat Dana and do not allow her to escape. Otherwise, they are given 1,500 gp for their valiant efforts.

Magic Items. If defeated, Dana drops the *Mask of Uumai, the Face Stealer*. The party can collect the mask and use it, or return it to Lavencia who offers them each an uncommon mask from **Table 3: Liar's Night Masks of the Other Side** in exchange.

Special Rewards. The constabulary awards the adventurers with a document: Right of Immunity. For one year, while in the city, they can carry weapons in public and will not be arrested for minor crimes such as petty theft, trespassing, or brawling.

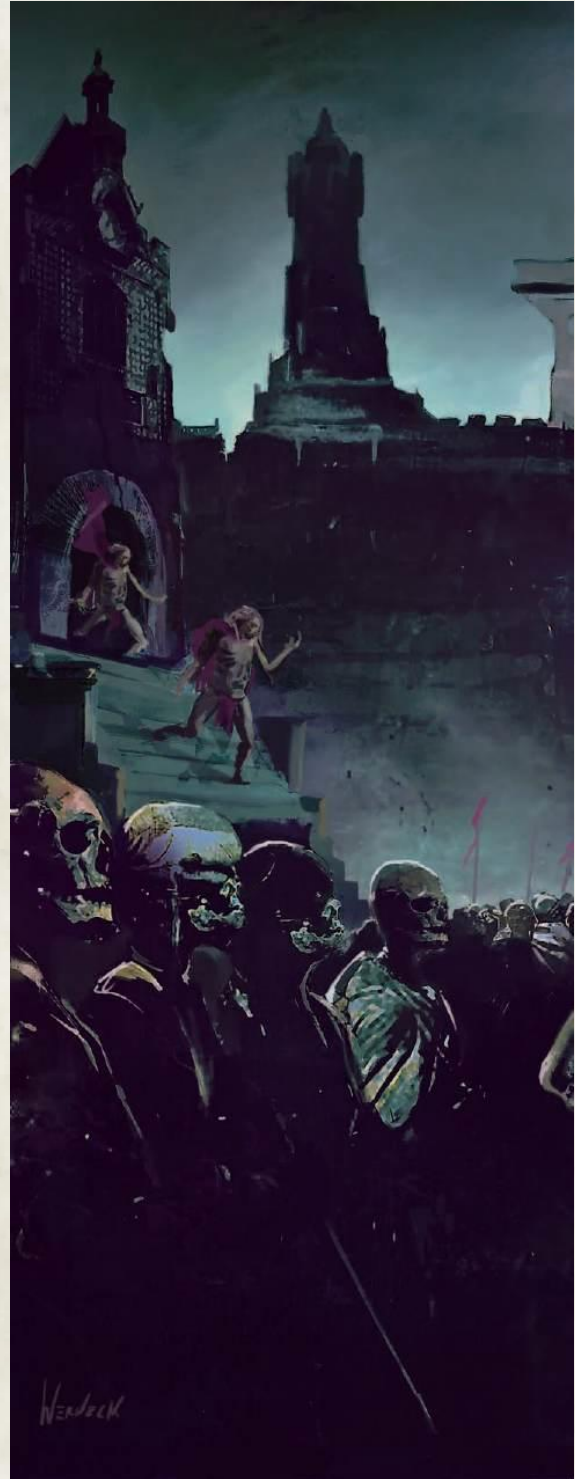


Table 3: Liar's Night Masks of the Other Side

Some ornate magical masks have been enchanted to harness a silver of power borrowed from beings beyond mortal comprehension, who rest between the veil of life and death. Such items grant power most characters could never imagine possessing otherwise.

Masks Table

Mask Name	Rarity	Cost
Mask of Chivik, The Biter	Uncommon	101-500gp
Mask of K'wu Vaat, He of Flaming Eyes	Uncommon	101-500gp
Mask of Lolk Shala, The Climber	Uncommon	101-500gp
Mask of Shonk, The Murderer	Uncommon	101-500gp
Mask of Domeria, She Who Deceives	Rare	501-5,000gp
Mask of Tenga Vera, She Who Waits	Rare	501-5,000gp
Mask of Yuza, The Glutton	Rare	501-5,000gp
Mask of Hia Syum, The Significant	Very Rare	5,001-50,000gp
Mask of M'peil Oma, Who Swallows Snakes	Very Rare	5,001-50,000gp
Mask of Uumai, The Face Stealer	Legendary	50,001+gp
Mask of Pi Bolai, She Who Laughs First	Artifact	--

The collection of magical masks is presented here in alphabetical order. A masks' description gives the item's name, its category, its rarity, and its magical properties.

Mask of Chivik, The Biter

Wondrous item, uncommon (requires attunement)

While wearing this mask, your teeth become perfectly square, as hard as iron, and black as pitch. As an action, you can make a bite attack against a target within 5 feet of you. If you hit with it, you deal piercing damage equal to 2d10 + your Strength modifier.

Mask of Domeria, She Who Deceives

Wondrous item, rare (requires attunement)

This magical mask allows you to assume a new identity separate from your own. When you attune to the mask, visualize your alternate identity. You can use an action to cast the *disguise self* spell from the mask at will to assume that form. In addition, your voice changes to match the new form.

While posing as your alternate identity, the mask instills a sense of familiarity to those that see you. The first time a humanoid with an intelligence of 8 or higher that is not currently engaged in combat sees you, they must make a **DC 15 Wisdom saving throw**. On a failed save, they perceive you as an acquaintance and treat you as such, though they do not remember anything about you.

Mask of Hia Syum, The Significant

Wondrous item, very rare (requires attunement)

This mask imparts an undeniably regal and powerful bearing to you. Your Charisma score is 19 while you wear this mask, unless your Charisma score is already 19 or higher.

Wrathful Countenance. While wearing the mask, you can use an action to force each creature you can see within 30 feet of you to make a **DC 18 Wisdom saving throw**. On a failure, the target is frightened of you for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once used, this property can't be used again until the next dawn.

Regal Favor. While wearing this magical mask, you can use an action to embolden allies within 20 feet of you. Up to 5 creatures of your choice within range gain a pool of 50 temporary hit points, divided between them however you choose. While these temporary hit points remain, the creature has advantage on **Charisma (Persuasion)** checks and Constitution saving throws.

Mask of K'wu Vaat, He of Flaming Eyes

Wondrous item, uncommon

While you wear this magical mask, your eyes gleam like flaming embers. You have darkvision out to a distance of 60 feet, but your vision is in shades of red instead of grey.

As an action, you can cast the scorching ray spell (+6 to attack) from the mask. Once used, this property can't be used again until the next dawn.

Mask of Lochscheel, The Eternal

Wondrous item, uncommon (requires attunement)

While wearing this magical mask, you are shielded from the ravages of time. You're immune to magic that would alter your age. Additionally, though you will still die of old age, the passage of time does not physically affect you so long as you wear the mask and your attunement to it does not end.

Should the mask be removed or your attunement end, your body rapidly ages a number of years equal to how long you wore the mask.

Mask of Lolk Shala, The Climber

Wondrous item, uncommon

While wearing this magical mask, your fingers grow unnaturally long and strong. You have a climbing speed of 20 feet. In addition, when you hit a creature with an unarmed strike, the attack deals an additional 1 point of bludgeoning damage.



Mask of M'peil Oma, Who Swallows Snakes

Wondrous item, very rare (requires attunement)

This magical mask imparts subtle snake-like features to those who wear it, such as a split tongue, unhinged jaw, or harmless fangs. You gain immunity to poison damage and can cast the *animal friendship* spell on snakes at will. Charisma checks made to influence snakes and Yuan-Ti are made at advantage.

Expel. As an action, you can open your mouth and disgorge a **swarm of poisonous snakes**, up to 4 **constrictor snakes**, or 8 **poisonous snakes**. Each snake remains for 10 minutes, until it or you die, or until you dismiss them as an action. The snakes follow your commands and are friendly to your allies. Once used, this property cannot be used again until you finish a short or long rest. You can use an action to switch your vision to that of a snake you've summoned in this way while it is within 1,000 feet of you. While peering through their eyes, you are blinded and deafened.



Consume Snake. You can use an action to swallow one willing snake within 5 feet of you whole. The snake must be a beast or undead. You gain temporary hit points equal to the snake's hit point maximum. Snakes that are Huge or larger instead increase your hit point maximum by 30 until you finish a long rest. The snake does not die from being ingested in this way and is drawn into the magical mask.

Mask of Pi Bolai, She Who Laughs First

Wondrous item, artifact (requires attunement by a creature of non-lawful alignment)

When the time came for Pi Bolai to choose a side in the first conflict between Life and Death, she pledged her loyalty to both in equal measure. She cared little about their confrontation's outcome.

She reveled in the beautiful radiance of infinite light and healing, basking in a power close to godhood. A word from her lips could heal the wounds of even the faithless and banish darkness utterly and for all time.

She mourned with the darkness, with pain and death. Through endless tears and absolute blackness, she came to know the limitlessness of death itself. Each tear from her alabaster eyes could poison thousands and all that lingered in her shadow was reduced to dust.

When Life and Death learned of her treachery, she was already gone, left to a new realm beyond their reach, a place of her own design. No trace of her remained in the multiverse aside from a single mask, the *Mask of Pi Bolai, She Who Laughs First*.

Any creature besides Pi Bolai who tries to attune to the mask must make a **DC 17 Constitution saving throw**. On a successful save, the creature takes 4d8 necrotic and 4d8 radiant damage. On a failed save, the creature dies, bursts into a flash of brilliant white light, and leaves behind a **shadow** and a **flumph** under the DMs control.

Nondetection. The *Mask of Pi Bolai, She Who Laughs First* cannot be magically located. Neither the mask nor its wearer can be targeted by any divination magic or perceived through magical scrying sensors.

Random Properties. The *Mask of Pi Bolai, She Who Laughs First* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental property

Resistant. While wearing this magical mask, you have resistance to damage from spells and other magical effects.

Magic. The mask has 10 charges and regains all expended charges daily at dawn. While wearing the mask, you can expend the necessary number of charges to activate one of the following properties:

- You can expend 4 charges as an action to shroud yourself in protective radiant energy. You gain 40 temporary hit points that last until you finish a short or long rest. If a creature hits you with a melee attack while you have these hit points, the creature takes 20 radiant damage.
- You can cast one of the following spells from the mask (spell save DC 17) by expending the necessary number of charges: *life transference* (1 charge, cast at 4th level), *spirit guardians* (2 charges, cast at 4th level), *banishment* (2 charges, cast at 4th level), *blight* (2 charges, cast at 4th level), *negative energy flood* (2 charges, cast at 5th level), *circle of death* (3 charges, cast at 6th level), *heal* (3 charges, cast at 6th level).
- You can use a bonus action and expend 4 charges to emit magical, divine energy that emanates outward in a 10-foot radius from you. Each creature of your choice in the area must make a **DC 18 Dexterity saving throw**, taking 8d8 radiant damage on a

failed save or half as much on a successful one.

- You can use an action and expend 3 charges to infuse your shadow with negative energy. Your shadow gains the statistics of a **shadow** under your control for 1 minute. The shadow gains temporary hit points equal to half your hit point maximum when summoned. If this shadow is destroyed, your shadow disappears. Your shadow reappears at the next dawn.
- Other Properties. The *Mask of Pi Bolai, She Who Laughs First* is known to possess other properties that can be activated only during certain times of the year or through incredibly potent rituals.

Destroying the Mask. The mask is indestructible, seemingly immune to all things of the mortal world. If the mask is worn by a mortal creature in the Plane of Positive Energy, a crack forms along the mask. If it is then cast into the Plane of Negative Energy, it shatters to pieces and is destroyed.

Mask of Shonk, The Murderer

Wondrous item, uncommon (requires attunement)

Each time you kill a creature with a weapon attack while wearing this magical mask, you gain temporary hit points equal to twice your character level. The temporary hit points last until you finish a short or long rest. While these temporary hit points remain, you deal an additional 2d6 damage of your weapon's type when you score a critical hit.

Mask of Tenga Vera, She Who Waits

Wondrous item, rare (requires attunement)

While wearing this magical mask, you have advantage on **Dexterity (Stealth)** checks made while you remain motionless. Additionally, you can attempt to hide while only lightly obscured.

In addition, you no longer need to blink or sleep. To gain the benefits of a long rest, you can spend 8 hours engaged in light activity rather than sleeping. While attuned to this magical mask, you need eat and drink only half the normal amount each day.

Mask of Uumai, The Face Stealer

Wondrous item, legendary (attunement optional)

This mundane mask is filled with power from one who waits beyond the veil of life and death. Blessed by a being known as Uumai, The Face Stealer, this mask's true power is offered to those willing to take a life.

While wearing the mask, your Charisma score increases by 2 and can exceed 20, but not 30.

Attunement. In order to attune to this magical mask, you must remove the face of a humanoid you have slain within the past 24 hours. Once attuned, the mask gains the following properties:

- You can use an action to summon and control the humanoid you slew in order to attune to this magical item. The humanoid returns as a **revenant** under your control and remains for 1 minute or until reduced to 0 hit points. The revenant has advantage on saving throws against spells and other magical effects while within 10 feet of you.
- As an action, you can cause the revenant to gain 15 temporary hit

points, so long as you are both on the same plane of existence.

- You can cast the *disguise self* spell (DC 18) to appear as the humanoid whose face you removed in order to attune to the mask. While disguised in this way, your voice is indistinguishable from that of the deceased humanoid.

Spells. While wearing the mask, you can use an action to cast each of the following spells from it once per day (DC 18): *confusion* (cast at 4th level), *compulsion* (cast at 4th level), *charm person* (at 3rd level).

Mask of Uyu, He Who Holds the World

Wondrous item, rare (requires attunement)

Your Strength score is 19 while you wear this magical mask. If your Strength score is already 19 or higher, the mask increases your strength by 1 and quadruples the amount you can carry, lift, and pull.

You have advantage on Strength (Athletics) checks made to grapple. Creatures that are one size larger than you do not automatically succeed on checks made to escape your grapple.

Mask of Yuza, The Glutton

Wondrous item, rare

This mask has 4 charges and regains 2 expended charges daily at dawn.

As an action you can spend 1 charge and devour up to 1 cubic foot of non-living organic or inorganic material such as bone, stone, or metal, that is not comprised of adamantite.

The material provides enough nourishment to sustain you for one day, as though it were nutritious food. Material consumed this way has no detrimental effect on you, including disease, poison, or elemental damage.

Adventure 4: The Deceiver's Gala

"Dwarven candied beard? Such a treat is only for the most decadent of parties. Ah! Tell me, small one, did you know that I, Behold the beholder, first of my kind, am extremely excellent at parties? Well, there it is, I have told you! Why, do you ask, am I such an excellent party guest? What impudent nerve and disrespect I SHOULD CRUSH YOU but, ah well, I have I have grown fond of your strange ways and looks. I will say it to you simply so that you understand. Once you Behold, you'll do as your told! A more true statement, there isn't one- so don't look."

--Behold, the beholder

Liar's Night is a celebration of deception, where one can lie and deceive without consequence. At one forlorn manor on the steppes of a misty moor, a grand masquerade ball is held each year in honor of such revelry. When a noble family pleases for help in retrieving their son from the masquerade, the adventurers discover the truth behind the old phrase, "What happens on Liar's Night, is trapped in Liar's Night." This adventure is designed for **Tier 2 (Level 5-10)** characters.

Scene A. The Manor Gates

Liar's Night! Though usually a time for festivities the business of adventuring has taken you far from cities and towns tonight on a journey toward a nearby duchy: a manor house seated high upon the moor. You have been hired to retrieve the wayward son of a noble from a masquerade ball with a rather sinister reputation: it is rumored that every year at the Deceiver's Gala, the duchess herself claims the soul of one of her masked guests, to the delight of the partygoers. The noble boy, named Tavis Treblis, was last seen wearing an expensive coat made completely of owlbear feathers and carrying a unique ceremonial rapier.

The crisp night air washes over your bones as you travel through a misty heath, along a well-made stone road that has since fallen into disrepair. A harvest moon hangs low in the sky, orange and bright. The moor here is quiet, cold, dark, and silent - which makes the well-lit manor in the distance stand out in stark contrast.

Even from this distance, the sounds of revelers within this great mansion can be heard echoing across the open plain. As you approach the manor, rows and rows of gourds line the road - many of which have been gutted and carved, with grotesque faces lit by a single, flickering candle. Leaning against the doors of the manor stands a well-dressed doorman, wearing a mask bearing the countenance of a deformed hill giant. You have reached Cachtice Manor.

Keeping tabs on who comes in and out of Cachtice Manor is an **oni** by the name of Egark, who has sworn fealty to the duchess and is currently disguised as a human servant (any character that speaks Giant recognizes this as a giant name).

Egark warmly welcomes the party and asks the adventurers their names and business. Egark is greedy and sly; he gladly allows the adventurers to enter the manor without any protection, but rubs his fingers and thumb together to indicate that it is customary to tip the doorman for a "proper announcement."

Should the adventurers tip Egark (a few coins, a bauble, or a secret will do), he suggests that it's custom to light a candle within a carved gourd to keep one's reputation safe at the Deceiver's Gala (see the *Liar's Night Traditions* Sidebar). After all, "Mask and Leira are watching on Liar's Night."

Egark also offers a selection of mundane and magical masks for sale, see **Table 3: Liar's Night Masks of the Other Side** for examples of magical masks (limited to *uncommon* items). Egark sells mundane masks for 10gp. Within the manor on Liar's Night, all masks

confer the benefits of *nondetection* (which hides the wearer from divination all magic, such as *locate creature*) and *Nystul's magic aura* (which masks all effects that detect undead, fiends, fey, or celestials). Egark offers a free mundane mask to any spellcaster who demonstrates that they can cast illusion magic.

Egark accompanies most of these statements by swirling his index finger pointed up in front of his face (see *Liar's Night Traditions* Sidebar); he is, in fact, telling the truth on all counts.

Liar's Night Traditions

Liar's Night is a celebration of deception and trickery; a night when all pay tribute to the gods Mask and Leira to guard against their unwanted attention.

Tribute is paid to Mask by placing a candle into gutted gourd or pumpkin with a grotesque carved face. As long as the candle within the gourd remains lit, deceptions, cheating, and thievery does not harm the reputation of the reveler. Intentionally blowing out someone else's candle draws the ire of Mask, imposing disadvantage on Wisdom saves for the night.

Tribute is paid to Leira in the form of illusion magic and the telling of lies. On Liar's Night, illusion magic that aims to trick or mislead is celebrated and applauded. On any other night of the year, some might perform a swirling motion with their index finger behind their backs when lying as a way of beseeching Leira for aid; on Liar's Night, this motion is performed openly with the intent of misleading others as to what is true and what is false.

Scene B. The Masquerade

As you enter into the manor, a festive hall opens up before you! Dancers, revelers, performers and footman all swirl about, wearing masks of all shapes and colors. The adornments throughout the hall are of the highest quality, and the large dancehall is filled with the delicious aroma of food and the clink of glasses.

Jugglers, musicians, and illusionists mingle with the guests performing their tricks and wonders under the dim light of several half lit ornate candelabras which hang from the ceiling.



As everyone is wearing masks and no one is using their real names, the adventurers will have to interact with the masquerade guests and entertainers to determine the whereabouts of the noble boy, Travis. Closer inspection of the manor furnishings reveal that they are, indeed, of the highest quality but are cracked, worn, faded, or antique and greatly out of style.

Before the adventurers find Tavis, they are intercepted by the Duchess Bathory, who is very curious about the adventurers. Should they desire, the adventurers can engage in further mingling beyond what is described below (use the *Carousing Tables* from the DMG to determine consequences).

- **“The Baron of Blood”** - this **noble** is wearing a mask with the countenance of a pale and regal noble with a thin streak of blood dripping from openly bared fangs, as well as wielding a unique ceremonial rapier at his side. He found the rapier lying against a couch, but lies and says that he won it in a duel.

The baron speaks well of the duchess, describing her parties as ‘to die for,’ and attempts to invite one of the characters to the wine cellar for a ‘discrete conversation’ (go to **Scene D**). The Baron is susceptible to flattery and his intentions are mostly benign, he is looking to cheat on his husband.

- **“Pepper Blackfig”** - this **mage** (with *light* replaced with *minor illusion*, and *magic missile* replaced with *silent image*) has been hired as an entertainer for the masquerade.

Pepper is wearing a mask of a grinning faerie with acorns and holly berries, with Tavis’s owlbear feather cloak casually thrown over her shoulder. She truthfully reveals that she won it in a game of cards, and will happily identify the mask Tavis is wearing (see **“The Fool”**), as a wager in a game of cards.

She is a master card-trick artist, using illusion magic to conceal hidden cards and stack the deck; as such, she has advantage on all related skill checks regarding playing cards. She has a weak spot for fashion and flattery, and will gladly trade what she knows in exchange for a new accessory for her outfit.

- **“The Duchess Bathory”** - this **vampire** is indeed the true duchess of the manor, wearing an elaborate and rather terrifying mask of an incubus complete with bat wings and a magically animated tail.

Introducing herself as Duchess Bathory, she is very interested in the adventurers: asking them questions about the most unusual places they have been and the battles that they have fought. Throughout the conversation, the duchess makes use of her **charm** action once on each of the adventurers that she can see (see the *Vampire Charm* sidebar).

As if taking stock of their abilities, the duchess requests that the adventurers deal with some “unscrupulous party crashers,” who are “plotting mischief in the wine cellar” (go to **Scene D**). All that she requires for proof of this deed is four silver teeth from the head of the vampire hunters there.

If asked about Tavis, she identifies the fool as the reveler whom the adventurers are likely seeking. If attacked in any way, the duchess simply asks any charmed characters to intercede on her behalf: instructing them to incapacitate her attackers and take them to a nearby couch to “recover from their madness”.

Should this fail to prove an effective defense, she launches herself at the weakest character with the aid of 5 **vampire spawn** who lie in wait amongst the masked guests before attempting to devour the rest of the adventurers.

- **“The Fool”** - this noble is wearing a mask of an adventurer that clearly parodies one of the characters, i.e. a tiefling sorcerer or a dwarven fighter. Unwilling to identify himself as Tavis, the fool lies to the adventurers, trying to distract them with food and drink. If pressed, he concedes that he is Tavis and that if he must leave the masquerade, he be permitted to thank the host before he leaves. He is wearing a high collar that prohibits detection of the otherwise clear fang marks on his neck. Should the characters try and stop Tavis from reaching the duchess, she intercedes.

Vampire Charm

Any prolonged interaction with a vampire carries the risk of being subjected to their **Charm** ability. As this action does not require any components (material, somatic, or verbal) it is completely imperceptible when it is being used.

A vampire knows the limits of this charm (i.e. the target must repeat the saving throw if it is harmed, and the target regards the vampire as a trusted friend to be heeded and protected), and makes requests that the target of this effect may already be willing to take.

Should a charmed target witness their adventuring comrades attacking the vampire, they treat their companions as if they were under the effects of the spell *dominate person*, i.e. they may attempt to subdue them non-lethally, paralyze them, or in some way incapacitate.

Alternatively, a charmed character is an ideal source of healing for a vampire - they may instruct them to retreat to a safe place during a battle so they can escape and feed on them if a fight takes a turn for the worse.

The experience of being placed under such a powerful charm is not without long-term effects. When the charm ends for a character for whatever reason, they DM may choose for them to make a **DC 17 Wisdom saving throw**. On a failure, roll on **Table 4: Liar’s Night Vampire Madness**.

Scene C. The Proposition

Once Tavis is in the presence of the duchess, he prostrates himself before her and resolutely informs the characters that he is decidedly the duchess’ property and will live out his days at her side. The duchess feigns surprise by this and tentatively accepts Tavis’s pledge of fealty, producing a collar that reads ‘Vassal’ (see **Periapt of Wound Closure (Vassal Collar)** at the end of this chapter.

As she moves towards Tavis to place it around his neck, she pauses and asks “unless, of course, these fine folks can think of some reason I should not?” The duchess can be persuaded to exchange Tavis for a favor (go to **Scene D**) or taking Tavis’s place as her consort for the evening.

Should one of the adventurers decide to take Tavis’s place for the night’s festivities, the duchess instead places the collar on the volunteer and snaps her finger: Tavis is no longer charmed and does not wish to pledge fealty to the duchess any longer. He prefers to stay at the masquerade, but is completely is free to leave.

Regardless of whoever is wearing the collar, once it has been bestowed, the duchess calls for the attention of the masquerade and makes a grand show of thanking her guests and announcing the crowning moment of the Deceiver’s Masquerade: crowning the Jester of Lies!

She then turns to whomever is wearing the collar and holds them in her gaze until she is satisfied that they are under the effect of her **charm** action. They willingly submit to her grapple, whereupon she uses her **bite** attack on them 5 consecutive times (1 surprise round, plus 2 additional rounds (including legendary actions)) until she has drunk her full.

Roll for initiative, the characters may attempt to intercede as the crowd cheers and applauds (clearly under the sway of the duchess). Should the adventurers prove a

nuisance to the duchess, 5 **vampire spawn** come to her aid from the crowd.

Scene D. The Smoking Parlour

This cramped, low hanging room in the cellar has a thick iron banded door on it that leads to a creaking set of wooden stairs. The cellar below is lined at regular intervals with large, 10-foot long casks of wine separated by a 10-foot wide walkway, which is lit with iron-shuttered lanterns that hang overhead, giving off dim light.

The cedarwood walls and floors of this cellar give off a pleasant aroma and dampen the sounds of the room; you can only just make out the murmuring conversation coming from the far end of the room. The speakers are hidden from sight; they appear to be behind one of the larger casks in the back.

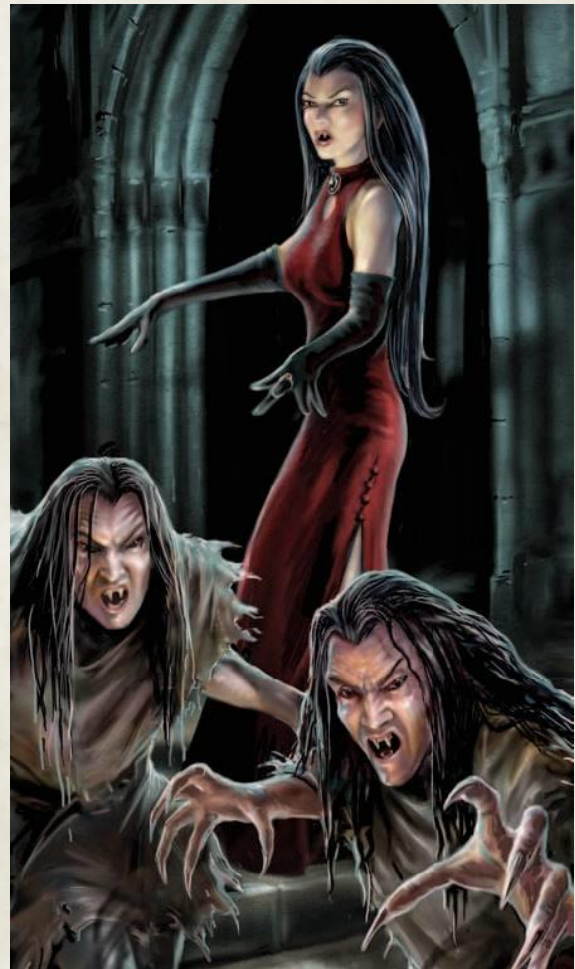
Hiding behind the farthest cask in this room is a group of self-proclaimed vampire hunters led by Stanwick “Silverteeth” Nolan (a **gladiator**) and his four companions (a **priest** and three **veterans**). Between them lay a number of tools, including a garland of garlic, holy symbols to Torm, Helm, and Chauntea, several wooden stakes, a silvered dagger, a mirror, and three vials of holy water.

There are also several loose floorboards that lead to a wooden passageway, which leads away from the manor; this serves as an entry way for the vampire hunters (and possibly an egress for the adventurers).

Silverteeth is intent on attacking and destroying the duchess tonight, before she crowns one of her guests as “the Jester of Lies,” and assumes that the characters are there to stop him. As such, he and his men attack the adventurers on sight.

Should he be convinced that the adventurers are not here to stop him, Silverteeth asks for their help in stopping the masquerade by defeating the duchess. He does not elaborate on what might happen if the masquerade is allowed to continue to the coronation because he does not know.

Should the adventurers decide to kill Silverteeth, all that the duchess requires for proof is his 2 top and 2 bottom incisors, each of which is made from the purest silver. When proof of Silverteeth’s death is brought to the duchess, she snaps her finger: Tavis is no longer charmed and does not wish to pledge fealty to the duchess any longer. He makes a **DC 17 Wisdom saving throw** and on a failure, roll on **Table 4: Liar’s Night Vampire Madness** to see what ill effect he suffers. He prefers to leave the masquerade as quickly as possible.



Adventure Rewards

Combat Experience

Creature	Experience
Oni	2,900
Noble	25
Mage	2,300
Vampire Spawn	1,800
Vampire	10,000
Gladiator	1,800
Veteran	700
Priest	450

Non-Combat Experience

Following Liar's Night traditions: carving a gourd, lighting a candle, or wearing a mask	1,000 per player who followed the tradition
Coronated the Jester of Lies	5,000 for the character who volunteers
Rescuing Tavis	15,000

Treasure & Rewards

Periapt of Wound Closure (Vassal Collar)

Wondrous Item, Major, Uncommon (Requires Attunement)

This brown leather collar has the word 'VASSAL' stamped into it in red block letters, with a golden charm of an elongated tooth hanging from it. The collar fits snugly and tastefully covers any bite marks the wearer may or may not have on their neck. While wearing this collar, the wearer feels compelled to tell little white lies. If this collar is freely accepted as a gift from a vampire, the wearer attunes automatically, provided that they have an available attunement slot.

While you wear this collar, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

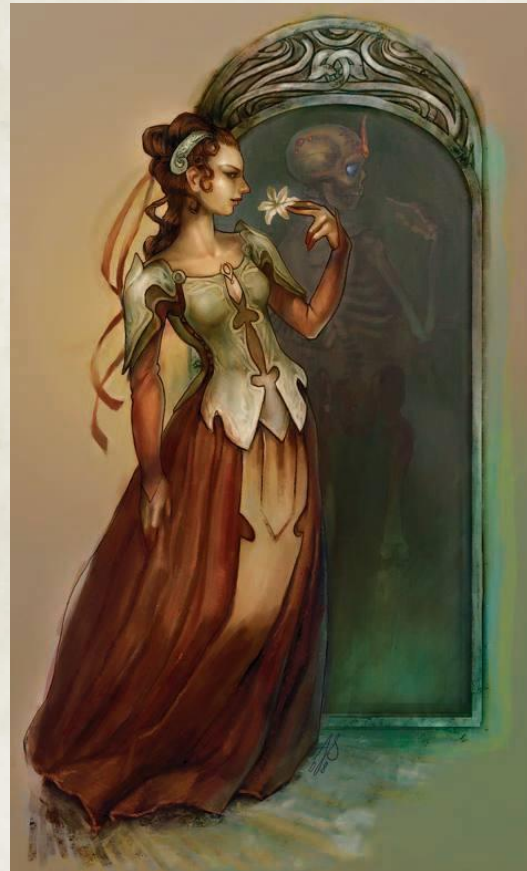
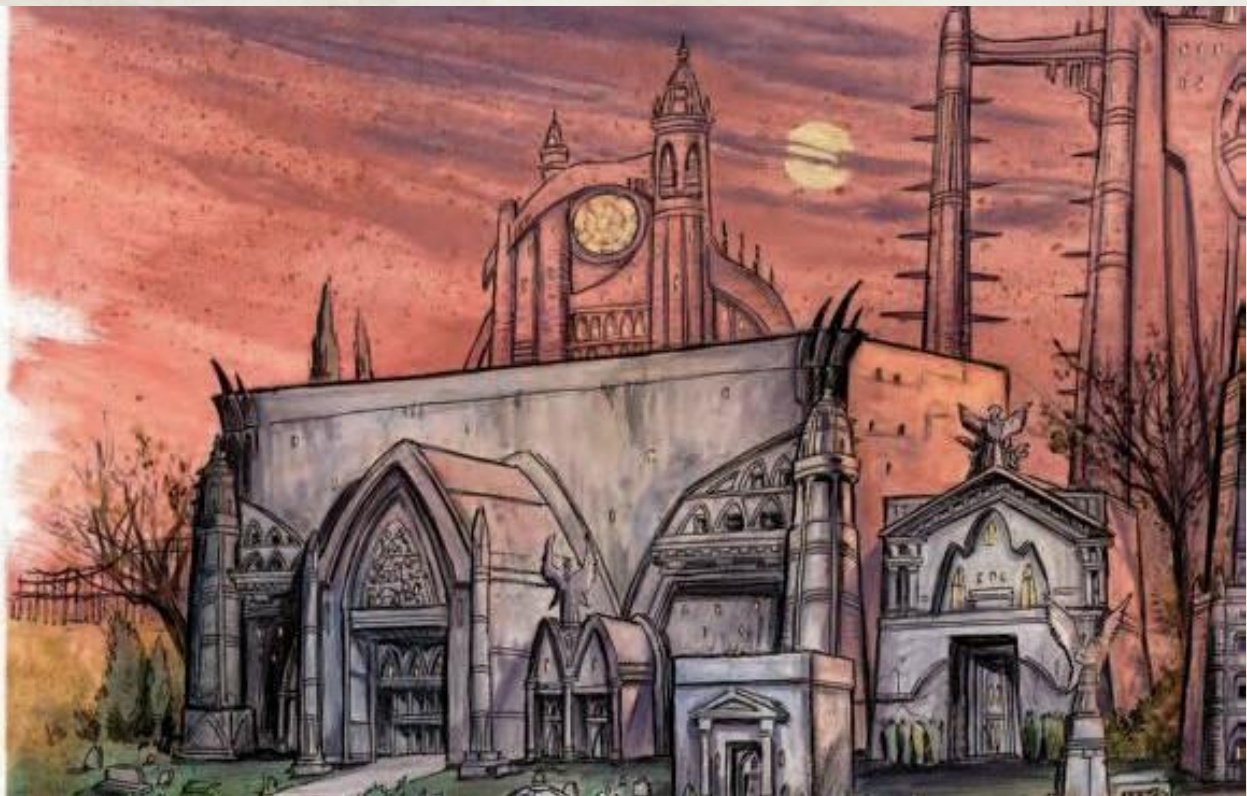


Table 4: Liar's Night Vampire Madness

An interaction with a vampire never leaves an adventurer unscathed. You have experienced the power of being completely bent to the will of a vampire, and your experience as a thrall has driven you just a bit mad.

Vampire Madness Table

d12	Indefinite Madness (Flaw, lasts until cured by <i>Remove Curse</i>)
1	"I eat spiders, flies, worms, any small insect I can grab."
2	"One day I will be rewarded with immortality if I serve my master faithfully."
3	"The howl of wolves is like music to me - the sweet sounds of the children of the night."
4	"I keep a kitten with me, teaching it to hunt and kill. Sometimes I lose control and eat the kitten, then I need to get another one."
5	"I never drink... wine. But I lap up blood whenever I can."
6	"The gods mock us and laugh at us. Holy symbols are nothing but trinkets of deceit."
7	"Death is only the beginning. I disfigure my fallen enemies so that all may know me and despair."
8	"When confronted with the greater powers of undeath, I become giddy to the point of ecstasy."
9	"I am obsessed over a true love whom I have never met... but I will know them when I see them."
10	"I see evidence of vampires everywhere, their lore, their history. I hunt after them, but I refuse to kill them."
11	"Any authority short of total vampiric domination seems hollow and paltry."
12	"I'm often attracted to the people I meet, and I can't decide if I want to seduce them or kill them."



Adventure 5: Curse of the Living Yarndoll

“What is more terrifying than I, Behold, the beholder? Ah yes, well, I see you are thinking very hard to find an answer. A guess, perhaps you have one? No, no you do not. This is good, and you are showing much promise small creature to not even try and guess. Here, here, take it! A reward for your wisdom! Butterscotch halfling toes, these are, of course, my most very favorite. And, ah, well, while you are enjoying that, most delicious of all delicacies, I will answer your question with a question, DO YOU WISH TO SEE ANOTHER LIAR’S NIGHT? For, you see, there is no wizard, no undying, no monster more terrifying than I. These butterscotches are delicious! Have another, I must insist!

--Behold, the beholder

As Liar’s Night approaches, the townsfolk light their carved pumpkins with shaking hands, hurriedly fill bowls with candies, and nervously shutter their doors as soon as night falls. For the folk of this town, Liar’s Night is no time to celebrate. The curse that plagues this town is merciless and unforgiving: only the bravest, most resourceful, and craftiest of adventurers will be able to unravel... The Curse of the Living Yarndoll. This adventure is designed for **Tier 2 (Level 5-10)** characters.

The Curse of the Living Yarndoll

Not content to weave their dark magic alone, an unholy alliance of the Coven of the Frozen Eye (three bheur hags), a nagpa who goes by the name “the Varelyyan”, and the lich known as the Sage of Death struck a terrible bargain to curse the surrounding region. Twisting the weave to their own nefarious purposes, these ancient arcanists wove the terrible spell which is now known as the Curse of the Living Yarndoll.

Each of these terrible entities crafted the curse so that it would take what they wanted from the surrounding region. The Coven of the Frozen Eye crave youth and beauty, they crafted the first part of the curse to deliver

the children of the nearby towns to them. Cursed by the Raven Queen to only learn from what has been ruined, the nagpa Varelyyan crafted the second part of the curse to gain the memories and knowledge of those who suffer the dire effects of the curse. And as all of her kind, the lich called the Sage of Death craves souls; she crafted the third part of the curse so that the souls of those that perish under the Curse of the Living Yarndoll are fed to the lich’s phylactery.

As the final incantation of this curse was struck at midnight on Liar’s Night, it is the most potent on this night over all other nights. Out of fear local townsfolk follow all the traditions of Liar’s Night (e.g. setting carved pumpkins lit with candles outside the door of one’s home, putting out bowls of candy) in hopes of conferring some protection from Leira and Mask with one glaring exception: no one leaves their home on Liar’s Night. Leaving one’s home on this night, above all other nights, risks exposure to the most potent effects of the curse.

For every hour spent outdoors on Liar’s Night, each creature must make a **DC 14 Constitution** saving throw or take 2d10 (11) necrotic damage and becomes *braided* until they finish a long rest or benefit from a *remove curse*, *lesser restoration* or *dispel magic*. Fey, fiends, undead, plants, beasts, constructs, and the nagpa Varelyyan automatically succeed on this save.

The first time a creature is *braided*, they begin to take on the physical appearance of a yarndoll version of themselves (i.e. hair becomes yarn, flesh becomes colorful finely woven yarn, eyes become buttons, etc.) While *braided*, the creature must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target is under the effect of the

flesh to stone spell (no save, automatic failure), but is transformed into a toy-like yarndoll version of themselves instead of stone. In addition, their size changes to tiny.

The Coven of the Frozen Eye, the nagpa Varellyan, and the Sage of Death are all aware of the effects of this curse and are unaffected by it. They encourage adventurers to travel throughout the cursed region on any pretense to subject themselves to the worst effects of the Curse of the Living Yarndoll. The curse can only be lifted if each of the three orchestrators of the curse either die or willingly withdraw their arcane support from the spell.

Scene A. Bitterknuckle's Plea

This adventure begins on Liar's Night, when characters are contacted by the mayor of this village, Charlie Bitterknuckle (LG halfling **commoner**), who asks for their help in lifting the Curse of the Living Yarndoll. The villagers know the following details of the curse:

- The curse affects the village each year on Liar's Night. Villagers who leave their homes that night mysteriously disappear.
- Villagers who left their houses at night, but did not disappear, developed strange deformities. Closer inspection reveals that these deformities resemble that of yarndolls (button eyes, muscle and skin replaced with yarn, etc). A **DC 10 Intelligence (Arcana)** check reveals that these effects are magical in nature.
- The curse mysteriously came into effect 5 years ago, when it was rumored strange creatures moved into the surrounding area.
- An icy cottage with strange lights within has been sighted in the mountains about an hour of travel from the village (**Scene B**).
- A ruined building in a nearby swamp is rumored to contain a strange, birdlike creature, which largely keeps to itself. It

takes about two hours to travel from the town to the ruins (**Scene C**).

- A decrepit and abandoned castle that once belonged to a retired adventuring wizard about three hours from the town (**Scene D**).
- Bitternuckle morosely lets the characters know that he "doesn't go in for all that Liar's Night" nonsense and earnestly tells the characters that he will pay the adventures 1,000 gp to lift the curse. Any adventurer that passes a **DC 10 Wisdom (Insight)** check realizes that he will make good on his bargain (see *Liar's Night Traditions* sidebar).

Liar's Night Traditions

Deception and trickery are expected and accepted on Liar's Night, a night dedicated to the celebration of Mask and Leira. While many mortals celebrate Liar's Night with candy, parties, and other festive games, ancient and undying creatures that practice the arcane arts often channel the powers of Liar's Night for their own dark purposes.

Mask blesses any and all deceptions on Liar's Night, as the Lord of Shadows is fond of trickery, lies, and the subtle manipulation of virtue. Any contracts or deals made on Liar's Night cannot be enforced as the will of Mask confounds and foils them.

Leira teaches her followers to never tell the truth when a deception would do, shrouding even falsehoods in a layer of lies. Those who enter into contracts or bargains on Liar's Night with the intention of being unfaithful are particularly blessed on Liar's Night.

Scene B. Coven of the Frozen Eye

A frozen cottage, constructed entirely of frosted ice, juts precariously from the cliffside nearly 500 ft above the fog-filled valley below.

Murky yellow lights illuminate the inside of the structure, where hunched shadows shuffle wordlessly to and fro. A sharp spire, ringed in razor-edged icicles, rises from the center of the structure, and is outlined by the full blood moon above.

It takes adventurers an hour to make their way from the town up a snowy cliffside to the home of a coven of **bheur hags**, the Coven of the Frozen Eye (See *The Coven of the Frozen Eye* sidebar). The coven resides inside of a cottage constructed entirely of frosted ice, which juts over the edge of the cliff, 500 ft from the ground. A small archway marks the entrance to the complex, rising from a path along the cliff face.



The Coven of the Frozen Eye

The coven consists of three sister bheur hags: Auntie Hoarfrost, Frostie Franny Scalechewer, and Crinkly Cathy Icepike.

The hags agreed to join the pact, so that they could easily capture naughty children: children who are disobedient and leave their homes on Liar's Night are affected by the curse and transformed into yarndolls. The hags can easily harvest the dolls at midnight, allowing them to acquire child sacrifices with minimal effort.

Auntie Hoarfrost, a hag with spiky blue hair and a perpetual globule of phlegm oozing from her nose, hoards most of the magic obtained from the children. Frostie Franny Scalechewer and Crinkly Cathy Icepike are resentful that she doesn't share the magic equally. Frostie Franny wants more magic to fuel her magical experiments, where she tries to freeze animals alive so that "time stops" for them. Crinkly Cathy wants magic so that she can delve into the heart of the mountain, where she believes an ancient ice primordial lives. Auntie Hoarfrost believes both ideas are ridiculous, and hoards the magic simply so her sisters cannot use it. She flaunts her excessive use of magic on frivolous things, like quickly freezing ice cubes (when they already live in a frozen wasteland), simply to frustrate her sisters.

These three blue-skinned and cackling old crones greet the adventurers and offer them a variety of frozen treats (e.g. frosted pixie-on-a-stick, chilled blood tea, a bowl of iced children's tears). The trio is more than happy to mislead the adventurers into making a bargain, which they have no intention of upholding (see *Liar's Night Traditions* sidebar). They state that they'll gladly lift their portion of the curse in exchange for a **nagpa's** eyes, giving reasonable directions to the creature's lair deep within the swap (See **Scene C**) about an hour away from their cottage. In truth, the hags have no intention of honoring their agreement or lifting the curse, and are happy

to watch the adventurers stumble about the region, slowly subjecting themselves to the worst effects of the Curse of the Living Yarndoll (see *The Curse of the Living Yarndoll* sidebar).

If adventurers want to lift the first part of the curse, they must either kill the hags or trick them into withdrawing from the unholy pact that brought the curse into being. The hags can be tricked into dissolving the pact if the adventurers do one of the following:

- The hags draw their power from four dozen children that have been transformed into ragdolls. These ragdolls are housed in a spire at the top of the cottage, in a room filled with doll furniture and abandoned toys. Characters must successfully distract the hags, while one or more characters find a way to remove the dolls from the hag's home. Once all of the dolls have been removed, the hag's power is nullified and their portion of the pact is deactivated.
- The adventurers can attempt to break the coven apart by convincing one of the bheur hags to leave the coven. Adventurers can convince either Frostie Franny Scalechewer and Crinkly Cathy Icepike to leave the coven with a **DC 16 Charisma (Persuasion or Deception)** check or excellent roleplaying. To break up the remaining two hags, a **DC 16 Charisma (Persuasion)** check may be made at advantage. If the characters fail two such checks in a row, the hags become hostile and attack.



Scene C. Nagpa the Varellyan

A dark silhouette of a low structure rises at a jagged angle out of this stinking, sinking, swamp. Tall and broken columns stand at the foot of this pink-stone structure which bears crumbling carvings of scholars, quills, and books. The vegetation of the swamp hangs off of the broken walls of this forgotten ruin. The stone door to the ancient structure appears to be slightly opened, and a strange green light is shining from within.

The inside of this massive structure is a single sweeping hall whose walls, floors, and shelves are filled with thousands and thousands of books. Hundreds of them are lying open, over which are perched animated quills that are writing within them at a mad and frantic pace, the pages turning on their own. Stranger still, a hunched figure dressed in rotting purple robes shuffles from book to book, its strange vulture-like head peering into each book as it leans heavily on an old and gnarled staff.

This ancient, ruined building is the home the **nagpa** who goes by the name “the Varellyan.” The adventurers reach these ruins after about an hour of travel from the frozen cottage (**Scene B**), or two hours if traveling from the town (**Scene A**). Adventurers inspecting the ruins who pass a **DC 15 Intelligence (History)** check understand that this is single standing structure is an ancient library, all that remains of an ancient civilization that once stood in this swamp.

What the adventurers don’t know is that this structure is all that remains of a once-great academy that was brought to ruins by the nagpa who dwells within. This covetous arcanist brought about a terrible cataclysm upon the academy and left only the library standing. The nagpa has several schemes and machinations, (See *The Machinations of the Nagpa Varellyan* sidebar), of which the Curse of the Living Yarndoll is but one.

The Machinations of the Nagpa Varellyan

The nagpa Varellyan is a scheming mastermind for whom the Curse of the Living Yarndoll is but one of their many schemes and machinations. Damned by the Raven Queen to only acquire knowledge from ruined or lost civilizations, Varellyan strives to bring about the destruction of any culture they can so that they can pillage lost knowledge from the fallen remains.

While the curse isn’t as earth-shattering as the some of the calamities that nagpa’s typically strive for, the curse provides a neat circumvention around the restriction of attainable knowledge enforced by the Raven Queen. Normally, the Varellyan can only learn new knowledge from completely destroyed civilizations. Through the Curse of the Living Yarndoll, the Varellyan can learn the secrets of individuals turned to yarn by the curse.

Like others of their kind, the nagpa Varellyan is a suspicious and conniving mastermind. They are quick to tell the adventurers that they have nothing to do with the curse, and that the books they see being written before their eyes is an academic project that they are working on. The nagpa is an arrogant creature though, and delights in the praise and self-demeaning words of others.

As the adventurers enter the library it is filled top to bottom with books in piles, scattered on the floor, and littering the shelves. Hundreds of books lay open on every surface (some even floating in the air), while animated quills scroll furiously in each of them. A hunched vulture person with a cruel sneer etched into the face greedily stares at one of the books, seeming to drink in every word as it is written on the page. A rather manic **raven** seems to batter against its cage continuously in the corner, but the cruel-looking creature ignores it. The room is dimly lit by torches in sconces illuminated by the *continual flame* spell to shed a sickly green light.

The creature introduces itself as, “the Varellyan,” and sharply asks the adventurers their business, insulting their intellect at every possibility. The nagpa is happy to mislead the adventurers into striking a deal; the Varellyan will lift the curse if they can bring back the fingerbone from a **lich**. The nagpa gleefully provides directions to a nearby decrepit castle where a lich makes its lair (**Scene C**). The Varellyan is quick to remind the adventurers that the lich feeds off the land and steals the souls of the innocent, and that the people of the region would be better off without him. In truth, the nagpa Varellyan has no intention of honoring any deal made on Liar’s Night (see *Liar’s Night Traditions* sidebar) and merely want to be rid of the adventurers. The Varellyan will happily try to kill the adventurers if they return with the lich’s fingerbones, gloating that they have removed one of its most terrible opponents.

If adventurers want to lift the second part of the curse, they must either kill the nagpa or bring the wrath of the Raven Queen down upon the nagpa to break the creature’s dark connection with the Curse of the Living Yarn Doll.

Any adventurers that passes a **DC 15 Wisdom (Insight)** check understands that the nagpa is an arrogant and spiteful creature, and delights in praise and flattery. Should the adventurers display the appropriate level of self-deprecating and ovation for the nagpa and their library, the Varellyan is only too happy to tell them of the Curse of the Living Yarn Doll allows the acquisition of information from right under the Raven Queen’s nose! Any adventure with a **Passive Perception** or **Passive Insight 12** or higher notices that the Varellyan glances and sneers at the raven as it says this.

Adventurers that try to approach the caged raven are warned away from it by the Varellyan, who uses his *corruption* or *paralysis* ability at those who disobey. If the adventurers are actively praising the Varellyan or debase themselves before it, the

nagpa has disadvantage on all perception checks to notice anyone sneaking towards the cage.

An adventurer within 15 ft. of the raven’s cage notice that it has arcane runes surrounding the base that radiate with transmutation magic. An adventurer who passes a DC 14 Intelligence (Arcana) understands that these runes are in place to enforce a *polymorph* spell and are not traps.

The raven’s cage is locked, and can be picked with a **DC 14 Dexterity (Thieves Tools)** check. As soon as the cage is opened, the raven flies out in a rush and instantly transforms into a shadar-kai warrior who falls to the ground. This **gloom weaver**, is an emissary of the Raven Queen that the Varellyan beguiled and polymorphed into a raven. She has been transformed for decades and is suffering from 5 levels of exhaustion at the cruel hands of the nagpa. As the shadar-kai hits the ground, she mutters a short phrase in elven summoning the wrath of the Raven Queen. The sounds of bleak cawing can be heard faintly in the distance, as an unkindness of ravens suddenly floods through the windows and fills the library.



Screaming, the Varellyan casts the spell *etherealness* and step into the border ethereal. As soon as the **nagpa** leaves, all of the enchanted quills drop to the ground and the torches with *continual flame* on them are doused, leaving the room completely dark. As soon as the nagpa fades from the material plane, two **the lost** (from *Mordenkainen's Tome of Foes*) emerge from the border ethereal and attack the adventurers and the shadar-kai! Consider using the following complications for this combat:

- Both of the lost have been transformed by their time spent captured in the border ethereal by the nagpa; each of these creatures is under the permanent effect of the *blink* spell which can be dispelled (DC 14).
- Without the nagpa to hold onto them, the memories and lost knowledge of all those claimed by the Curse of the Living Yarndoll are released from the tomes that fill this library! At initiative round 20, two random humanoids in the library are attacked by a raging lost memory, +6 to hit for 2d10 (11) points of necrotic damage.
- The unkindness of ravens are zealous as they shred as many books as they can find, swarming any creature they come across in the process. Each round at initiative count 0, one random creature (which includes the gloom weaver or the lost) is swarmed by an unkindness of ravens. If the creature fails a **DC 14 Dexterity saving throw**, they take 2d6 (7) piercing damage and are blinded and grappled as the ravens mob, pull, and peck at them.



Treasure & Rewards

As soon as the lost are destroyed, the raven swarm around the shadar-kai (or her body if she is dead), enveloping her completely. Just as quick as they came, the unkindness of ravens scatter. Where the shadar-kai lay, a single large tomb bound in a hide made entirely of raven feathers remains. This spellbook is filled with 2d6 spells chosen randomly from **Table 5: Liar's Night Spells**.

Scene C. The Sage of Death

A decrepit old castle suddenly looms large in the distance as you make your way deeper and deeper into the mist-filled moors. No gatekeepers, no guards, no villagers, no one at all are present as you approach the walls of the castle. The only sign of any life that you see at all inside the castle is the shadows of a light flickering gently in the window of one of the southern towers.

This decrepit castle, a few years away from collapsing entirely, is the home to the **lich** known as the **Sage of Death** (see the *Life and Times of the Sage of Death* sidebar).

The adventurers reach this run-down castle after about an hour of travel from the ruined library in the swamp (**Scene C**), two hours travel time from the frozen cottage (**Scene B**), or three hours of travel from the town (**Scene A**). The adventures encounter other denizens of the broken-down castle at the DMs discretion, otherwise their tour through the castle toward the only lit room is uneventful.

Life and Times of the Sage of Death

Known in life as a famed adventuring wizard, Erunya the Erudite earned, stole, and dungeon-delved enough treasure in her career to comfortably buy a castle and retire. Having met the avid chronicler and adventure Volothamp Geddarm (Volo to his friends) several times during her adventures, she collected quite a number of his works which she kept comfortable and safe within her castle reading room. Indeed, she spent a good deal of time amassing rare tomes, studying ancient texts, and foiling a good many heists on her precious library.

As is want to happen, old age crept up rather suddenly on Erunya, who suddenly found herself an old woman with still a great many unread books left to read. Convincing herself that she wasn't really hurting anyone and that she was owed the time she needed to read her collection of books, Erunya began the arduous and ethically challenging path to

becoming a lich. Renaming herself the Sage of Death, she has settled into a life of relaxation, finishing all the books she meant to in life while only occasionally acquiring new additions to her collection.

Decades of undeath have inured the Sage of Death to the evils of the world; when approached by the nagpa Varelyyan and the Coven of the Frozen Eye, she gladly leant her magical aid to the creation of the Curse of the Living Yarn Doll. After all, finding and feeding souls to her phylactery was rather tiresome and took time away from her books. Unbeknownst even to her, the Sage of Death has grown restless; re-reading Volo's guides to the strange and unusual sites of the world have stirred something deep inside her that has grown faint in her lichdom - her spirit of adventure.

As the adventurers enter the room, they see that there are dozens of books neatly lining the shelves, and an orderly stack of books on an end table near a comfortable-looking overstuffed chair. Sitting in the chair is an ancient looking figure with dry, cracked skin pulled over its gaunt bony frame and pin pricks of red light glowing in its eye sockets. The creature is dressed in jaunty-colored, fine wizards robes that are threadbare and faded. The figure is reading from a large book and does not pay the adventurers any mind as they walk in the room. The **lich** holds up a hand warning the adventurers to leave if they approach within 10 ft. of her.

The Sage of Death is uninterested in the plight of those affected by the Curse of the Living Yarn Doll. If the adventurers try and bargain with her she sighs heavily and disdainfully tells them to bring her the frosty spellbook of the Coven of the Frozen Eye (**Scene A**) knowing full well that such a tome does not exist. If the adventurers are able to produce such a tome, the Sage of Death has no intention of honoring the agreement (see *Liar's Night Traditions* sidebar).

Adventurers with a **Passive Perception of 12** or higher notice that every book neatly stacked next to the figure, as well as the book that she is reading, is authored by none other than the famed explorer and author Volothamp Geddarm. Any adventurer that



mentions the name of Volo immediately gets the Sage of Death's undivided attention as she is eager to share her knowledge and passion for Volo's work.

As the adventurers converse with her, they can slowly convince her to resume her life of adventuring by guiding the conversation. Her willingness to leave the castle is represented by a pool of "influence points" which begins at 0. Each conversation with the **lich** increases this pool of "influence points" depending on her current attitude:

- Friendly: 25 points
- Indifferent: 15 points
- Hostile: 5 points

The Sage of Death begins the conversation with an attitude of *indifferent*. Some examples of conversation topics (and whether they change her current attitude) are listed below. Not that each conversation increases her "influence points" according to her current attitude.

- Speaking glowingly of Volo and mentioning they have read any of his books: adventurers that pass a **DC 15 Charisma (Performance or Persuasion or Deception)** check improve her attitude by one step.
- Complimenting her reading room or her fine collection of Volo's guides: adventurers that pass a **DC 15 Charisma (Performance or Persuasion or Deception)** check improve her attitude by one step.
- Recounting any of their own adventures where they came face to face with something unusual or strange: adventurers that roleplay especially well or pass a **DC 14 Charisma (Performance)** check earn double the number of "influence points" they would earn otherwise.

- Mentioning that reading adventures is very different than actually going on them: adventurers must pass a **DC 14 Charisma (Persuasion)** check or her attitude decreases by one step.
- This old castle is getting ready to collapse anyway: adventurers must pass a **DC 14 Charisma (Persuasion)** check or her attitude decreases by one step.
- Saying anything disparagingly about Volo: adventurers must pass a **DC 16 Charisma (Persuasion or Deception)** check or her attitude decreases by one step.
- Threaten to burn her library: adventurers must pass a **DC 20 Charisma (Intimidation)** check or her attitude permanently switches to hostile for the remainder of the encounter.

Once the adventurers earn 135 “influence points,” the Sage of Death becomes convinced that she should leave her castle and resume her adventures. She tells the adventurers that once she leaves the castle her magic will no longer support the Curse of the Living Yarn Doll.

If the characters are hostile towards the Sage of Death or threaten her books, she warns them that she will fill the room with fill the room with a “necrotic catastrophe the likes of which you have never seen,” and that they should leave immediately. If threatened, she testily informs them that killing her will do nothing to undo the curse, as she will simply reform near her phylactery.

Should the adventurers engage in combat with the lich, do not treat the reading room as her lair: her phylactery lies in a deeper dungeon underneath the castle which is not discussed in this adventure. Instead of the spells *fireball*, *thunderwave*, and *power word kill* prepared, she has *aura of death* (see **Table 5: Liar’s Night Spells**), *circle of death*, and *time stop* prepared. If attacked suddenly, the Sage of Death casts *time stop*, *aura of death*, and then *circle of death*. After a show of strength, she is willing to deal peaceably with the adventurers if they are cordial. Any

offending adventurers she follows up with *finger of death*.

Should the adventurers destroy the lich, she reforms near her phylactery in 1d10 days as per her *rejuvenation* ability. As she informed the adventurers, killing the Sage of Death without destroying her phylactery does not stop the curse in any way.

Treasure & Rewards

Should the adventures convince the Sage of Death to leave the castle and resume her adventures, she instantly summons a thick brown leather bound tome covered in strange purple-glowing runes.

This spellbook contains every spell listed in **Table 5: Liar’s Night Spells** except for 3d4 spells selected by the DM. She also leaves behind a rare collection of books which she gifts to the adventures which includes 4d10 rare first edition books (mostly written by Volothamp Geddarm) which can be sold to the right buyer for 200gp each.

If the lich is killed, a thorough search of her reading room discovers the rare collection of books mentioned above.



Scene D. Epilogue

Once the adventurers deal with the Coven of the Frozen Eye **bheur hags**, the Varelyyan **nagpa**, and the **lich** Sage of Death a visible crack opens up in the sky with writhing black streams of yarn quickly wisp down into any yarndolls that the adventurers have either collected or been transformed into, as well as they and yarn-like features that they may have.

The yarndolls are yarn features are all returned to the original form as the Curse of the Living Yarndoll is lifted!

Adventure Rewards

Combat Experience

Creature	Experience
Coven Bheur Hag	5,000
Nagpa	18,000
Lich	30,000
The Lost	2,900

Non-Combat Experience

For each member of the Coven of the Frozen Eye the adventurers convince to leave	7,500
Rescuing the yarndolls from the frozen cottage	10,000
Freeing the Shadar-Kai	10,000
Convincing the Sage of Death to resume her adventures	10,000

Treasure & Rewards

Should the adventures free the shadar-kai in **Scene B**, they find that the unkindness of ravens replaces the shadar-kai with a single large tomb bound in a hide made entirely of raven feathers remains. This spellbook is filled with 2d6 spells chosen randomly from **Table 5: Liar's Night Spells**.

Should the adventures convince the Sage of Death to leave the castle in **Scene C**, she gifts the adventurers a thick brown leather-bound tome covered in strange purple-glowing runes from pocket dimension covered.

This spellbook contains every spell listed every spell listed in **Table 5: Liar's Night Spells** except for 3d4 spells selected by the DM. She also leaves behind her books which she allows the adventures to collect.

Table 5: Liar's Night Spells

Liar's Night hold many secrets for those who know just where to look. This collection of eerie and shocking spells brings a new level of spooky arcana to any adventure! But beware! Some of these spells may be too spooky to handle!

Spells Table

Spell Name	Description
Spookify 3rd Level Evocation Casting Time: 1 action Range: 120 feet Components: V, S Duration: Concentration, up to 1 minute Classes: Warlock, Wizard	<p>You call out to the spirits of spookiness to bring their wrath of terror down on your enemies. Choose a point you can see within range. The spirits cause undead to rise from the grave and spirits to fill the air in a 60-foot cube centered on that point until the spell ends.</p> <p>Undead Mists. Any area in the cube is filled with a mist showing the faces of restless spirits, lightly obscuring the vision of your enemies.</p> <p>Restless Dead. Crawling claws swarm out of the ground. At the end of each of your turns, one creature of your choice that is on the ground in the cube must succeed on a Strength saving throw or become restrained until the spell ends. A restrained creature can use an action to make a Strength (Athletics) check against your spell save DC, ending the effect on itself on a success.</p> <p>Haunting Spirit. As a bonus action on your turn, you can cause a mournful spirit to aggressively haunt a creature you can see in the cube. That creature must succeed on a Charisma save or become haunted until the end of its next turn. While haunted in this way, the creature has disadvantage on all attack rolls, ability checks, its movement is 0, and it cannot benefit from bonuses to movement.</p>
Spoopify 5th Level Evocation Casting Time: 1 action Range: 120 feet Components: V, S Duration: Concentration, up to 1 minute Classes: Warlock, Wizard, Bard	<p>You call out to the spirits of spooiness to bring their humor of cuteness down on your enemies while aiding your allies. Choose a point you can see within range. The spirits causes shadowy spectres to appear in a 100-foot cube centered on that point until the spell ends.</p> <p>Costumes. While within the cube, shadowy fabrics wrap around creatures friendly to you forming adorable costumes. These costumes grant the wearer +2 AC while they remain within the cube.</p> <p>Pumpkin Patch. Any area of ground in the cube that is covered by grass or undergrowth is difficult terrain for your enemies.</p> <p>Brooms. At the start of each of your turns, a spectral brooms flies underneath a single friendly target of your choice, granting it a fly speed of 60ft until the end of you next turn.</p> <p>Black Kitty Meowsters. A herd of black cats wearing adorable costumes swarm a target within the cube. At the end of each of your turns, one creature of your choice that is on the ground in the cube must succeed on a Wisdom saving throw or become stunned until the end of its next turn.</p> <p>Jack o' Lanterns. As a bonus action on your turn, you can cause a pumpkin to launch at a creature you can see in the cube. Make a ranged spell attack against the target. On a hit, the target takes 1d8 non-magical bludgeoning damage plus 2d8 magical fire damage, and it must succeed on a Dexterity saving throw or become blinded as the pumpkin lands right on top of their head. Creatures can remove the pumpkin from their head by succeeding on a Strength (Athletics) check against your spell save DC, ending the blinded effect on itself on a success.</p>

Spell Name	Description
<p>Hocus Pocus 2nd Level Enchantment Casting Time: 1 action Range: 120 feet Components: S M (A glowing stick of incense or a crystal vial filled with phosphorescent material) Duration: Up to 1 minute Classes: Bard, Sorcerer, Warlock, Wizard</p>	<p>You sing a haunting melody that weaves through the air inside a 30-foot cube within range. Each creature in the area who hears the song must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is forced to dance and sing uncontrollably, and they are incapacitated and have a speed of 0.</p> <p>The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.</p>
<p>Jack's Grinning Skull 1st Level Abjuration Casting Time: 1 hour Range: Self Components: V, S Duration: Concentration, up to 1 minute Classes: Warlock, Wizard, Bard</p>	<p>Create a grinning skull that you carry on your person (must be held) that grants you a level of protection: +1 on all saves and can be smashed for a fear effect. Last for an hour, can be staggered upcast to last longer (i.e. 3rd level 8 hours, 5th level 24 hours)</p> <p>A grinning skull appears in your hand. This skull is tiny, is no larger than 1 ft. on a side and weigh no more than 2 pounds. The object is visibly magical, radiating dim light out to 5 feet. The skull disappears after 1 hour or when you cast this spell again. As an action, the skull can be destroyed forcing all other creatures within a 10ft radius to make Wisdom saving throw or become frightened of you until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A construct or an undead is immune to this effect.</p> <p>You can benefit from the skull yourself or give it to another creature. A creature gains +1 on all saves while holding the skull in one of its open hands.</p>
<p>Jack's Headless Servant 2nd Level Evocation Casting Time: 1 action Range: 30 feet Components: V, S, M (a black candle) Duration: Instantaneous Classes: Sorcerer, Bard,</p>	<p>A headless horseman astride a bucking black stallion emanates from your fingers in a direction you choose, wielding a flaming jack o'lantern in its hands like a deadly weapon. The headless horseman cuts a swatch 5 feet wide and travels 60 feet in a line before disappearing. Each creature in the line must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage on a failed save and is knocked prone, or half as much damage on a successful one and is not knocked prone.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.</p>
<p>Jack's Merry Haunting 4th Level Abjuration Casting Time: 10 minutes Range: 120 feet Components: V, S, M (a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite) Duration: 24 hours Classes: Wizard</p>	<p>You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it.</p> <p>When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties:</p> <ul style="list-style-type: none"> -All creatures in the area are deafened as the sounds of ghostly singing and wailing are heard throughout. -The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it. -A sensor appears in a location of your choosing within the area. When the sensor appears, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist. The sensor can only be viewed from a cauldron that appears at the location of your choosing within the area. <p>At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can increase the size of the cube by 100 feet for each slot level beyond 4th. Thus you could protect a cube that can be up to 200 feet on one side by using a spell slot of 5th level.</p>

Spell Name

Jack's Pumpkin Head
6th Level Transmutation
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Classes: Wizard, Sorcerer, Bard

Description

Until the spell ends your head transforms into a grinning carved pumpkin lit from within, and you gain the following benefits:

- You emit bright light in a 20 ft. radius and dim light in a 40 ft radius. For the duration, that creature has darkvision out to a range of 60 feet.
- You can use your action to cause tendrils to erupt out of the ground in a 10-foot radius centered on you. Other creatures on that ground must succeed on a Strength saving throw or be restrained by the tendrils until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

- For the duration of the spell, you constantly emanate a menacing aura. The aura extends 10 feet from you in every direction, but not through total cover. When a creature enters your aura for the first time or starts its turn there, it must succeed on a Wisdom saving throw. On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. On a success, the creature is immune to this fear effect.



Summon Minor Undead
1st Level Necromancy
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (the hand of a murder)
Duration: Concentration, up to 1 hour
Classes: Warlock, Wizard
Ghostly Entourage
3rd-level Conjuration
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 16 hours
Classes: Bard, Warlock, Sorcerer

This spell creates an undead servant from the hand of a murderer, animating it to give it a mocking semblance of life. The material component for this spell becomes a crawling claw (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command the crawling claw made with this spell if the creature is within 60 feet of you. You decide what action the crawling claw will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the crawling claw only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. At the end of the spell's duration, or if reduced to 0 hit points, the crawling claw reverts to a dead hand.

When you cast this spell, three shadowy runes appear on your neck. When you slay a humanoid, one of the runes activates, cursing the soul of a person you slay, temporarily binding it to your service, and causing its spirit to rise from its corpse as a *Specter*.

Roll initiative for the specter, which has its own turns. It obeys your verbal commands, and it gains a special bonus to its attack rolls equal to your Charisma modifier (minimum of +0).

The specter remains in your service until the end of your next long rest, at which point it vanishes to the afterlife.

This spell allows you to summon up to three specters. Each time a specter is summoned, one of the runes vanishes. If you complete a long rest with one or more runes on your neck, you lose 1 hit die per rune. These hit dice can be regained as per standard rules in the PHB.

Spell Name

Jack's Pumpkin Polymorph
4th Level Transmutation
Casting Time: 1 action
Range: 60 feet
Components: V S M (A caterpillar cocoon)
Duration: Concentration, Up to 1 hour
Classes: Bard, Druid, Sorcerer, Wizard

Description

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form is of a small, white Jack o'Lantern (uses *Shrieker* statistics).

When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Aura of Death
3rd Level Evocation
Casting time: 1 Action
Range: Self (10-foot radius)
Components: V
Duration: Concentration, up to 10 minutes
Classes: Paladin, Cleric, Warlock

Dark shadows radiate from you in an aura with a 10-foot radius. Until the spell ends, the aura moves with you, centered on you. Each hostile creature in the aura has vulnerability to a damage type of your choosing.

Any hostile creature starting its turn within the aura, while making death saves, automatically fails 1 death save.

Jack's Headless Horse
2nd Level Conjuration
Casting Time: 10 minutes
Range: 30 feet
Components: V S
Duration: Instantaneous
Classes: Paladin

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on the form of a headless *Nightmare*.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears in a puff of brimstone, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with it telepathically.

You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

Treats & Sweets
1st-level Transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a cacao nib)
Duration: Instantaneous
Classes: Druid, Ranger

Up to ten candies appear in your hand and are infused with magic for the duration. A creature can use a bonus action to eat one candy. Eating a candy restores 1 hit point, and the candy provides enough nourishment to sustain a creature for one day, though they suffer from a stomachache if they eat nothing but candy that day.

The candies lose their potency if they have not been consumed within 24 hours of the casting of this spell.

Midnight's Healing Whiskers
2nd-level Conjuration
Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Druid, Ranger

You call forth a one-eyed black cat spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube you can see within range.

Until the spell ends, at the start of your turn, the cat automatically moves to the nearest non-hostile creature within 30 ft. and restores 1d6+3 hit points to that creature (no action required). The spirit can't heal constructs or undead.

As a bonus action on your turn, you can move the spirit up to 30 feet to a space you can see.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d6 for each slot level above 2nd.

Spell Name	Description
Ghostly Wail Necromancy cantrip Casting Time: 1 action Range: 60 feet Components: V, S Duration: Instantaneous Classes: Cleric	You point at one creature you can see within range, and the sound of a ghostly wail echoes through the air around it for a moment. The target must succeed on a Charisma saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage. The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).
Dante's Darkness Evocation cantrip Casting Time: 1 action Range: Touch Components: V, M (a firefly or phosphorescent moss) Duration: 1 hour Classes: Sorcerer, Warlock, Wizard	You touch one object that is no larger than 2 feet in any dimension. Until the spell ends, the object sheds magical darkness in a 5-foot radius. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.
Fall's Embrace Evocation cantrip Casting Time: 1 action Range: 60 feet Components: V, S Duration: Instantaneous Classes: Druid	Colorful spectral leaves appear and descend on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 magical slashing damage from the swirling leaves. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).
Spectral Rend Casting Time: 1 action Range: 15 feet Components: V Duration: Instantaneous Classes: Bard, Cleric, Warlock	Haunting spirits appear and strike at one creature of your choice that you can see within range. The target must succeed on a Strength saving throw or be dragged up to 10 feet in a straight line toward you and then take 1d8 necrotic damage. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).
Candy Corn Catapult Transmutation cantrip Casting Time: 1 bonus action Range: Touch Components: V, S Duration: 1 minute Classes: Druid, Warlock	You conjure 3 pieces of magical candy corn. You or someone else can make a ranged spell attack with one of the candy corn by throwing it or hurling it with a sling. If thrown, a candy corn has a range of 60 feet. If someone else attacks with a candy corn, that attacker adds your spellcasting ability modifier, not the attacker's, to the attack roll. On a hit, the target takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier. Whether the attack hits or misses, the candy corn vanishes. If you cast this spell again, the spell ends on any candy corn still affected by your previous casting.
Tasha's Warbling Wail 2nd Level Enchantment Casting Time: 1 action Range: 30 ft Components: V Duration: Instantaneous Classes: Bard, Sorcerer, Warlock	Hostile creatures within 30 feet of you that can hear you must make a Constitution saving throw. On a failure drops to 0 hit points. On a success, a creature takes 3d8 psychic damage.

Adventure 6: One Wild Night at the Faire

“Young child thing! Do not pester me with insinuations that you must have this candy or that! If I, BEHOLD THE BEHOLDER, wish to give you the most disgusting of all candies, pickled Gith brains, then give it to you I shall! But if you show me the politeness that I so obviously deserve, then I shall give you the most delicious of candies, caramel crawling claws! That is why you should always say ‘please’ and ‘thank you’, even on Liar’s Night!”

--Behold, the beholder

Different aspects of Liar’s Night appeal to different people. One particular gnomish wizard, Flippity Floo, loves the pranking aspect of Liar’s Night, and has invented a device that manipulates the very fabric of the Weave (the plane through which raw magic flows throughout the realms), in order to prank magic users. However, this device has attracted a scheming **mind flayer** who wishes to use this device for nefarious purposes. The adventurers must stop the mind flayer’s evil machinations or this Liar’s Night might be everyone’s last. This adventure is designed for **Tier 2 (Level 5-10)** characters.

Liar’s Night Traditions

On Liar’s Night, elaborate tricks and pranks are performed to honor Mask, the God of Trickery and Deceit. Individuals can achieve fame and renown by performing the newest, most intriguing, and most elaborate pranks; some towns even host competitions to see who can come up with the zaniest inventions to terrorize and intrigue townsfolk.

Gnomish villages are famed throughout the realms for their unique and elaborate contraptions. The mechanical and arcane mastery that is normally used to develop enchanted pocket watches, fire starters, and complex locks, are instead used to create skittering candies that leap out of pockets, doorbells that ring themselves, and

mechanical alligators that “lunge” out of sewer grates to scare people as they walk by.

In some gnomish villages the entire month of Marpenoth is dedicated to Liar’s Night preparations, where teams are formed and compete to create the most elaborate pranks possible.

Scene A. Dueling with a Wizard

The adventure takes place in a town that is preparing a huge faire for Liar’s Night called The Liar’s Faire. The festivities celebrating the holiday are in full swing; children are running around in costumes as adults are busy preparing for the Liar’s Faire that night.

The adventure begins as the adventurers are making their way to the Liar’s Faire, which is guaranteed to have fun activities for all ages. Before they can make their way to the entrance of the faire, they are stopped by a gnomish prankster.

The streets of the town are filled with holiday cheer. Children are laughing and running about in elaborate costumes, as adults stand by, toasting with festive drinks. The whole town is making its way to the fairgrounds to take part in the Liar’s Faire.

At the entrance to the faire, a gnome dressed in an impish costume greets everyone on their way inside. Behind the gnome is a ten-foot tall metal skull, filled with whirling gears. The skull has two glowing red eyes that give off an appropriately spooky vibe.

The gnome is actually a product of the *simulacrum* spell cast by Flippity Floo (male gnome **archmage** with a +8 to Charisma (Deception) checks). The simulacrum is looking for marks for his latest prank; if any of the party members look obviously like arcane spellcasters, the simulacrum challenges them to friendly magic duel. Otherwise, he challenges the entire party to an all-against-one duel. The simulacrum says that if any of them can beat him, he will

reward them with packets of *dust of disappearance*; in reality, the simulacrum only has packets of *dust of sneezing and choking*. A successful **DC 18 Wisdom (Insight) check** will indicate that the gnome is up to some playful mischief, but that he does not have any cruel intentions.



If asked about the skull, the simulacrum says the metal skull is a decoration for the Liar's Faire that shouts spooky things from time to time. In response, the skull lets out a prerecorded message: "I hunger for SOULS! Hahaha!!" In actuality, the skull is an invention of Flippity's called the Surgomatic 9000 (see *Surgomatic 9000* sidebar for details).

If none of the party members accept the simulacrum's offer for a friendly duel, he will cast *wish* in order to replicate the effects of the spell *compelled duel* and target it to

whichever party member the simulacrum thinks has the lowest Wisdom score.

If a character duels the simulacrum and as a result drops to zero hit points, the simulacrum will call off the duel. The simulacrum will then use a healing potion to heal the downed character, as neither Flippity nor his simulacrum want to kill anyone. The simulacrum will then congratulate the party and offer them the packets of *dust of sneezing and choking* for being such good sports.

The Simulacrum's Spells

Flippity Floo's simulacrum has the following spells prepared (some are found on **Table 6: Liar's Night Wild Magic Surges**):

Cantrips: Dante's Darkness, Ghostly Wail, Mage Hand, Minor Illusion, Prestidigitation

1st Level (4 Slots): Cause Fear, Disguise Self, Mage Armor*, Shield

2nd Level (3 Slots): Hocus Pocus, Jack's Headless Servant, Misty Step, Snilloc's Snowball Swarm

3rd Level (3 Slots): Bestow Curse, Counterspell, Dispel Magic, Slow

4th Level (3 Slots): Confusion, Dimension Door, Fire Shield, Watery Sphere

5th Level (3 Slots): Spoopify, Synaptic Static, Transmute Rock

6th Level (1 Slot): Jack's Pumpkin Head

7th Level (1 Slot): Teleport

8th Level (1 Slot): Mind Blank*

9th Level (1 Slot): Wish

*The simulacrum cast these spells on himself prior to meeting the adventurers.

If a character duels the simulacrum and reduces the simulacrum to zero hit points, he bursts into snow. He leaves behind his equipment including a number of packets of *dust of sneezing and choking* equal to the number of party members, two *potions of healing*, two *potions of poison*, and a small-sized imp costume.

The Surgomatic 9000

Flippity Floo invented the Surgomatic 9000 to help him prank magic users. Whenever a spell of 1st level or higher is cast within 300 feet of the Surgomatic 9000, a Wild Magic Surge occurs. Roll on **Table 6: Liar's Night Wild Magic Surges** to determine the surge effect. Neither Flippity nor his simulacrum are exempted from the Surgomatic 9000's effects.

The Surgomatic 9000 appears as a 10-foot tall, 8-foot wide metal skull. It weighs 851 pounds and has a hidden door that allows a single small creature to hide inside the contraption.

Whether characters win or lose the duel, the real Flippity Floo approaches from behind the adventurers. He wears a Planetary costume, complete with green body paint. He warmly introduces himself as the head organizer for the Liar's Faire. He explains that this year, each station at the faire awards tickets to anyone who successfully completes that station's activity. Those who collect three or more tickets will earn a special prize. He then uses *telekinesis* to lift the Surgomatic 9000. Flippity says he hopes to see them at the faire, takes the Surgomatic 9000, and makes his way to the Liar's Faire. Flippity casts *telekinesis* before he approaches the adventurers, so it does not cause a wild magic surge here.

Scene B. A Faire Night for Some Fun and Games

After their encounter with Flippity, the adventurers can make their way to the Liar's Faire. As they arrive, the festivities are already under way. However, a **mind flayer** named Qhaldrak has its own schemes also under way.

The Liar's Faire is packed with people and the air is filled with laughter and playful screams. In the middle of the fairgrounds, there are five activity stations set up in a circle around a center stage. At these stations, townsfolk bob for apples, endure tests of courage, play games against real zombies, and carve pumpkins with enchanted knives. There's even a full-scale castle that's been erected in the middle of the town just for the Liar's Faire.

Qhaldrak's Scheme

This mind flayer has learned of Flippity Floo's Surgomatic 9000 and believes that it can weaponize the device. However, Qhaldrak doesn't want to risk exposing itself by stealing the device without backup. To that end, Qhaldrak has brought a number of **intellect devourers** to steal the bodies of various villagers and infiltrate the Liar's Faire.

As time passes, more and more townsfolk will have their brains destroyed and their bodies stolen by the intellect devourers. To represent this, after the party has visited three stations, each subsequent or revisited station will be slightly altered as indicated by the "Stolen Bodies" section of each station. Be sure to play up that there's something off about the body-stolen villagers; they seem somewhat cold, unfeeling, and spaced out. After the party has visited all five stations, proceed to **Scene C**.

If the party is able to discover that villagers are being possessed by intellect devourers (such as with a *detect evil and good* spell) proceed to **Scene C** early.

There are five stations that the adventurers can visit in any order. All of the stations are within 300 feet of the center stage where the Surgomatic 9000 is being stored. Therefore, any spell of 1st level or higher cast within the fairgrounds will cause a wild magic surge.

Station 1. Bobbing for Apples

At this station, there is a barrel filled with water, with apples floating at the surface. This station is run by Zandar Zillo (male copper dragonborn **commoner**). Zandar is very jovial and gives a big smile to everyone he meets. He explains that to bob for apples, you can only use your mouth to lift the apple out of the water. A character that succeeds on a **DC 12 Dexterity (Sleight of Hand) check** is able to pull an apple out with their mouth. If a character solely uses their mouth for this check, they make the check at disadvantage. If they cheat and use their hands, magic, or tools, then they make the check at advantage.

What Zandar doesn't know is that Flippity Floo has cast a *glyph of warding* (DC 17) on the bottom of the barrel. If a creature removes an apple from the barrel by any means other than just with its mouth, the glyph triggers. When the glyph triggers, it casts *alter self* on the triggering creature, which turns that creature's skin orange and tough like the skin of pumpkin; this effect wears off in one hour. Zandar has a hearty laugh and says that although it's expected for people to cheat on Liar's Night, it's equally expected that pranks will be made on the unwary.

Characters can attempt to bob for apples as many times as they want. A character that succeeds at pulling out an apple earns one ticket, regardless of whether they cheated or not.

Stolen Bodies

Zandar has his body stolen by an intellect devourer; he no longer smiles or acts jovially. When explaining the rules of bobbing for apples, Zandar uses his hands to grab the apples. If the glyph has not already been triggered, then it triggers now; Zandar is completely nonplussed by his skin changing to match that of a pumpkin.

Liar's Night Traditions

Both cheating and pranks are very prevalent on Liar's Night: a night dedicated to the celebration of Mask and Leira. Cheating on games is both expected and accepted on this holiday. However, the only thing more celebrated than cheating at games is outcheating cheaters at their own game.

Likewise, the Shadowlord and the Lady of the Mists bless pranksters on Liar's Night (especially those who can outwit and outmatch other accomplished pranksters).

Station 2. Mummy's Curse

At this station, there is a 20-foot radius orange tent with its flap closed. Outside the tent is Welma Wigglebottom (female halfling **commoner**). Welma runs this station and acts as a carnival barker; she shouts out that the scariest thing anyone has ever seen resides inside this tent. If the party walks remotely close to her tent, she ushers them inside despite all protestation.



Inside the tent is a sarcophagus with ornate and ancient inscriptions. Welma explains that inside the sarcophagus is an ancient queen who laid waste to all of her foes with simply a withering look. Even in death, Welma continues, she is a terrible sight to behold. Welma plays up the terror of the queen before suddenly opening the sarcophagus.

Contained within the sarcophagus is a wax mummy that Flippity Floo created by casting *fabricate*. He then cast the *antipathy/sympathy* spell (**DC 17 Wisdom saving throw**) on the wax mummy, which is set to affect all humanoid with the antipathy effect.

Luckily, Welma passed her initial saving throw and is thus unaffected. Welma herself encourages the characters to run for their lives! Any character that resists the antipathy effect and stays in the tent earns one ticket for their show of bravery.

Stolen Bodies

Welma has her body stolen by an intellect devourer. She does not perform any carnival barking, and she leaves the tent and the sarcophagus wide open. Several **commoner** with their brains stolen by **intellect devourers** within the tent stare blankly at the wax mummy (intellect devourers are not humanoids and thus are not affected by the antipathy effect).

Station 3. Spooky Obstacle Course

At this station, there is a massive stone building that wasn't there the day before. Flippity Floo cast *mighty fortress* to create a spooky castle in the middle of the town. He also cast *guards and wards* on the interior of the castle in order to fashion a festive obstacle course. Additionally, Flippity cast the *snare* spell on several areas in the castle.

This activity is run by Gable Blanhig (nonbinary dwarf **commoner**). Gable has a calm, parental demeanor. They explain that the castle is an obstacle course and at the top

of the highest spire of the castle is a jar of eyeballs. A group can race against each other to see who is the first to obtain the jar. However, Gable warns, the castle is filled with a number of confounding tricks and traps.

Have the party roll initiative. On each character's turn they can attempt to run through the rooms of the castle in order to get to the top; whoever grabs the jar of eyeballs first wins! If a character succeeds on a check or save in a room, they can proceed to the next room on their next turn. If they fail, they are stuck in the room until they pass. Gable is exempted from the effects of *guards and wards*, so they can help any character that is lost or has been stuck for too long.

- **Room 1:** The entrance leads to stairs covered in webs. If a character succeeds a **DC 17 Dexterity saving throw**, they can proceed to the next room on their next turn. If they fail, they are restrained in the web and on subsequent turns must pass a **DC 17 Strength check** to progress to the next room.
- **Room 2:** The upstairs landing is filled with fog that heavily obscures the area and the room is filled with areas warded by the *snare* spell. If a character succeeds on a **DC 17 Dexterity saving throw**, they can proceed to the next room on their next turn. Otherwise, they are restrained in the air. On subsequent turns, they can repeat the save to end the *snare* effect and proceed to the next room on their next turn.
- **Room 3:** A 10-foot wide hallway has a *gust of wind* spell blowing characters away from making progress. A character must succeed on a **DC 17 Strength saving throw** to proceed to the next room.
- **Room 4:** This hall is filled with doors but only one of them is real; the rest are illusions. A character must succeed on a **DC 17 Intelligence (Investigation) check**

in order to determine which is the real door and progress to the next room.

- **Room 5:** This is the room with the jar of eyeballs. However, a *suggestion* spell targets any creature that approaches the jar. A character must succeed on a **DC 17 Wisdom saving throw** or be magically compelled to turn back and go down the tower without the jar of eyeballs.

A character that has the jar of eyeballs in their possession is exempted from the effects of *guard and wards* and can easily exit the castle.

The character that grabs the jar of eyeballs first earns two tickets. Any other character that makes it to room 5 earns one ticket.

Stolen Bodies

Gable has had their body stolen; they no longer care if people get stuck in the castle and make no effort to free anyone. As a result, the webs in room 1 are filled with villagers who can't pass the saving throw. Similarly, all the snares in room 2 have been triggered, where several villagers continuously hang in the air.

Station 4. Tiny Servant Pumpkin Carving

At this station, there is a large table covered in pumpkins. There are also a number of knives, all of which have tiny arms and legs sticking out of their handles, who are walking around on the table. Flippity Floo has animated eight knives at this table using the *tiny servant* spell. They have been commanded to help carve pumpkins.

- This activity is run by Richard Roarington (male human **commoner**). Richard has a nervous but friendly disposition. He is adamant about knife safety and frets over anyone using one irresponsibly.

In order to carve a pumpkin, a character must use a tiny servant. As tiny servants do not understand any language, the difficulty is in finding a way to communicate what image they would like the servant to carve into the

pumpkin. Have the player act out in a charades-like fashion what image should be carved. Alternatively, you may have players draw out the image they would like carved, as a reference sketch for the tiny servant. As a DM, it is up to you whether the communication has been successful or not.

Any character that successfully carves a pumpkin earns one ticket. Characters with exceptional roleplay or sketches may earn an additional ticket, at the DM's discretion.

Stolen Bodies

Richard has had his body stolen. He no longer cares for his safety or the safety of others. When Richard explains how to carve a pumpkin, one of the body-stolen villagers simply picks up the tiny servant by the blade and starts carving a pumpkin manually. Blood gushes from their hand, but neither they nor Richard do anything to staunch the bleeding.

Station 5. Are You Smarter than a Zombie?

At this station, there is 20-foot radius orange tent with its flap open. Inside are four **zombies**, each sitting at a different table with gaming supplies in front of them. The zombies were created by Flippity Floo's casting of the *animate dead* spell, and they are trained to play various tabletop games.

This activity is run by Von Vailo (female elf **commoner**). She is a child of only 49 summers but has boundless enthusiasm for her position as an organizer.



Von can come off as a bit arrogant but she is just very proud of the responsibility she wields. She taunts and teases passersby to her tent that her zombies can beat anyone at games of luck and skill.

If the characters take up Von's challenge, they can make a contested **Intelligence check** using a gaming set of their choice. The zombies have a -2 to this check as they are proficient with each gaming set.

Flippity Floo has cast *wish* to duplicate the effects of the *hallow* spell in this tent; any non-undead that enters the tent must succeed on a **DC 17 Charisma saving throw** or have disadvantage on all gaming-related ability checks (this includes ability checks to cheat at games). This effect lasts until the character leaves the tent. If they re-enter the tent, they must remake the save.

If Von catches anyone cheating, she gets visibly upset until either the cheater leaves or someone reminds her that it's Liar's Night and cheating is to be expected.

Any character that successfully beats a zombie at a tabletop game earns one ticket.

Stolen Bodies

Von has had her body stolen and no longer taunts or teases anyone. She does not care if anyone cheats or not. A body-stolen villager can be found poking a zombie's exposed brain. Both the villager, Von, and the zombie are totally unperturbed by the situation.

Scene C. Invasion of the Body Stealers

Either Qhaldrak has decided it has stolen enough villagers' bodies to move forward with its plan or the party has forced its hand by discovering its schemes early. In both cases, the villagers who have had their intellects devoured give up on their charade and attack the party.

For a moment, the entire faire is still. Everyone can tell something is wrong. Suddenly, one villager lets out a vile, ear-piercing screech. Then another. And another. Some of the villagers appear to have gone mad or else been possessed by some unholy abomination. The rest scream and run for their lives.

In each of your minds, you hear an alien voice that says, "*Submit yourselves; your demise is inevitable.*"

If the party did not discover that the villagers were possessed by intellect devourers beforehand, 8 **intellect devourers** inside the bodies of **thugs** attack. If the party did make that discovery, then subtract 1 **intellect devourer** for each station that the party did not visit.

During the attack, all the townsfolk who did not have their bodies stolen flee from the faire in terror. The intellect devourers are totally loyal to Qhaldrak and fight to the death.

Adjusting the Tone

If you and your players would prefer less gore and death in your adventure, you can describe the intellect devourers simply teleporting out of their victim's bodies when the body is reduced to zero hit points and the victim as merely unconscious for a few hours instead of dead.

If you and your players would prefer more gore in your adventure, you can describe the victim's heads as exploding into bloody viscera as their brain comes crawling out.

Scene D. Turn Your Attention to Center Stage

After the party has dealt with the intellect devourers, the fairgrounds are completely empty. Qhaldrak will use this opportunity to attempt to kill Flippity Floo and steal the Surgomatic 9000.

From the center stage, a trap door opens up and fog pours out along the ground. A familiar metal skull with whirling gears and glowing red eyes rises up from the stage. Standing on top of the skull is an alien creature that stands like a humanoid, but its face is covered in tentacles. Two town guards stand on either side of the skull, but they seem to be defending the alien creature, not attacking it.

You hear that same voice in your minds, *"I will feast on your brains before the night is done."*

Flippity Floo has locked himself inside the Surgomatic 9000 and cannot adequately defend himself as he's already used all of his spell slots on preparations for the Liar's Faire. Flippity uses the Surgomatic 9000's megaphone to broadcast a cry for help to the adventurers.

"Help! Help! This icky illithid is trying to eat my brains and steal my invention! And I don't know which one is worse!"



Qhaldrak (**mind flayer**) is accompanied by two **intellect devourers** inside the bodies of town soldiers (**gladiators**). As a reminder, this fight is happening next to the Surgomatic 9000, so casting spells of 1st level or higher will cause a wild magic surge.

During combat, Qhaldrak is not above monologuing to the party about its brilliant machinations. It even tells the party that it plans to weaponize the wild magic surge effects generated by the Surgomatic 9000 to render magic users defenseless against the coming rise of the mind flayer empire.

The intellect devourers fight to the death, but Qhaldrak will flee using *plane shift* if it drops below 20 hit points.

Scene E. Conclusion

If Qhaldrak defeats the party, it sucks out all of their brains, kills Flippity Floo, and steals the Surgomatic 9000.

If the party defeats Qhaldrak or forces it to flee, Flippity will come out of the Surgomatic 9000 and profusely thanks the characters for their help. Flippity says that he has learned his lesson and will be sure next time not to spend all of his spell slots on pranks. A character that succeeds on a **DC 18 Wisdom (Insight) check** knows that this is a boldfaced lie.

As a reward for saving him, Flippity offers the party an exact duplicate of his spellbook. If a character has collected three or more tickets, Flippity will reward them with a random trinket from **Table 2: Liar's Night Trinkets**.

Adventure Rewards

Combat Experience

Creature	Experience
Commoner	0
Intellect Devourer	450
Gladiator	1,800
Mind Flayer	2,900
Thug	100

Non-Combat Experience

For each Liar's Faire activity	500
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Treasure & Rewards

Consumables. When dueling Flippity's simulacrum, the characters had a chance to obtain a number of packets of *dust of sneezing and choking* equal to the number of party members, two *potions of healing*, and two *potions of poison*.

Trinkets. If a character obtained three or more tickets from completing faire activities, they may receive one random trinket from **Table 2: Liar's Night Trinkets**.

Flippity's Spellbook. If the party successfully defeated Qhaldrak or forced it to flee, Flippity rewards them with a duplicate of his spellbook. This spellbook contains the following spells (some of which can be found on **Table 5: Liar's Night Spells**): *alter self, animate dead, antipathy/sympathy, bestow curse, cause fear, confusion, counterspell, dimension door, disguise self, dispel magic, fabricate, fire shield, glyph of warding, guards and wards, hocus pocus, Jack's headless servant, Jack's pumpkin head, mage armor, mind blank, mighty fortress, misty step, shield, slow, Snilloc's snowball storm, snare, spooify, synaptic static, telekinesis, teleport, tiny servant, transmute rock, watery sphere, wish*

This spellbook also bears a curse that Flippity placed there as one last prank.

Curse. Any creature that spends one hour or more reading this spellbook (such as when copying spells) is cursed to have its voice magically altered to be at a much higher pitch than its normal tone. A *remove curse* or similar magic can restore the creature to its normal voice.

Table 6: Liar's Night Wild Magic Surges

Liar's Night is a time of merry pranks and mischief, where shenanigans are celebrated for the trouble they cause. But when you add the powers of the weave into the mix the results can be disastrous, hilarious, or creepy!

Wild Magic Surges Table

d100	Effect
1	One of your bones shatters and erupts from your body. Each creature within a 10 foot radius must make a DC 13 Dexterity saving throw or take 3d10 piercing damage. When this happens, you take 2d4 piercing damage. This effect happens each round on your turn for 1d4 turns. A <i>Remove Curse</i> or <i>Greater Restoration</i> will end this effect.
2-3	Your head twists and reshapes into a grinning face carved into a Jack o'Lantern. You lose all sight-based vision (darkvision, Devil's Sight, etc.) and gain blindsight to 10 ft. This effect lasts for 2d4 rounds, or until is removed by <i>Remove Curse</i> or <i>Dispel Magic</i> .
4-5	13 sassy black <i>Cats</i> appear within 30 feet of you. They follow you around for up to 1 year, after which they mysteriously disappear.
6-7	Your body turns translucent, and you gain following trait for 2d10 hours – <i>Etherealness</i> : you can enter the Ethereal Plane from the Material Plane, or vice versa as an Action.
8-9	Two <i>Zombies</i> claw their way out of the earth within 30 feet of you and begin dancing aggressively. They are hostile towards you and your allies, unless you succeed on a DC 10 Charisma (Performance) check to dance with them. If you succeed, the zombies are friendly to you and are under your control for the next 1 hour, after which time they burrow back into the earth.
10-11	You are polymorphed into an Imp for 1d10 minutes. You automatically revert to your normal form if you fall unconscious, drop to 0 hit points, or die.
12-13	You cast the <i>Web</i> spell, centered on yourself, which fills a 60-foot cube instead of a 20-foot cube. Tiny blood-red spiders skitter across the webbing, crawling across anyone restrained in the webbing. If a creature is restrained in the web for 3 or more rounds, the spiders crawl into their eyes and cause them to be blinded until they leave the area of the webbing.
14-15	You cast the <i>Weird</i> spell, on a point that you choose within range. Instead of creating illusory nightmares in the minds of creatures targeted, those creatures' nightmares appear as illusions within range (as per the <i>Major Image</i> spell). You can use your bonus action on each of your turns to command the illusions.
16-17	The flesh on your dominant hand melts away, leaving behind a bony claw. You gain the ability to catch <i>Vampiric Touch</i> , requiring no concentration. Once you've used the spell, your hand returns to normal: but a little bit bonier than before.
18-19	A shadowy portal opens up 1d4 x 5 feet away from you, and a tentacled monster emerges (See <i>Grick</i> from the <i>Monster Manual</i>). The monster is under control of the DM and attacks blindly, using its shadowy tentacles and razor-sharp beak to crush the life out of opponents. It fights until it is killed, at which point it dissolves into a pool of black ichor.
20-21	Eerie organ music echoes in the air around you for 1d10 hours.
22-23	Your appearance becomes grey and zombielike, as you gain the <i>Undead Fortitude</i> trait (See <i>Zombie</i> from the <i>Monster Manual</i>) for 1 hour. After this time, your appearance returns to normal, though you still infrequently crave the taste of brains.
24-25	Your reflection disappears for 1d10 days.
26-27	Your palms become hairy and you gain an aversion to silver (no mechanical effect).
28-29	Your shadow ripples to life and becomes semi-sentient for 1d4 hours. You gain advantage on Dexterity (Stealth) checks for the duration.
30-31	Viscous black blood begins to pour out of your orifices and coat your skin. While this blood coats your skin, you gain resistance to fire damage. The blood remains until it is cleaned off.

d100	Effect
32-33	A greenish, withered <i>Crawling Hand</i> (See <i>Monster Manual</i>) appears within 30 feet and skitters onto your shoulder. This creature is loyal to you and can act as a Familiar (See the spell <i>Find Familiar</i>).
34-35	A bloody kitchen knife with the statistics of a dagger appears in your hand (you drop any object that was in your hand previously). For the next minute, you gain the following short term madness, "I must stab the closest creature with this bloody knife." After 1 minute, the knife disappears and your sanity returns, though you keep a strange affinity for blades.
36-37	For 1d10 days, any door that you come within 10 feet of mysteriously swings open, with a loud creaking sound.
38-39	10 random objects on your person are affected by the <i>Animate Object</i> spell. While active, a ghostly wail fills the air around you.
40-41	Your eyes swell and pop out of your head, falling to the ground. You take 1d4 points of piercing damage and are blinded for 2d4 rounds, after which time your eyes magically regrow.
42-43	A creature of your choice within 60 ft is affected by the <i>Polymorph</i> spell, using your spell save DC. If affected, the creature transforms into a <i>Bat</i> .
44-45	A wellspring of hot blood boils up from the ground beneath your feet in a 5 ft radius. If you choose to drink from the well, it grants you 4d4 + 4 hit points, but you have a coppery aftertaste in your mouth for 2d20 days that makes traditional food taste bland and unappetizing.
46-47	Your vision fades to shades of black, white, and grey for 2d4 hours. You had disadvantage on sight-based Wisdom (Perception) checks and your Passive Perception is reduced by 5.
48-49	Shadowy wisps coalesce around you. Within a 30 foot radius, all bright light fades to dim light and all dim light fades to darkness. This effect lasts for 3d4 hours.
50-51	All creatures within a 30 foot radius of you, including yourself, become invisible as per the <i>Invisible</i> spell with the following exception: this does not affect any items being worn or carried.
52-53	When you try to speak, the only sound you can make is cackling laughter. This effect lasts for 1d10 rounds, during which time you cannot form the verbal components for spells.
54-55	Your skin excretes a thin layer of white, glowing ectoplasm. For 2d8 minutes, you have advantage on all checks made to escape grapples.
56-57	Your body twists and morphs as 6 spidery legs grow out of your torso. You gain a climb speed of 30 feet and the <i>Web Sense</i> ability (see <i>Giant Spider</i> in the <i>Monster Manual</i>).
58-59	If you die within the next minute, you are brought back to the unholy semblance of life of a <i>Revenant</i> after 1d4 rounds.
60-61	Your body becomes weightless as you float into the air to a height of 6 inches. You gain a hover speed equal to your walking speed.
62-63	Your skin withers, becomes paper-thin, and gains an ashen hue. You are treated as Undead for spells, class abilities, and other effects. This effect lasts for 20d20 days, or until you use high-end lotion to rejuvenate your skin (one vial costs 80 gp, and has a light pumpkin-spice scent).
64-65	Every time that someone says your name, it is accompanied by a flash of lightning and a resounding crack of thunder. This effect lasts for 1d100 days.
66-67	A mournful wail emanates from your throat. All creatures within 30 feet, including you, must succeed on a DC 13 Constitution saving throw . On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage).
68-69	Your fingernails twist and turn into talons and your eyes turn blood red. All beasts you can see become immediately hostile towards you.
70-71	The <i>Entangle</i> spell is cast centered on you, using your spell save DC. You are affected by this spell. Instead of vines, skeletal hands reach out of the ground and grab at any creatures in the area of the spell.

d100	Effect
72-73	Worms wriggle under your skin and begin to burrow their way out of your flesh. This has no mechanical effect.
74-75	The sky darkens above you, as a single lightning bolt flashes down and strikes the ground next to you. All creatures within a 10 foot radius must make a DC 15 Dexterity saving throw . A creature takes 3d10 lightning damage on a fail, or half on a success.
76-77	Your body becomes gelatinous and gooey, and your skin becomes translucent. You gain the ability to squeeze through spaces as small as 1 inch wide. This effect can be removed by <i>Remove Curse</i> .
78-79	A solid white <i>Hill Giant</i> (see <i>Monster Manual</i>) appears and acts according to its own nature (DM Discretion). After 1d10 rounds, the Hill Giant explodes in a shower of candy, which fills a 60 ft radius and creates difficult terrain.
80-81	Ghostly forms swirl in the air around you, causing all creatures in a 10 foot radius sphere to be affected by <i>Confusion</i> , versus your spell save DC. This spell does not use your concentration and you cannot choose to dismiss it.
82-83	A bluish white ring appears around the edge of your irises. When you look at any image, the image's eyes appear to follow you. In your peripheral vision, the image appears to be spectral or skeletal.
84-85	An aura of fear washes out from you. All creatures within a 20 ft radius must make a DC 15 Wisdom saving throw or become frightened of you for 1 minute. The creature can attempt the saving throw at the end of each of its turns, ending the effect on a success.
86-87	The scent of brine and rotting vegetation washes over you, as your body morphs into that of a swamp monster, gaining the effect of <i>Aquatic Adaptation</i> from the <i>Alter Self</i> spell for the next 1d12 hours.
88-89	A ghostly wail sends a chill down your spine. You gain disadvantage on all saving throws made against being frightened for 24 hours, as a single lock of your hair turns white.
90-91	1d4 <i>Imps</i> appear within 10 feet of you. They spend their actions taunting and mocking you, causing you disadvantage on all attacks, saving throws, and ability checks. The imps disappear after 1d4 rounds.
92-93	Strips of moldy white cloth appear in the air and wrap themselves around your body. You are restrained and gain vulnerability to fire damage, while the strips are wrapped around you. There are 1d4 + 1 strips of cloth. Each strip takes an action to remove.
94-95	Your face shrinks, withers, and falls off. You gain advantage on all Charisma (Intimidation) checks, and gain disadvantage on all other Charisma-based checks. If you still have possession of your face after 10 hours, it grows tiny spider legs, climbs up your body, and reattaches itself. Otherwise, this effect is permanent, unless affected by <i>Regenerate</i> or other similar magic.
96-97	Thousands of scarab beetles pour out of the ceiling, falling on all creatures within a 20 foot radius of you (if there is no ceiling, they scuttle out of the ground). All creatures in this area take 2d4 points of piercing damage and gain vulnerability to necrotic damage, as the beetles burrow under their flesh. This effect lasts for 3d8 hours, or until it is removed by <i>Remove Curse</i> .
98-99	A magical <i>Broom of Flying</i> appears in your hands (see <i>Dungeon Masters Guide</i>). The broom's name is Laticia, and she is not happy about being summoned. Laticia is under the control of the DM, and she does her best to hamper your efforts for 2d8 rounds, after which point she disappears in a puff of purple smoke.
100	All pockets and pouches on your person begin to bulge as they are magically filled with candy. Any objects in these spaces are pushed out and fall harmlessly to the ground. This effect lasts for 24 hours, during which time your pockets are unusable. Any time you remove candy, more candy appears to fill its place.

Adventure 7: The Hag's Tooth

"Don't think you fool me, what with your costumes and cuteness. I am terribly intelligent, and intelligently terrible, for that matter, and with all these eyes I can see right through you. I might not have children of my own, well, other than those weird wretches I've dreamed into existence, but I know all your tricks. Children are a half-step away from fiendish deviltry at any moment. Now, normally I would disintegrate anyone I suspected of possessing such potential, but tonight I'm feeling generous. Take a hardened Hag Claw, one each. And don't try to take two, you know nothing escapes my sight. If you crack a tooth, I know someone who can help..."

--Behold, the beholder

The veil between worlds thins on Liar's Night, and a fiend comes to claim a son: in both body and soul. This adventure is designed for **Tier 1 (Level 1-4)** characters.

Scene A: Pumpkin Faces In The Night

The adventure begins as the sun is setting on Liar's Night in a small village off the main trade routes. It is a humble place, but the festive spirit of the season has a home here.

The children of the village are gathering in the village square to parade around it in their costumes as the older residents congregate and find places to watch from the perimeter.

The characters have some time to explore and interact with the locals. The village square is decorated with torches, carved pumpkins, and small sackcloth ghosts. Nothing is for sale, but several villagers have food or drinks warming over fires at the edges of the square that they're sharing with their fellows. The interior of the village square is otherwise kept clear in anticipation of the children's parade. The town well is at the center of the square. There are a few points of interest about the town:

- **Abrien.** A boy who will turn thirteen the next day. Abrien is known to talk to himself in a strange language that no one else in the village speaks (**Infernal**). The other villagers presume he invented it and it's just an odd quirk, but something about the sound of it has always made them uneasy. His parents, Alerrel and Eidna, are utterly ordinary. They keep goats and make cheese.
- **Townfolk.** Other people in town can offer their opinions of Abrien, either unsolicited ("I love Liar's Night, don't you? I just wish that boy wasn't here. That odd speech of his makes me feel like a black cat is walking across my grave." -Eriliss, the woodcarver) or if asked ("Oh, Abrien? Bit unusual, that lad, but his parents are decent folk. I don't think much of it, we all have our quirks, right? Odds are he'll grow out of it. I had an imaginary friend myself until I was ten. Course, he's almost thirteen. His birthday's tomorrow, if I'm not mistaken..." -Berrel, the miller).
- **The Children's Parade.** Abrien can be seen keeping to himself near the center of the village square while the other children run and play and their parents try to get them to form a line for the parade. Characters who try to engage with Abrien find that he seems to have forgotten how to speak **Common** and only responds to questions posed in Infernal. To these he answers, suddenly wild-eyed but still distant, "Nanny's calling, she's saying, 'Come to me,' and we all must answer. Six sins yet to be done, six times round for the young ones, six fiends will have their fun, and to Hell we all will go..." After this he withdraws and will only repeat the rhyme when prompted.

There is another peculiarity about the town that the characters might know or learn in conversation with the townfolk. A spirit is believed to live in the woods and visits households in the shape of a child. It asks for

shelter, and if it is given, it is gone by morning without a trace other than a strange gift (see *Hag's Gifts* sidebar). Six of the village households have received these visits and they all keep the gifts on display in their homes. Despite their disturbing appearances, they take them to be good luck charms and indicators of their hospitality and better nature.

Hag Gifts

Hags make these items to spy on their future victims. Nanny Night Crawl used them to keep track of births in the village so that she could choose a child to corrupt. Use the following list as possible gifts the villagers may have received from the hag.

- *An unnatural animal figurine, such as a black stone goat with six horns*
- *A doll that is found in a different place every time the residents return home*
- *A fire log that never burns out and gives off yellow smoke*
- *A kitchen knife that shows a reflection of the holder as a corpse*
- *A comb that stains the user's hair a sickly green*
- *A polished stone that looks unnerving like an eye*



The only household that has one of these items and a child of their own is Abrien's, see the *Liar's Nighth Traditions* sidebar for more information. Shern, a former forager, is the only villager to have ever denied the spirit's request. He claims it left in a fury and imparted on him a soul-chilling fear of the woods. He's been unable to earn a living ever since. Most of the other villagers think he's telling tales so that he can stay home and drink.

Liar's Night Traditions

The truth behind the mysterious visiting spirit is a **night hag** by the name of Nanny Night Crawl is looking for a child to take on as her own. She takes on the form of a child to visit the villagers and leave items in their homes through which she can listen to them. She pays particular attention to the births of children, for she wants one of her own. Abrien is her chosen child, particularly because he was born so close to Liar's Night. When he lost one of his teeth as a toddler, she planted one of her own in his mouth. She can speak to him through it, and he can respond to her. Her plan is that when he turns thirteen at midnight, she will claim his soul and he will turn into a **cambion**.

Scene B: Bonfires Burning Bright

As the festivities approach their zenith, the children are lined up for the parade and the adults have formed a wide ring around the town square to watch. Just then, the wind picks up, making the sackcloth ghosts flutter about and carrying a sound like a wailing mourner. Abrien leaps onto the ledge of the well, suddenly lucid and manic, and yells in Common for all to hear, "She calls! She calls and we must answer, and come to her!" With this, a wall of black thorns erupts out of the ground around the square, separating the adults from the children. Several adults are caught in the thorns and cry out in pain and alarm.

The wall of black thorns is 20 feet high, 5 feet thick, and surrounds the entire village square. Each 5-foot-square section of thorns counts as difficult terrain and has AC 11, 7

hit points, immunity to psychic damage, and vulnerability to fire and slashing damage. The thorns restrain any creature that starts its turn within 5 feet of them. Any creature that starts its turn restrained by the thorns takes 2 (1d4) piercing damage as the thorns press into them. Once a creature is restrained, it can break free with a successful **DC 12 Strength (Athletics) check** or if the wall within 5 feet of it is destroyed. A destroyed section of wall grows back two rounds later.

When the thorn wall takes shape, it restrains a number of adult villagers (**commoners**) equal to half the number of player characters, rounded down. The commoners act on initiative count 1 and each have 4 hit points, so the characters have two rounds to save them.

At the start of the second round, the following takes place:

With guttural roars and the fractured wailing of a damned soul, six blood-red imps burst through the thorn wall driving infernal horseless carts. The carts sit low to the ground and appear to be made of crudely twisted metal with rough stone wheels with chains wrapped around them. The horrible noises issue forth from whatever mixture of magic and mechanics sets them in motion. The children of the village watch entranced and enraptured. The imps beckon them aboard, their expressions clearly showing malevolent intentions. Abrien stands motionless and wide-eyed in the middle of the square.

Six **imps** driving **infernal go-carts** have appeared. Statistics for the infernal go-carts follow the end of this adventure. The imps each intend to drive six laps around the square with a child on board, after which the child's soul will be tilted towards a life of selfish rebellion ending in damnation. The imps are forthcoming with this information if asked, gleefully mocking the characters. If the characters try to negotiate a deal, the imps will exchange a child for a character's commitment to perform six evil deeds within six years.



On their first turn, the imps throw their **dust of infernal madness** into the fires in the square, all adventurers must make a **DC 12 Wisdom saving throw** or acquire a short-term infernal madness (see **Table 7: Liar's Night Infernal Madness**). Adventurers who fail the check by 5 or more acquire a long-term infernal madness. The children are charmed by it and move to board the infernal go-carts unless stopped. The dust does not affect the imps. The imps only fight if they are prevented from driving or if a child is kept from them. They are intent on completing the ritual and do not flee if wounded as they know they will reform in the Nine Hells if their material bodies are destroyed here.

Each imp needs to complete six laps of the square with the same child on board to complete their portion of the ritual and corrupt the child's soul. An imp can complete a lap in one round if it uses its action to dash. The imps abandon the children and drive off into the woods once their portion of the ritual is completed. Keep track of the number of children the characters save as it

will affect the final encounter. They disappear into the shadows of the forest if pursued, leaving behind only echoes of their mocking laughter. Any abandoned carts turn to charcoal ash and scrap metal with dawn's first light.

Abrien remains apart from the proceedings, watching from the center of the square and resistant to being moved. The influence of this display of infernal power serves to push Abrien towards becoming a **cambion** at midnight, but the imps' portion of the ritual does not need to be successful to accomplish this.

Proceed as follows after the encounter with the imps conclude. Adapt as necessary if Abrien was moved from the square or if the characters all went into the woods.

As the last of the carts go silent, the infernal smoke from the imps' powder coalesces into a large shadow cat next to Abrien. It bows before him as he mounts it, arches its back, and leaps over the thorn wall before bounding into the forest. Left in its wake are a trail of large, smoking paw prints. Abrien's parents fall to their knees, weeping and holding each other, and beg for someone to do something.

The trail is easy to follow in the moonlight, even in the dark of the forest. If the characters make inquiries of the villagers before pursuing the cat, the consensus is that it headed in the direction the spirit child always came from. Shern is suddenly convinced of his righteousness and suggests that the gifts the child left may have some power. Abrien's parents have nothing of value to offer other than the gift the child left in their house. The offer it freely if the characters think it will help somehow.

Each of the other gifts can be found with a successful **DC 15 ability check**. Player creativity should be encouraged and rewarded here. Appropriate ability checks include **Wisdom (Perception)**, **Intelligence (Investigation)**, **Charisma (Persuasion or Intimidation)** but do not need to be limited to these. Make note of the greatest number

of checks a character makes as it will affect the final encounter. On a failed check, the villagers are not forthcoming because they are embarrassed, superstitious, in denial, or ashamed. If the characters take any of the gifts with them, Nanny Night Crawl can listen to them and will take advantage of any plans they discuss. When the characters are ready to go after Abrien, proceed to **Scene C**.

Scene C: I Remember Liar's Night

The cat's trail leads to a clearing in the forest. Tree branches reach over it like grasping claws. In the center is an enormous pumpkin, twenty feet tall and hollowed out, its front surface carved into a devilish face. Green mist rolls down from the window eyes, illuminated from inside by the dancing light of a flickering flame. The mouth functions as an open doorway. The interior appears to be a dwelling of some sort and you can just make out shelves filled with odd knickknacks and tchotchkes. A menacing hiss comes from the shadows as the cat reveals itself, arching its back and showing its fangs. Abrien's silhouette appears briefly in one of the windows and then retreats further inside.

The **cat** has the statistics of a **saber-toothed tiger**. The ground is covered in pumpkin vines that move and try to trip the characters. Any character that moves more than 10 feet on their turn must succeed on a DC 14 Dexterity saving throw or fall prone.

Abrien transforms into a **cambion** 13 rounds after the encounter with the cat begins, less the greatest number of checks a single character made looking for the gifts in **Scene B**.

The pumpkin has grown around the skull of a giant. On the lower floor is Nanny Night Crawl's kitchen and dwelling area. The shelves are filled with books on macabre subjects (*Extracting Pixie Dust And Sprite Spirits*, *The Misery Of Mortals*, and *Making Souls Scream*) and items like an eye in amber that still moves or a mouse in a jar that suffocates and revives itself over and over. There is a ladder that leads up to the second floor bedroom.



Her bed is made of a burlap sack stuffed with stinging nettles and her treasure, a sack made of elfskin leather that holds **140 sp, 40 gp**, and **11 yellow-green chrysoberyl gems worth 100 gp** each. Any creature that sleeps on it or reaches inside it must succeed on a **DC 15 Constitution saving throw** or be poisoned until they complete a long rest. A character who makes a successful **DC 12 Wisdom (Perception)** check finds a trinket from *Table 2: Liar's Night Trinkets*. A character who succeeds by 5 or more finds two.

As the characters fight the cat, Nanny Night Crawl (**night hag**) mocks them from the windows.

"The boy is mine! What did his parents ever do, they could barely feed him and keep a roof over his head. I gave him counsel and comfort, and now he'll care for me in turn, such a dear. Look at these brave heroes, Abrien! They strike out at shadows, hoping to drag you back to the pathetic life of the village. At midnight, you'll have more power than any of them!"

She joins in the battle if anyone moves to enter the pumpkin. She prefers to cast magic missile from the windows as they provide half cover and then negotiate a resolution to her advantage. If she is reduced to half of her hit points, she drops her hold on Abrien and plane shifts away, swearing revenge.

Nanny Night Crawl is a very difficult opponent but she can be negotiated with. If the characters have collected any of her gifts, she sneers and says she has no more use for the village now that Abrien is committed to her. Abrien can be convinced that she has manipulated him and to abandon her with a successful **Charisma (Persuasion)** check. The DC of the check is 20 minus the number of gifts the characters show him as evidence, the number of children he saw them save from the imps, and the number of characters reduced to 0 hit points during the fight as the true horror of the situation dawns on him. Nanny Night Crawl will give up Abrien if two or more characters swear to give her their next born children.

In the event that the characters don't successfully free Abrien by the end of 13 rounds, his soul becomes Nanny Night Crawl's property and he transforms into a **cambion** with a howl of anguished fury. He flies to the village and rains firerays down upon the buildings, leaving the town alight and in a panic before flying off into the night. Nanny Night Crawl's work is done here and her pumpkin house crawls away on its vine tendrils.

If the characters free Abrien from Nanny Night Crawl, the village will have to be purged of all her gifts to remove her influence for good. She will still be able to listen to the characters if they keep the gifts for themselves and will wait patiently for the opportunity to make their lives miserable.

Adventure Rewards

Combat Experience

Creature	Experience
Cambion	1,800
Imp	200
Night Hag	1,800
Saber-Toothed Tiger	450

Non-Combat Experience

Each Child Recued	100
Free Abrien	900

Treasure & Rewards

Nanny Night Crawl's home contains her personal treasure of **140 sp**, **40 gp**, and **11 yellow-green chrysoberyl gems worth 100 gp each** as well as a number of trinkets from *Table 2: Liar's Night Trinkets*. The adventurers can also choose to keep some or all of the Hag's Gifts they. In addition, characters may acquire a packet of **Dust of Infernal Madness** (see below for item description).

Dust of Infernal Madness

Wondrous Item, Minor, Uncommon

Found in a small, sealed paper packet, this dust resembles ash that flickers with scintillating color when exposed to fire light. There is enough of it for one use. As an action, this packet can be thrown into an open flame. Until the end of your next turn, the flame burns deep red shedding dim light in a 10-foot radius and smokes excessively lightly obscuring the same area. When a creature enters the smoke for the first time on a turn or starts its turn there, it must make a **DC 12 Wisdom saving throw**. On a failure, the creature acquires a form of short-term madness (see *Table 7: Liar's Night Infernal Madness*). Creatures who do not require air are not affected.

Infernal Go-Kart

The details on this vehicle can be found on the next page.

INFERNAL GO-KART

Medium vehicle (300 lb.)

Creature Capacity 2 small creatures

Cargo Capacity 100 lb.

Armor Class 16 (14 while motionless)

Hit Points 15 (damage threshold 5, mishap threshold 10)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	0	0	0

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Jump. If the Infernal Go-Kart moves at least 30 feet in a straight line, it can clear a distance of up to 15 feet when jumping over a chasm, ravine, or other gap. Each foot it clears on the jump costs a foot of movement.

Prone Deficiency. If the Infernal Go-Kart falls prone, it can't right itself and is incapacitated until flipped upright.

ACTION STATIONS

Helm (Requires 1 Crew). Drive and steer the Infernal Go-Kart.

REACTIONS

Juke. If the Infernal Go-Kart is able to move, the drive can use its reaction to grant the Infernal Go-Kart advantage on a Dexterity saving throw.

An infernal go-kart is a four-wheeled infernal war machine built for speed and maneuverability. It is fueled by pieces of split *soul coins*. The act of splitting a soul coin causes intense agony for the soul contained within, and the engines of infernal go-karts shriek and scream. The go-kart's open cockpit offers little protection to its pilot. Chains wrapped around its stone wheels tear up the ground as it moves and make abrasive grinding noises when it drifts into sharp turns. The complete rules for infernal war machines and *soul coins* are included in *Baldur's Gate: Descent Into Avernus*. For this adventure, the following abridged rules can be used:

- While the infernal go-kart is not moving, attack rolls against it have advantage. If it has a 0 in an ability score, it automatically fails any ability check or saving throw that uses that score.
- The infernal go-kart is fueled by a split *soil coin* inserted by Nanny Night Crawl before she sent them through the wall of black thorns. As such, they each have enough fuel for 1 hour before pattering to a stop.
- If the vehicle takes damage from a single source equal to or greater than the mishap threshold, then it suffers a mechanical failure and comes to a stop. It can be restarted if a creature uses its action and makes a successful DC 15 Intelligence check (the mishap rules in *Baldur's Gate: Descent Into Avernus* may be used instead if you have access to them).

Table 7: Liar's Night Infernal Madness

Exposure to the Night Hag's infernal alchemical dust has driven you a bit mad, to say the least. After the sneezing a choking subsides, you find yourself seeing the world in a new way, perhaps for a long, long time.

Infernal Madness Tables

d6	Short-Term Infernal Madness (lasts 1d10 minutes)
1	The character is convinced they are a scarecrow and uses their action to attempt to hide in plain sight by remaining still until clearly discovered.
2	The character hears nothing but the shrieking of a soul being consumed by an infernal engine ringing in their ears and suffers from the deafened condition for the duration.
3	The character has a vision of being lost in a corn maze and can only use their action to dash in random directions. Another creature can pull them out of vision by successfully grappling and moving them in any direction.
4	The character sees their body turn incorporeal, and believes that they have died and transformed into a ghost. The character is stunned for the duration.
5	The character's greatest nightmares swirl into being at the edges of their vision. The character is frightened for the duration.
6	The character is possessed by a need for speed and moves as far as it can on its turn.

d6	Long-Term Infernal Madness (lasts 1d10 x 10 hours)
1	The character is compelled to wear a mask or costume, or paint their face to conceal their identity.
2	The character is convinced that their soul was lost and they need to make a deal with a consenting creature to procure theirs.
3	The character will eat or drink anything that is (purportedly) flavored with pumpkin spice.
4	Given the opportunity, the character will gorge themselves on sweets until they suffer from the poisoned condition.
5	The character thinks any food given to them is poisoned or has razor blades hidden in it.
6	The character sees ill omens everywhere and is convinced they have 7 years of bad luck.

d6	Indefinite Madness (Flaw, lasts until cured by <i>Remove Curse</i>)
1	"I can only really be myself by wearing a costume."
2	"Anyone who doesn't give me something deserves to have a trick played on them."
3	"I need to decorate my clothes with bright colors so that I'm visible in the dark."
4	"I wait to make important decisions until the last possible day, often leaving me inadequately prepared."
5	"When wearing a costume, I fully believe I am whatever creature I am dressed up as."
6	"I can speak to spirits of the dead that no one else can see. I must make everyone understand, so that they will listen to the words of the spirits, as I do."