



# HALLOWEEN TOWN ENCOUNTERS

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DUNGEONS & DRAGONS

Your favorite Nightmare Before Christmas Characters  
Stated for use in Dungeons & Dragons 5th Edition



# WELCOME TO HALLOWEEN TOWN

If you haven't wondered where holidays come from, I'd say, it's time you begun!



Created by Dungeon Master Paul Weber

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Dungeon Master Paul Weber



## ANIMATED PUMPKIN

A seemingly normal looking pumpkin or jack-o'-lantern that is infused with magic. These small constructs have the ability to hover about 10 feet off the ground. Once an animated pumpkin targets a foe it lifts from the ground and soars towards it where upon getting in range will explode into an blazing explosion. Animated Pumpkins that haven't targeted a creature and are destroyed still explode upon being destroyed making these constructs a ticking death trap.



### ANIMATED PUMPKIN

*Small construct, unaligned*

Armor Class 8  
Hit Points 10 (2d6)  
Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3(-4)	7(-2)	11(+0)	3(-4)	6(-2)	10(+0)

Damage Immunities fire  
Damage Vulnerabilities bludgeoning  
Senses blindsight 30 ft. (blind beyond this radius) passive  
Perception 7  
Languages —  
Challenge 0 (10 XP)

**False Appearance.** While the pumpkin remains motionless, it is indistinguishable from a normal pumpkin.

**Death Burst.** When the pumpkin dies, it explodes in a burst of fire. Each creature within 10 feet of it must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

### Actions

**Combust.** The pumpkin explodes into a ball of fire destroying itself. Creatures within 30 feet of the pumpkin must succeed on a DC 10 Dexterity Saving Throw taking 7(2d6) fire damage on failed save or half as much on a successful one.





## BEHEMOTH

A behemoth is just that. A large and powerful monster. A behemoth is an undead creature that was once upon a time any large humanoid that has died as a result of a magic weapon that was lodged into the creature before its death and never removed. (Typically lodged into the brain) The magic from the weapon slowly drains its power into the creature causing mysterious and unknown effects to course the creatures body and dissipate from the weapon. Behemoth's aren't typically intelligent and more so wonder the planes in search of food that it doesn't even require. Often times when encountering a Behemoth, the weapon that caused its reanimation is still lodged in place.



### BEHEMOTH

*Large undead, any alignment*

Armor Class 8  
Hit Points 75 (9d10 + 26)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	9(-1)	18(+4)	3(-4)	6(-2)	5(-3)

Damage Immunities poison  
Condition Immunities poisoned  
Senses darkvision 60 ft., passive Perception 8  
Languages —  
Challenge 2 (450 XP)

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

**Magic Weapons.** The behemoth's weapon attacks are magical.

**Undead Fortitude.** If damage reduces the behemoth to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the behemoth drops to 1 hit point instead.

### Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target.  
Hit: 14 (4d6) piercing damage.

**Stomp.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target.  
Hit: 14 (4d6) bludgeoning damage.



## CLOWN

*Medium fiend (devil), chaotic neutral*

Armor Class 12 (Natural Armor)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	10 (+0)	9 (-1)	13 (+1)

**Skills** Deception +2, Insight +2

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** Frightened, Petrified, Poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Common, Infernal

**Challenge** 2 (450 XP)

**Devil's Sight.** Magical darkness doesn't impede the clown's darkvision.

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

**Rampage.** When it reduces a creature to 0 hit points with a melee attack on its turn, the clown can take a bonus action to move up to half its speed and make a bite attack.

### Actions

**Bite.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 5 (2d4) slashing damage.

**Tear Away Face.** The clown uses its action to remove its face revealing a terrifying black hole. Any creature who can see the clown must make a DC11 Wisdom Saving Throw or become frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this clown's tear away face for the next 24 hours.

**Flash & Trace (Recharge 4-6).** The Clown magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the Clown can make one bite attack. When the clown teleports it leaves a fog of smoke that creates magical darkness in the space it occupied.

*"I am the clown with the tear-away face, here in flash and gone without a trace."*

## CLOWN

A true fiend to behold. Riding a unicycle and wearing dirty entertainment clothing and a propeller hat, the Clown may appear to be non-threatening at first glance, but upon closer inspection the Clown is truly horrifying. As wide as it is tall, the Clown's appearance is no joking matter. The Clown wears a mask that it removes to reveal a terrifying black hole that is sure to make even the bravest of heroes shriek. The removal of the Clown's face has given it the appropriate nickname, "The Clown with the Tear-Away Face." The clown speaks both Common and Infernal in a likeable and laughable tone, however when the clown removes its face, its voice becomes a deep and booming spine-tingler, adding to its already frightening nature. The clown uses all these tactics to its advantage while also being able to magically teleport, there one second and gone the next. When it teleports, the clown leaves a magical fog that causes magical darkness for 1 minute in the space it occupied.







## CORPSE'S CHILD

This seemingly innocent looking undead creature has a dark and mysterious origin. Short and stocky in appearance, this humanoid-like child is sure to scare anyone who stumbles across it. Often mimicking the sounds of a crying child, the Corpse's Child often hides in dark alley ways waiting and luring would-be heroes and turning them into victims. From behind, and especially in the dark, the Corpse's Child appears to be an innocent young kid. Upon closer inspection one would be terrified to see that this undead creature is a rotting, walking, animated corpse with sewn shut eyelids and a sharp mix of adult and juvenile teeth.

**Undead Origins.** The Corpse's Child origin is both fascinating and horrifying. These undead children are born after a pregnant humanoid falls victim to sinister necromantic magic. On extremely rare occasions, such as if the child is developed enough within the womb, the child is born and continues to develop from infant to child in a natural course of time. The Corpse's Child is literally born from a corpse but still mysteriously ages and matures as if its brain lingers on the verge of the undead and the living.

**Undead Nature.** A Corpse's Child doesn't require air, food, drink, or sleep.

### CORPSE'S CHILD

*Small undead, neutral evil*

Armor Class 8  
Hit Points 12 (2d6+2)  
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	6 (-2)	16 (+3)	5 (-3)	6 (-2)	5 (-3)

Damage Immunities Poison  
Condition Immunities Poisoned  
Senses blindsight 30 ft. (Blind beyond this radius), passive Perception 8  
Languages —  
Challenge 1/8 (25 XP)

**Ambusher.** The corpse's child has advantage on attack rolls against any creature it has surprised.

**Mimicry.** The corpse's child can mimic the sound of a child or baby crying. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

**Undead Fortitude.** If damage reduces the corpse's child to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the corpse's child drops to 1 hit point instead.

### Actions

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



## CORPSE'S MOTHER

When a pregnant humanoid dies and then their corpse succumbs to sinister necromantic magic, the end result is a Corpse's Mother. These undead creatures are zombies but somehow their mother-like instinct is still attached to them.

These creatures care for and look after other undead children even if they aren't their own. A corpse's mother who lacks a child will often attempt to gain one by infecting living children with the plague of the undead.

**Undead Nature.** A Corpse's Mother doesn't require air, food, drink, or sleep.



### CORPSE'S MOTHER

*Medium undead, neutral evil*

Armor Class 8 (Armor type)

Hit Points 58 (9d8+15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	17 (+3)	5 (-3)	6 (-2)	9 (-1)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Understands the languages it knew in life but can't speak.

Challenge 1 (200 XP)

**Undead Fortitude.** If damage reduces the corpse's mother to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the corpse's mother drops to 1 hit point instead.

### Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 4) Piercing damage plus 2 (1d4) necrotic damage.



## CRAWLING TUB

Large construct, unaligned

Armor Class 19

Hit Points 39 (6d10+6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	13 (+1)	5 (-3)	3 (-4)	1 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, poisoned, exhaustion, frightened, paralyzed, petrified, Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

**Languages** —

**Challenge** 2 (450 XP)

**Antimagic Susceptibility.** The tub is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the tub must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the tub remains motionless, it is indistinguishable from a normal suit of armor.

**Charge.** If the tub moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked inside of the tub.

### Actions

**Ram.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) bludgeoning damage.

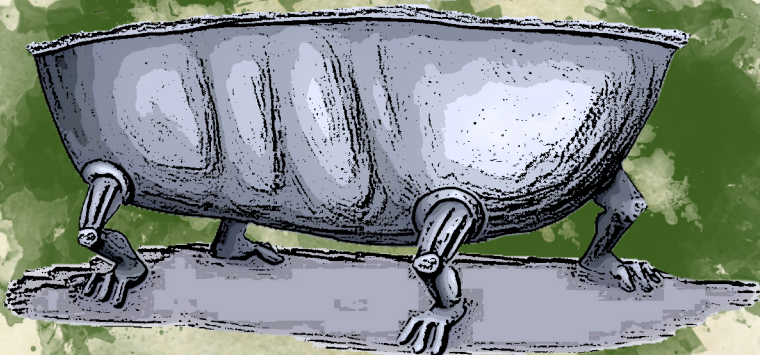
**Grapple:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target inside the tub. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a medium or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the tub can't grapple another creature. If the tub contains water the creature begins drowning at the start of its next turn.

## CRAWLING TUB

Of all the animated objects filling the Material Plane the Crawling Tub is a true horror. As the tub appears to be a bath of rest and relaxation, already exhausted adventurers fall victim to the Crawling Tub as they slide in when they are most vulnerable. When a defenceless victim enters, the tub will either immediately strike by grappling the victim inside, or it will simply wait until the victim is the most relaxed and unsuspecting. The Crawling Tub will often grapple its victims inside by squeezing its retainer walls and then drowns them as it refuses to let go. Most who fall victim to the Crawling Tub don't even know what happened as the tub appears as a normal bathing tub. More terrifying, the Crawling Tub is a semi-intelligent wandering construct that travels to areas where it knows it will have the most success.

**Animated Object.** Animated objects are crafted with potent magic to follow the commands of their creators. When not commanded, they follow the last order they received to the best of their ability, and can act independently to fulfil simple instructions.

**Constructed Nature.** An animated object doesn't require air, food, drink, or sleep. The magic that animates an object is dispelled when the construct drops to 0 hit points. An animated object reduced to 0 hit points becomes inanimate and is too damaged to be of much use or value to anyone.





## CYCLOPS CHILD

A Cyclops Child is the offspring of a Cyclops and is in every sense, a paradox, as it is a tiny giant. Unknown if these tiny creatures are spawned or birthed into existence, they rarely grow into a full-sized Cyclops. Fully formed Cyclops often use their tiny counterparts to do grunt work around their lairs that other Cyclops have difficulty doing. A Cyclops Child is nothing in size compared to a Cyclops, however the Cyclops Child does possess a fair amount of strength. A Cyclops Child typically spends most of its time trying to impress other Cyclops. To impress another Cyclops, the Cyclops Child will build them weapons, or hunt and kill prey to present to their large counterparts. A Cyclops Child typically weaponizes large sticks as clubs or any other blunt instrument they can find or make. Even if a Cyclops Child is without a weapon, they will use their vicious claws as weapons. The Cyclops Child will spend its downtime sharpening its claws on rocks or boulders. The sound of their claws screeching against stone and echoing throughout a cave is a god indicator a Cyclops and a Cyclops child may be nearby.



### DEVIL'S MINION

*Tiny fiend (devil), lawful evil*

Armor Class 13  
Hit Points 10 (3d4+3)  
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	13 (+1)	11 (+0)	15 (+2)	15 (+2)

**Skills** Deception +4, Insight +3, Persuasion +4, Stealth +5  
**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered  
**Damage Immunities** fire, poison  
**Condition Immunities** poisoned  
**Senses** darkvision 120 ft., passive Perception 11  
**Languages** Infernal, Common  
**Challenge** 1 (200 XP)

**Devil's Sight.** Magical darkness doesn't impede the devil's minion's darkvision.

**Magic Resistance.** The devil's minion has advantage on saving throws against spells and other magical effects.

**Steadfast.** The devil's minion can't be frightened while it can see an allied creature within 30 feet of it.

**Innate Spellcasting.** The devil's minion innate spellcasting ability is Wisdom (spell save DC 10). It can innately cast the following spells, requiring no material components:

*At will:* darkness, dispel magic, fear, heat metal, levitate

### Actions

**Claw.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target.  
Hit: 8 (1d8 + 4) slashing damage.

**Fork.** Melee Weapon Attack: +5 to hit, reach 10 ft., one target.  
Hit: 8 (1d8 + 4) piercing damage.

### CYCLOPS CHILD

*Tiny giant, chaotic neutral*

Armor Class 12 (natural armor)  
Hit Points 20 (4d4+12)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	5 (-3)	9 (-1)	11 (+0)

**Senses** passive Perception 6  
**Languages** Giant  
**Challenge** 1/4 (50 XP)

**Poor Depth Perception.** The Cyclops has disadvantage on any attack roll against a target more than 30 feet away.

### Actions

**Club.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target.  
Hit: 6 (1d6 + 3) bludgeoning damage.

**Claws.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target.  
Hit: 6 (1d6 + 3) slashing damage.



## DEVIL'S MINION

Devil Minions are tiny fiends that abide loyally to their hellish hierarchy. They appear almost as tiny horned devils and typically carry a pitch fork that they utilize as a weapon. Devil's minions will typically conjure on the Material Plane to do some sort of bidding for their master. They care little about themselves and will do anything to please their master. Although the minions wreak havoc and destruction on the Material Plane quite often, a large amount of them are in the 9 hells doing grunt work, torturing souls, or overseeing lesser devils and demons. Despite being tiny in size, these minions and their spellcasting ability make them a worthy threat.

## DR. FINKLESTEIN'S LAIR

Surrounded around an ancient cemetery within a dead forest, stands a crooked tower both frightening and enormous in appearance. Dr. Finklestein and most of his creations reside in this tower. Dr. Finklestein protects himself, locked away at the very top of this stair-less tower, while his creations of golems, and other constructs guard the lower levels. Lab equipment, supplies, textbooks, cobwebs, and magical items are allegedly littered throughout the tower.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), Dr. Finklestein rolls a d20. On a result of 11 or higher, Dr. Finklestein takes a lair action to cause one of the following effects. He can't use the same effect two rounds in a row.

- Walls and floors burst with an electrical current. Any creature within 60 feet of Dr. Finklestein that is touching a wall or floor must succeed on a DC17 Dexterity Saving Throw taking 1d10 lightning damage on a failed throw or half as much on a successful one.
- Gases form a cloud in a 20-foot-radius sphere centered on a point Dr. Finklestein can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

## DR. FINKLESTEIN

Once a mortal human, Dr. Finklestein was a scientist gone mad. His life was spent making ungodly creations from weapons, to constructs. Eventually Dr. Finklestein was finding that he was slowly losing himself to an inevitable death, so he constructed a humanoid-like shell to harness his own brain within so that he can continue living long after his corpse had decomposed. The mad scientist of constructs now lives on as a construct himself. Stowed away in his isolated and remote tower, Dr. Finklestein carries on unimaginable scientific experiments in his make-shift lab atop the tower. With not much strength or time before his death, Dr. Finklestein encountered problems constructing his humanoid shell. Far from perfection, Dr. Finklestein relies on a mobile chair and his constructs to help get him around.







## DR. FINKLESTEIN

Medium construct, chaotic evil

Armor Class 19

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	15(+2)	24(+7)	25(+7)	24(+7)	10(+0)

**Saving Throws** Int +9, Wis +6

**Skills** Arcana +9, History +9, Perception +10, Insight +6

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

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

**Damage Vulnerabilities** poison

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Common

**Challenge** 12 (8,400 XP)

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

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

**Magic Weapons.** The Dr.'s weapon attacks are magical.

### Actions

**Multiattack.** The Dr. makes two bite attacks.

**Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

**Hit:** 12 (2d6 + 5) piercing damage.

**Innate Spellcasting.** The Dr.'s innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

**At will:** detect thoughts, identify, mage hand, shocking grasp  
**3/day each:** phantasmal killer, animate objects  
**1/day each:** mass suggestion

**Mind Blast (Recharge 5-6).** The Dr. magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 31 (4d12 + 5) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### Reactions

**Spell Reflection.** If the Dr. makes a successful saving throw against a spell, or a spell attack misses it, the Dr. can choose another creature (including the spellcaster) it can see within 120 feet of it. The spell targets the chosen creature instead of the Dr. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.



## HARLEQUIN DEMON

*Medium fiend (demon), Chaotic Evil*

Armor Class 15

Hit Points 106 (16d8+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	20 (+5)	16 (+3)	13 (+1)	16 (+3)

Saving Throws Con +8, Int +5, Wis +5, Cha +4

Skills Deception +10, Insight +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 8 (3,900 XP)

**Creature Sense.** The demon is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

**Fear Aura.** Any beast or humanoid that starts its turn within 10 feet of the demon must succeed on a DC 14 Wisdom saving throw or be frightened until the start of the creature's next turn.

**Imix's Blessing.** When the demon reduces an enemy to 0 hit points, the demon gains 5 temporary hit points.

**Shadow Blend.** While in dim light or darkness, the demon can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the demon uses a bonus action to end it or until the demon attacks, is in bright light, or is incapacitated.

### Actions

**Multiattack.** The demon makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

**Claw.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

## HARLEQUIN DEMON

The Harlequin Demon is a fiend of horrors. It lacks any loyalty to anyone or anything other than itself. Horrific in appearance, the Harlequin Demon has an equally troublesome personality. This foul demon lurks in the dark, playing in shadows feeding off the deepest fears of others. A Harlequin Demon will remain silent yet somehow let other creatures know it's there just watching, and waiting. Harlequin Demons often prey on weak hearted creatures that can easily be literally scared to death. The older and more powerful a Harlequin Demon is the more advanced their target becomes.







## Hyde

A Hyde is an evil monstrosity that lingers in dark and usually abandoned dungeons waiting to enslave weaker creatures. Hyde's typically dress in humanoid clothing to hide their repulsive appearance, including wearing a long thick collared coat or cloak and a large top hat. Hidden beneath the Hyde's clothing, are their trusted chains used for both attacking and enslaving unsuspecting creatures. The Hyde will cauterize and mutate the creatures it enslaves in order to not only gain their compliance but also to make the creature as hideous and terrifying as the Hyde itself.

"The last thing I remember before waking up in this cage was the awful sound of rattling chains coming from the strangers coat..."

-Unknown Adventurer

### HYDE

*Medium monstrosity, chaotic evil*

Armor Class 15

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Deception +6, Intimidation +2, Stealth +9

Damage Resistances slashing piercing, and bludgeoning from non-magical weapons

Damage Immunities poison

Condition Immunities frightened, petrified, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, Common

Challenge 4 (1,100 XP)

**Aggressive.** As a bonus action, the Hyde can move up to its speed toward a hostile creature that it can see.

**Ambusher.** In the first round of combat, the Hyde has advantage on attack rolls against any creature it surprised.

**Sunlight Sensitivity.** While in sunlight, the Hyde has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Mental Resistance.** The Hyde has advantage on saving throws against being charmed, and magic can't paralyze it.

### Actions

**Necrotic Gaze.** The Hyde targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

**Whip.** Melee Weapon Attack: +14 to hit, reach 30ft., one target. Hit: 15 (2d6 + 8) slashing damage and the target must succeed on a DC 15 Strength saving throw or be pulled up to 25 feet toward the Hyde.



## IGOR

*Small construct, neutral*

Armor Class 9 (Armor type)

Hit Points 40 (6d8+20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

**Damage Immunities** lightning, poison; bludgeoning, piercing, and slashing from non magical weapons that aren't adamantite

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

**Senses** darkvision 60 ft., passive Perception 10

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

**Challenge** 1 (200 XP)

**Aversion of Fire.** If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

**Lightning Absorption.** Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

**Magic Weapons.** The Golems weapon attacks are magical.

### Actions

**Slam.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target.  
Hit: 6 (1d8 + 2) bludgeoning damage.

## IGOR

Not much is known about this short and stumpy construct other than it resembles a quickly and poorly put-together hunchback flesh golem. Igor does whatever it can to please its master or creator but because of its low intelligence, even the simplest of tasks are difficult.

**Constructed Nature.** A golem doesn't require air, food, drink, or sleep.







## LOCK, SHOCK, & BARREL

Mischievous fey, Lock, Shock, and Barrel are typically always found together. This terrible trio takes pleasure in not only the misery of others, but also by betraying those who've grown close to them. Twisted morals, and a lack of respect for anyone or anything other than one another, Lock, Shock, and Barrel usually stay one step ahead of others. They enjoy breaking promises, lying, and cheating. The band of misfits are also frightening in appearance, usually wearing fitted masks to conceal their undead looking faces. At first glance one would assume the trio are just young children in costumes, but upon closer inspection the true horror can be seen.

**Lock.** Lock stands taller than Shock and Barrel and typically wears a devil-like mask to conceal his pale and corpse-like face. Concealing himself to look like a devil, Lock has a real Tiefling-like tail.

**Shock.** The female in the trio is Shock and she stands shorter than Lock but taller than Barrel. Shock conceals herself in a hag-like costume as her true appearance would have one thinking she is the child of a hag.

**Barrel.** Standing shortest but most stout amongst the band of misfits is Barrel. Barrel often keeps his skeleton-like face revealed or covered by a skeleton mask. Barrel is more likely to be the

### LOCK, SHOCK, BARREL

*Small fey, Chaotic Evil*

Armor Class 10 (Armor type)

Hit Points 20 (4d6+9)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	14(+2)	11(+0)	12(+1)	13(+1)	19(+4)

Skills Sleight of Hand +8, Deception +5 Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1/2 (50 XP)

**Pack Tactics.** The Misfit has advantage on an attack roll against a creature if at least one of Misfit's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Cunning Action.** On each of its turns, the Misfit can use a bonus action to take the Dash, Disengage, or Hide action.

#### Actions

**Dagger.** Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 8 (1d4 + 6) piercing damage

**Scare (1/Day).** One creature of the Misfit's choice within 20 feet of it must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if Misfit is within line of sight, ending the effect on itself on a success.

**Terrifying Glare.** The misfit targets one creature it can see within 30 feet of it. If the target can see the misfit's true face, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the misfit's next turn. The frightened target is paralyzed.

#### THE MISFITS:

Lock, Shock, & Barrel all have the same statistics, features, and abilities and all act on their own initiative count. The table represents an individual misfit and not all three combined.



# Mayor

The mayor of Halloween town is a tidal wave of emotions and attitudes. He can go from a good mood to hysterical in the blink of an eye. While in a good mood the Mayor daunts a generically happy face, but when things aren't going to the Mayor's liking, his head rotates a full 180 degrees expressing a foul expression. The Mayor lacks good decision making skills and is easily frustrated. Often dressed to impress in formal clothing, with a hat taller than he is, the Mayor also dons a spider bow-tie that he can animate to life as his loyal companion.



## ANIMATED SPIDER

*Tiny construct, unaligned*

Armor Class 13  
Hit Points 10 (3d4 + 3)  
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14(+2)	16(+3)	1(-5)	10(+0)	2(-4)

Skills stealth +6  
Senses darkvision 60 ft., passive Perception 10  
Languages —  
Challenge 0 (10 XP)

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

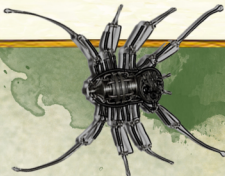
**Immutable Form.** The spider is immune to any spell or effect that would alter its form.

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

**Magic Weapons.** The spider's weapon attacks are magical.

## Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.



## MAYOR

*Medium monstrosity, chaotic neutral*

Armor Class 11  
Hit Points 67 (9d8 + 27)  
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	16(+3)	14(+2)	15(+2)	19(+4)

Skills deception +4, persuasion +4  
Senses passive Perception 11  
Languages Common  
Challenge 2 (450 XP)

**Reckless.** At the start of its turn, the Mayor can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

**Animate Spider.** The Mayor can use his action to animate his spider tie. The spider acts on the same initiative count as the Mayor.

## Actions

**Fist.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) bludgeoning damage.

**Terrifying Glare.** The Mayor targets one creature it can see within 30 feet of it. If the target can see the Mayor, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the Mayor's next turn. The frightened target is paralyzed.



## Mummy Boy

Raised by dark funerary rituals, a mummy shambles from the shrouded stillness of a time-lost temple or tomb. Having been awoken from its rest, it punishes transgressors with the power of its unholy curse. This is no different for children who were mummified. Mummified children can be just as cruel and wicked, if not more so, than their elders. Often mummified children lacked discipline in their life time and that tends to carry over into their afterlife, making these creatures a burden to deal encounter.

**Undead Archives.** Though they seldom bother to do so, mummies can speak. As a result, some serve as undead repositories of lost lore, and can be consulted by the descendants of those who created them. Powerful individuals sometimes intentionally sequester mummies away for occasional consultation.

**Undead Nature.** A mummy doesn't require air, food, drink, or sleep.



### MUMMY BOY

*Small undead, lawful evil*

Armor Class 10  
Hit Points 20 (4d6+10)  
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +1

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60ft., passive Perception 10

Languages the languages it knew in life

Challenge 1 (700 XP)

### Actions

**Multiaction.** The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

**Rotting Fist.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 5 (1d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

**Dreadful Glare.** The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 10 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.





## NIGHTMARE REINDEER

A nightmare Reindeer is simply reanimated skeletal remains of a reindeer. Although some Nightmare Reindeer have rotting flesh hanging from their bones, most are thin and decayed bones. These creatures retain their ability to magically fly and are still quite strong, capable of pulling objects up to ten times their weight.

**Habitual Creatures.** In addition to still being able to fly, Nightmare Reindeer also retain their preference for cold weather, and most of these creatures don't even realize their dead. Nightmare Reindeer continue living they way they did before they died, and still fear death as if they had never died at all.

### NIGHTMARE REINDEER

*Medium undead, unaligned*

Armor Class 12  
Hit Points 42 (5d12 + 10)  
Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	5 (-3)	10 (+0)	10 (+0)

Skills Perception +4  
Senses passive Perception 14  
Languages understands Common, Elvish, and Sylvan but can't speak them  
Challenge 2 (450 XP)

**Charge.** If the reindeer moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

#### Actions

**Ram.** Melee Weapon Attack: +6 to hit, reach 10ft., one target.  
Hit: 11 (2d6 + 4) bludgeoning damage.

**Antlers.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target.  
Hit: 22 (4d8 + 4) slashing damage.



## NIGHTMARE SCARECROW

A hellish construct that is magically imbued and much more powerful than normal construct scarecrows. Unlike other scarecrows, the Nightmare Scarecrow isn't entirely made of straw, instead it's the bones of deceased humanoid remains topped with a pumpkin head. The humanoid remains that make a Nightmare scarecrow are always from a creature that died a horrible or painful death, usually those whom still had a lot more life worth living. Terrifying in appearance, the Nightmare Scarecrow also has the ability to set itself ablaze and often does so as it chases unsuspecting victims through highly flammable fields.



### NIGHTMARE SCARECROW

*Medium construct, chaotic evil*

Armor Class 12 (Armor type)  
Hit Points 52 (8d8 + 16)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	13 (+0)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire, poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

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

**Challenge** 2 (450 XP)

**False Appearance.** While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

**Ignited Illumination.** As a bonus action, the scarecrow can set itself ablaze or extinguish its flames. While ablaze, the scarecrow sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

**Heated Body.** A creature that touches the scarecrow while its using its ignited illumination or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

### Actions

**Multiattack.** The scarecrow makes two claw attacks.

**Claw.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

**Terrifying Glare.** The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.



## NIGHTMARE TOYS

*Small constructs, unaligned*

Armor Class 9  
Hit Points 10 (3d6)  
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	8(-1)	11(+0)	1(-5)	3(-4)	6(-2)

Skills Perception +5

Damage Immunities poison, psychic

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

Senses blindsight 60ft. (blind beyond this radius), passive

Perception 6

Languages —

Challenge 0 (10 XP)

**Antimagic Susceptibility.** The toy is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the toy must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**Ambusher.** The toy has advantage on attack rolls against any creature it has surprised.

**False Appearance.** While the toy remains motionless, it is indistinguishable from a normal toy.

### Actions

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target.  
Hit: 1 (1d4+1) piercing damage.

## NIGHTMARE TOYS

Nightmare toys are constructed and animated toys that at first glance appear to be harmless toys. Upon closer inspection these toys are hellish in appearance and are terrifying to behold. Constructed by those whom are pure evil, these animated toys can cause not only lingering terror, but pain and death as well.

**Cart Duck.** The Cart Duck is a wooden-built duck that sits upon a four-wheeled cart. The duck is vicious in appearance and just as aggressive in its constructed nature.

**Jack-in-the-Box.** The Jack-in-the-Box is a simple looking and functioning toy. A box containing a spring-loaded puppet that pops out when the crank is spun a specific number of times. The puppet within this Nightmare Jack-in-the-Box is capable of lunging out of the box and snapping and biting unsuspecting creatures.

**Stuffed Beast.** The stuffed beast closely resembles any stuffed beast toy that one would find tucked close to a sleeping child, however upon closer inspection the stuffed toy has an evil demeanour on its face and very real, very sharp teeth.





## NIGHTMARE WREATH

*Small construct, unaligned*

Armor Class 13 natural armor

Hit Points 37 (5d6+22)

Speed 0 ft., fly 30 ft. (Hover)

STR	DEX	CON	INT	WIS	CHA
16(+3)	7(-2)	16(+3)	9(-1)	12(+1)	7(-2)

Skills Perception +8

Damage Immunities cold, poison, acid

Condition Immunities charmed, frightened, petrified, poisoned

Damage Vulnerabilities fire

Senses passive Perception 6, darkvision 60 ft.

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

Challenge 2 (450 XP)

**False Appearance.** While the wreath remains motionless, it is indistinguishable from a normal wreath.

**Antimagic Susceptibility.** The wreath is incapacitated while in the area of an antimagic field if targeted by dispel magic, the wreath must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**Extended Reach.** The wreath can have up to four Branch-like arms at a time. Each arm can be attacked (AC 10; 5 hit points; immunity to poison and psychic damage vulnerable to fire damage). Destroying an arm deals no damage to the wreath, which can extrude a replacement arm on its next turn.

### Actions

**Multiattack.** The wreath makes four attacks with its branch arms, uses Reel, and makes one attack with its bite.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

**Branch.** Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 12). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the wreath can't use the same branch on another target.



## NIGHTMARE WREATH

Constructed by dark magic, these small constructs are perfect for inconspicuously guarding entrances to structures or rooms. The Nightmare Wreath looks identical to a normal holiday wreath, however once within range, the wreath will animate opening its foggy-white eyes, and its displaying its teeth filled mouth. Although the Wreath doesn't require food, it constantly eats whatever it can, aside from specific creatures its creator deems inappropriate. Because the Wreath has no stomach, it quickly shreds and grinds its target into tiny pieces where the remains are sent to another plane of existence when swallowed. The Nightmare Wreath grapples up to four targets with its four different branch-like arms that can extend up to 50 feet in length. Each arm is capable of growing back if destroyed, until the wreath has died or falls unconscious. Despite its small size, the wreath and its arms are incredibly strong.



## OOGIE BOOGIE

Oogie Boogie also known as the Boogie Man, is a foul undead creature that is arguably one of the most evil and heinous beings in existence. Oogie Boogie is collection of worms, maggots and other slimy insects wrapped in a poorly stitched sack. Although Oogie's origin is unknown, he is rumored to have been spawned into existence by an evil cult or plagued into existence by vengeful deities and demigods. Oogie Boogie has no other purpose than to cause pain and suffering unto others. The final moments before death that one has with Oogie are long and drawn out torturous experiences. Oogie Boogie enjoys games of chance, but only when the odds are rigged in his favor. An encounter with Oogie Boogie is sure to be the last.

## OOGIE BOOGIE'S LAIR

Descended deep beneath the soil is a frightening and trap filled dungeon that Oogie Boogie calls home. Nothing in Oogie Boogies lair is to be trusted as almost everything is a trap or serves an ill-intent purpose. The lair is typically filled with magical darkness and any light visible glows an eerie neon.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Oogie Boogie rolls a d20. On a result of 11 or higher, Oogie Boogie takes a lair action to cause one of the following effects. It can't use the same effect two rounds in a row.

- Grasping chains erupt in a 20-foot radius centered on a point on the ground that Oogie can see within 120 feet of it. Each creature in that area must succeed on a DC 14 Dexterity saving throw or be restrained by the chains. A creature can be freed if it or another creature takes an action to make a DC 18 Strength check and succeeds. The chains erode away when Oogie Boogie uses this lair action again or when Oogie Boogie dies.
- A tremor shakes the lair in a 60-foot radius around Oogie Boogie. Each creature other than Oogie Boogie on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- An inanimate object in the lair animates as if Oogie Boogie cast the spell animate objects spell on it. The object is friendly to Oogie Boogie and his allies.







## OOGIE BOOGIE

Large undead, Chaotic Evil

Armor Class 14

Hit Points 110 (13d10 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	20(+5)	15(+2)	14(+2)	12(+1)

**Damage Vulnerabilities** fire, radiant, slashing

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, frightened, petrified, poisoned

**Senses** Insert

**Languages** Abyssal, Common, telepathy 120 ft.

**Challenge** 13 (10,000 XP)

**Regeneration.** Oogie Boogie regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't incapacitated. If Oogie Boogie takes fire damage, this trait doesn't function at the start of Oogie Boogie's next turn. Oogie Boogie is destroyed only if he starts his turn with 0 hit points and doesn't regenerate.

**Worms.** If Oogie Boogie is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its Burrowing Worm action.

**Legendary Resistance (3/Day).** If Oogie Boogie fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** Oogie Boogie has advantage on saving throws against spells and other magical effects.

**Innate Spellcasting.** Oogie Boogie's innate spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

**At will:** detect magic, fog cloud, dispel magic, fear, command, darkness

**3/day each:** dominate person, sleep, Hallucinatory Terrain

### Actions

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

**Burrowing Worm.** A worm launches from Oogie Boogie at one humanoid that Oogie Boogie can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 11 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (Oogie Boogie can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a skeleton. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

**Soul Rend (Recharge 6).** Oogie Boogie creates a vortex of life-draining energy in a 20-foot radius centered on itself. Each humanoid in that area must make a DC 16 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one. Increase the damage by 10 for each living humanoid with 0 hit points in that area.



## THE PUMPKIN KING

The Pumpkin King, a tall and slender humanoid figure with a pumpkin-like skull head, is summoned by Afflux, the God of Necromancy and Death, as a guardian and protector to all spirits that have returned on Halloween. The Pumpkin King is responsible for not only protecting the spirits, but also ensuring that none of them are able to remain on the Material Plane when Halloween is over. Returned creatures tend to try and stay on the Material Plane following Halloween night. Spirits, undead, ghost, ghouls, or any returned creature that remains on the Material Plane after Halloween is over are trapped on the plane, most becoming chaotic and destructive creatures that thirst for blood, death, and chaos. Undead creatures typically follow the word and orders of the Pumpkin King knowing he will cause an eternity of pain and suffering for both them and possibly their living loved ones. Living family members to creatures who opposed the Pumpkin Kings rules are subjected to the wraith of The Pumpkin King himself. Only able to walk the Material Plane the month of Halloween, the Pumpkin King spends that time targeting such creatures.

## THE PUMPKIN KING'S LAIR

Layered in secrecy on an unknown plane of existence is the Pumpkin King's Lair. An entire town festering and overrun with ghouls, and other creatures of nightmares. The Pumpkin Kings Lair is a dark world, filled with sorrow and sadness. The moon is always full and the sun never rises. Cemeteries outnumber houses, and there is always an overwhelming sense of pain, suffering and despair.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), The Pumpkin King rolls a d20. On a result of 11 or higher, The Pumpkin King takes a lair action to cause one of the following effects. He can't use the same effect two rounds in a row.

- Magical darkness spreads from a point The Pumpkin King chooses within 60 feet of it, filling a 15-foot-radius sphere until the Pumpkin King dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.
- The Pumpkin King creates fog as though it had cast the fog cloud spell. The fog lasts until initiative count 20 on the next round.
- A blistering cold wind blows through the lair near the Pumpkin King. Each creature within 120 of the Pumpkin King must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapours are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.







## THE PUMPKIN KING

Medium fiend (devil), Lawful Evil

Armor Class 17

Hit Points 267 (25d8+167)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	30(+10)	25(+7)	15(+2)	16(+3)	20(+5)

**Saving Throws** Dex +8, Con +8, Wis +8, Cha +6

**Skills** Perception +14, Stealth +7, Intimidation +6

**Damage Immunities** fire, psychic

**Condition Immunities** charmed, exhaustion, frightened, petrified

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Common, Undercommon, Abyssal, Infernal

**Challenge** 15 (13,000 XP)

**Fire Absorption.** Whenever the pumpkin king is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

**Heated Body.** A creature that touches the pumpkin king or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

**Heated Weapons.** Any metal melee weapon the pumpkin king wields deals an extra 12 (4d6) fire damage on a hit (included in the attack).

**Ignited Illumination.** As a bonus action, the pumpkin king can set itself ablaze or extinguish its flames. While ablaze, it sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

**Magic Resistance.** The pumpkin king has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Hurl Flame.** Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 17 (5d6) fire damage.

**Scare (Recharge 5-6).** One creature of the pumpkin kings choice within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the pumpkin king is within line of sight, ending the effect on itself on a success.

### LEGENDARY ACTIONS

The pumpkin king can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The pumpkin king regains spent legendary actions at the start of its turn.

**Animate Pumpkins.** The pumpkin king animates up to 6 pumpkins it can see. Each pumpkin acts as an ally to the pumpkin king and remains animated for 1 day or until it and or the pumpkin king dies.

**Hellish Armor.** The pumpkin king makes its armor resistant to magical slashing, bludgeoning, and piercing damage. The effect remains in place until another legendary action is used.

**Hurl Flames (cost 2 actions).** The pumpkin king uses hurl flame four times on up to four different creatures.



## PUMPKIN SPIDER

*Small monstrosity, unaligned*

Armor Class 12 (Armor type)

Hit Points 19 (4d6)

Speed 30 ft., Burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	10(+0)	10(+0)	10(+0)	10(+0)

Skills Stealth +8

Damage Immunities poison

Condition Immunities blinded, poisoned

Senses blindsight 30 ft. (blind beyond this radius), tremorsense 30 ft., passive Perception 9

Languages —

Challenge 1/2 (100 XP)

**Ambusher.** The spider has advantage on attack rolls against any creature it has surprised.

**False Appearance.** While the spider remains motionless underground, it is indistinguishable from a normal pumpkin.

**Soil Glide.** The spider can burrow through non magical, unworked earth. While doing so, the spider doesn't disturb the material it moves through.

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### Actions

**Legs.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target is grappled (escape DC 12) if it is a medium or smaller creature. Until this grapple ends, the target is restrained, and the spider can't use its bite attack on another target.

**Constrict.** Melee Weapon Attack: +5 to hit, reach 5 ft., one grappled creature. Hit: 8 (1d8 + 4) bludgeoning damage.



## PUMPKIN SPIDER

Pumpkin Spiders are horrid monstrosities that lurk in fields, particularly pumpkin patches. These spider-like creatures burrow their bodies underground leaving only their pumpkin-looking heads displayed. When a creature approaches or touches the Pumpkin's Spiders head, the creature attacks with its legs grappling the unsuspecting victim and constricting it until it can no longer breathe. Pumpkin Spiders either live isolated or in large colonies of other Pumpkin Spiders.





# SALLY

A Sally is another name for a humanoid construct that is made of both cloth and pieces of humanoid flesh. A Sally closely resembles a flesh golem though less hideous in appearance and is a free spirit construct that is no longer loyal to their original creator. A Sally who is capable of resisting their original creator is a rare and often unheard of creature. Though they are no longer enslaved, many Sally's don't survive long, as they are often still rejected and feared amongst most societies. A Sally is capable of losing limbs and still being able to feel and control the limbs despite no longer being attached to them.



## ANIMATED LIMB

An animated limb is typically a limb from a construct, more often, from a flesh golem. Magic that causes a construct to be animated still courses through cauterized limbs of a construct. These limbs may still be able to be controlled by the constructs mind.

## SALLY

*Medium construct, unaligned*

Armor Class 9  
Hit Points 22 (4d8 + 4)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	17(+3)	15(+2)	9(-1)	12(+1)	16(+3)

**Damage Immunities** lightning, poison; bludgeoning, piercing, and slashing from non magical weapons that aren't adamantine  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Any one language  
**Challenge** 1/2 (50 XP)

**Aversion of Fire.** If Sally takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Immutable Form.** Sally is immune to any spell or effect that would alter its form.

**Lightning Absorption.** Whenever Sally is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

**Magic Resistance.** Sally has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Sally's weapon attacks are magical.

**Limb Control.** If sally loses a limb, it can control the limb as a bonus action on its turn and has the stats of an animated limb.

### Actions

**Claw.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target.  
Hit: 4 (1d6 + 1) slashing damage.



## ANIMATED LIMB

*Small construct, unaligned*

Armor Class 12  
Hit Points 2 (1d4)  
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+0)	11(+0)	5(-3)	10(+0)	4(-3)

**Damage Immunities** lightning, poison; bludgeoning, piercing, and slashing from non magical weapons that aren't adamantine  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** —  
**Challenge** 0 (10 XP)

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

### Actions

**Claw.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target.  
Hit: 3 (1d4 + 1) bludgeoning or slashing damage (Limb's choice).



## SEA GAL

*Medium Monstrosity, neutral evil*

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 10 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	15(+2)	16(+3)	10(+0)	13(+2)	9(-1)

Senses passive Perception 8

Languages Aquan

Challenge 1/4 (50 XP)

**Amphibious.** The Sea Gal can breathe air and water.

**Eerie Resemblance.** The Sea Gal resembles a Night Hag. A creature that can see the Sea Gal can discern its true nature with a successful DC 15 Intelligence (Nature) check.

**Stench.** Any creature not allied with the Sea Gal that starts its turn within 10 feet of the Sea Gal must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all Sea Gal's for 1 hour.

**Swamp Camouflage.** The Sea Gal has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

### Actions

**Claw.** Melee Weapon Attack: +4 to hit, reach 5ft., one target.  
Hit : 6 (1d8 + 2) slashing damage.

## SEA GAL

Sea Gal's are often mistaken for Sea Hags or Sirens and sometimes even Merfolk. A Sea Gal will use this to their advantage to scare off potential predators or other threats. The Sea Gal are typically disposable grunts for Sea Hags and are most commonly found amongst them in the underwater lairs. Their fish-like bodies are capable of both swimming and walking on land though they rarely surface from their favored murky waters. The Sea Gal's webbed hands prevent it from using most weapons and so they utilize their sharp claws and horrific appearance for combat and fending off threats. These creatures have a strong and foul odor that smells of dead rotting fish and is almost intolerable to most. In addition to being foul in appearance the Sea Gal is also a vicious and cruel creature that takes pleasure in the suffering of other creatures. Sea Gal's will assist other sea creatures with an evil agenda and gather in swarms to cause chaos and destruction.







## SPIRIT

Similar to a ghost, spirits are the souls of a once-living creature, typically bound to haunt a specific location, creature, or object. Spirits typically are a manifestation of emotions rather than their true form. These undead creatures rarely take the manifestation of their former selves and instead appear as flashes of white light, blurs, or orbs. Unlike a ghost, a spirit is far less powerful, and they rely more on psychological terror than physical force. Spirits can change their attitude in a single instant based on the situation they're in. Angry spirits are more hostile than any other type of spirit while those in a less tempered mood are the more trickster type, opening and closing doors, and blowing out flames.

### SPIRIT

*Small undead, any alignment*

Armor Class 11  
Hit Points 22 (5d6+5)  
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13(+1)	10(+0)	10(+0)	12(+1)	17(+3)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons  
**Damage Immunities** cold, necrotic, poison  
**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** any languages it knew in life  
**Challenge** 1 (200 XP)

**Ethereal Sight.** The spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The spirit 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.

### Actions

**Withering Touch.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) necrotic damage.

**Teleport (Recharge 5-6).** The spirit magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the spirit can make one Withering Touch attack.

**Horrifying Visage.** Each non-undead creature within 60 feet of the spirit that can see it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 2 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this spirit's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.



## SPIDER SWARM

Medium swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	13(+1)	10(+0)	1(-5)	7(-2)	1(+5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, prone, petrified, restrained, stunned

Senses blindsight 10ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a spider. The swarm can't regain hit points or gain temporary hit points.

**Spider Climb.** The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

**Web Walker.** The swarm ignores movement restrictions caused by webbing.

### Actions

**Bites.** Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

## SPIDER SWARM

Hundreds if not thousands of spiders gather to create a swarm. These tiny beast work together to climb and conquer much larger prey. With a combination of webbing and biting the swarm of spiders can be one deadly encounter.

## STAIR DWELLER

The Stair Dweller is a large monstrosity capable of contorting its body to fit in small areas. This horrid creature is what nightmares are truly made from. The Stair Dweller is frightening in appearance and almost resembles a solid shadow. Stair Dweller's have snakes as fingers and their hair usually contains swarms of spiders. The Stair Dweller typically lurks beneath stairwells, contorting its large body in such a way that it fits without being seen. The Stair Dweller can lurk and wait for weeks in one location for unsuspecting prey, as it simply lives by feeding on a seemingly endless supply of spiders that live and reproduce in its hair.







## STAIR DWELLER

Large monstrosity, chaotic evil

Armor Class 15

Hit Points 110 (13d10 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	20(+5)	16(+3)	9(-1)	14(+2)	1(-5)

**Saving Throws** Str +6, Dex +6

**Skills** Perception +6, Stealth +9

**Damage Immunities** poisoned

**Condition Immunities** Charmed, frightened, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** —

**Challenge** 8 (3,900 XP)

**Ambusher.** The stair dweller has advantage on attack rolls against any creature it has surprised.

**Fear Aura.** Any beast or humanoid that starts its turn within 10 feet of the stair dweller must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn.

**Flexible.** The stair dweller can contort and enter a space large enough for a small creature without squeezing.

**Shadow Stealth.** While in dim light or darkness, the stair dweller can take the Hide action as a bonus action.

**Snake Fingers.** The roper can have up to eight spider fingers at a time. Each snake can be attacked (AC 13; 2 hit points; immunity to poison damage). Destroying a snake deals no damage to the stair dweller, which can extrude a replacement snake on its next turn.

### Actions

**Multiattack.** The stair dweller makes as many bite attacks as it has snake fingers and can use its conjure spider swarm.

**Bite.** Melee Weapon Attack: +8 to hit, reach 10ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**Conjure Spider Swarm (Recharge 5-6).** The stair dweller conjures a spider swarm in either an occupied or unoccupied space within 5 feet of it. The swarm is friendly to the stair dweller.

**Scare (1/Day).** One creature of the stair dweller's choice within 20 feet of it must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

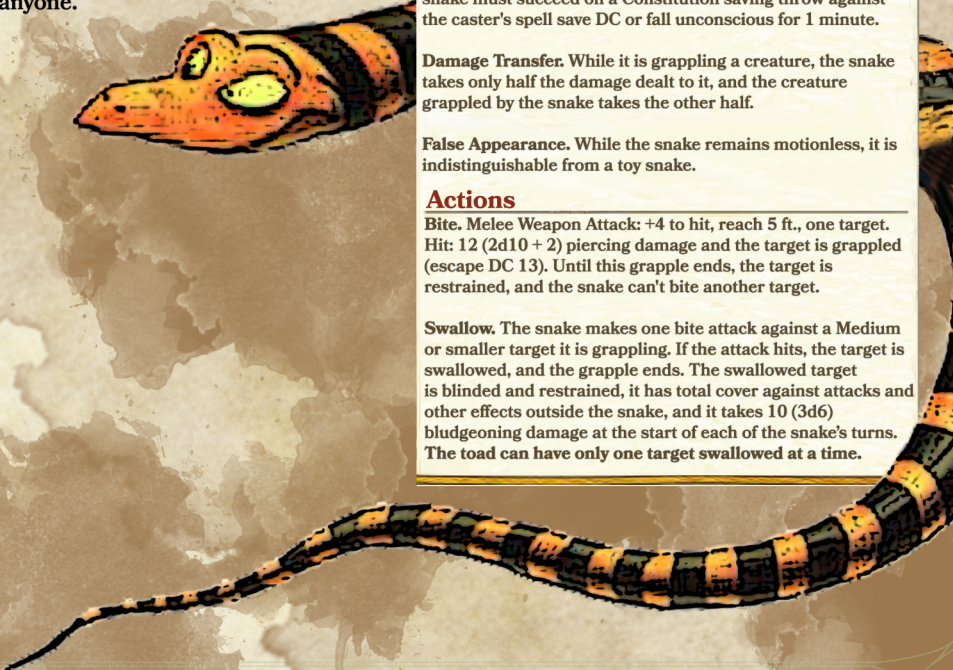


## SWALLOWING SNAKE

A large construct made to look like a child's toy, the Swallowing Snake is capable of gulping and swallowing medium and smaller creatures with ease. The Swallowing Snake's large size is enough to be intimidating alone, however once the snake begins gulping up creatures its intimidation factor rises significantly. These constructs are typically made with the most wicked and sinister intentions, and are constructed by creatures with a pure hatred of children. Once a creature is swallowed by the snake it almost always begins suffocating immediately as the snake constricts the creature while it's still alive within its body.

**Constructed Nature.** An animated object doesn't require air, food, drink, or sleep.

The magic that animates an object is dispelled when the construct drops to 0 hit points. An animated object reduced to 0 hit points becomes inanimate and is too damaged to be of much use or value to anyone.



### SWALLOWING SNAKE

*Large construct, unaligned*

Armor Class 12  
Hit Points 33 (6d10)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	16(+3)	10(+0)	1(-5)	3(-4)	1(-5)

**Damage Immunities** poison, psychic  
**Condition Immunities** blinded, charmed, deafened, poisoned, frightened, paralyzed, petrified  
**Senses** passive Perception 6  
**Languages** —  
**Challenge** 2 (450 XP)

**Ambusher.** The snake has advantage on attack rolls against any creature it has surprised.

**Antimagic Susceptibility.** The snake is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the snake must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**Damage Transfer.** While it is grappling a creature, the snake takes only half the damage dealt to it, and the creature grappled by the snake takes the other half.

**False Appearance.** While the snake remains motionless, it is indistinguishable from a toy snake.

#### Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 12 (2d10 + 2) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the snake can't bite another target.

**Swallow.** The snake makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the snake, and it takes 10 (3d6) bludgeoning damage at the start of each of the snake's turns. The toad can have only one target swallowed at a time.





## UNDEAD TREANT

Treant's live long lives but like all creatures, they eventually die. Treant's stand motionless where they've died, and after years of weathering and withering they are reduced to bare branches and rotten wood. If magic is strong enough in the place where the Treant has died, it will, over time, become animated with life once again. Although they are returned to life, they don't usually remember much about their past life, and though they can still grow in size, they no longer produce the once beautiful leaves they once did. Undead Treant's remain dry, and brittle in appearance. Looking at other beautiful trees and wildlife around it, the Undead Treant becomes angered and frustrated and seeks out unjust hostility on all living creatures it comes into contact with. Although still mighty, Undead Treant's are more brittle than their living counterparts making them easier to destroy. These large creatures still protect the lands they believe is rightfully theirs and can still animate other trees to help crush trespassers.

### UNDEAD TREANT

*Huge plant (undead) chaotic evil*

Armor Class 14 (natural armor)

Hit Points 100 (12d12 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	8(-2)	21(+5)	10(+0)	12(+2)	8(-2)

Damage Resistances bludgeoning, piercing

Damage Immunities cold

Damage Vulnerabilities fire

Senses passive perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 7 (2,900 XP)

**False Appearance.** While the treant remains motionless, it is indistinguishable from a normal withered tree.

**Siege Monster.** The treant deals double damage to objects and structures.

**Undead Fortitude.** If damage reduces the treant to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the treant drops to 1 hit point instead.

### Actions

**Multiattack.** The treant makes two slam attacks.

**Slam.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

**Rock.** Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

**Animate Trees (1/Day).** The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the



## WOLFMAN

*Medium monstrosity, chaotic evil*

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

**Aggressive.** As a bonus action, the wolfman can move up to its speed toward a hostile creature that it can see.

**Blood Frenzy.** The wolfman has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Eerie Resemblance.** The wolfman resembles a werewolf. A creature that can see the werewolf can discern its true nature with a successful DC 13 Intelligence (Nature) check.

**Keen Hearing and Smell.** The wolfman has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Rampage.** When it reduces a creature to 0 hit points with a melee attack on its turn, the wolfman can take a bonus action to move up to half its speed and make a bite attack.

### Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (2d6) piercing damage.

**Claw.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (2d6) slashing damage.

## WOLFMAN

Somewhere lost between the genetics of a lycanthrope and a humanoid, the Wolfman closely resembles that of a werewolf. Although they are often confused with one another, the wolfman has only primal instincts and is a bipedal creature. Because the Wolfman's bite can't infect another creature with lycanthropy, the Wolfman is a much less feared creature than a werewolf. These creatures are isolated loners and don't associate in packs or get along with any other creature, including other creatures of the same race. A Wolfman is a violent creature that preys on anything with flesh and blood. Aggressive in nature, when angered or on the hunt the Wolfman's eyes glow yellow and sharp claws protrude from its animal-like fingers.





## ZERO

*Less than large undead, any alignment*

Armor Class 11

Hit Points 22 (5d8)

Speed 0 ft., Fly 40 ft., (hover)

STR	DEX	CON	INT	WIS	CHA
7(-2)	13(+1)	15(+2)	10(+0)	12(+1)	15(+2)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** any languages it knew in life but can't speak

**Challenge** 1/2 (50 XP)

**Ethereal Sight.** The Zero can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The Zero 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.

**Etherealness.** The Zero enters the Ethereal Plane from the Material Plane, or vice versa. 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.

### Actions

**Withering Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+4) necrotic damage.

## ZERO

A Zero is the spirit and soul of a beast. These undead creatures wander the Planes in search of their former masters, as these loyal spirits were once familiars. A Zero may be wondering to find their former master or may have already found their master and just refuse to leave them, always sticking around protecting or watching over them. A Zero may take on many forms including an ethereal version of their former-selves, a blur, or even an orb.

