Wandering Monsters!

Through the Liars Night fog, you hear the snickering of goblins out past their bedtime, the crinkling of candy wrappers littering the cobblestone streets… and the terrified screaming as the spookiest of monsters wander by to ruin their night!

Dungeon Masters can insert these Wandering Monster encounters into any adventure module or session to add some festive fun through October 31, 2019. As Wandering Monsters are defeated (or their situations are resolved), they explode in a hail of candy corns, which players and Dungeon Masters can exchange for Liars Night items.

This is Wandering Monsters Wave 2.

The Rules

Wandering Monsters can be inserted at tables that match their optimized Tier of play or, when notes for adjustment are included in the "How to Use This Encounter" section, the adjusted Tier.

With Wandering Monsters optimized for a general Tier instead of a specific Average Player Levels, the Dungeon Master is especially empowered to make adjustments to ensure the experience is fun for their table. (For example: You might adjust the number of creatures or their hit points up to the maximum range.) Likewise, each Wandering Monster suggests how players might stumble on them, but that is up to you!

For each Wandering Monster encounter resolved or defeated, each player is rewarded 10 candy corns. The Dungeon Master also is rewarded 10 candy corns.

Each person can benefit from a Wandering Monster reward once per encounter. They can play and/or DM the encounter more than once but do not receive the reward again.

Some gaming situations might not be ideal for Wandering Monsters. For example: Conventions with tight time slots might not be able to accommodate Wandering Monsters, and that's OK. Prioritize the overall gaming experience!

Craft Your Own Costume!

This Liars Night tradition is the perfect way to pass a short or long rest.

The Situation

Every Liars Night, celebrants dress up in spooky and fanciful costumes to disguise their playful mischief. The best costumes are those crafted by hand, and the adventurers get an opportunity to do just that when they stumble on a basket of Liars Night craft supplies!

How to Use This Encounter

As the adventurers prepare for their next short or long rest, the character with the highest passive Perception spots a black wicker basket full of craft supplies: everything the characters need to build their own costumes! (Note: these supplies are for the purposes of this encounter only and cannot otherwise be kept.)

The characters can create and potentially keep their own Liars Night costumes with these steps.

Brainstorm Your Costume. First, each character must decide what costume they want to build. They should keep this secret!

Craft Your Costume. Each character must write a list of facts or clues about their disguise without naming the disguise itself. To determine the length of the list, they must roll an ability check with a Disguise Kit (the wicker basket of supplies). The DC they meet determines how many clues they can write.

DC	Costume Clue List
1	1 clue
5	2 clues
10	3 clues
15	4 clues
20	5 clues

Everyone writes their characters' names at the top of their lists and hands them to the Dungeon Master.

Celebrate with a Costume Contest. Each character must guess another character's costume. The guessing character must roll an Intelligence (Investigation) check. The DC they meet determines the maximum number of clues they can receive.

DC	Maximum Clues
1	1 clue
5	2 clues
10	3 clues
15	4 clues
20	5 clues

The Dungeon Master reads up to the maximum number of clues (choosing from the list at your discretion). Then, the guessing character has one chance to guess. Characters can spend inspiration for an additional guess.

Everyone's a Winner. Everyone who participates receives the usual candy corn reward for resolving a Wandering Monster encounter. However, if someone's costume was guessed correctly, they can opt to forgo their candy corn and instead keep their costume. The costume acts as a *lemure onesie*, except it appears as the costume that character created, is a common item, and loses its magical effects on February 1, 2020. (Hey, these cheap materials weren't built to last.)

Adjusting This Encounter. This encounter can be played by characters of any Tier.

Beware the Cat's Eye

I wonder how that rumor that black cats are bad luck got started…

The Situation

The adventurers learn how black cats got their unlucky reputation.

How to Use This Encounter

The adventurers stumble upon a massive ball of black fur. Is it… rumbling? No… purring?! A big green eye with a narrow pupil opens wide. The pupil grows full as the moon. Then 13 fuzzy eyestalks emerge. The **black cat beholder** attacks!

If an adventurer tries to tame this "adorable" beholder, they must succeed a DC 20 Wisdom (Animal Handling) check. On a success, the beholder is tamed until the next dawn. It will not fight on the adventurer's behalf, and instead spends its time begging for food, purring and hover-showing its belly, or ignoring the entire party. At the next dawn, roll 1d20. On an even result, the beholder wanders away. On an odd result, the beholder attacks the adventurer's feet… and the rest of the adventurer and their party.

If an adventurer successfully tames the beholder, they gain the following flaw: "My person and everything I own is COVERED in black hairs."

Adjusting This Encounter. This encounter is optimized for Tier 3 but can be adjusted up to Tier 4 by adding additional black cat beholders. Adjust this encounter for Tier 2 by using one or more black cat beholder zombies.

Black Cat Beholder

Large aberration, lawful evil

Armor Class 18 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws INT +8, WIS +7, CHA +8
Skills Perception +12
Condition Immunities Prone
Senses Darkvision 120 ft., passive Perception 22
Languages Meow, understands but cannot speak Common, pretends not to understand Common
Challenge 13 (10,000 XP)

Bad Luck Aura. Non-beholder creatures within 15 feet of the beholder make all rolls at disadvantage.

Actions

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

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. Charm Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

2. Paralyzing Ray. The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Fear Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. Slowing Ray. The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. Enervation Ray. The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. Sleep Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens

if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. Petrification Ray. The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

9. Disintegration Ray. If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. Death Ray. The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

11. Rat Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or be transformed into a rat for 1 minute as if by the *polymorph* spell.

12. YA CURSED Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or become cursed for 1 minute. While cursed, the target has disadvantage on ability checks and saving throws made with an ability score of the beholder's choice.

Legendary Actions

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray the Thirteenth. A thin red beam of light appears as a dot on the targeted creature's forehead. The targeted creature must succeed a DC 16 Constitution saving throw, taking 33 (6d10) radiant damage on a failed save, or half as much damage on a successful one.

Black Cat Beholder Zombie
Large undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws WIS +2
Damage Immunities Poison
Condition Immunities Poisoned, Prone
Senses Darkvision 60 ft., passive Perception 9
Languages Meow, Common (understands but can't speak)
Challenge 5 (1,800 XP)

Bad Luck Aura. Non-beholder creatures within 10 feet of the beholder make all rolls at disadvantage.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Rays. The beholder uses a random magical eye ray, choosing a target that it can see within 60 feet of it:

1. Paralyzing Ray. The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. Rat Ray. The targeted creature must succeed on a DC 14 Wisdom saving throw or be transformed into a rat for 1 minute as if by the *polymorph* spell.

3. Red Laser Ray. The targeted creature must succeed a DC 14 Constitution saving throw, taking 33 (6d10) radiant damage on a failed save, or half as much damage on a successful one.

4. Disintegration Ray. If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.