

SEASONAL SURPRISES

Vol. 1



by Matthew Butler



Seasonal Surprises: Vol. 1

A HOLIDAY TOOLBOX FOR ANY DM WANTING TO ADD A DASH OF PUMPKIN SPICE TO THEIR CAMPAIGN...

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Love makes the dream happen.

I hope you have fun!

- Matthew Butler

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Chapter 1: Monsters

Body Stealer

The body stealer is an incredibly strong devil from the depths of the nine hells. They are personally chosen by Asmodeus and promoted because of their ability to gain the favor of mortals. Using their unique abilities, they worm their way inside the mind of a prospective victim. Once they've gained the creature's trust, the body stealer inhabits and controls their bodies.

The dance begins at a slow pace with the body stealer whispering to its victims in their dreams.

Over time it learns its victim's wants and needs, promising to fulfill them in exchange for a temporary home. Even the strongest willed creatures eventually succumb to its wiles and let the crafty devil in. Once possessed, the creature's consciousness is suppressed by the devil, allowing it to control the body and use it as a vessel.

Most of these devils have been driven back into the nine hells by a cult of clerics versed in the lost art of exorcism. Through the use of their deity's power, they perform a complex ritual that removes the devil from the body it's possessing without killing the host.

BODY STEALER

Small fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 130 (20d6 + 60)

Speed 15 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	16 (+3)	10 (+0)	12 (+1)	19 (+4)

Saving Throws Wis +6

Senses blindsight 180 ft., passive Perception 11

Languages Infernal, Telepathy 60 ft.

Challenge 10 (5,900 XP)

Incorporeal Movement. The body stealer 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.

Possession. One humanoid that the body stealer can see within 5 feet of it must succeed on a DC 16 Charisma saving throw or be possessed by the body stealer; the body stealer then disappears, and the target is incapacitated and loses control of its body. The body stealer now controls the body but doesn't deprive the target of awareness.

The body stealer can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's

statistics and adds its abilities to its own but doesn't gain access to the class features or proficiencies. It does, however, gain access to its victim's memories and thoughts allowing it to discover any plans or strategies and the locations of valuable items and treasures.

The possession lasts until the body drops to 0 hit points, the body stealer ends it as a bonus action, or the body stealer is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the body stealer reappears in an unoccupied space within 5 feet of the body. The target is immune to this body stealer's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

ACTIONS

Telekinetic Throw. The stolen creature targets one creature it can see within 30 ft. and telekinetically hurls it up to 60 ft. through the air into the nearest object. The thrown creature must succeed on a DC 18 Dexterity saving throw, taking 42 (4d10 + 20) points of force damage on a failure, and half as much on a success.

Unholy Mark. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Stolen Template

Any beast, humanoid, giant, or monstrosity with a CR of 10 or less can be possessed by a body stealer and become a stolen creature. When a creature becomes stolen it loses all control over itself and gains the following statistics.

Senses. The stolen creature gains darkvision out to 60 ft.

Spiderclimb. The stolen creature gains the ability to use spiderclimb at will.

Languages. The stolen creature gains the ability to understand and speak infernal.

New Action: Vomit Acid (Recharge 5–6). The stolen creature exhales acid vomit in a 30 ft. line that is 1 ft. wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 84 (8d10 + 40) points of acid damage.

New Action: Telekinetic Throw. The stolen creature targets one creature it can see within 30 ft. and throws it up to 60 ft. through the air into the nearest object. The thrown creature must succeed on a DC 18 Dexterity saving throw, taking 40 (4d10 + 20) points of force damage.

STOLEN STONE GIANT

Huge corrupted giant, lawful evil

Armor Class 17 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	16 (+3)	10 (+0)	12 (+1)	9 (–1)

Saving Throws Dex +10, Con +8, Wis +6
Skills Athletics +11, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Giant, Infernal
Challenge 13 (10,000 XP)

Spiderclimb. The stolen creature gains the ability to use spiderclimb at will.

Stone Camouflage. The stolen giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The stolen giant makes two greatclub attacks, two telekinetic throws, or one vomit acid.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.
Rock. *Ranged Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Telekinetic Throw. The stolen creature targets one creature it can see within 30 ft. and throws it up to 60 ft. through the air into the nearest object. The thrown creature must succeed on a DC 18 Dexterity saving throw, taking 42 (4d10 + 20) points of force damage on a failure, and half as much on a success.

Vomit Acid. The stolen creature exhales acid vomit in a 30 ft. line that is 1 ft. wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 84 (8d10 + 40) points of acid damage.

Corndog

The corndog is a creature created by the dark magic of a woods witch under a full Autumn moon. Using a ritual involving a special kind of poisonous corn and a terrifying shouting child in a suit, the woods witch fashions the corndog from an earth elemental infused with the dark essence of the Shadowfell. Once completed, it flows through corn like an earth elemental through stone, disappearing fully into the cornstalks.

When not cloaked by cornstalks, the corndog looks like a giant hound made from a bush of thorny corn with no features, save the vague outline of a head. Shrouded under the corn of its head are seven glowing red eyes and several rows of razor-sharp fangs.

CORNDOG

Medium construct, lawful neutral

Armor Class 15

Hit Points 78 (12d8 + 24)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	10 (+0)	10 (+0)	13 (+1)

Skills Perception +3

Damage Resistances cold, lightning, thunder

Senses darkvision 30 ft.

Languages understands all languages spoken by creator, but can't speak

Challenge 5 (1,800 XP)

Corn Movement. The corndog can move through cornstalks like a water elemental moves through the water. It becomes the corn and cannot be injured or attack until it leaves the corn again.

Fear Aura. The corndog has a ferocity that is terrible to behold. Every creature who lays eyes on the corndog must make a DC 13 Wisdom saving throw. On a failed save, the creatures drop whatever they're holding and become frightened for one round.

ACTIONS

Multiattack. The corndog is very quick and can use two melee weapon attacks.

Corncob Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage.

Eyes of Red (3/Day) The corndog opens its seven eyes and targets a single creature it can see within 60 feet of it. That creature must succeed on a DC 13 Wisdom saving throw or take 38 (8d6 + 10) necrotic damage and becomes paralyzed for 1 round.

Creature from the Orange Lagoon

The creature from the orange lagoon is an ancient monster long thought dead by the mortal races. However, there are still several orange lagoons scattered throughout Faerun that are teeming with the amphibious creatures. These lagoons coalesce in demon gourd fields, runoff from candy hag factories, and between the roots of soul weepers.

Once the lagoon forms, the creatures can sense its existence anywhere in Faerun. The waters of the lagoon slowly erode the ground causing the lagoon to grow exponentially larger over time. If the lagoon reaches a depth of 30 ft., the creatures will use their special ability and appear to hunt new territory.

The creatures usually travel by themselves and are very competitive with each other. After a creature claims its territory it hunts it relentlessly night after night. Anything it happens upon during this time is instantly attacked with the intent to kill.

CREATURE FROM THE ORANGE LAGOON

Medium construct, lawful neutral

Armor Class 15

Hit Points 112 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	10 (+0)	10 (+0)	13 (+1)

Skills Perception +3

Damage Resistances cold, poison

Senses darkvision 30 ft.

Languages understands all languages spoken by creator, but can't speak

Challenge 6 (2,300 XP)

Lagoon Travel. The creature from the orange lagoon is capable of traveling to any orange lagoon in Faerun while in any other orange lagoon. It uses its action to open a vortex that transports the creature and up to 3 willing creatures within 10 feet of it to any other lagoon within 50 miles.

Terrible Stench. The creature from the orange lagoon has a truly disturbing smell similar to old fish mixed with rotting pumpkin. Every creature who comes within 60 ft. of the creature from the orange lagoon must make a DC 13 Constitution saving throw. On a failed save, the creature falls to its knees becoming prone and taking 12 (2d6 + 5) points of poison damage. This condition lasts for only 1 round as the smell fades with time and familiarity.

ACTIONS

Pummel. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 38 (8d6 + 10) slashing damage and 6 (2d6) poison damage.

Poison Breath. The creature from the orange lagoon opens its fanged mouth and exhales poison in a 60 ft. line that is 3 ft. wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 27 (5d6 + 10) poison damage on a failed save, or half as much damage on a successful one.

Corpse Doll

The corpse doll is fashioned by a woods witch from the fresh corpse of a murderer. The soul weeper begins to drain its vital fluids, shrinking it down until it is the size of a porcelain doll. The woods witch then casts an animating spell to raise the doll as an undead. Once completed the corpse doll is an incredibly loyal servant filled with malice and hate. Usually woods witches hang them from their soul weeper as a symbol of their power and a warning to trespassers.

The corpse dolls resemble desiccated wooden figurines clothed in rags. They have incredibly unique and vibrant features. Their limbs appear light and delicate, but are as durable as oak. Their eyes look like huge swirly marbles inside their oversized heads, lifeless until they choose to strike.

CORPSE DOLL

Small undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 64 (16d6 + 16)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	12 (+1)	13 (+1)	8 (-1)

Saving Throws Wis +3

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 11

Languages understands Abyssal and Common, but can't speak

Challenge 1 (200 XP)

Virulent Undeath. Any creature bitten by the corpse doll must make a DC 13 Constitution saving throw or become infected by a necromantic virus known as the virulent undeath. This magical disease lowers the infected creature's maximum hit points by 2d4 every night at sunset. It is only curable by magical means. If a creature dies from this, it rises 1d4 nights later as a lesser gooseflesh.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 12 (4d4 + 4) piercing damage.

Swarming Teeth. The corpse doll is capable of a malicious teamwork with others of its kind. If there is a gathering of more than three corpse dolls, they can go into a feeding frenzy. The corpse dolls target one creature within range and combine their turns to act as a swarm. A swarm of three corpse dolls deals 10d4 + 4 damage, add an additional 2d4 damage for every other corpse doll involved maxing out at 14d4 + 4 damage.

Corrupted Intestine

"You see a pile of large eel-like creatures crawling all over themselves. The smell is putrid, like a rotting body mixed with stale air and causes you to audibly gag. Unfortunately for you, this catches the attention of the creatures and they begin rushing towards you down the wide hallway. As they draw near, you realize the horrifying truth. They are giant intestines, filled to the brim with decay and oozing a horrible acid that leaves a wide scorch mark across the floor behind them."

Powered by malice and an intense hunger for living flesh, this undead intestine has been warped and widened into the size of a large dog. Corrupted intestines tend to travel in groups of three or more. They slither towards their foes spewing bile and coagulated blood like monstrous rotted vipers, they prefer to use their vomit attack to weaken their prey before moving in to constrict them.

CORRUPTED INTESTINE

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 160 (20d8 + 80)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	19 (+4)	6 (-2)	8 (-1)	6 (-2)

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 30', passive Perception 11

Languages understands draconic, infernal, abyssal, but can't speak

Challenge 7 (2,900 XP)

ACTIONS

Constricting Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 40 (10d6 + 10) damage and the creature is now considered grappled.

Unholy Vomit (Recharge 5-6). The corrupted intestine vomits in a 15' line that is 5' wide. Each creature caught in that line must make a DC 15 Dexterity saving throw, taking 32 (8d8) acid damage on a failed save, or half as much on a successful one.

Demon Gourd

The demon gourd is a plant of pure evil. It lies in wait for creatures to stroll through its bright and fragrant pumpkin patch like a crocodile waiting in a swamp. It blends in with the pumpkins until it finds a tasty victim to torment. Then it starts to whisper to the creature that there is no hope for it now, that its worst fears are coming true. That way, when the creature eventually dies its corpse will taste sweet with fear.

The demon gourd looks like a bright orange pumpkin carved into a fanged grimace. Its oversized eyes burn with twin green flames that crackle and spark to match the emotion in its deep and menacing voice. Each demon gourd is composed of three pumpkin “heads” attached by a series of thick vines to its sprawling root system. Though normally stationary, the demon gourd can uproot itself and use its tentaclelike root system to scamper across the pumpkin patch in search of prey.

DEMON GOURD

Medium plant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (14d8 + 28)

Speed 0 ft., 5 ft. (Uprooted)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	17 (+3)	14 (+2)	15 (+2)

Saving Throws Wis +3

Damage Immunities fire, electricity

Senses darkvision 30 ft., passive Perception 14

Languages speaks all languages known by its creator

Challenge 4 (1,100 XP)

Partially Stationary. The demon gourd is attached to its root system and unable to move when planted. However, the demon gourd can spend 2 (1d2 +1) rounds uprooting itself if there has been no prey in several days. While in its travelling form the demon gourd has a movement speed of 5 ft. and can’t use any of its abilities or attacks. When it has found a new location, the demon gourd spends 2 (1d2 +1) rounds replanting itself before blending into the local pumpkin population.

Fiery Insides. The demon gourd is powered by an evil green flame that resides deep in its pumpkin head. Instead of taking damage from fire it is healed for the same amount of hit points.

ACTIONS

Multiattack. The demon gourd can attack twice with its vine slash.

Vine Slash. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 5) slashing damage.

Fiery Seeds (Recharge 5–6). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 28 (6d6 + 10) fire damage.

Dire Sequoia

The dire sequoia is one of the ancient world trees, so called because of their ability to overrun entire worlds with the help of a dutiful woods witch. Originating in the feywild, they enrich their surroundings with all manner of plant life, drawing on a variety of food sources. The dire sequoia subsists on the souls of chaotic creatures, consuming their energy to sustain itself.

When fully grown, the dire sequoia stands 600–775 ft. tall and is considered the tallest tree in Faerun. The tree's scant branches start around 100 ft. up its deep burgundy trunk. It is over 45 ft. thick and straight as an arrow often collecting wisps of cloud around its highest branches. It is a daunting vision to behold, especially when the humongous omen owls rise from their lofty nests at dusk in search of prey.

Every dire sequoia is accompanied by a woods witch dedicated to its safety and connected via psychic link. This creature is willing to die to keep the dire sequoia alive and happy.

DIRE SEQUOIA

Gargantuan tree, neutral

Armor Class 10 (natural armor)

Hit Points 168 (12d20 + 48)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	1 (–9)	19 (+4)	18 (+4)	20 (+5)	20 (+5)

Damage Resistances poison, electricity
Condition Immunities blinded, charmed, deafened, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses blindsight 60 ft., passive Perception 11

Languages understands all languages, but can only communicate telepathically with its woods witch

Challenge 4 (1,100 XP)

Magically Dense. The dire sequoia is incredibly dense and resistant to harm. Any creature that strikes it directly takes 4 (2d4) force damage from the impact. Woods witches are not immune to this effect and it is how they develop their heavy limbs ability.

ACTIONS

Multiattack. The dire sequoia makes three attacks with its leaf slice ability.

Leaf Slice. *Melee Weapon Attack:* +5 to hit, reach 60 ft., one target. *Hit:* 14 (3d6 + 5) slashing damage.

Flesh Sphere

“You see a sphere of partially decomposed flesh the size of a basketball floating 3’ off the ground. As you approach, it opens a giant filmy eye that begins to glow with a dark green light. Suddenly it explodes in a fiery blaze, throwing chunks of viscera and an avalanche of blood all over you.”

This floating sphere of dead flesh is powered by a hatred for all living things. The flesh sphere has a one-track mind for destruction. Flesh spheres are the result of a tragic and unfair death and still possess a mind of sorts, but it has been twisted by the hopelessness and terror of undeath. It knows the fields of green and skies of blue are not for it anymore and if it can’t have that, then no one should. When it encounters a group of three living creatures or more within sight, it explodes in hellish fury.

FLESH SPHERE

Small undead, chaotic evil

Armor Class 10 (natural armor)

Hit Points 24 (8d6)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+2)	10 (+0)	12 (+1)	11 (+0)	6 (-2)

Senses passive Perception 11

Languages understands all languages spoken by its creator, but can’t speak

Challenge 1 (200 XP)

Undead Buoyancy. The flesh sphere hovers three feet off the ground with unholy malevolence. If it should happen to touch the ground, it immediately explodes.

ACTIONS

Epic Self Destruction. The flesh sphere explodes in a sphere with a diameter of 15 feet. Each creature in that sphere must make a DC 13 dexterity saving throw, taking 24 (6d8) necrotic damage on a failed save, or half as much on a successful one. This destroys the creature utterly, leaving nothing but blood and chunks of flesh behind.

Gooseflesh

“You see a sheet of slightly decayed skin lying in a heap on the floor. The smell is sickening, it takes all of your fortitude not to vomit up your lunch. As you approach, the pile of flesh begins to lengthen into an eel like creature and slither toward you.”

This crawling pile of wrinkled and weathered skin is sickening to behold. Created through a

variety of necromantic methods, the gooseflesh is the result of a flayed creature’s skin rising from the grave.

Though undead, gooseflesh moves and behaves like an ooze. Falling, rather than crawling, towards the closest living creature, and trying to dissolve the creature in its noxious folds. It oozes a kind of necrotic stomach acid, that it is especially effective on bone, to dissolve and consume its victims.

In situations of extreme carnage several lesser gooseflesh can join together into a greater gooseflesh.

LESSER GOOSEFLESH

Medium undead, unaligned

Armor Class 13 (natural armor)

Hit Points 72 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	4 (-3)

Damage Immunities acid, cold, lightning
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60', passive Perception 8

Languages none

Challenge 3 (700 XP)

Amorphous. Gooseflesh can move through a space as narrow as 1 inch wide without squeezing, it loses this ability if it is currently ingesting something.

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

Swell. Gooseflesh can, as a free action, swell to inhabit its entire space. Other creatures can enter the space, but a creature that does so is subjected to the gooseflesh’s ingest ability and has disadvantage on the saving throw.

ACTIONS

Multiattack. The gooseflesh can make two melee weapon attacks or use its ingest ability.

Flesh Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) piercing damage and 3 (1d6) necrotic damage.

Ingest. The gooseflesh moves towards another creature one size category smaller at the largest, entering its space and causing the creature to make a DC 13 dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 ft. back or to the side of the gooseflesh. On a failed save, the gooseflesh moves into the creature’s space causing the creature to take 9 (3d6) necrotic damage and 9 (3d6) crushing damage. An ingested creature can’t breathe, is restrained, and takes this damage at the beginning of each of the gooseflesh’s turns.

Should the gooseflesh choose to move, it leaves any ingested creatures in the square they were ingested in. The creature lies prone and stunned for one round. An ingested creature can attempt to free itself on its turn by succeeding on a DC 13 strength check and moving into an adjacent square.

GREATER GOOSEFLESH

Large undead, unaligned

Armor Class 16 (natural armor)

Hit Points 160 (16d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+5)	20 (+5)	10 (+0)	11 (+0)	4 (-3)

Damage Resistances acid, cold, lightning

Senses blindsight 60', passive Perception 8

Languages None

Challenge 8 (3,900 XP)

Amorphous. Gooseflesh can move through a space as narrow as 1 inch wide without squeezing, it loses this ability if it is currently ingesting something.

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

Swell. Gooseflesh can, as a free action, swell to inhabit its entire space. Other creatures can enter the space, but a creature that does so is subjected to the gooseflesh's ingest ability and has disadvantage on the saving throw.

ACTIONS

Multiattack. The gooseflesh can make two melee weapon attacks or use its ingest ability.

Flesh Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 6) piercing damage and 6 (2d6) necrotic damage

Ingest. The gooseflesh moves towards another creature one size category smaller at the largest, entering its space and causing the creature to make a DC 16 dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 ft. back or to the side of the gooseflesh. On a failed save, the gooseflesh moves into the creature's space causing the creature to take 24 (8d6) necrotic damage and 24 (8d6) crushing damage. An ingested creature can't breathe, is restrained, and takes this damage at the beginning of each of the gooseflesh's turns.

Should the gooseflesh choose to move, it leaves any ingested creatures in the square they were ingested in. The creature lies prone and stunned for one round. An ingested creature can attempt to free itself on its turn by succeeding on a DC 16 strength check and moving into an adjacent square.

Masked Fey

“You stroll through the tight corridors of downtown Waterdeep with your comrades in search of fun and coin. Suddenly three small figures dart out of an alleyway to your left. They stand around 3 ft. tall and seem to be children of some unknown race. They giggle for a moment before holding their threadbare bags open, as if awaiting a gift. You notice that each of them has three wooden masks strung on a small leather belt around their waist.”

The masked fey is a creature as old as the seasons that pretends to be a young child. It has learned that most creatures, regardless of size or creed, will help a child in need. Those that don't... Well... The masked fey has a special surprise in store for them.

Though small, the masked fey are incredibly vicious and capable of devastating transmutation magic. If they are not placated with a savory treat or a valuable object, they will use one of their haunted masks and transform into terrifying monsters.

The masked fey look like 3 ft. tall humanoid children with pointed ears and green skin when not wearing a mask. They have a certain adorable quality when in their true form that entices the humanoid races into doing their bidding.

MASKED FEY

Small fey, neutral good

Armor Class 14 (natural armor)

Hit Points 78 (14d6 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	17 (+3)	10 (+0)	8 (-1)	12 (+1)

Senses darkvision 30', passive Perception 11
Languages understands common and sylvan
Challenge 3 (700 XP)

Transmutation Protection. The masked fey is protected from all transmutation magic while wearing a haunted mask.

Adorable Presence. The masked fey has a childlike quality about it that makes it quite hard to resist. Every creature encountering one must succeed on a DC 13 Wisdom saving throw or the masked fey gains advantage to every charisma check made against them for the next 24 hours.

ACTIONS

Cry. When threatened, the masked fey unleashes a powerful sonic cry. Any creature within 45 ft. of the masked fey must succeed on a DC 13 Constitution saving throw or take 24 (6d8) sonic damage.

Don/Remove Haunted Mask. Every haunted mask in the masked fey's arsenal grants special abilities and transforms its user. This transformation takes time and every time a masked fey dons, removes, or swaps a mask it takes 1 round.

Giant Mask

Enlarge. The masked fey triples in size and its strength rises to 18 in this form.

Smash. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 34 (6d8 +10) slashing damage.

Demon Mask

Fly. When in this form the masked fey sprouts a set of spined purple wings and gains a fly speed of 20 ft. It also grows a spined purple tail.

Tail Spine. Ranged Weapon Attack: +4 to hit, reach 20/80 ft., one target. **Hit:** 12 (2d8 +4) slashing damage.

Werewolf Mask

Multiattack. The masked fey is very quick in this form and can make 3 claw attacks.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 12 (2d8 +4) slashing damage.

Pumpkin Construct

The pumpkin construct is created by mixing dead demon gourds and a fresh corpse. Using an arcane ritual, the creator sews together the pieces in a very Frankensteinian way and brings them back to life with necromantic might. The resulting abomination is in constant pain and seeks only to thrust that pain onto others in the grisliest way possible.

The pumpkin construct looks like someone stuffed a corpse with pumpkins seeds and those seeds have taken root. Vines wrap around and through its limbs up to its jack o lantern head. Its eyes burn with a hellish green fire and its cracked teeth have been supplemented with a second row of jagged pumpkin seeds.

Though constantly in pain, the pumpkin construct is fiercely loyal to the woods witch that created it and will do everything in its power to protect her.

PUMPKIN CONSTRUCT

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 144 (16d8 +80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	21 (+5)	12 (+1)	13 (+1)	8 (-1)

Damage Resistances poison, fire

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 11

Languages understands and speaks all languages known by its creator

Challenge 7 (2,900 XP)

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

ACTIONS

Pumpkin Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 45 (10d6 + 15) bludgeoning damage.

Vine Sword. *Melee Weapon Attack:* +6 to hit, reach 30 ft., cone. *Hit:* 45 (10d6 + 15) slashing damage.

Seed Inferno (Recharge 5-6). *Melee Magic Attack:* +6 to hit, 30 ft. cone, multiple targets. *Hit:* 51 (12d6 +15) fire damage.

Soul Weeper

The soul weeper is one of the ancient world trees, so called because of their ability to overrun entire worlds with the help of a dutiful woods witch. Originating in the feywild, they enrich their surroundings with all manner of plant life, drawing on a variety of food sources. The soul weeper subsists on the souls of evil creatures, feeding off their negative energy to sustain itself.

When fully grown, the soul weeper stands 100–120 ft. tall with pale whitish purple boughs up to three times that length. Deep red protrusions of bark are scattered like scabs over its deep grey 30 ft. thick trunk. They seem to change position when not looked at and glow with a soft red light illuminating the corpse dolls often strung from the lower boughs.

Every soul weeper is accompanied by a woods witch dedicated to its safety and connected via psychic link. This creature is willing to die to keep the soul weeper alive and happy.

SOUL WEEPER

Gargantuan tree, neutral

Armor Class 10 (natural armor)

Hit Points 256 (16d20 + 96)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	1 (–9)	23 (+6)	18 (+4)	20 (+5)	20 (+5)

Damage Resistances poison, electricity, negative energy

Condition Immunities blinded, charmed, deafened, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses blindsight 60 ft., passive Perception 11

Languages understands all languages, but can only communicate telepathically with its woods witch

Challenge 4 (1,100 XP)

Hollow. The soul weeper is hollow on the inside and shaped into rooms by the woods witch who tends it. It is accessible by a red handprint that accepts only neutral creatures.

ACTIONS

Multiattack. The soul weeper makes three attacks with its root slam.

Root Slam. *Melee Weapon Attack:* +5 to hit, reach 30 ft., one target. *Hit:* 13 (2d6 + 5) bludgeoning damage.

Crush. The soul weeper targets one creature it can see within 30 ft. and pulls it underground with its roots. The creature hit must succeed on a DC 14 dexterity saving throw or take 18 (6d6) crushing damage as it is pulled underground and immobilized. The buried creature can make a DC 14 strength check to pull itself out of the ground at the beginning of its turn, re-taking the damage on a fail and freeing itself on a success.

Unholy Rider

The unholy rider is created when a pure and good horseman is beheaded in battle against a necromancer. It rises every sunset and rides in search of its head, unable to rest until it's found. It will ride all night, until the sun rises and forces back into its grave. Usually created by a woods witch, the unholy rider is like a stray wolf set loose in her domain. It protects by virtue of its destructive nature, but not by any conscious choice.

The unholy rider looks like a cloaked human riding on a fiery nightmare. It stands 6 ft. tall at the shoulder and wears a long black cloak with a hood to cover up its lack of head, though sometimes it will use an unholy gourd instead. This causes the gourd to shine with a dull amber light and speak with the unholy rider's deep resonating voice. It is always seen riding on a nightmare and holding a silvered lantern to illuminate its way.

UNHOLY RIDER

Medium undead, lawful evil

Armor Class 18 (natural armor)

Hit Points 140 (20d8 + 60)

Speed 45 ft., 90 ft. (Mounted)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	17 (+3)	11 (+0)	13 (+1)	13 (+1)

Saving Throws Wis +1

Damage Immunities: fire, poison

Condition Immunities: poisoned

Senses darkvision 30 ft., passive Perception 11

Languages understands languages spoken in life, but can't speak

Challenge 9 (5,000 XP)

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

Ride with the Moon. Every night at sunset the unholy rider rises from its grave on the back of a nightmare. When killed, the unholy rider dissolves into a ghostly mist and returns to its grave with its nightmare.

Silver Lantern. The unholy rider carries with it a covered lantern which emits a silvery glow when activated. It allows the unholy rider to see everything within a 20 ft. radius of the lantern even if it is invisible or in the ethereal plane. The unholy rider can then interact with those items or creatures as if he was on the same plane as them. This effect lasts for 10 rounds. If it is used more than seven times in 24 hours it explodes, dealing 9 (3d6) damage to every creature within 15 feet.

ACTIONS

Multiattack. The unholy rider can attack 4 times with its silvered longsword or once with its burning lance

Silvered Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 5) slashing damage. This weapon deals an extra 7 damage to undead and is magical for purposes of overcoming damage reduction.

(Mounted) **Burning Lance.** *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target. *Hit:* 50 (10d10) piercing damage plus an additional 11 (2d6 + 5) fire damage.

(Mounted) **Hunter's Horn (1/Day).** Upon waking from its grave, the unholy rider sounds his ghostly hunting horn. The horn's call travels for a half mile terrifying all in its path. Any creature who hears the horn must make a DC 16 wisdom saving throw or become frightened for 2 (1d4) rounds. Frightened creatures are unable to speak or make a sound out of fear of drawing the horn's caller closer.

Unraven

"The shadow of a pair of enormous wings falls across you and your companions as you gaze up at the full Autumn moon. As they approach, you realize that they belong to a wyvern sized midnight black raven with three glowing orange eyes. Astride its back in an unusual thorned saddle are three medium sized creatures cloaked in shades of swirling blue."

An unraven lives most of its life flying among the boughs of an unliving forest in the shadowfell. However, throughout the Autumn months the unraven can travel between the shadowfell and the material plane at will. During this time, the unraven becomes the unwitting steed for a whole host of creatures from the shadowfell.

The unraven looks like an enormous raven with three glowing eyes. It has a 20 ft. wingspan and can carry as much as 800 lbs before becoming encumbered. It is normally fairly docile but will attack with its claws when threatened.

UNRAVEN

Large fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 60 (10d10 + 10)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	12 (+1)	10 (+0)	8 (-1)	12 (+1)

Senses darkvision 30', passive Perception 11

Languages understands common and elvish, but can't speak

Challenge 2 (450 XP)

Confer Incorporeal Movement. Incorporeal Movement. The unraven can become incorporeal as a free action and confer this effect any three willing creatures it can touch. The effect ends when the unraven deals damage or chooses to end it as a free action.

Invisibility. The unraven is naturally invisible until it attacks or uses any of its abilities.

ACTIONS

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (3d8) necrotic damage.

(Autumn only) **Shadow Stride.** The unraven and up to three willing creatures within 5 ft. of it magically enter the Shadowfell from the Material Plane, or vice versa.

Woods Witch

The woods witch began life as a member of the mortal races, but felt a dark calling at a young age. Potential woods witches leave their homes and enter the wilderness as a druid until they experience their first "Dark Autumn". During this time, the potential witch's hair turns black and she is guided to one of the magically massive world trees.

When a woods witch senses a potential candidate through their extensive network of roots and flowers, they test the candidate's worthiness for a year and a day. They throw scores of evil monsters, nefarious puzzles, and morally ambiguous situations at the candidate to judge their moral character and abilities. If the candidate survives this ordeal, the woods witches wrap her body in thick layers of monstrous spider silk and she undergoes the change into full feyhood. When she emerges 7 (1d12) weeks later, her hair turns from black to white and the woods witches invite her to become one of them.

After almost a century of training in the sacred hollow roots of the original dire sequoia, the nascent witch is allowed to enter the seed nursery. Here a seed must choose the woods witch and bond with her creating an everlasting psychic connection. This connection allows the woods witch to use the life force contained within the seed to sustain herself indefinitely. Once the seed makes its choice, the witch's hair turns orange like fallen leaves and she is considered a full woods witch. She then leaves with her precious seed and finds a suitable spot for planting to set up shop.

The woods witches believe in the supremacy of nature at the expense of all other things. They keep the wilds wild and free from encroachment with a stone fist. Though their power has begun to fade from Faerun with rise of the mortal races, they can still be found in the places where mortals dare not tread.

The woods witch is usually cautious when it comes to outsiders, preferring to wait and watch until she can ascertain their intentions.

However, when her tree is under attack she fights with a fierceness rarely seen outside of a mother protecting her young. She will fight until her last breath before she'll let any harm come to the tree.

Dire Sequoia Abilities

Heavy Limbs. Woods witches who serve a dire sequoia deaden the nerves in their legs and arms through years of strict conditioning. The dire sequoia is incredibly dense, so the woods witches repeatedly strike the tree until their limbs are as hard as ironwood.

Smash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 31 (6d6 + 10) bludgeoning damage and the creature must succeed on a DC 17 Constitution saving throw or become stunned for 1 round.

Soul Weeper Abilities

Raise Corpse Doll (2/Day). Any woods witch that serves a soul weeper can create an incredibly loyal undead servant from the corpses of her victims. She targets one dead creature she can see within 30 feet and, using the power of the soul weeper's roots, she drains the vital fluids from the body and replaces them with sap. This process takes around 2 (1d4) rounds and shrinks the body down to 1 ft. in height. After the process is complete the newly created corpse doll rises in complete service to its master. A woods witch can have up to 13 corpse dolls under her control at any one time. Once she controls more than 5, her CR rises to 11.

Steaming Claws (replaces Claws attack). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 28 (6d6 + 10) slashing + 6 (2d6) fire damage.

WOODS WITCH

Medium fey, lawful neutral

Armor Class 18 (natural armor)

Hit Points 180 (20d8 + 100)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	20 (+5)	18 (+4)	19 (+4)	18 (+4)

Damage Resistances: poison, electricity

Condition Immunities: poisoned, prone, blinded, frightened, charmed

Senses darkvision 30 ft., passive Perception 11

Languages understands and speaks all languages spoken by mortals, Abyssal, Celestial, Druidic, telepathy 120 ft.

Challenge 10 (5,900 XP)

Innate Spellcasting. The woods witch's spellcasting ability is Wisdom (spell save DC 16, + 9 to hit with spell attacks). She can innately cast the following spells, requiring no material components.

- ❖ **At will:** *detect magic, healing word, fog cloud*
- ❖ **2/day each:** *control water, gust of wind, call lightning, dispel magic, locate creature, tree stride*

Natural Resilience. If damage reduces the woods witch to 0 hit points, she must make a constitution saving throw with a DC of 5 + damage taken, unless the damage is radiant or from a critical hit. On a success the woods witch drops to 10 hit points instead.

Psychic Dissonance. The woods witch has an aura about her that makes concentrating very difficult. Any creatures attempting to cast a spell that requires concentration must succeed on a DC 17 wisdom check, if they fail they find they can't get the spell to form properly in their mind.

Illusory Appearance. The woods witch appears as a lovely young human or elf maiden with copper hair and pale skin during Autumn and Winter, but appears weathered and aged for the rest of the year.

Bound Soul. If the woods witch is slain in battle and her tree still lives, a large root will rise from the ground and claim her body. As long as the tree remains alive, the woods witch will rise from the grave with a brand new body 4 (1d4+2) days later.

ACTIONS

Multiattack. The woods witch is deadly quick and can use two melee weapon attacks (Claws, Heavy Limbs, or Steaming Claws), one special ability (Enslave, Raise Corpse Doll, Needle Breath, or Create Ice Knight).

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 31 (8d6 + 10) slashing damage.

Enslave (1/Day). The woods witch targets one creature it can see within 30 feet of it. The target must succeed on DC 17 wisdom saving throw or be magically charmed by the woods witch until the woods witch dies or until it is on a different plane of existence from the target. The charmed target is under the woods witch's control and can't take reactions, and the woods witch and the target can communicate telepathically with each other over any distance. Whenever the charmed creature takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the woods witch.

Chapter 2: Magic Items

Arrow of Flying

Wondrous item, very rare (requires attunement)

The *arrow of flying* is a variant of the *broom of flying* and is primarily used by woods witches who serve soul weepers as a means of personal transportation. They are usually crafted from a section of blood red bark and are outfitted with a set of small leather stirrups. This allows them to be laid down upon to reduce drag and increase maneuverability making the woods witches who use these look like blood red tears against a black midnight sky.

This wooden arrow, which weighs 1 pound, is very large and remains inert until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 80 feet. It can carry up to 300 pounds, but its flying speed becomes 50 feet while carrying over 200 pounds. The arrow stops hovering when you land.

You can send the arrow to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The arrow comes back to you when you speak another command word, provided that the arrow is still within 1 miles of you.

Board of Floating

Wondrous item, very rare (requires attunement)

The *board of floating* is a variant of the *broom of flying* and is primarily used by woods witches who serve dire sequoias as a means of conveyance. They are usually crafted from a fallen branch and are thusly incredibly strong and resilient. This allows them to be utilized for a variety of transportation services including

collecting their fallen victims and gathering various herbs.

This wide wooden board, which weighs 5 pounds, remains inert until you lay it flat, stand across it, and speak its command word. It then begins to float and can be ridden in the air like a surfboard. It has a flying speed of 50 feet. It can carry up to 600 pounds, but its flying speed becomes 30 feet while carrying over 300 pounds. The board stops hovering when you land.

You can send the board to travel alone to a destination within 2 miles of you if you speak the command word, name the location, and are familiar with that place. You can also instruct the board to pick up any objects it can pick up with a scooping motion at that location and transport them back to you. The board comes back to you when you speak another command word, provided that the board is still within 2 miles of you.

Bowl of Treats

Wondrous item, rare

This glossy onyx bowl is filled with small wrapped chocolates and candies. The bowl is always full no matter how much candy is removed and weighs 5 pounds. You can remove up to 3 pounds of candy per round. The bowl takes 1 round to refill.

If you decide to consume the candy, roll 1d6. On a 1, you take 33 (6d10) poison damage from a toxic candy bar. On a 2-6, you gain 11 (2d10) HP back.

Chocolate Weapons

Wondrous item, uncommon

These small chocolate delicacies come in two sizes; a box size container holding around 4 (1d8), and a tub size container holding around 12 (3d8). They come in 7 different varieties that are sure to delight.

- ❖ **Broadsword:** This small chocolate covered pretzel bestows its consumer with a temporary +2 to Strength.
- ❖ **Sickle:** This small chocolate crescent is topped with gold leaf and deals 12 (3d8) poison damage to its consumer.
- ❖ **Bow:** This chocolate disk is shaped into a bow and bestows its consumer with a temporary +2 to Dexterity.
- ❖ **Wand:** This chocolate covered pretzel is tipped with a frosting star and bestows its consumer with a temporary +2 to Intelligence.
- ❖ **Staff:** This thick cookie staff is coated in chocolate and bestows its consumer with a temporary +2 to Wisdom.
- ❖ **Fist:** This caramel fist bestows its consumer with a temporary +2 to Constitution.
- ❖ **Dulcimer:** This chocolate dulcimer is filled with cherry filling and bestows its consumer with a temporary +2 to Charisma.

Each treat is very delicious and enjoyable, including the chocolate sickle. The effects of the chocolates do not stack and last 5 (1d10) rounds after consumption. Consuming two chocolates at once results in no bonuses and a mild headache that lasts 2 (1d4) rounds.

Endless Roll of Tissue

Wondrous item, rare

This white roll of tissue is 6 inches in diameter and covered in orange pumpkin shapes and little black cats. The roll weighs less than a pound as the tissue is rather thin.

You can use an action to throw the roll and speak one of two command words, whereupon one of the following two effects occurs to a targeted creature or object within 60 ft. of the thrower.

- ❖ “Wrap” causes the roll to unravel around the targeted creature, wrapping it up tightly in layers of tissue. The target is considered grappled until the tissue incasing the creature is destroyed. The creature can attempt to escape by rolling a DC 13 Strength check, if successful the creature explodes out of the tissue and the tissue paper dissolves into ash. The whole process takes 1 round, after which the roll returns to the throwers hand the exact same size as when it was thrown.
- ❖ “Cover” causes the roll to unravel and cover the targeted object or area not exceeding 30 cubic feet. The whole process takes 1 round, after which the roll returns to the throwers hand the exact same size as when it was thrown.

Haunted Mask

Wondrous item, very rare (requires attunement)

This wooden mask is carved to resemble one of five different forms and imparts certain magical effects to its wearer. They were created by a masked fey through a terrifyingly violent process and are infused with powerful transformational magic. Each mask grants a certain set of abilities and attacks to its wearers based on the monster that was used to create it.

Giant Mask

Enlarge. The creature triples in size and its strength is increased to 18 in this form.

Smash. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d8) slashing damage.

Demon Mask

Fly. When in this form the creature sprouts a set of spined purple wings and gains a fly speed of 20 ft. It also grows a spined purple tail.

Tail Spine. Ranged Weapon Attack: +4 to hit, reach 20/80 ft., one target. Hit: 12 (2d8 +4) slashing damage.

Werewolf Mask

Multiattack. The creature is very quick in this form and can make 3 claw attacks.

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

Pumpkin Mask

Bullet Seeds. Ranged Weapon Attack: +5 to hit, reach 30 ft., cone. Hit: 11 (2d6 +5) piercing damage.

Beholder Mask

Sleep Ray. The targeted creature must succeed on a DC 13 Wisdom saving throw or fall asleep for 2 (1d4) rounds. 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.

Skeleton Key

Wondrous item, very rare

This large ornate looking key is sculpted from an elven thighbone and infused with ancient magic. The key is inert for most of the year, but during the months of fall, when the veil between worlds is thinnest, it activates and glows with a dull white light.

You can spend an action extending the key and speaking the command word. This opens a 3 ft. wide circular portal to either the Feywild, the material plane, or the Shadowfell. The location is random and changes every time the key is used. The key can only be used once a day and ceases to function once winter sets in.

Unicorn Wand

Wondrous item, uncommon

This rainbow-colored branch is roughly 1 foot long and tipped with a pink crystal star. When held, the holder begins to float 1 foot off the ground and emit glitter at an alarming rate.

You can use an action to raise the wand and speak one of three command words, whereupon one of the following three effects occurs to a targeted creature or object within 60 ft. of the wielder.

- ❖ “Glitter” causes the wand to shoot out a beam of concentrated glitter at the creature, forcing it to make a DC 13 Dexterity saving throw. On a failure the creature is covered in glitter that it is unable to remove for 3 (1d6) days. This glitter leaves a very distinct trail and makes it very difficult for the target to hide. The target is still capable of hiding inside objects, but the glitter trail doesn’t dissipate for 24 hours and will

lead any creature searching for them right to them.

- ❖ “Change Color” causes the wand to shoot out a beam of concentrated frosting at the creature, forcing it to make a DC 13 Constitution saving throw. On a failure the creature and all its non-magical gear is dyed a color of the wielder’s choosing. The effect lasts for 3 (1d6) hours.
- ❖ “Pie” causes the wand to shoot out a pie of a flavor of the wielder’s choosing at the creature, forcing it to make a DC 13 Dexterity saving throw. On a failure the creature’s face is covered in pie and it is blinded for 3 (1d6) rounds.

Each wand has 13 charges and each effect consumes 1 charge. The wand regains three charges at midnight and can be fully recharged under a full Autumn moon. If the wand runs out of charges it erupts into rainbow flames and is consumed, leaving only the crystal star behind. The crystal can be used to fashion a new wand, but must be blessed by a unicorn to function properly.

Chapter 3: Encounters

The Graveyard of Lost Souls

This squarish graveyard is massive, roughly 1200 ft. by 1200 ft., and ringed by an 8 foot wide moat. There are several encounters scattered throughout the area that the players can choose from.

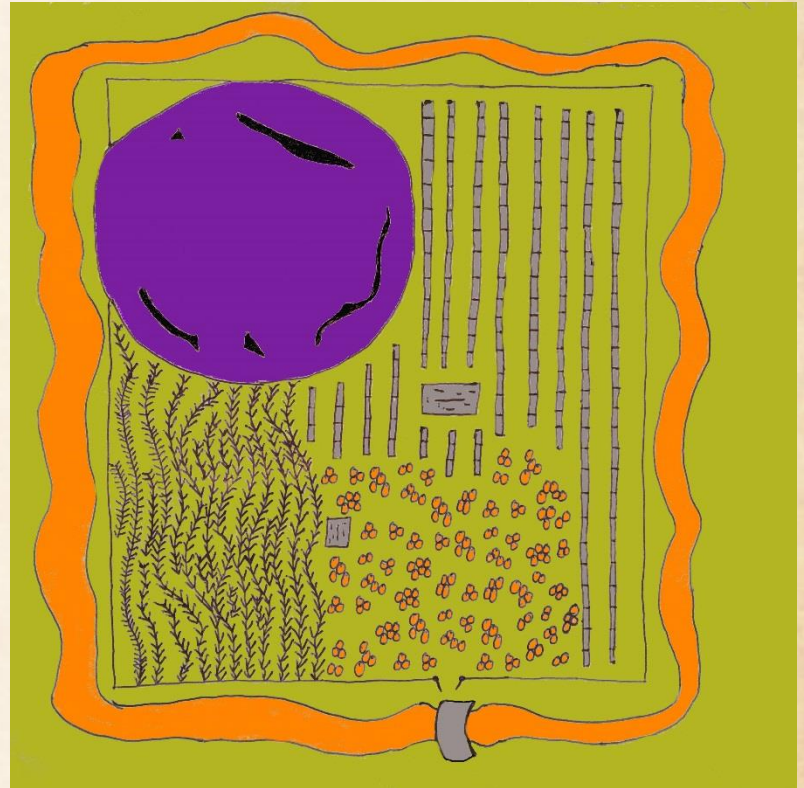
Features of the Area

Orange Moat: This murky orange 8 ft. wide moat encircles the entire graveyard. It bubbles and churns with a constant swirling current. There is a small stone 5 ft. wide bridge that leads to the main gates covered in thick tangles of pumpkin vines. The bridge is old and worn, but still sturdy enough to carry the party safely across.

Main Gates: This 12 ft. tall set of gleaming gates appears to be made of stainless steel, but upon closer inspection you realize it is iron coated in silver. The gates connect to a 10 ft. tall picket fence made of the same iron silver combo that stretch to encircle the entire graveyard. The huge padlock hanging from the center of the gate is unlocked, but the doors are still held closed by it.

Creatures

Each different section has its own assortment of monsters, but there are only two horrors that run the length of the entire graveyard. The first is the **unholy rider** that patrols every square inch of the graveyard from sundown to sunup in search of his lost head. The one place he can't enter, the mausoleum, is also the secret resting place of his head. Should the party ever reunite the unholy rider with his head, the unholy rider instantly crosses over in a blaze of white light. This banishes the nightmare and frees the graveyard forever.



The second horror is **the creature from the orange lagoon** that lurks within the dark moat. As soon as the party crosses the bridge it awakens and hungers for their flesh. It might not attack right away, but it will always attack near the moat.

Rewards

If the unholy rider crosses over, he leaves behind his *silvered broadsword* and his *silver lantern*.

The Pumpkin Patch

Just inside the gates is a wide pumpkin patch filled with dozens of jack o' lanterns. They burn with a hellish green light, their shadows dancing along the slowly creeping vines. The vines wind through the graveyard, breaking through several rows of small marble headstones in their mission of perpetual encroachment. Whenever you look away they seem to change positions and whisper softly to each other.

Creatures

3 **demon gourds** and one **pumpkin construct** hide amongst the giant bright orange pumpkins. The local **woods witch** has taken the time to carve dozens of horrifying faces into the largest pumpkins and lit them with dark green candles as a warning to outsiders. Luckily this provides the perfect cover for the monsters that hide within.

Rewards

The pumpkin construct is protecting a worn cloth sack that contains a few things of value. Inside is an *endless roll of tissue*, a small box of *chocolate weapons*, and 31 gold pieces.

Difficulty Adjustments

Make the following adjustments if the party is weak or strong:

- ❖ If the party is weak, remove 1 **demon gourd**.
- ❖ If the party is strong, add 1 **demon gourd**.
- ❖ If the party is very strong, add 1 **demon gourd** and one **masked fey**.

The Cornfield

The western wall of the cemetery is lined with several rows of dark grey corn. The corn rises 10 ft. into the air and blots out what little sun there is to be had in the graveyard. The cornstalks are studded with dozens of thin razor-sharp thorns that seem to flow toward you with the breeze. At night, you can see sets of glowing red eyes appear and disappear in the wavy stalks.

Creatures

2 **corndogs** and 3 **flesh spheres** lurk within the thick stalks of spiny grey corn. The corndogs are hesitant to attack fully rested adventurers but will strike in a flash should a party member detonate a flesh sphere. The flesh spheres only want to cause death and destruction to every living thing they encounter and will gladly detonate on contact.

Rewards

The monsters carry nothing of value, but there are two notable items hidden in the stalks around them. A *board of floating* is buried beneath a foot of undergrowth. It is covered in mud and leaves, but it is still serviceable. There is also a *unicorn wand* stuck inside of one of the corndogs that falls out after it is destroyed.

Difficulty Adjustments

Make the following adjustments if the party is weak or strong:

- ❖ If the party is weak, remove 1 **corndog** and 1 **flesh sphere**.
- ❖ If the party is strong, add 1 **corndog**.
- ❖ If the party is very strong, add 1 **corndog** and 2 **flesh spheres**.

The Soul Weeper

In the northern end of the cemetery is a humongous weeping willow some 80 ft. tall. Its dark and tangled boughs cover an entire quarter of the cemetery hiding it from your view. Inside the grass is cold and grey, obscuring the small headstones in scattered tufts some 2 ft. high. If one is very quiet, they can hear the soft giggling of children somewhere inside the tufts and the high keening of some massive bird high above them.

Creatures

1 **woods witch**, 5 **corpse dolls**, and 2 **unravens** creep under the boughs of the mighty **soul weeper**. The woods witch is cautious and will use her corpse dolls to test the mettle of the adventurers before engaging with the help of her soul weeper. The unravens nest high in the soul weeper's upper boughs and are uninterested in the party. They will only attack if provoked and can be trained as mounts given the right set of circumstances.

Rewards

The woods witch is somewhat of a magical hoarder and has several things of value hidden in her room inside the soul weeper. An *amulet of health*, a *crystal ball of true seeing*, 3 *haunted masks*, a *bowl of treats*, a pouch filled with dust of dryness, a *manual of golems*, and a *mirror of life trapping*. All of these items can be found within the *Dungeon Master's Guide* or in the item section of this book.

Difficulty Adjustments

Make the following adjustments if the party is weak or strong:

- ❖ If the party is weak, remove 3 **corpse dolls**.
- ❖ If the party is strong, add 3 **corpse dolls**.
- ❖ If the party is very strong, add 5 **corpse dolls** and make the **unravens** aggressive.

The Mausoleum

The center of the graveyard is taken up by hundreds of rows of graves. The rows are laid out in neat lines that flow around a squat stone building at the center. Each headstone is different in size and shape, but all are worn stone and pitted with age. In the dead center of the cemetery is a 30 ft. by 60 ft. marble mausoleum dedicated to someone named Lord Carpatheous. The thick double doors are locked fast, but can be broken into with a successful DC 13 strength check.

Creatures

3 **corrupted intestines** and 2 **flesh spheres** wait to be unleashed inside the marble mausoleum. The corrupted intestines are mindless and will attack the first thing they can slither into and the same is true for the flesh spheres.

Rewards

The only things of value inside the mausoleum are on an altar in the center. The mummified head of lord Carpathious is on display in a glass case along with a softly glowing *skeleton key* that is wedged in his mouth.

Difficulty Adjustments

Make the following adjustments if the party is weak or strong:

- ❖ If the party is weak, remove 1 **corrupted intestine**.
- ❖ If the party is strong, add 1 **corrupted intestine**.
- ❖ If the party is very strong, add 1 **corrupted intestine** and 1 **flesh sphere**.

The Caretaker's Home

On the edge of the cornfield and the pumpkin patch is a small two story home in a state of extreme disrepair. It is constructed from a dark oak that is half rotted and drooping on one side. The several wide windows are boarded up with plywood planks and you can see several bits of broken glass on the ground. The front door is bashed in and unusable, but the home still appears to be inhabited. As you approach you hear a soft crying sound coming from inside.

Creatures

3 **masked fey** and 1 **body stealer** lie in wait for the party to enter. The body stealer becomes aware of the party as soon as they enter the graveyard and has enlisted the services of the three masked fey that live in the nearby cornfield. It has paid them off with promises of power and blood, hoping to use them to weaken the party before attempting to steal one of their bodies. The body stealer hides in the upper bedroom pretending to be the old caretaker, an elderly orc, and will only attack when the party is weakened or if its true nature is discovered.

Rewards

Most of the house is bare and decayed, but there are a couple things of value in the upper bedroom where the body stealer is waiting. There are 5 assorted *haunted masks*, 3 *endless rolls of tissue*, 47 copper pieces, and a large box of *chocolate weapons*.

Difficulty Adjustments

Make the following adjustments if the party is weak or strong:

- ❖ If the party is weak, remove 1 **masked fey**.
- ❖ If the party is strong, add 1 **masked fey**.
- ❖ If the party is very strong, add 1 **masked fey** and 1 **flesh sphere**.