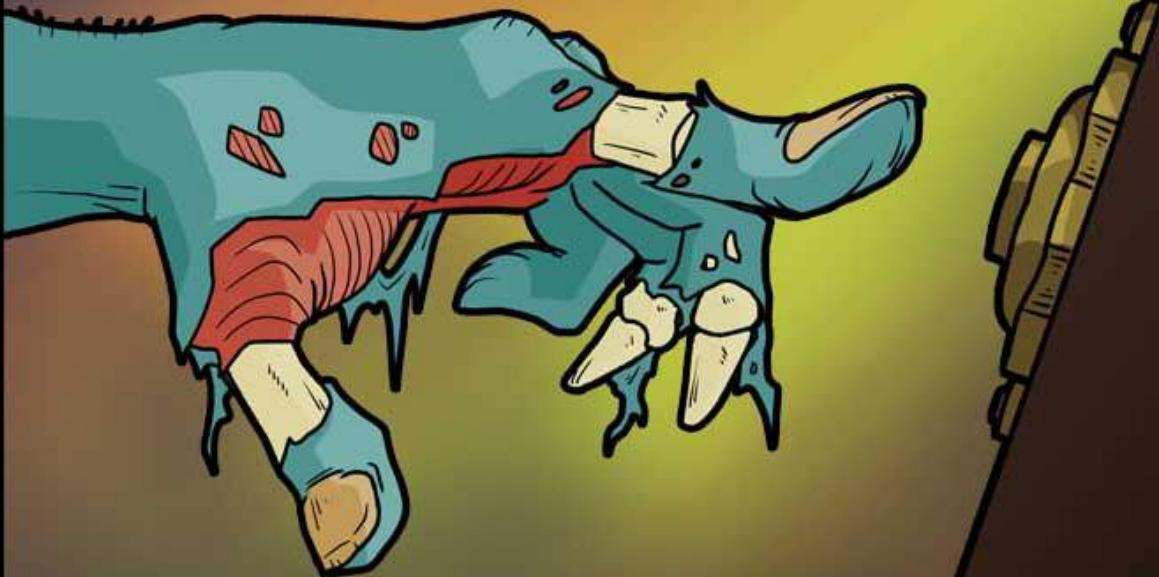


# HAPPY HALLOWEEN!

---

NEW TRICKS & TREATS FOR YOUR GAME



# HAPPY HALLOWEEN!

## TABLE OF CONTENTS

<b>INTRODUCTION .....</b>	2
<b>CHAPTER 1: MONSTERS .....</b>	4
Black Cat .....	4
Bogie .....	5
Dracula .....	6
Imhotep .....	8
Killer Pumpkin .....	9
Night Terror .....	10
The Shape .....	11
Skeleton, Dancing .....	12
Vampire Kin .....	13
Witch .....	14
Wolfman Demon .....	16
<b>CHAPTER 2: TRICKS &amp; TREATS .....</b>	17
Costumes .....	17
Candies .....	19
Uncommon Candies .....	20
Rare Candies .....	21
Very Rare Candies .....	22

***It's almost that time of year again!*** Time to figure out what costume to wear, what parties to attend, and what neighborhood doors to go knocking on while trick-or-treating! People wearing masks, costumes, and disguises, people asking for candies from neighbors, people attending costume parties and bobbing for apples and performing mock divinations and all various sorts of pseudo-taboo behavior – all these things make up what is broadly recognized in various countries and languages as the festival of Halloween.

Halloween today is a warm, light-hearted embrace of the macabre coupled with countless obscure traditions and a healthy if not ironic respect for spirituality. This makes Halloween one of the most curious holidays of the modern era. After all, why do so many people wear costumes and masks? People don't put in fake fangs to eat Thanksgiving dinner. Why do all the kids knock on doors to load up on candy? Kids don't go around town asking for presents on Christmas Day. What inspires the trappings of the macabre and the arcane? Why do we seem to celebrate the grave and the grotesque? Where does this holiday really come from?

### THE ANCIENT ERA

In the ancient era, people were constantly under threat of starvation and the elements. The only way to avoid a dire fate was to exercise discipline and focus, suppress one's anxieties, and finish the labors of the harvest. These anxieties would need to find another release, one taking the form of an annual festival centered on life's struggle against the seasons, death, even time itself.

This festival and its surrounding traditions was also symbolic for the coming winter season, with the spirits of the dead and the ancient gods of the past acting as an analog for dangers of the winter. People would construct great bonfires, wear fearsome masks, and perform odd rituals to appease or avoid the spirits of the dead. Others would also set places at the table and seats at the hearth fire for goodly spirits, and include them in their prayers and observations. Still others would act on behalf of the evil spirits, going from house to house demanding treats lest they commit some prank or trick on the inhabitants.



Overall, it was believed that these rituals were deeply interwoven with the fate of the community over the course of the coming winter. In short, if the annual rites could keep away the lost gods and the vengeful dead, the icy cold of winter should likewise be repelled.

### THE MEDIEVAL ERA

After millennia, a new and more organized religion arose and changed nearly everything. One of the few things that stayed the same was the hardship required for survival, so this new culture was faced with mostly the same challenges and anxieties as the ancient people before them. In similar response, these new people adopted the harvest celebrations of their ancient pagan ancestors as a means of exorcising their fears and appealing to the divine for grace and mercy.

The people also retained a sense that the world of the spirits drew closest to the world of the living during this season, and as such the traditions of masks, costumes, bonfires, and ritual sacraments continued through the medieval era. In this way, the people could give voice to not only their own repressed anxieties and the saints of their own faith, but also with their ancestors and to the pagan deities they held in such reverence for so long.

### THE MODERN ERA

By the modern era, the traditions of Halloween had come into form. As the medieval era had adapted the pagan traditions, the modern commercial era co-opted what was left of both of them, popularizing what people liked and leaving the rest behind. The holiday sits on the calendar where the medieval church put it, and borrows the festivals and guising that date back to the ancient era. It also retains its role as a ritual of catharsis for the anxieties of contemporary life.

On Halloween night, celebrants across the world dress as monsters and evil spirits, letting people express their deep-seated fears of death and the macabre. As part of the holiday, people likely take part in numerous acts that date back to the earlier eras, such as card reading, mock necromancy, guising, trick-or-treating, and festivals rich with elements from both the harvest and the macabre.

All of this serves to connect the traditions of the modern era to those of the past, and the emotional catharsis they have provided humanity since their initial inception deep in the dawn of our agricultural past.

### HALLOWEEN MONSTERS

This supplement covers a number of monsters that are commonly associated with the Halloween holiday in its modern incarnation, mostly appropriate for low-level games (from 1st to 7th level), pick-up games on game night, and Halloween-themed encounters. While these monsters may have been designed with an eye for Halloween-style games, many of them also work well outside of the context of the holiday. Consider using bogies anywhere you might normally use a ghost, for instance, or a witch where you might use a hag, a wolfman demon where you might use a werewolf, and so on. Just make sure the monster is challenge-appropriate and let the rule of cool roll!

See *Chapter 1: Monsters* for details on these new and scaaaaary Halloween creatures!

### RUNNING THE ENCOUNTERS

The monsters in this supplement were designed to make encounters with them work the way we might expect based on their literary or commercial representations. For instance, Dracula doesn't fight anyone head-on, the curse of the wolfman demon ruins your life, witches are ride brooms and befriend black cats, etc.

A lot of these monsters aren't the type that lay down a lot of damage. Rather, they will use avoidance and their unique powers to level the playing field or simply escape notice entirely. A witch isn't going to attack PCs the way a night hag might, nor will you see Dracula rushing into melee with his fangs bared unless the stakes are low (no pun intended). Instead, these monsters will use their abilities to terrify or enchant their opponents.

Many have powerful defenses but also weaknesses compelling them to act and react in specific ways. All of this should inform PCs how best to approach these terrors. If the strategies of these monsters seems unclear, the sidebars should give you guidelines on how to run the monsters in an encounter. These should get you started in setting up the encounters in a way that pose a real threats to the PCs and create encounters that are both fun and engaging for everyone at the table.

### HALLOWEEN TREATS & TRICKS

In addition to the monsters, this supplement also includes both cursed and beneficial magic items in the form of costumes and magical candies. Some of these items are useful, fun, and totally won't hurt you! Others... well, you'll have to find out for yourself! See *Chapter 2: Loot* for these new magic items!

# CHAPTER I: MONSTERS

In this chapter are a number of new monsters fit for the spooky, the scary, and the Halloween-y. Use any of these monsters to spook a party of low-level characters!

## BLACK CAT

Known the world around for bringing bad luck to those who cross its path, the black cat ranks as one of the most well-established and recognizable of the modern Halloween critters. Cute, furry, and fierce, the black cat is often found in the company of witches as well as other practitioners of the dark arts, though the choice to do so is always their own. Being chosen by a black cat is a mark of pride for those in the dark arts community, as a black cat is seen as an omen of success in the field.

To pretty much everyone else in the world, the black cat is little more than bad luck. No one wants a black cat crossing their path, and fewer are willing to have one of these bad luck magnets in their homes. All of this sits fine with most black cats, as they dislike most people, seeing them to as hostile, untalented, or both.

When it is sitting still, not much distinguishes a black cat from any other black house cat apart from the wry grin and glowing red eyes. When it moves, the black cat leaves behind a faint glimmer of magical misfortune.



### BLACK CAT

*Small fey, chaotic neutral*

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+1)	8 (-1)	12 (+1)	18 (+4)

**Damage Resistances** bludgeoning, piercing, and slashing damage that is nonmagical

**Senses** darkvision 60 ft., passive Perception 13

**Languages** None

**Challenge** 1/8 (25 XP)

**Bad Cat.** If the black cat does not leave its space on its turn, it emits a bad luck aura to a radius of 30 feet until the beginning of its next turn. Enemies that start their turn in this area must make a DC 14 Wisdom saving throw or gain become cursed, suffering disadvantage on the next ability check, attack roll, or saving throw they make within the next minute, after which time this curse ends.

**Cat Face.** Whenever the black cat rolls initiative, it gains the benefits of a *sanctuary* spell (DC 14).

**Cat Reflexes.** While in dim light or darkness, the black cat can take the Hide action as a bonus action. Also, when the black cat is subjected to an effect that allows the black cat to make a Dexterity saving throw to only take half damage, the black cat instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

### Actions

**Claws.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 1 slashing damage.

**Crossing the Path.** The black cat moves up to its speed in a straight line, creating a 5-foot high wall of magical bad luck along its path that lasts until the beginning of its next turn. Other creatures moving through the wall for the first time on a turn must expend half their movement to pass through the wall. Upon doing so, creatures must succeed on a DC 14 Wisdom saving throw or suffer the effects of a *bestow curse* spell (roll 1d4 to determine effects).

**Fearsome Pose (Recharge 6).** Each creature of the black cat's choice that is within 60 feet of the black cat and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the black cat's fearsome pose for the next 24 hours.

## BOGIE

A wispy form blocks your path, hovering slightly above the ground, its incorporeal form like a sheet draped over a vaguely humanoid body. A bogie is one of the simplest forms of undead, being the roughest scraps of spiritual energy sewn into shape and given one command: scare!

Bogies are primarily used by necromancers, witches and other practitioners of the dark arts who wish to safeguard a door, a treasure, or something else they wish to keep safe. Unlike the dancing skeleton, bogies frighten people away from the place they are defending, and otherwise do their best to remain totally unseen and unheard by anything in the vicinity.

**Undead Nature.** A bogie doesn't need to breathe, eat, or sleep.



## BOGIE

*Small undead, neutral evil*

**Armor Class 10**

**Hit Points 14 (4d6)**

**Speed 10 ft.**

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	8 (-1)	18 (+4)	8 (-1)

**Damage Resistances** acid, fire, lightning; bludgeoning, piercing, and slashing damage that is nonmagical

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhausted, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** None

**Challenge 1 (200 XP)**

**Damage Transfer.** While attached to a creature, the bogie takes only half the damage dealt to it (rounded down), and that creature takes the other half.

**Incorporeal Movement.** The bogie can move through creatures and objects as if they were difficult terrain. It takes 2 (1d4) force damage if it ends its turn inside an object.

**Scary Area.** While invisible, the bogie projects an aura of fear out to a radius of 60 feet. Creatures within this area must succeed on a DC 14 Wisdom saving throw to move any closer to the bogie.

### Actions

**Boo!** The bogie targets one creature it can see within 30 feet. If the chosen creature can see the bogie, it must succeed on a DC 16 Wisdom saving throw or each round they must take the Dash action to flee from the bogie. This effect lasts for up to 1 minute, during which time the creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, they are immune to the bogie's Boo for the next 24 hours.

**Cloak** Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 0 damage, and if the target is Medium or smaller, the bogie attaches to the target's head. The target is blinded and unable to breathe while the bogie is attached. The bogie can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the bogie by succeeding on a DC 14 Strength check.

**Invisibility.** The bogie turns invisible. The bogie can end this effect as a bonus action on its turn.

# DRACULA

Born in the dark forests of an ancient kingdom, Vladimir Dracula grew to infamy as an accomplished warrior, a brilliant strategist, and skilled dark magician. Trained in the dark halls of Scholomance, there is nothing in the world with which Dracula has not a passing familiarity.

When he struck out to earn his reputation, the young Count Dracula carved a bloody path through the world. Miles of pikes dressed in the impaled remains of his enemies earned him the moniker Vlad the Impaler. Upon his early death, Dracula was entombed in his castle and cursed by the gods for his atrocities and savagery.

Risen as an undead king of the night, Dracula employs his dark magic and noble savvy to maintain an immortal presence in the haunted forests of his homeland. Only recently has Dracula taken the first steps in a long-formulated plan of world conquest, shipping boxes of earth to different cities and locations in order to expand his reach and range of operation.

**Coffin and Earth.** Dracula can only sleep in places filled with soil from his native land, which is known as his earth-home. When traveling to other lands, Dracula transports with him numerous coffins, known as coffin-homes, filled with this soil, stowing them in dark and hidden places, allowing him to sleep wherever he goes.

Dracula can be imprisoned within a coffin if the branch of a wild rose is placed atop the lid. Dracula cannot exit such a coffin by his own power.

A coffin can be “contaminated” for Dracula’s purposes if holy water is sprinkled in the soil, or if a holy symbol is buried in the soil. This renders the coffin too heavy for Dracula to lift, and makes the soil repulsive to him.

**Deathly Loves.** Though dead for the past five hundred years, Dracula still retains a glimmer of his mortal passions and vanities. One such passion he has satisfied by dragging his wife and daughters into undeath with him. These *vampire kin*, as they are known, are all beautiful and fiercely loyal to Dracula, though they will attempt to feed if given a chance.

**Floodbound.** Dracula can only cross running water at high or low tide, and he must be assisted while boarding and deboarding ships.

**Herbal Remedies.** Dracula is repulsed by wolfsbane and garlic and can neither cross thresholds dressed with it nor approach within 5 feet of an amount of either herb.

**Persona Non Grata.** Dracula cannot enter a home if he is not invited in, but after an invitation is extended he can come and go as he pleases.

**Undead Nature.** Dracula has no need to breathe, but must drink blood and must sleep during the day.

## CASTLE DRACULA

Cold grey towers of medieval stone loom over the dark forests of Dracula’s homelands. The silence echoing from within this accursed place speaks more terror than all the screams of the damned combined. The locals all know to avoid it any cost. Some have been found who are willing to run a carriage halfway up the rocky road to Castle Dracula, though none who will go any further.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Dracula takes a lair action to cause one of the following effects; Dracula can’t use the same effect two rounds in a row.

- A swarm of bats enters an unoccupied space within 60 feet of Dracula and takes an action. On initiative count 20 on the following round, the swarm flies away.
- Dracula teleports to an unoccupied space within 30 feet that he can see, disappearing and reappearing in a burst of bats and dark red smoke.
- Dracula can open, close, lock or unlock any doors, gates, or portcullises in the castle.

## REGIONAL EFFECTS

The region surrounding Dracula’s lair is chilled by his unholy presence, creating any of the following effects:

- Statues of holy figures, religious icons, and relics within 1 mile of the lair will periodically weep blood.
- Swarms of bats, insects, and rats patrol the area within 1 mile, reporting any intruders to Dracula.
- Nights are unusually cold within 6 miles, causing any exposed plants to freeze and die.

If Dracula is destroyed, these effects cease immediately.



# COUNT DRACULA

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 45 (10d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	10 (+0)	16 (+3)	18 (+4)	20 (+5)

**Saving Throws** Con +2, Wis +6, Cha +7

**Skills** Deception +9, Insight +6, Perception +6, Persuasion +9

**Damage Vulnerabilities** radiant

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhausted, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Common, Romanian, Turkish

**Challenge** 4 (1,100 XP)

**Blood Tokens.** Dracula must consume the blood of the living to fuel and sustain his own power. Each time Dracula hits a living creature with his Blood Drain attack, he gains up to 6 *blood tokens*. Dracula loses 1 *blood token* each day and can have up to 100 such *blood tokens* at any time. The more *blood tokens* Dracula has, the younger he seems to be. In this way, Dracula's appearance can vary from that of a young knight to that of an ancient noble.

If Dracula's number of *blood tokens* ever reaches 100, he becomes sated and either seeks the refuge of his native soil or seeks a soul to convert into a vampire kin. Each vampire kin under Dracula's control costs him 1 additional *blood token* each day.

**Dark Magic.** Dracula's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Dracula can innately cast the following spells, requiring no material components:

At-will: *charm person, command, fear, fog cloud*

3/day each: *detect thoughts, invisibility, levitate, misty step*

1/day each: *eyebite, gaseous form, scrying, modify memory, telepathy*

1/week: *control weather*

Dracula must expend 1 *blood token* to use this ability.

**Diurnal Vulnerability.** Unlike other undead, Dracula sleeps during the day. During this time, Dracula is unconscious and cannot perceive his surroundings until he wakes at dusk. If Dracula goes to sleep with 100 *blood tokens*, he remains unconscious for 1d4 weeks.

**Nocturnal Immunity.** At night, Dracula is immune to all nonmagical damage.

**Sacred Vulnerability.** If Dracula starts his turn within sight of a holy symbol, he must make a DC 24 Wisdom saving throw. On a failed save, Dracula takes the Dash action to move away from the symbol. Unless surprised, Dracula can avert his eyes to avoid the

saving throw until the start of his next turn. If he does so, he can't see the symbol until the start of his next turn, when he can choose to avert his eyes again. If Dracula looks at the symbol (or a creature holding one) in the meantime, he must immediately make the save.

## Actions

**Blood Drain.** *Melee Weapon Attack.* +4 to hit, reach 5 ft., one charmed or incapacitated living creature. *Hit:* 3 (1d6) necrotic damage, and the creature must succeed on a DC 15 Charisma saving throw or be both charmed by Dracula and have their hit point maximum reduced by an amount equal to the damage dealt for the next 24 hours. If the creature's hit point maximum is reduced to 0 by this attack, it dies.

Dracula also gains *blood tokens* equal to the damage dealt.

**Baptism of Blood.** Dracula compels a charmed creature to drink his blood, drawn from his wrist by his own fangs. If the creature fails a DC 15 Wisdom saving throw, they drink Dracula's blood and become permanently charmed by him. Only a *remove curse* spell or slaying Dracula can break the charm. This charm allows Dracula to feed from the creature with impunity. Dracula also gains access to the creature's surface thoughts, as if he were constantly surveilling the creature with a *detect thoughts* spell regardless of the distance between them. The charmed creature also begins to exhibit traits of vampirism: they are offended by holy symbols, find no joy in normal food, their teeth begin to elongate, and they only sleep during the day.

Dracula must expend 10 *blood tokens* to take this action. If the charmed creature is reduced to 0 hit points, they die. Dracula knows if this occurs and can cause the creature to rise as a vampire kin under his control if he immediately expends 50 *blood tokens* as a reaction.

**Dark Polymorph.** Dracula can cast the *polymorph* spell, but he can only target himself and can only use this ability to take the shape of a bat, a dog, a giant bat, a winter wolf, or to resume his undead form.

Dracula can use this ability at will if he is in his earth-home, near one of his coffin-homes, on unhallowed ground, or if the sun is down. Otherwise, Dracula can only use this ability three times per day – once precisely at dawn, noon, and dusk.

Dracula must expend 1 *blood token* to take this action.

**Moonbeam Teleport.** Dracula can cast the *teleport* spell at will, but only to very familiar locations within 100 miles, and only if the moon is visible in the sky both at his current location and at his destination.

Dracula must expend 10 *blood tokens* to take this action.

**Summon Swarms.** Dracula can summon swarms of bats, insects, or rats. These swarms are under Dracula's control for 1 hour but will flee the first time they take any damage.

Dracula must expend 1 *blood token* for each swarm he summons.

# IMHOTEP

Imhotep was a sorcerer and polymath of an ancient river valley city, cursed by the gods for stealing the Scroll of Thoth in an attempt to resurrect his beloved princess. Imhotep was buried alive and entombed for over four thousand years as punishment. After being accidentally resurrected by the Scroll, the immortal Imhotep found himself alone in a strange world, and nearly invincible.

Imhotep immediately left the excavation of his own tomb, taking up a secret existence in the nearby city - a descendant of the same city he had lived in thousands of years prior. Imhotep lived a well-guarded and secretive life under a pseudonym for several years. Using sorcery to amass a modest fortune, Imhotep attempted to discover the resting place of his beloved in the strange new world in which he found himself.

Despite these romantic underpinnings, Imhotep is truly a monster incapable of real sympathy. He uses his sorcery to slay those who oppose his efforts, corrupt those who are more useful to him alive, and in general weave a protective web of domination and control around him. Anyone who poses a genuine threat is spied on by Imhotep's slaves until he can focus on them with his magic and lay them low from afar.

**Scroll of Thoth.** Lost to the ages, the *Scroll of Thoth* is a legendary artifact said to grant its user the power of life and death. If this scroll is ever destroyed, Imhotep's Endless Life ability no longer functions.

**Well-Established.** Imhotep has spent the last ten years establishing false identities in cities around the world, making deals with important political figures and generally seeding his influence anywhere he imagines he may want some in the future. As a result, Imhotep can easily relocate if his circumstances become unsafe.

**Undead Nature.** Imhotep doesn't need to breathe, eat, or sleep.



HAPPY HALLOWEEN

# IMHOTEP

Medium undead, lawful evil

Armor Class 14 (natural armor)

Hit Points 20 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

20 (+5)	15 (+2)	14 (+2)	13 (+1)	20 (+5)	15 (+2)
---------	---------	---------	---------	---------	---------

Saving Throws Con +4, Int +3, Wis +7

Skills All

Condition Immunities charmed, exhausted, frightened, poisoned

Senses passive Perception 17

Languages Common, Egyptian

Challenge 3 (700 XP)

**Ancient Magic.** Imhotep's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Imhotep can innately cast the following spells, requiring no material components:

At-will: *command*, *fear*

3/day each: *phantasmal killer*, *scrying*

1/day each: *dominate person*, *telekinesis*

**Endless Life.** Imhotep regains up to 20 hit points at the start of each of his turns. Imhotep only dies if he starts his turn with 0 hit points and the Scroll of Thoth does not exist.

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

**Mummy's Curse.** Imhotep can cast his ancient magic spells through the scrying sensor he creates with the *scrying* spell, as if he were there.

**Polymath.** Imhotep has proficiency and expertise in all skills. This gives Imhotep a +4 bonus to any ability check that involves a skill.

## Actions

**Meteoric Dagger.** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) slashing damage.

**Enslave.** When a creature fails its saving throw against Imhotep's dominate person spell, Imhotep can use his reaction to enslave the creature with a permanent enchantment. The creature must repeat the original saving throw. On a failure, the spell's effects are permanent, and the creature is even willing to perform potentially fatal actions at Imhotep's command. Imhotep cannot cast the dominate monster spell while he has a creature enslaved in this way.

## KILLER PUMPKIN

Lurking in the bushes, slithering through the brush on the roadside, clinging to the underside of bridges, or hiding in plain sight in a pumpkin patch, killer pumpkins are one of the most recognizable of all the Halloween monsters. Their bright orange complexion and angular expressions are iconic, and the eerie lights and sounds emanating from their faces are often the brightest lights on a dark Halloween night.

Rare sages know that these creatures are neither constructs nor monstrous aberrations, but the souls of those stuck between damnation and salvation, wandering the world the on the only night they can, Halloween, taking out their fears and frustrations on the living.



## KILLER PUMPKIN

*Tiny monstrosity, chaotic neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 130 (4d8 + 4)

**Speed** 5 ft., climb 10 ft.

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

**Skills** Perception +4

**Damage Vulnerabilities** bludgeoning from weapons that are magical

**Damage Immunities** cold, fire, poison

**Condition Immunities** paralyzed, petrified, poisoned, prone

**Senses** darkvision 90 ft., passive Perception 14

**Languages** Common

**Challenge** 1 (200 XP)

**Candy Filled.** If the killer pumpkin is reduced to 0 hit points, it bursts, leaving behind 1d6 magic candies.

**Pumpkin Patch.** While in a pumpkin patch during pumpkin season, the killer pumpkin can take the Hide action as a bonus action.

**Scary Effects.** The killer pumpkin emits a warm, waxy orange light from its face that shines brightly out to a radius of 15 feet and dimly for another 15 feet. Also, the killer pumpkin emits a series of illusory sounds audible to a distance of 100 feet, such as roars, screams, etc. These effects will continue to emit from the killer pumpkin's face even after it is slain, as long as its face isn't destroyed.

**Vine's Grip.** The killer pumpkin can move up, down, and across vertical surfaces, and upside down along ceilings. The killer pumpkin can end its movement on such a surface without falling.

### Actions

**Multiattack** The killer pumpkin can make an attack with its Bite and its Vine or uses its Pumpkin Spice Breath attack twice.

**Bite.** *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage and if the target is a creature it must succeed on a DC 10 Strength saving throw or be knocked prone.

**Pumpkin Spice Breath (Recharge 5 – 6).** *Ranged Spell Attack.* +4 to hit, range 50 ft., one target. *Hit:* 10 (3d6) poison damage.

**Vine.** *Melee Weapon Attack.* +4 to hit, reach 15 ft., one target. *Hit:* 3 (1d6) piercing damage and the creature is grappled (escape DC 10) and pulled up to 15 feet into a space adjacent to the killer pumpkin. Until this grapple ends, the killer pumpkin can't make Vine attacks.

# NIGHT TERROR

The night terror feeds on the fears of its victims, only approaching the weak, the young, and the old in their sleep and afflicting them with nightmares. If successful, the night terror will remain nearby, repeating its attacks each night until there is no one left alive to torment.

## NIGHT TERROR

*Tiny fiend, chaotic evil*

Armor Class 16

Hit Points 13 (3d4 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	9 (-1)	16 (+3)	13 (+1)

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

**Damage Immunities** poison

**Condition Immunities** frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Abyssal, Common

**Challenge** 1/2 (100 XP)

**Boogieman.** The night terror treats all closets as valid teleportation circles and can cast the teleportation circle spell at will, but only while inside of a closet.

**Fear Magic.** The night terror's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The night terror can innately cast the following spells, requiring no material components:

At-will: *fear*, *minor illusion*, *teleportation circle* (see Boogieman)

3/day: *sleep*, *polymorph* (self only)

1/day: *phantasmal killer*

**Invisible Terror.** The night terror is invisible unless it is using its *In the Flesh* ability to take the form of another creature's greatest fear.

Children are particularly keen to their presence, able to detect a night terror if it is within 30 feet of the child, even through walls. For this reason, night terrors will always attempt to deal with children first.

This tiny fiend has glassy black eyes, tiny horns, big ears, and a wide fanged smirk. Its deep red hide is dappled with dark purple spots, and its tiny limbs are tipped with pin-like claws.

## Actions

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

**Bad Dreams (Recharge 5 – 6).** The night terror casts the *dream* spell on a sleeping creature within 5 feet, evoking a monstrous dream if the target creature fails a DC 13 Wisdom saving throw.

No other creature needs to enter a trance for the nightmare to cast this spell. Instead, the night terror creates the monstrous image of the dream messenger out of pure nightmare fuel.

**Grip of Fear.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one paralyzed target. *Hit:* 5 (1d4+3) psychic damage.

**Fear Reading.** The night terror chooses one creature it can see within 60 feet as a bonus action, forcing that creature to make a DC 13 Wisdom saving throw. On a failed save, the creature's mind opens to the night terror, revealing that creature's greatest fear. As long as the night terror maintains this connection, it can use *In the Flesh* to take the appearance of the chosen creature's greatest fear.

**In the Flesh.** Until the end of its turn, the night terror takes the appearance of another creature's greatest fear, forcing that creature to make a DC 13 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the night terror's *In the Flesh* for the next 24 hours.

# THE SHAPE

In the darkness, a shape lurches forward, swiftly closing on an unsuspecting victim. A quick flash of steel, then red, then the Shape is gone. None truly know where the Shape goes, and none truly know whence it comes. All that is known for certain is that the Shape is a relentless and remorseless killer of the innocent.

The few who have seen the Shape recall very similar details: tall, darkly clad, bloodstained, face hidden under a pale and emotionless mask. These rare accounts are few and far between for so rare is it that anyone sees the Shape and lives to tell about it. It is well established that neither distance nor defense can thwart the Shape, and that whatever sad soul has been marked as its next victim is only living on borrowed time.

## THE SHAPE

Medium elemental, chaotic evil

Armor Class 14 (natural armor)

Hit Points 28 (3d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	9 (-1)	16 (+3)	7 (-2)

Saving Throws Str +7, Con +8, Wis +2

Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons  
Condition Immunities charmed, exhaustion, frightened  
Senses darkvision 60 ft., passive Perception 16

Languages None  
Challenge 7 (2,900 XP)

**Evil Incarnate.** Any creature attempting to read the Shape's mind, detect its thoughts, or communicate telepathically with it fails to do so automatically and must also make a DC 10 Wisdom saving throw. On a failed save, the creature suffers 22 (4d10) psychic damage, or half as much damage on a success.

**Legendary Resistance (3/day).** When the Shape fails a saving throw, it can choose to succeed instead.

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

**Shadow Shape.** If the Shape begins its turn in darkness or in a heavily obscured area and no other creature within 120 feet is looking at it, the Shape can cast the invisibility spell on itself as a bonus action.

**Unkillable.** The Shape regains 10 hit point at the start of each of its turns. If the Shape takes damage from its next victim, its regeneration does not function at the start of its next turn. The shape only dies if its starts its turn with 0 hit points and does not regenerate.

## Actions

**Killer's Blade.** Melee Weapon Attack. +7 to hit, reach

## SLASHER HORROR

Whether it is confidence or mindlessness, the Shape is relentless in its assault on its next victim, using its ability to teleport, trip, and terrify strategically. The Shape will let its next victim escape if there are too many other enemies nearby, but will have to flee if its next victim is part of a larger or stronger group able to harm it. For this reason, the Shape prefers to choose weak, isolated creatures as its next victim.

5 ft., one creature. *Hit:* 6 (1d4+4) slashing damage and if the target is the Shape's next victim, it is stunned until the beginning of the Shape's next turn if it has 50 hit points or fewer.

**Frightening Presence.** Each creature of the Shape's choice that is within 120 feet of the Shape and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Shape's Frightful Presence for the next 24 hours.

**Next Victim.** The Shape chooses one creature that it can see within 120 feet. The chosen creature is now the Shape's next victim, granting the Shape certain advantages while tracking or attacking the creature. The Shape can only have one next victim at a time. This designation lasts until the chosen creature is reduced to 0 hit points, at which point the Shape can use this ability again.

**Shadow Step.** While under the effects of Shadow Shape, the Shape can teleport to an unoccupied space within 60 feet of its next victim.

**Shadow Trip.** The Shape is surrounded by an invisible aura 30 feet in radius. If the Shape's next victim ever exits this area, the Shape can use its reaction to cause the creature to fall prone if it fails a DC 15 Dexterity saving throw.

## Legendary Actions

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

**Locate.** The Shape makes a Wisdom (Perception) check.  
**Move.** The Shape moves its speed.

**Next (Costs 2 Actions).** The Shape uses *Next Victim*.

**Terrify (Costs 2 Actions).** The Shape uses *Frightful Presence*.

## SKELETON, DANCING

With dusty black top hat and a withered cane, the dancing skeleton gambols and hops in an awkward fashion, something like an eerie dance. On its bony feet are a pair of dancing shoes that draw the ear of those who hear their discordant rhythm. Though seemingly lost in its dance, the dancing skeleton is aware of its surroundings and strategic in its efforts to lure prey into its reach.

The dancing skeleton lures trespassers close with a false sense of security. Afterward, through dance or the cold cudgel of its cane, it entralls and infects its foes with the dancing curse that moves its own dusty bones. Creatures slain by a dancing skeleton can only be spared this fate if their bodies are recovered and a remove curse spell is cast upon their remains. Otherwise, after 24 hours they will reanimate as a dancing skeleton, hellbent on spreading the dying dancing.

**Bone Troupes.** If enough dancing skeletons are in one place (4 or more) at the same time, a bone troupe will form. Dancing skeletons in a troupe no longer have to remain their space to use their dancing bones ability.

**Undead Nature.** A dancing skeleton doesn't need to breathe, eat, or sleep.



HAPPY HALLOWEEN

## DANCING SKELETON

Medium undead, unaligned

Armor Class 13 (coattails)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	18 (+4)

**Skills** Performance +8

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

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

**Challenge** 1/2 (100 XP)

**Dancing Bones.** The dancing skeleton can use all its movement to dance without leaving its space. While dancing, the dancing skeleton projects an aura of joy out to a radius of 30 feet. Other creatures that begin their turns in this area must succeed on a DC 14 Wisdom saving throw in order to move away from the dancing skeleton.

### Actions

**Cane.** *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage. If the creature's hit points are reduced to 0 by this attack, it immediately becomes infected with the *dying dance*.

**Let's Dance.** The dancing skeleton chooses one creature it can see within 30 feet. That creature must make a DC 14 Wisdom saving throw or use all its movement to move toward the dancing skeleton on its next turn.

**Top Hat (Recharge 5 – 6).** *Melee Spell Attack.* +6 to hit, reach 5 ft., one humanoid. *Hit:* The dancing skeleton puts a top hat on the creature's head, subjecting that creature to the effects of an *Otto's irresistible dance* spell (no saving throw). As an action, any creature can make a DC 14 Strength saving throw to remove the hat and end the spell's effects. If the spell's effect ends or the top hat is ever removed, the top hat instantly crumbles into dust.

# VAMPIRE KIN

Such was the vanity and ego of Count Dracula that he had his family put to death when he passed away, lest his soul should be forced to travel the afterlife alone. In this last act of selfishness and evil, the curse that coldly afflicted Dracula's soul was shared to his wife and two daughters. When Dracula rose as the king of the night, they arose with him as a trio of vampires doomed to serve him as absolutely in death as they did in life.

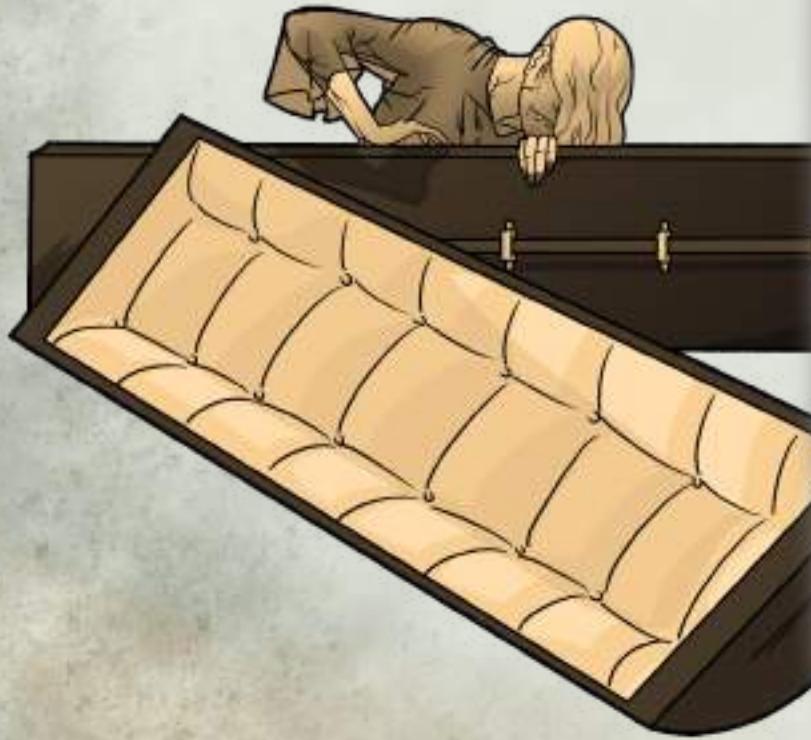
The eldest of these vampires has a limited but acute power over the other two, and all three give deference to Dracula, but will also defy his orders if their passions compel them to do so. Despite their provoking Dracula's rage from time to time, the vampires regularly provoke expressions of care and compassion from their master, usually a wiggling bag containing some frightened thing to devour at their pleasure.

The eldest of the vampire kin appears as a waxen, narrow-featured woman in her late fifties, blond with pale skin. The other two are both ashen, with aquiline noses and black hair. All three have eyes like two red-hot coals, long black claws, with fangs in otherwise ancient and toothless mouths.

**Extended Family.** Dracula alone can create more vampire kin, and does so only when he finds himself alone in a strange land. Otherwise, his immediate kin are enough.

## DON'T LET THEM SPEAK!

The power of the vampire kin is their ability to level a battlefield with charm alone, rendering their foes as docile and helpless as infants. To prevent this, do not let the daughters or bride of Dracula to utter a word! The merest whisper can swing a battle in their favor!



# VAMPIRE KIN

*Medium annoyance, oedipal neutral*

Armor Class 13

Hit Points 100(1d4 + 5)

Speed 24ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	8 (-1)	14 (+2)	19 (+4)

Saving Throws Con +5, Wis +4

Damage Vulnerabilities radiant

Damage Immunities necrotic, poison

Condition Immunities charmed, exhausted, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 1/2 (100 XP)

**Diurnal Vulnerability.** Unlike other undead, a vampire kin sleeps during the day. During this time, the vampire kin is unconscious and cannot perceive its surroundings until it wakes at dusk.

**Sacred Vulnerability.** If a vampire kin starts its turn within sight of a holy symbol, it must make a DC 22 Wisdom saving throw. On a failed save, the vampire kin takes the Dash action to move away from the symbol. Unless surprised, a vampire kin can avert its eyes to avoid the saving throw until the start of its next turn. If it does so, it can't see the symbol until the start of its next turn, when it can choose to avert its eyes again. If the vampire kin looks at the symbol (or a creature holding one) in the meantime, it must immediately make the save.

## Actions

**Claws.** *Melee Weapon Attack.* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage, and the creature is immune to any vampire kin's seductive charm for the next 24 hours.

**Grave Kiss.** *Melee Weapon Attack.* +4 to hit, reach 5 ft., one charmed or incapacitated target. *Hit:* 2 (1d4) necrotic damage, and the creature must succeed on a DC 14 Charisma saving throw or be charmed by the vampire kin and have their hit point maximum reduced by an amount equal to the damage dealt for the next 24 hours. If the creature's hit point maximum is reduced to 0 by this attack, it dies.

**Seductive Charm.** The vampire kin chooses one creature it can see within 30 feet. The creature must succeed on a DC 14 Charisma saving throw or be charmed by the vampire kin for 1 minute. The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vampire kin's Seductive Charm for the next 24 hours.

## THE WITCH

With her green face cackling from beneath the shadows of her wide-brimmed hat, the witch is the one Halloween monster that spans all three eras, and an iconic image known the around the world.

Seeing as how she's usually old and frail, the witch uses her magic mainly to avoid combat, but just as often relies on her allies to divert and distract enemies. The witch can also use her magic to gather intelligence on her foes, scout locations, and summon allies. Even more, witches can create magic candies at will, each of which boasts a wide range of potential tricks and treats.

**The Fairest of them All** Despite these considerable powers, the deep-seated goal of every witch is beauty. As a witch destroys souls in her cauldron, she regains more and more of her youth and beauty. At the pinnacle of this process the witch becomes strikingly beautiful but, if she wants to remain so, her ability to perform magic to defend herself and influence others diminishes.

It is this dilemma that fuels the drama driving story of every witch. At the height of their power, they resemble ancient crones, but at the height of their beauty they are too vulnerable. As a result, few witches ever retire into perfect beauty, and fewer still find pleasure in power.



## THE WITCH HUT

A deceptively inviting cottage stands before you... or is it a ruined hovel reeking with the fumes of witchcraft?

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the witch's takes a lair action to cause one of the following effects; she can't use the same effect two rounds in a row.

- A black cat enters an unoccupied space within 60 feet of the witch and takes an action. On initiative count 20 on the following round, the black cat run away.
- One creature is teleported to another room in the hut (the witch chooses the room).
- The witch can open, close, lock or unlock any doors in the hut.

### REGIONAL EFFECTS

The region surrounding the witch's lair is ensorcelled by her dark power, creating any of the following effects:

- Humanoids that finish a long rest within 6 miles of the witch hut must succeed on a DC 14 Wisdom saving throw or bicker and argue with others whenever they try to meaningfully communicate. This effect lasts until the creature finishes another long rest.
- Swarms of bats, rats, and ravens patrol the area within 1 mile, reporting any intruders to the witch.

If the witch is slain, these effects end immediately.

# THE WITCH

Medium fiend, neutral evil

Armor Class 12

Hit Points 37 (5d8 + 15)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	16 (+3)	18 (+4)	18 (+4)

**Saving Throws** Wis +6, Cha +7

**Skills** Deception +6, Perception +6, Persuasion +6

**Damage Resistances** poison; bludgeoning, piercing, and slashing damage that is nonmagical

**Condition Immunities** charmed, poisoned

**Senses** truesight 60 ft., passive Perception 16

**Languages** Abyssal, Common, Infernal, Primordial

**Challenge** 2 (450 XP)

**Black Moon Spells.** The witch's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The witch can innately cast the following spells:

At-will: *bestow curse, command, produce flame*

3/day each: *charm person, teleport, web*

1/day each: *control weather, polymorph, telekinesis*

The witch must expend 1 hex rune to use this ability.

**Cat Eyes.** The witch is not blind and deaf with regard to her own senses when seeing and hearing through her familiar.

**Cauldron Magic.** The witch must consume the souls of the innocent through dark alchemical rituals in order to fuel and sustain her power. For each soul that the witch boils in her cauldron, she gains up to 6 hex runes. The witch loses 1 hex rune each day and can have up to 100 such hex runes at any time. The more hex runes the witch has, the haler and healthier she appears to be. In this way, the witch's appearance can vary from that of a young maiden to that of an ancient matron.

If the witch's number of hex runes ever reaches 100, the witch no longer loses 1 hex rune each day, remaining young until she exercises her dark power again.

**Crossing the Moon.** While the witch is wielding her broom, she has a fly speed equal to twice her normal movement speed.

**Weird Eyes.** While the witch has at least 1 hex rune,

she gains the benefits of a *detect magic* spell, and she is immune to spells and other magical effects that are triggered by her gaze.

## Actions

**Broomstick.** *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, and the target must make a DC 11 Strength saving throw or be pushed 10 feet away from the witch.

**Cackle.** Each creature of the witch's choice that is within 60 feet of the witch and aware of her must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, they are immune to the witch's cackle for the next 24 hours.

The witch must expend 1 hex rune per target to take this action.

**Summon Swarm.** The witch can summon a swarm of bats, a swarm of insects, or a swarm of ravens. The witch is in control of the swarm for at least 1 hour, during which time the swarm acts on the witch's turn and obeys her commands. Using another action, the witch can see and hear through the swarm's collective eyes and ears, but she becomes blind and deaf with regard to her own senses while doing so. The witch can end this additional sensory effect as a bonus action.

The witch must expend 1 hex rune to take this action, and an additional 1 hex rune after each hour if she wishes to retain control over the swarm.

**Trick or Treat.** The witch creates a magic candy in one of her free hands and instantly knows the candy's properties, trick or treat.

The witch must expend 1 hex rune to take this action and her hex rune maximum is decreased by 1 while the candy still exists. As an action, the witch can destroy a single magical candy without activating its effects.

## Legendary Actions

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

**Cackle (Costs 2 Actions).** The witch cackle.

**Move.** The witch moves her speed.

**Web.** The witch casts the *web* spell.

# WOLFMAN DEMON

The curse of the wolfman demon traces a bloody line through history. None know when this vile curse first crossed over from the Abyss, but none can doubt that it still lingers in those unfortunate enough to have crossed paths with a wolfman demon and lived.

Most speculate that a wolfman demon is a type of skinchanger, a lycanthrope, or a totemic monster that predates the civilized world, but only the most learned sages have the truth. A wolfman demon is in fact a spirit demon-parasite that has fully transformed a humanoid host into a demonic wolf-monster fit for the Abyss.

**Curse of the Wolfman.** Creatures afflicted by the curse of the wolfman are possessed by the spirit of a wolfman demon. For most of the year, the wolfman demon hibernates within the body of its afflicted host, giving no sign of its demonic presence. Only on moonlit autumn nights, the host involuntarily takes the shape of a wolfman demon. The host's game statistics, including alignment, personality, and Intelligence, Wisdom, and Charisma scores, are replaced by the statistics of the fiend until dawn or until the wolfman demon is reduced to 0 hit points. If this transformation ends as a result of dropping to 0 hit points, the host's normal form suffers any excess damage.



**Devouring Curse.** The wolfman demon's next victim bears an invisible red sigil on their palm. Only a detect magic spell, the wolfman demon, or its host can detect this sigil, and the sigil can only be removed by a remove curse spell. A wolfman demon always knows the shortest route to a creature afflicted by the devouring curse.

**Lone Wolves.** Wolfmen demons are fiercely territorial. Unlike actual wolves, who cooperate in packs, wolfmen demons who discover each other will fight to the death.

**The Howling.** Sages say that every thirteen years, the moons align and, for an entire autumn season known as the Howling, wolfmen demons will cooperate with each other. They coordinate efforts to spread the curse as far as possible, often putting the whole world at risk.

## WOLFMAN DEMON

Medium fiend, chaotic evil

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	15 (+2)	10 (+0)	13 (+1)	7 (-2)

**Saving Throws** Dex +4, Con +5

**Skills** Perception +5

**Damage Vulnerabilities** silvered weapons

**Damage Immunities** bludgeoning, piercing, and slashing damage from nonmagical weapons that are not silvered

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common

**Challenge** 2 (450 XP)

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

**Silver Vulnerability.** If the wolfman demon is hit by a silvered weapon or comes into contact with silver, it must make a DC 20 Constitution saving throw. On a failed save, the wolfman demon is stunned until the beginning of its next turn.

### Actions

**Bite.** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) piercing damage, and if the target is a humanoid it must succeed on a DC 12 Wisdom saving throw or be afflicted with the curse of the wolfman demon.

**Claw.** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+5) slashing damage, and if the target is a creature it must succeed on a DC 15 Strength saving throw or be knocked prone.

## CHAPTER 2: TRICKS & TREATS!

In this chapter, you'll find several new magic items fit for Halloween-themed games. Included are several magic Halloween costumes that grant special powers to those who wear them, as well as dozens of magic candies made up of a mix of tricks and treats.

### HALLOWEEN COSTUMES

Magic costumes are few and far between, and most who boast of owning one are either liars or fools. Their rarity makes them highly sought after, and in a seller's market they can cost a king's ransom.

#### ANGEL COSTUME

*Armor (chain shirt), very rare*

This costume consists of a shirt of soft golden links draped in white linens and topped with a golden tiara.

While wearing this costume, you emit a bright golden light out to a radius of 15 feet, and dim silvery light for another 15 feet, and you can cast the *fly* spell on yourself at will.

#### ASTRONAUT COSTUME

*Armor (padded), very rare*

This costume consists of a thick padded jumper with a heavy glass dome for a helmet.

While wearing this costume, you do not need to breathe. You are also nearly weightless, tripling your jump height and distance while halving your speed, and you are constantly under the effect of a feather fall spell.

#### CAT COSTUME

*Armor (hide), rare* This hide armor is a fur jumper topped with ears and framed by whiskers and tufts of fur. While wearing this costume, you can reroll 1s that you roll when making attack rolls, ability checks, or saving throws. You must take the result of the rerolls.

#### CAVEMAN COSTUME

*Armor (hide), rare*

This costume consists of savage animal hides, with an animal-head cowl.

While wearing this costume, you are invisible to beasts of your choice. Your movement speed is also doubled while moving offroad.

#### CHEETAH COSTUME

*Armor (hide), rare*

This costume consists of a patterned leotard and a furry boots and vest, with a fur cap adorned with stubby ears.

While wearing this costume, your movement speed is doubled. If you take the Dash action, you can take the Dash action again as a bonus action on the same turn.

#### CLOWN COSTUME

*Armor (padded), rare*

This costume consists of a baggy jumpsuit, oversized shoes, and a large fluffy wig.

While wearing this costume, you can make a Dexterity (Acrobatics) check as a bonus action while moving to tumble as you move. You do not provoke opportunity attacks and you can move along vertical surfaces and across liquids without falling during the move.

#### COWBOY COSTUME

*Armor (hide), uncommon*

This costume consists of heavy denim jeans, a leather vest and chaps, with a wide-brimmed hat.

While wearing this costume, you cannot gain levels of exhaustion from heat or dehydration. Your mount can also ride at a gallop for twice as long as usual.

#### DEVIL COSTUME

*Armor (leather), very rare*

This costume consists of a red unitard, red cape, boots, and a set of horns.

While wearing this costume, you have resistance to fire damage that is nonmagical, and you can cast the misty step spell at will.

#### DINOSAUR COSTUME

*Armor (leather), rare*

This costume consists of a squat, sculpted leather bodysuit and cowl, both of which are vaguely reptilian.

While wearing this costume, your size counts as being Gargantuan for the purposes of determining your lifting and carrying capacities.

#### DOG COSTUME

*Armor (hide), rare*

This costume consists of a scruffy, patterned pelt and a hood adorned with floppy ears.

While wearing this costume, you can speak with dogs and wolves as though you were under the effects of a speak with animals spell.

#### FAIRY COSTUME

*Armor (padded), very rare*

This costume consists of a silken, winged blouse and flowing silken gown with a glowing tiara.

While wearing this costume, you can move through a space as narrow as 1 inch wide without squeezing, and you can cast the *fly* spell on yourself at will.

#### FISHMAN COSTUME

*Armor (scale mail), rare*

This costume consists of a full-body chain suit adorned with fins and bulging eye lenses.

While wearing this costume, you can breathe either air or water, and you gain a swim speed equal to your normal movement speed.

## **GORILLA COSTUME**

*Armor (leather), uncommon*

This costume consists of a heavy leather jumpsuit coated in thick dark hair down the back, arms, and legs.

While wearing this costume, you appear so much like an actual gorilla that a DC 15 Wisdom (Perception) check is required to notice.

## **GHOST COSTUME**

*Armor (padded), rare*

This costume consists of a lengthy white cloth gown and cowl, with two dark circles of ash for eyes.

While wearing this costume, you are heavily obscured if you end your turn in the same space in which you started it.

## **HERO COSTUME**

*Armor (padded), very rare*

This costume consists of a sculpted bodysuit and a cape, and is often accompanied by a cowl or hood.

While wearing this costume, you are immune to fall damage and you jump twice as far and high as normal.

## **MONSTER COSTUME**

*Armor (studded leather), uncommon*

This costume consists of a heavy leather jacket and pants, with a tight-fitting leather cap.

While wearing this costume, you are immune to cold and lightning damage but vulnerable to fire damage.

## **MUMMY COSTUME**

*Armor (padded), uncommon*

This costume consists of numerous dull grey linen wraps from head to toe.

While wearing this costume, you do not need to breathe, eat, or sleep.

## **NINJA COSTUME**

*Armor (padded), very rare*

This costume consists of a black robe (or shinobi) and sandals topped with a mask and hood.

While wearing this costume, you can disappear into a puff of smoke, turning invisible for one round.

## **PIRATE COSTUME**

*Armor (leather), uncommon*

This costume consists of a leather vest and breeches with a loose shirt and a wide black eye patch.

While wearing this costume, you can smell gold and silver as far as 60 feet away, or 120 feet if downwind.

## **PLANT COSTUME**

*Armor (leather), uncommon*

This costume consists of a green leotard, leaf-themed boots, skirt, and vest, topped with a sunflower crown.

While wearing this costume, you do not have to eat but rather get sustenance from 10 minutes of sunlight a day.

## **PRINCESS COSTUME**

*Armor (padded), very rare*

This costume consists of a bright silken bodice and gown, with a tall, conical hennin hat.

While wearing this costume, all beasts within 1 mile that have a challenge rating of 1/4 or lower are attracted to your location and are charmed by you.

## **ROBOT COSTUME**

*Armor (plate), rare*

This costume consists of a bright metal body suit and matching helmet, each adorned with blinking lights.

While wearing this costume, you do not need to breathe, eat, or sleep. Your type also changes from your normal creature type to construct.

## **SHARK COSTUME**

*Armor (chainmail), uncommon*

This costume consists of a dull blue chain vest and shirt, with grey boots and glooves and a heavy grey hood.

While wearing this costume, you cannot fall asleep or unconscious if you moved at least 5 feet on your turn.

## **SKELETON COSTUME**

*Armor (half plate), rare*

This costume consists of bones and sinew draped over an undercoat of dull greasy leather.

While wearing this costume, you have resistance to piercing and slashing damage, but you are vulnerable to bludgeoning damage.



HAPPY HALLOWEEN

## SLASHER COSTUME

*Armor (leather), very rare*

This costume consists of a matte black cloak or jumpsuit topped with a pale white mask.

While wearing this costume, you are always under the effect of a nondetection spell.

## SPIDER COSTUME

*Armor (breastplate), uncommon*

This costume consists of black pantaloons and tunic beneath a hard plate studded with four leg-like protrusions.

While wearing this costume, you have a climb speed equal to your movement speed, and you can move up, down, and across vertical surfaces, and upside down along ceilings. You can end your movement on such a surface without falling.

## VAMPIRE COSTUME

*Armor (leather), very rare*

This armor consists of a fine leather doublet and boots topped with a rich red cape with a high collar.

While wearing this costume, you can use an action to transform yourself into a bat or back into your normal form. If it is a new moon, you transform into a giant bat.

## WITCH COSTUME

*Armor (studded leather), very rare*

This armor consists of a subtle house dress covered by a heavy cape and a wide-brimmed, pointed hat.

While wearing this costume, you can gain a fly speed of 30 feet while you are holding a broom in both hands. If the moon is crescent, this speed increases to 60 feet.

## WOLF COSTUME

*Wondrous item, uncommon*

This costume consists of a fine pelt of silvery white fur with a mantle framed with fangs.

While wearing this costume, you have darkvision out to 60 feet and your movement speed increases by 10 feet. If the moon is full, you have darkvision out to 120 feet and your movement speed increases by 30 feet.

## ZOMBIE COSTUME

*Armor (leather), uncommon*

This costume consists of a decrepit leather jacket and pants, with a full leather mask.

While wearing this costume, once per day when you are reduced to 0 hit points, you are

## MAGIC CANDIES

Unlike costumes, the effect of a magic candy is not that predictable on the basis of its looks alone. Where the work of a costume is done in the visual medium, the work of a candy is done on the palate.

Each candy is wrapped in a randomly colorful paper, so there is no way to know what candy you have before you eat it. When you eat a candy, you roll to randomly determine both the rarity of the candy and its effects. Only witches know what a candy will do without first having to consume them.

Candies come in three rarities: uncommon, rare, and very rare. Legendary candies are rumored to exist, but none have seen or eaten one in living memory. Some say witches hoard these candies when they find them, which only adds to the difficulty of finding any.

## DETERMINING THE CANDY EFFECT

You can consume a magic candy as an action or as a bonus action. Upon consuming a candy, roll a d20 and refer to the following table to determine both the candy's rarity, the saving throw DC, and the duration of its effect, unless otherwise stated in the candy's effect.

### MAGIC CANDY RARITY

Roll d20	Rarity	DC	Duration
1-10	Uncommon	10	1 minute
11-16	Rare	15	1 hour
17 - 20	Very Rare	20	1 day

After you determine the rarity, roll a d% and consult the following tables to determine the candy's effect. Refer to the following pages for details on candy effects.

## CANDY EFFECTS A–Z

Candies are presented in alphabetical order. A candy's description gives the candy's name, its category, its rarity, and its effects.

### ANIMAL CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like marrow.

You transform into a random beast with a challenge rating of 1/4 or lower for the duration (DM's choice).

Your game statistics are replaced by the statistics of the beast. You retain your mental ability scores, alignment, and personality.

You can attempt a Constitution saving throw at the end of each of your turns, ending this effect on a success.

### BANE CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like blood.

If you fail a Wisdom saving throw, you are cursed for the duration. After the first attack roll or saving throw you make within this time, roll 1d4 (uncommon), 1d6 (rare), or 1d10 (very rare) and subtract the number rolled from the result.

## UNCOMMON CANDIES

Roll d%	Candy Effect
01 - 02	Animal
03 - 04	Bane
05 - 06	Batwing
07 - 08	Birdfood
09 - 10	Blinding
11 - 12	Bones
13 - 14	Boon
15 - 16	Brittle
17 - 18	Chains
19 - 20	Conflagration
21 - 22	Costume Party
23 - 24	Crippling
25 - 26	Deafening
27 - 28	Dogfood
29 - 30	False Alarm
31 - 32	Foggy
33 - 34	Fools
35 - 36	Furball
37 - 38	Gillman
39 - 40	Goblins
41 - 42	Golden Leaves
43 - 44	Greasy
45 - 46	Grey Mare
48 - 50	Idiot

### BATWING CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like figs.

Batwings sprout from your back, granting you a fly speed of 10 feet (uncommon), 20 feet (rare), or 30 feet (very rare) for the duration.

### BIRDFOOD CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like seeds.

You are attacked by 1 (uncommon), 1d4 (rare) or 1d6 (very rare) swarms of ravens. These ravens attack for the duration, or until slain.

### BLACK CAT CANDY

*Wondrous item, rare*

This candy tastes like cat food.

You summon a black cat, causing the creature to appear in an unoccupied space within 30 feet of you. This creature obeys your commands to the best of its ability and acts on your turn, persisting for the duration or until slain.

## ROLL d%

51 - 52	Imps
53 - 54	Lassos
54 - 56	Lucky
57 - 58	Mad Scientist
59 - 60	Medusa
61 - 62	Night Moves
63 - 64	Pale Horse
65 - 66	Paralysis
67 - 68	Pumpkinhead
69 - 70	Punchbowl
71 - 72	Red Eye
73 - 74	Royal Pumpkin
75 - 76	Saints
77 - 78	Screaming
79 - 80	Skeleton
81 - 82	Sleeper
83 - 84	Spiderstep
85 - 86	Spiked Punchbowl
87 - 88	Squamous
89 - 90	Stinky
91 - 92	Tinman
93 - 94	Toads
95 - 96	Toxic
97 - 98	Webber
99 - 00	X-Ray

### BLINDING CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like lampblack.

You are blinded for the duration. You can attempt a Constitution saving throw at the end of each of your turns, ending this effect on a success.

### BOGIE CANDY

*Wondrous item, rare*

This candy tastes like cotton candy.

You summon a bogie, causing the creature to appear in an unoccupied space within 30 feet of you. This creature obeys your commands to the best of its ability and acts on your turn, persisting for the duration or until slain.

### BONES CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like bone dust.

You are transformed into a skeleton for the duration.

Your game statistics are replaced by the statistics of a skeleton. You retain your mental ability scores, alignment, and personality.

You can attempt a Constitution saving throw at the end of each of your turns, ending this effect on a success.

## RARE CANDIES

Roll d%	Candy Effect
01 - 02	Animal II
03 - 04	Bane II
05 - 06	Batwing II
07 - 08	Birdfood II
09 - 10	Black Cat
11 - 12	Blinding II
13 - 14	Bogie
15 - 16	Bones II
17 - 18	Boon II
19 - 20	Brittle II
21 - 22	Chains II
23 - 24	Conflagration II
25 - 26	Costume Party II
27 - 28	Crazy
29 - 30	Crippling II
31 - 32	Deafening II
33 - 34	Dogfood II
35 - 36	Foggy II
37 - 38	Fools II
39 - 40	Gillman II
41 - 42	Goblins II
43 - 44	Golden Leaves II
45 - 46	Grey Mare II
48 - 50	Hilarious

## BOON CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like honey. After the next attack roll or saving throw you make within the duration, roll 1d4 (uncommon), 1d6 (rare), or 1d10 (very rare) and add the number rolled to the result.

## BRITTLE CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like peanut brittle.

You suffer a penalty to your Armor Class equal to -2 (uncommon), -3 (rare), or -5 (very rare) for the duration.

You can attempt a Constitution saving throw at the end of each of your turns, ending this effect on a success.

## CHAINS CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like rust.

You are chained to the spot you are standing in for the duration. The length of the chain varies from 15 feet (uncommon), to 10 feet (rare), to 5 feet (very rare), only allowing you to move that distance from the spot where you are chained.

You can break the chain by making on a Strength saving throw, ending the effect on a success.

## ROLL d%

51 - 52	Idiot II
53 - 54	Imps
55 - 56	Lassos II
57 - 58	Lucky II
59 - 60	Mad Scientist II
61 - 62	Medusa II
63 - 64	Night Moves II
65 - 66	Ocular
67 - 68	Pale Horse II
69 - 70	Paralysis II
71 - 72	Pumpkinhead II
73 - 74	Punchbowl II
75 - 76	Red Eye II
77 - 78	Saints II
79 - 80	Screaming II
81 - 82	Sleeper II
83 - 84	Spiderstep II
85 - 86	Spiked Punchbowl II
87 - 88	Squamous II
89 - 90	Stinky II
91 - 92	Tinman II
93 - 94	Toads II
95 - 96	Toxic II
97 - 98	Webber II
99 - 00	X-Ray II

## CONFLAGRATION CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like sulfur.

An explosion centers on you, dealing fire damage to you and creatures in a radius around you according to the table below, or half as much on a successful Dexterity saving throw:

## CONFLAGRATION CANDY

Rarity	Damage	Area
Uncommon	1d6	10 ft.
Rare	2d6	20 ft.
Very Rare	4d6	30 ft.



## VERY RARE CANDIES

Roll d%	Candy Effect
01 - 02	Animal III
03 - 04	Bane III
05 - 06	Batwing III
07 - 08	Birdfood III
09 - 10	Blinding III
11 - 12	Bones III
13 - 14	Boon III
15 - 16	Brittle III
17 - 18	Chains III
19 - 20	Conflagration III
21 - 22	Costume Party III
23 - 24	Crippling III
25 - 26	Deafening III
27 - 28	Death
29 - 30	Dogfood III
31 - 32	Foggy III
33 - 34	Fools III
35 - 36	Ghost
37 - 38	Gillman III
39 - 40	Goblins III
41 - 42	Golden Leaves III
43 - 44	Golem
45 - 46	Grey Mare III
48 - 50	Idiot III

## COSTUME PARTY CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like cider.

You are stripped of any armor or clothing and dressed in a random costume (roll on the table below based on the candy's rarity). Your armor and clothing is placed at your feet. This costume cannot be doffed. If either the duration expires or you succeed on a Charisma saving throw, the costume vanishes into a puff of smoke.

## COSTUME PARTY CANDY

d10	Uncommon	Rare	Very Rare
1	Cowboy	Cat	Angel
2	Gorilla	Caveman	Astronaut
3	Monster	Cheetah	Devil
4	Mummy	Clown	Fairy
5	Pirate	Dinosaur	Hero
6	Plant	Dog	Ninja
7	Shark	Fishman	Princess
8	Spider	Ghost	Slasher
9	Wolf	Robot	Vampire
10	Zombie	Skeleton	Witch

## ROLL d%

51 - 52	Imps
53 - 54	Imprisoning
55 - 56	Lassos III
57 - 58	Lovesick
59 - 60	Lucky III
61 - 62	Mad Scientist III
63 - 64	Medusa III
65 - 66	Night Moves III
67 - 68	Pale Horse III
69 - 70	Paralysis III
71 - 72	Pumpkinhead III
73 - 74	Punchbowl III
75 - 76	Red Eye III
77 - 78	Saints III
79 - 80	Screaming III
81 - 82	Sleeper III
83 - 84	Spiderstep III
85 - 86	Spiked Punchbowl III
87 - 88	Squamous III
89 - 90	Stinky III
91 - 92	Tinman III
93 - 94	Toads III
95 - 96	Toxic III
97 - 98	Webber III
99 - 00	X-Ray II

## CRAYON CANDY

*Wondrous item, rare*

This candy tastes like aspirin. You are subjected to a confusion spell.

## CRIPPLING CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like plaster.

You have a maximum speed of 15 feet (uncommon), 10 feet (rare), or 5 feet (very rare) in all movement forms for the duration. During this time, you cannot benefit from any bonuses to your speed.

You can attempt a Dexterity saving throw at the end of each of your turns, ending this effect on a success.

## DEAFENING CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like cork.

You are deafened for the duration. You can attempt a Constitution saving throw at the end of each of your turns, ending this effect on a success.

## DEATH CANDY

*Wondrous item, very rare*

This candy tastes like ichor.

You are subjected to a *phantasmal killer* spell.

## DOGFOOD CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like kibble.

You are attacked by 1 (uncommon), 1d4 (rare) or 1d6 (very rare) wolves. These wolves attack for the duration, or until slain.

## FALSE ALARM CANDY

*Wondrous item, uncommon*

This candy tastes like copper.

An audible *alarm* spell is triggered at your location and persists for the duration.

## FOGGY CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like mesquite.

A thick cloud of smoke surrounds you, creating an area of heavy obscurement out to a distance of 5 feet (uncommon), 10 feet (rare), or 20 feet (very rare) for the duration.

## FOOL'S CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like mud.

You are unlucky, gaining disadvantage on attack rolls, ability checks, and saving throws for the duration.

## FURBALL CANDY

*Wondrous item, uncommon*

This candy tastes like hair.

You sprout a thick coat of hair all over your body. This hair persist for the duration.

## GHOST CANDY

*Wondrous item, very rare*

This candy tastes like freshly washed linen.

Your body becomes incorporeal, and your armor and equipment fall to your feet. For the duration, you cannot hold objects or wear armor or other equipment.

You can attempt a Charisma saving throw at the end of each of your turns, ending this effect on a success.

## GILLMAN CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like lake trout.

Gills sprout from your neck and fins form between your fingers and toes, granting you the ability to breathe water and a swim speed of 10 feet (uncommon), 20 feet (rare), or 30 ft (very rare) for the duration.

## GOBLINS CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like pus.

You summon 1d4 (uncommon), 1d6 (rare) or 1d8 (very rare) goblins, causing the creatures to appear in unoccupied spaces within 30 feet of you. Each goblin acts on your turn but will not follow commands, persisting for the duration or until slain.

## GOLDEN LEAVES CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like cinnamon.

A dense rain of leaves surrounds you, creating an area of light obscurement out to a distance of 10 feet (uncommon), 20 feet (rare), or 30 ft (very rare) for the duration.

## GOLEM CANDY

*Wondrous item, very rare*

This candy tastes like wax.

You summon a flesh golem, causing the creature to appear in an unoccupied space within 30 feet of you. This creature obeys your commands to the best of its ability and acts on your turn, persisting for the duration or until it is reduced to 0 hit points.

## GREASY CANDY

*Wondrous item, uncommon*

This candy tastes like fish oil.

You are coated with grease for the duration. The first time you leave your space on your turn, you must succeed on a Dexterity saving throw or fall prone. Each time you attempt to use an object that you are holding, you must make a Dexterity saving throw or drop the object at your feet.

## GREY MARE CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like hay.

For the duration, you are immune to spells and effects that would frighten you.

## HILARIOUS CANDY

*Wondrous item, rare*

This candy tastes like raspberry.

You are subjected to a *tasha's hideous laughter* spell.

## IDIOT CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like cheese.

Your alignment is changed to chaotic neutral and your Intelligence score is reduced to 3 for the duration if you fail a Charisma saving throw.

## IMPS CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like snot.

You summon 1d4 (uncommon), 1d6 (rare) or 1d8 (very rare) imps, causing the creatures to appear in unoccupied spaces within 30 feet of you. Each imp acts on your turn but will not follow commands, persisting for the duration or until slain.

## IMPRISONING CANDY

*Wondrous item, very rare*

This candy tastes like moss.

You are subjected to an *imprisonment* spell.

## LASSOS CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like caramel.

You are surrounded by a coil of ropes that quickly close around you, rendering you restrained and prone for the duration if you fail a Dexterity saving throw. If you are restrained by the ropes, you can attempt a Strength (Athletics) check as an action in order to break the ropes and end the effect.

## LOVESICK CANDY

*Wondrous item, very rare*

This candy tastes like roses.

You are charmed for the duration by the next creature that you see if you fail a Charisma saving throw.

## LUCKY CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like brandy.

You are lucky, gaining advantage on attack rolls, ability checks, and saving throws for the duration.

## MAD SCIENTIST

*Wondrous item, uncommon to very rare*

This candy tastes like ink.

Your alignment is changed to chaotic neutral and your Intelligence score is increased to 20 for the duration if you fail a Charisma saving throw.

## MEDUSA CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like talcum powder.

You are petrified for the duration if you fail a Constitution saving throw.

## NIGHT MOVES CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like coffee.

Your movement speed increases by 10 feet (uncommon), 20 feet (rare), or 30 feet (very rare), but only you are in dim light or darkness.

## OCULAR CANDY

*Wondrous item, rare*

This candy tastes like saline.

You sprout dozens of eyes in every place across your body that remain for the duration. While these eyes exist, you gain a +10 on all Wisdom (Perception) checks and you can see both invisible creatures and creatures on the Ethereal plane, but you cannot avoid gazes.

## PALE HORSE CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like steel.

You summon a nightmare, causing the creature to appear in an unoccupied space within 30 feet of you. This creature obeys your commands to the best of its ability and acts on your turn, persisting for the duration or until slain.

## PARALYTIC CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like battery acid.

You are paralyzed for the duration if you fail a Constitution saving throw.

## PUMPKINHEAD CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like pumpkin pie.

Your face emits bright light to a radius of 30 feet and dim light for another 30 feet for the duration.

You can attempt a Constitution saving throw at the end of each of your turns, ending this effect on a success.

## PUNCHBOWL CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like fruit punch.

You instantly regain 1d6 (uncommon), 2d6 (rare) or 4d6 (very rare) hit points.

## RED EYE CANDY

*Wondrous item, uncommon to very rare*

This candy tastes like gin.

You gain darkvision of 30 feet (uncommon), 60 feet (rare), or 120 feet (very rare), but you must succeed on a Constitution save when entering areas of bright light or be blinded for the duration.



## **Saints Candy**

*Wondrous item, uncommon to very rare*

This candy tastes like holy water.

You are immune to poison damage and the poisoned condition for the duration.

## **Screaming Candy**

*Wondrous item, uncommon to very rare*

This candy tastes like cherries.

For the duration, you scream at full volume any time you attempt to use your voice.

You can attempt a Charisma saving throw at the end of each of your turns, ending this effect on a success.

## **Skeleton Candy**

*Wondrous item, uncommon*

This candy tastes like tobacco.

You summon a dancing skeleton, causing the creature to appear in an unoccupied space within 30 feet of you. This creature obeys your commands to the best of its ability and acts on your turn, persisting for the duration or until slain.

## **Sleeper Candy**

*Wondrous item, uncommon to very rare*

This candy tastes like warm milk.

You fall asleep for the duration if you fail a Constitution saving throw. You can only be woken from this slumber early if you suffer at least 1 point of damage.

## **Smiling Pumpkin Candy**

*Wondrous item, uncommon*

This candy tastes like pumpkin spice.

You summon a killer pumpkin, causing the creature to appear in an unoccupied space within 30 feet of you. This creature obeys your commands to the best of its ability and acts on your turn, persisting for the duration or until slain.

## **Spiderstep Candy**

*Wondrous item, uncommon to very rare*

This candy tastes like tar.

Spider legs sprout from your back, granting you a climb speed of 10 feet (uncommon), 20 feet (rare), or 30 feet (very rare) for the duration.

## **Spiked Punchbowl Candy**

*Wondrous item, uncommon to very rare*

This candy tastes like fruit punch spiked with alcohol.

You instantly regain 1d6 (uncommon), 2d6 (rare) or 4d6 (very rare) hit points but also become poisoned for the duration if you fail a Constitution saving throw.

## **Squamous Candy**

*Wondrous item, uncommon to very rare*

This candy tastes like artichoke.

You are covered in a scaly hide for the duration, gaining a bonus to Armor Class equal to 1 (uncommon), 2 (rare), or 3 (very rare).

## **Stinky Candy**

*Wondrous item, uncommon to very rare*

This candy tastes like toe jam.

A cloud of odor with a radius of 5 feet (uncommon), 10 feet (rare), or 15 feet (very rare) surrounds you for the duration, forcing creatures that start their turn adjacent to you to make a Constitution saving throw or be poisoned for the duration.

## **Tinman Candy**

*Wondrous item, uncommon to very rare*

This candy tastes like aluminum.

You are transformed into living metal for the duration, doubling your weight, halving your speed, and gaining immunity to nonmagical weapons, exhaustion, poison damage, and the poisoned condition.

## **Toads Candy**

*Wondrous item, uncommon to very rare*

This candy tastes like a toad.

You are transformed into a toad for the duration.

Your game statistics are replaced by the statistics of a toad. You retain your mental ability scores, alignment, and personality.

You can attempt a Constitution saving throw at the end of each of your turns, ending this effect on a success.

## **Toxic Candy**

*Wondrous item, uncommon to very rare*

This candy tastes like rancid fruit punch. You instantly suffer 1d6 (uncommon), 2d6 (rare) or 4d6 (very rare) poison damage.

## **Webber Candy**

*Wondrous item, uncommon to very rare*

This candy tastes like grasshoppers.

A burst of spiderwebs surrounds you, creating an area of difficult terrain out to a distance of 15 feet (uncommon), 30 feet (rare), or 60 feet (very rare) for the duration.

## **X-Ray Candy**

*Wondrous item, uncommon to very rare*

This candy tastes like plastic.

Your body becomes invisible for the duration.