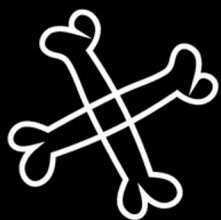


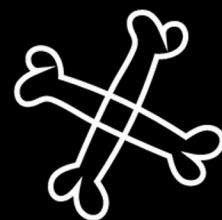


MONSTER MASH BALL

BY THE CARDBOARD CREATOR SUPPORT GROUP



A SPOOKY 5E ADVENTURE COLLABORATION



MONSTER MASH BALL

A 5E ADVENTURE COLLABORATION

THIS ADVENTURE WAS MADE AS A COLLABORATION
BETWEEN SOME OF THE AWESOME PEOPLE OF THE
CARDBOARD CREATOR SUPPORT GROUP!

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KOBOLD OWLBEAR: DUSKY CAT

DEMILICH BEHOLDER: GARNETH’S EMPORIUM

KENKU SCARECROW: 5 FOOT STEP

THREE HALFLINGS AS A WIZARD: OKUMARTS

KOBOLD IN KUO TOA COSTUME: DECAPITATED MARKERS

MANOR MAP: CHIBBIN GROVE

MANOR MAP EXTERIOR: VENATUS MAPS

INVITATION LETTER: OF METAL AND MAGIC

IT'S REAPING TIME!

Every year the harvest festival comes to Latakar and the city folk join in with farmers and villagers to celebrate a new cycle of food and prosperity. Ghastly and ghoulish outfits are displayed in parades while the young ones go trick-or-treating their way into the newest crops and see what the reaper brought out to town that year.

It is a time of celebration but also of remembrance of those family members who have fallen to the tides of time. For death heralds the harvest, the renovation of a new year. It is a bittersweet feeling and a time for all. Except for one group.

The monsters who stalk Latakar see the harvest festival as a time for feeding. Civilization mourns as they celebrate while they bear their fangs, ready to devour any who would approach them. An unfortunate group of adventurers is about to find out that a party with such creatures is as deadly as it is lively!



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QUICK ADVENTURE INFO

This adventure is one of the many short adventures we release every week for free. Some quick information about it:

Recommended Average Party Level (APL): 4 or 5

General Theme: Random Fights, Monster Mash

Setting: Any

Time - Sessions to Finish: x1 session (~3 hours)

ADVENTURE SUMMARY

Monsters dressed up as other monsters and an unforgettable masquerade. Will you party with the monsters or will you fall prey to them?

MAPS USED

You can find the maps used in this adventure without the GM notes at the following links:

Map 1: [MonstaMashBall \(by Chibbin Grove\)](#)

Map 2: [Monster Mash \(by Venatus Maps\)](#)

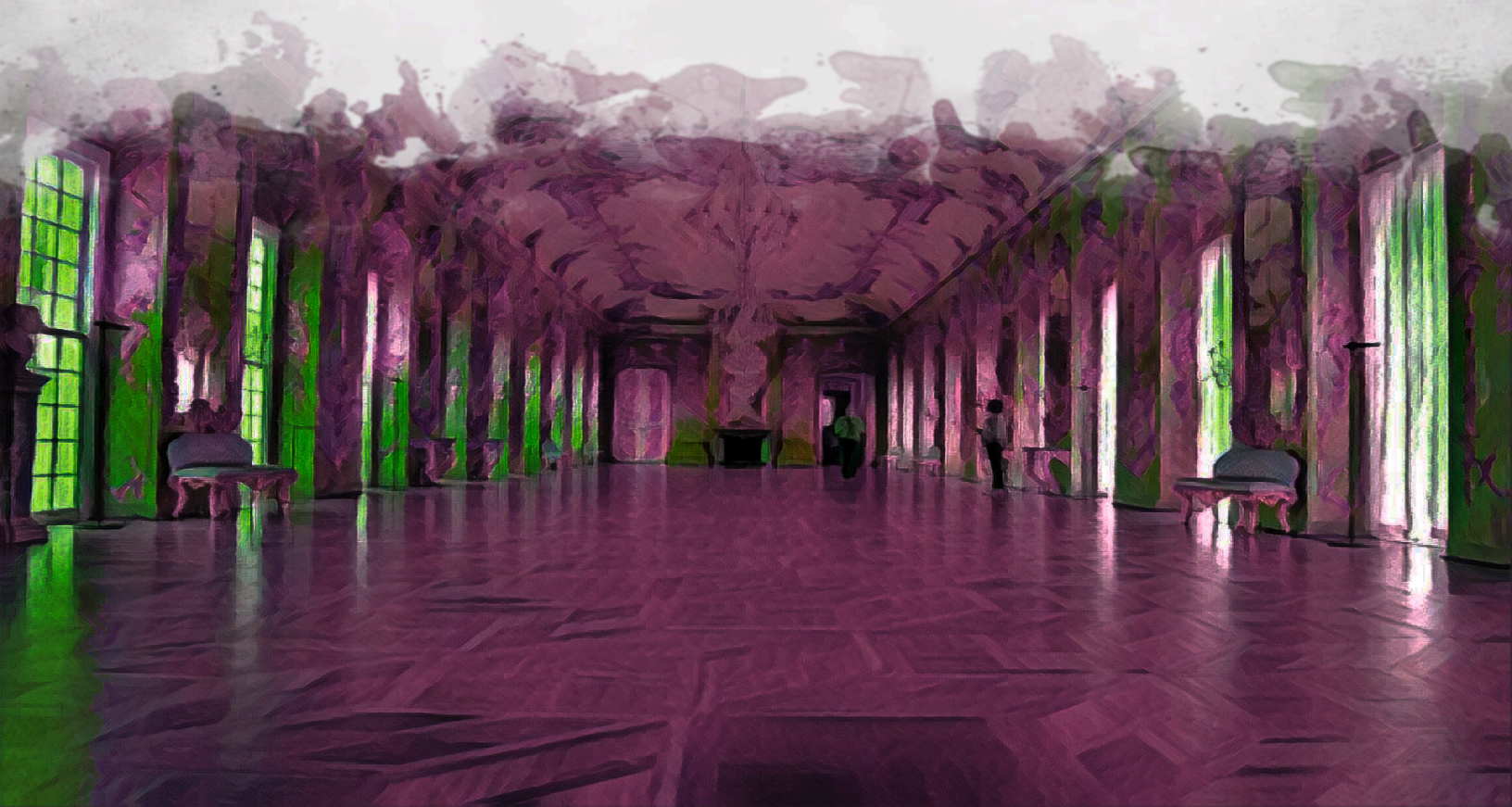
For more variants and gridless versions of the maps go to [Venatus Maps' Patreon](#) and [Chibbin Grove's website](#).

KELFECIL'S TALES

Kelfecil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that will you find difficult to forget.

For this collaboration, Kelfecil's Tales had the task of putting stuff together in a cool little adventure module!

You can find more of Kelfecil's Tales amazing content [over at their website](#).





BACKGROUND

A new dance room known as “The Monster Pit” has opened right in the middle of the swamplands, deep inside the bogs. Despite that, it is well-kept and has an alluring architecture fit for a noble. And of course, it has such things, for it is created and maintained by a group of monsters who have people as their prey, the hunter has always the best way to lure and entrap their victim.

This particular band of man-eaters prepared a masquerade ball to remember, handing out flyers to all sorts of people to visit them. And sure enough, at the beginning of the harvest month, over ten people from villages close to the swamplands have disappeared.

If they are not stopped, who knows how many other victims will be reaped from this festive but cruel scheme?

THE MONSTER MASH BALL

The adventure that follows is designed to be resolved in one afternoon and features imaginative and modular encounters! You may roll to discover alongside your players what sort of nefarious monsters and their traps emerge in the dance floor, or you can pick and choose which 3 encounters mash together. Or if your party is feeling particularly brave, add all seven possibilities into one deadly encounter! That ought to be a fun one shot to play in Hallow’s eve, right?

Monster Mash Table

d8	Encounter	Narration
1	x4 Scarekenkus (marked as 1) and 1x Actual Kenku (marked as 2) emerge in the room. The Scarekenkus cannot move, within a 5 feet radius of them there is a pumpkin patch that is classified as Difficult Terrain and at the beginning of the round, the Actual Kenku changes places with one of the Scarekenkus at your discretion. If a Scarekenku reaches 0 HP, heal the Actual Kenku to full.	<i>Pumpkin patches appear around the center of the room. From it, scarecrows that look like Kenkus emerge. Four of them look like dolls, while one of them laughs.</i>
2	x1 Kobold Sahuagin (marked as 3) walks into the room. While he is weak, his wishful thinking to be in the ocean is powerful. Creatures around him in a 10 feet radius must hold their breath as per Suffocation rules or drown in its psychic water. Any creature that is holding their breath has Disadvantage to hit this Kobold.	<i>Swimming in the air, a particularly cute kobold dressed as a Sahagin appears. It is happily walking towards you, yet you sense an imminent danger from this action.</i>
3	x1 Kobold Owlbear (marked as 4) prowls into the room. Its outfit is so adorable, every creature that targets it has Disadvantage to hit it, and any creature that starts their turn in a 5 feet radius of this Kobold has Advantage as long it is not targeting Kobold Owlbear.	<i>An adorable kobold dressed as an owlbear jumps from the darkness. It tries roaring: 'Yiiiiip!' it belches.</i>
4	x1 Demiholder (marked as 5) materializes behind one party member. At the start of its turn, it disappears and reappears behind a different party member.	<i>A Demi Lich materializes, wearing a Beholder hat. It disappears, only to reappear behind one of you!</i>
5	x3 Gnome tinkers atop each other (Marked as 6) teleport into the room. They all occupy the same space, and prepare their move actions to move together stacked at each other.	<i>Three gnomes balance each other as they teleport into the dance floor - They seem to be wearing long robes, similar to a wizard, yet the point of their staff seems to be some sort of crazy gizmo.</i>
6	x1 Drowsplacer (marked as 7) appears atop of one of the tables. It will attack the party, but will move exclusively by jumping from table to table while doing cat sounds.	<i>Two afterimages appear and combine close to you! It is a drow lady dressed as a displacer beast. She is making cat noises as she claws towards you.</i>
7	x1 Jeddah (marked as 8) calmly stands by the stage. He will attack the party with magic, only hitting with melee attacks if a party member gets in range.	<i>Jeddah laughs as he prepares to conjure a spell. 'I shall prepare dinner myself!' it says with a grin full of fangs.</i>
8	Re-roll!	-

An Invitation to Dinner



Greetings fellow outcast,

It is with esteemed honor that I invite you to my establishment, The Monster Pit, for a wonderful night of themed revelry, dancing, and, finally, feasting! For the ultimate convenience our ballroom is built at the center point between the local villages, and to add to the ambience, is in the heart of the swamplands.

Running at the same time as the Harvest Festival this weekend, the affair is a costumed one, so come in the guise of a 'monster' and present this invitation for the full 'Very Important Monster' treatment.

Your faithful host,

Veddath



VEDDATH'S INVITATION LETTER

(MADE BY OF METAL AND MAGIC)

NPCs BACKSTORIES AND PERSONALITY

VEDDATH

The host of the night's proceedings, Veddath is a bugbear that finds human flesh to be a gourmet's course. In particular when it is boiling alive its prey and drinking their blood from them like a gushing fountain.

This gruesome being was shunned by his Bugbear tribe for being cruel and terrible, so it went out of his way to befriend creatures as terrible as he is, to create a trap that will allow them to feast in the flesh of humans and beyond.

Veddath likes when its prey struggles, so he is looking forward to 'The Monster Pit' success to attract adventurers ready to challenge he and his new tribe.

- **Unique Phrase:** "Ah look! Dinner has arrived!"
- **Desire:** Feast in the flesh of humans, elves, dwarves, you name it.
- **Fear:** To be stopped from appreciating the finer things in life (in his twisted view anyway).
- **Misbelief:** That he is too powerful to be stopped.

ADVENTURE HOOKS

Here are some options to bring the adventuring party to the Monster Pit:

- **Hired Hunters:** The villagers' families have come together and pitched 250 gp for someone to brave that accursed dance hall and discover what happened to their loved ones. The Adventurers get hired to do this bidding.
- **V.I.Ps:** Veddath himself drafts a letter of invitation and mails it to the adventuring party, looking forward to their visit.
- **Monster Hunters:** The party hears rumors and stories about a legendary dance hall that harbors all sorts of terrible monsters that if left alone, will consume the nearby populace.

THE ADVENTURE

Whatever path the group takes, once they approach The Monster Pit, read the following out loud:

THE MILD NIGHT OF AUTUMN SETS THE MOOD OF YOUR TRIP. NOT MUCH TO SEE IN THE SWAMP BESIDES GRIME, MURKY WATERS, AND CRAWLERS ALL ABOUT. IT IS WITH WONDER THAT YOUR EYES CONTACT THE DANCE HALL IN THE MIDDLE OF NOWHERE: THE MONSTER PIT! ITS ARCHITECTURE INVITES A FUN DEMEANOR, WITH A GIGANTIC MURAL DEPICTING A PUMPKIN HEAD, WINKING TOWARD YOU. 'ALL-YOU-CAN-EAT BUFFET' CAN BE READ ON A SIGN NEARBY. AS YOU APPROACH THE MAIN DOOR, TWO KOBOLDS ACTING AS BOUNCERS APPROACH.

Yip and Yap are a kobold duo who screen potential threats, not by directly attacking the party, but by running and crying for help towards the dance hall. If the hook used is the 'monster hunters' one, they do just that, alarming the monsters inside of the potential invaders. Otherwise, they will greet the party towards the dance hall with great enthusiasm.

As the party enters, describe the dance hall loudly as such:

THE DARK GREY OF THE FLOOR IS SET TO CONTRAST WITH THE COLORFUL TINTED LIGHTS, COMING FROM LAMPS ENCASED IN STAINED GLASS. SAID STAINED TAPESTRIES DEPICT HUMANOID FIGURES BEING EATEN AND BEHEADED BY ALL MANNER OF BEASTS. INDEED, YOU CAN FEEL THE HUNGER IN THE PATRON'S EYES AS YOU WALK FURTHER INTO THE MONSTER PIT, CREATURES OF ALL WALKS OF LIFE WEAR COSTUMES AND MASKS, EITHER HIDING THEIR TRUE FORM OR ADDING A TERRIBLE FLAIR TO THE MONSTER UNDER THE GARBS. AS YOU REACH THE VERY CENTER OF THE DANCE HALL, THE PIANO MUSIC STOPS AND THE MUSICIAN STANDS UP. IT IS A BUGBEAR WEARING A GAUDY GOTHIC CAPE. IT PROCLAIMS:

'AH LOOK! DINNER HAS ARRIVED! PIPE DOWN EVERYONE, OL' JEDDAH HERE HAS A SPECIAL TREAT FOR YOU ALL. LOOK! ADVENTURES! DAREDEVILS! WARRIORS AND MAGES! THEY ALL GO DOWN EASY WITH A WINE CUP OR TWO DON'T THEY?'

LAUGHTER FILLS THE ROOM.

'WE WILL KILL YOU, BUT NOT BEFORE WE EAT YOU. TASTIER THAT WAY! ALAS TIS' A SPECIAL DATE IS IT NOT? I AND MY TRIBESMEN HERE PREPARED A LITTLE GAME FOR YOU LOT. YOU SHALL BE EATEN WITH A SMILE ON YOUR LIPS! FOR WE HAVE A COSTUME CONTEST OF THEMATIC HUNTERS. AND YOU MY FRIENDS, HA-HA, YOU ARE PREY!'

AND AS SOON AS THE BUGBEAR IS DONE RAMBLING, THE LIGHTS GO OUT FOR A MOMENT.

➤ **"The Ball Begins!"** And as the lights go up, roll on the 'Monster Mash' table once and use the 'narration' portion to describe what happens as you set the modular encounter.

At the end of every round, the lights go out again for a moment before returning and a new Monster joins the bout. Repeat this one more time, for the total of 3 Monster encounters mashed together in the room! If you get the same result, re-roll.

Defeating the three monsters scares all the other watching the show unfold, who will attempt to flee the scene (Jeddah included if he was not rolled for the encounter) and with the exception of Jeddah, who fights if caught as it attempts to flee, all other monsters give up and accept their fate if the party attempts to arrest them, fighting only if their life is threatened.

If the party has no interest in Jeddah's little game, they may attempt to explore the dance floor and find the prisoners (Marked as **P**) in the kitchen. Rescuing them and running away from the costumed monsters is a valid way of dealing with this encounter.

Extra Encounter

If you would like to add an extra encounter to the Monster Mash Ball, then you could include a surprise encounter with the **Goblin (Werewolf Costume)** that will try its best to annoy the players as much as possible. It is also a monster that fits perfectly as an extra annoyance on top of any other encounter.

AFTERMATH

Be it by rescuing the people or by fighting against the monsters and either beating them all to a pulp or scaring them away, the adventure party is celebrated by the nearby village, who toss up a Hallow's eve parade with kids marching in dressed as the saviors of the day.

If the party fails to defeat Jeddah, he plots to get his revenge one full year from now.

If the party does defeat Jeddah, they can get a hand into his magical cloak.

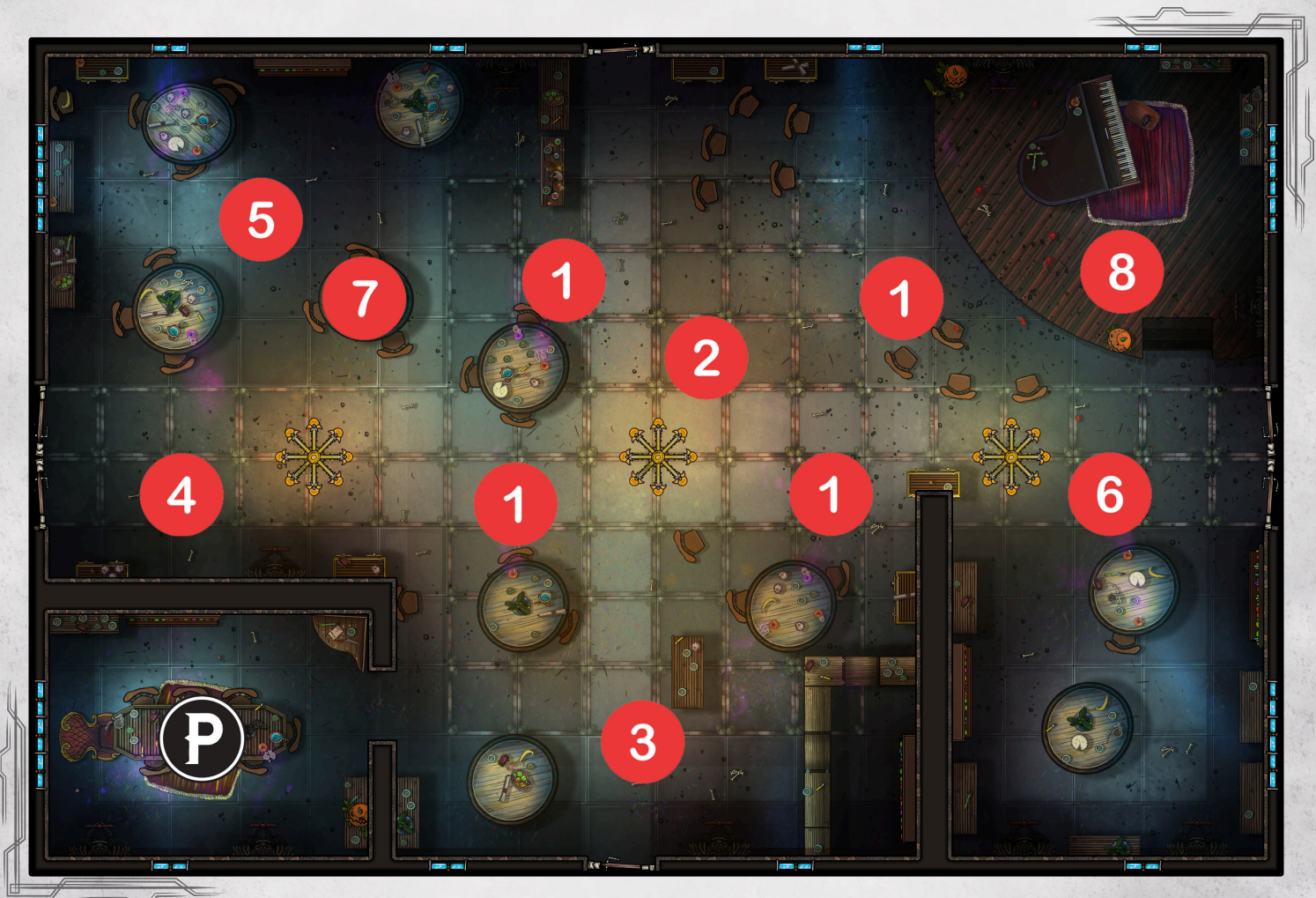
JEDDAH'S CLOAK

Wondrous item, rare (requires attunement)

While wearing this cloak, you may snuff out candles and other light sources in a 50 feet radius as a free action.

The cloak has 3 charges.

While wearing it, you can use an action and expend 1 charge to cast the *Darkness* spell.



APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

DEMILICH (BEHOLDER COSTUME)

Small undead, neutral evil

Armor Class 14

Hit Points 75 (10d6 + 40)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	16 (+3)	10 (+0)	16 (+3)

Saving Throws Dex +6, Con +6, Cha +5

Skills Acrobatics +6, Perception +4

Damage Resistances piercing and bludgeoning from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 100 ft., passive Perception 14

Languages understands Darakhul

Challenge 4 (1,100 XP)

Beholder eyes. The demilich has advantage on Wisdom (Perception) checks that rely on vision.

Spellcasting. The Demilich is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Demilich has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *dancing lights*, *mage hand*, *poison spray*

1st level (4 slots): *false life*, *fog cloud*, *hideous laughter*

2nd level (3 slots): *flaming sphere*, *mirror image*, *ray of enfeeblement*

3rd level (2 slots): *dispel magic*, *countermagic*

ACTIONS

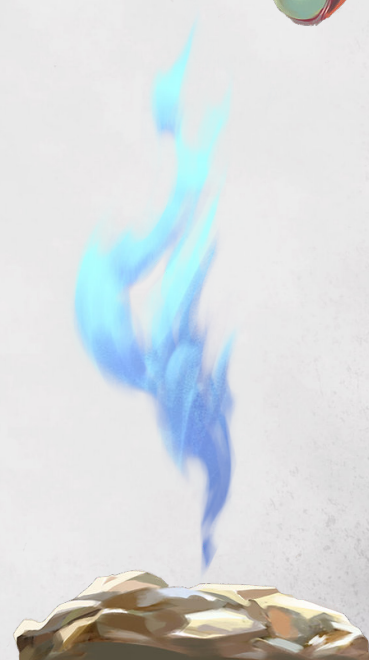
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Ethereal Jaunt. As a bonus action, the demilich can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Gut Rip. As a bonus action, the demilich tears into any adjacent prone creature, inflicting 19 (3d12) slashing damage. The target must succeed on a DC 14 Constitution saving throw or be incapacitated for 1d4 rounds. An incapacitated creature repeats the saving throw at the end of each of its turns; a successful save ends the condition early.



FIND ALL OF THE WORK BY GARNETH'S EMPORIUM ON THEIR [PATREON PAGE](#) AND DISCOVER ALL OF THEIR AMAZING CONTENT!



DROWSPLACER BEAST

Medium humanoid (elf), neutral evil

Armor Class 14 (hide armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 2 (450 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

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

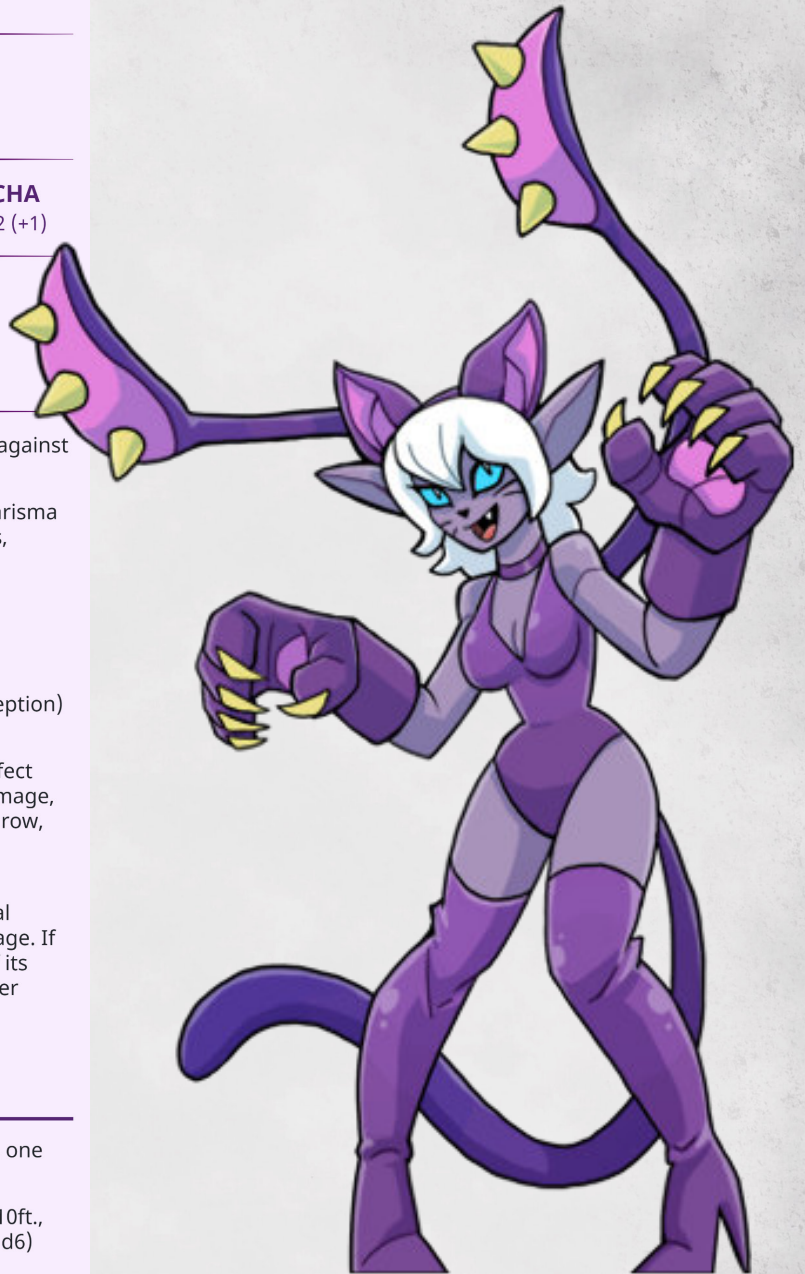
Avoidance. If the Drowsplacer Beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The Drowsplacer Beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the Drowsplacer Beast is incapacitated or has a speed of 0.

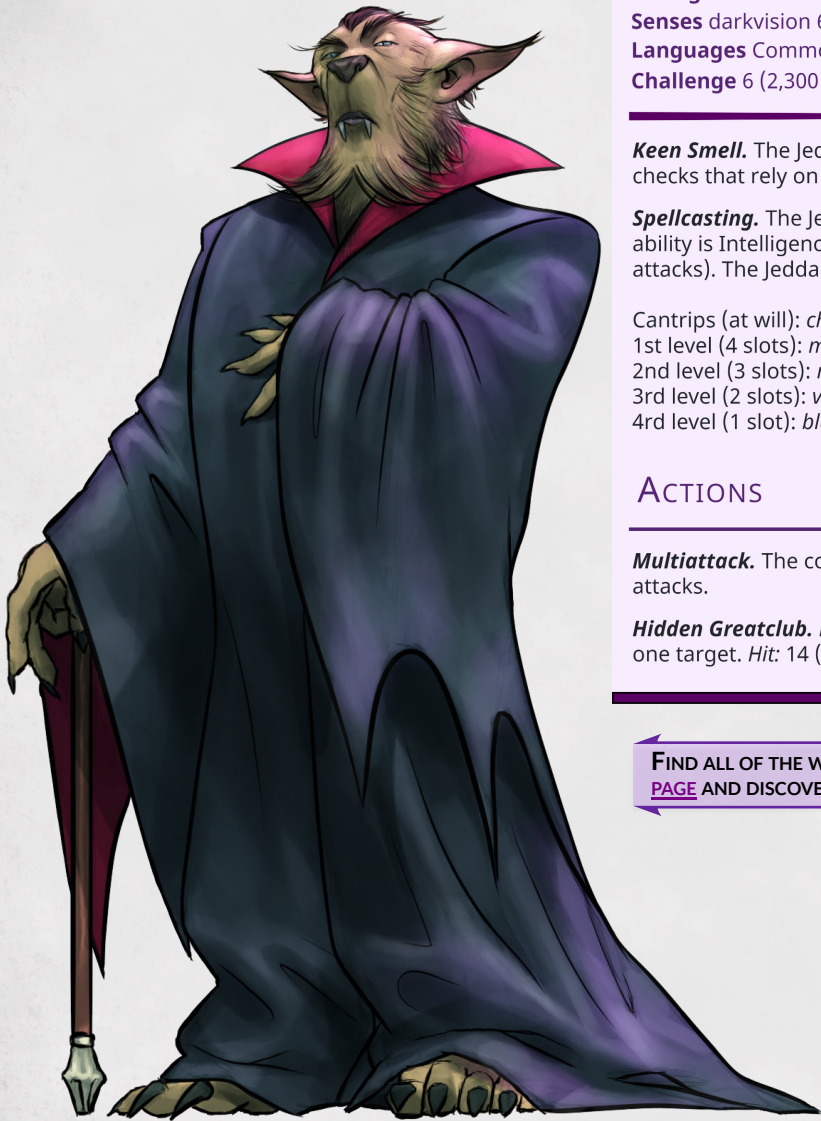
ACTIONS

Displacer Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Displacer Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.



FIND ALL OF THE WORK BY TRASH MOB MINIS ON THEIR
[PATREON PAGE](#) AND DISCOVER ALL OF THEIR AMAZING CONTENT!



JEDDAH

Medium humanoid (bugbear), chaotic evil

Armor Class 10 (13 with *mage armor*)

Hit Points 112 (15d8 + 45)

Speed 40 ft.

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

Saving Throws Str +8, Con +6, Cha +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 6 (2,300 XP)

Keen Smell. The Jeddah has advantage on Wisdom (Perception) checks that rely on smell.

Spellcasting. The Jeddah is a 7-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The Jeddah has the following ??? spells prepared:

Cantrips (at will): *chill touch*, *shocking grasp*, *mage hand*, *fire bolt*
1st level (4 slots): *mage armor*, *unseen servant*, *sleep*
2nd level (3 slots): *misty step*, *hold person*, *levitate*
3rd level (2 slots): *vampiric touch*, *hypnotic pattern*
4th level (1 slot): *black tentacles*

ACTIONS

Multiattack. The corrupted ogre chieftain makes two melee attacks.

Hidden Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

FIND ALL OF THE WORK BY PAPER MAGE ON THEIR [PATREON PAGE](#) AND DISCOVER ALL OF THEIR AMAZING CONTENT!

KOBOLD (OWLBEAR COSTUME)

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

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

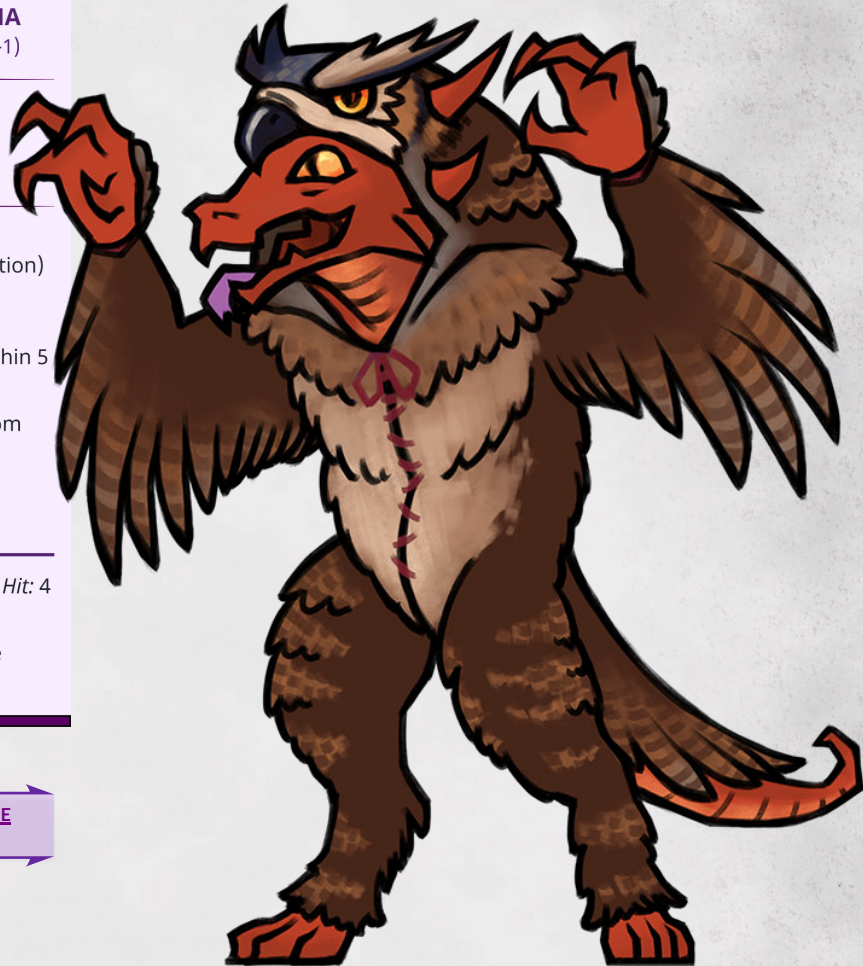
Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Keen Sight and Smell. The kobold has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Peck. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.



FIND ALL OF THE WORK BY DUSKY CAT ON HER [PATREON PAGE](#)
AND DISCOVER ALL OF THEIR AMAZING CONTENT!



KOBOLD (SAHAGIN COSTUME)

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

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

Limited Amphibiousness. The kobold can breathe air and water, but it needs to be on the surface at least once every 4 hours to avoid suffocating.

ACTIONS

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

FIND ALL OF THE WORK BY DECAPITATED MARKERS ON THEIR [PATREON PAGE](#) AND DISCOVER ALL OF THEIR AMAZING CONTENT!

ONE GNOME OF THE TRIO

Small humanoid (Gnome), Neutral Evil

Armor Class 10

Hit Points 20 (5d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	17 (+3)	10 (+0)	12 (+1)

Saving Throws Wis +2, Cha +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish, Gnomish

Challenge 3 (700 XP)

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. The One Gnome is a 3-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The One Gnome has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *dancing lights*, *fire bolt*

1st level (4 slots): *burning hands*, *grease*, *hideous laughter*

2nd level (3 slots): *enlarge/reduce*, *hold person*, *scorching ray*

ACTIONS

Electrict Staff Gizmo. *Melee Weapon Attack:* +4 to hit, reach 5 ft. Hit: 7 (2d6+1) lightning damage.

FIND ALL OF THE WORK BY OKUM ARTS ON THEIR [PATREON PAGE](#) AND DISCOVER ALL OF THEIR AMAZING CONTENT!



SCARECROW KENKU (FAKE)

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 18 (4d8)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Vulnerabilities fire

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1/4 (50 XP)

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

False Appearance. While the scarecrow remains motionless and isn't flying, it is indistinguishable from a normal scarecrow.

ACTIONS

Peck. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

SCARECROW KENKU (REAL)

Medium humanoid (Kenku), Neutral Evil

Armor Class 16 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Cha +3

Damage Vulnerabilities fire

Senses darkvision 10 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

False Appearance. While the Kenku remains motionless, it is indistinguishable from a scarecrow.

ACTIONS

Multiattack. The kenku makes two melee attacks.

Peck. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



FIND ALL OF THE WORK BY 5 FOOT STEP ON THEIR [PATREON PAGE](#) AND DISCOVER ALL OF THEIR AMAZING CONTENT!

GOBLIN (WEREWOLF COSTUME)

Small humanoid (goblinoid), neutral evil

Armor Class 16 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +7

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Fake Raaawr!. The goblin screams at a target that is within 5 feet of it in an attempt to startle them. The target must make a DC 12 Perception check. If the roll is unsuccessful, the target gets a jumpscare and becomes momentarily stunned, losing its bonus action during its next turn in combat.

If this action is taken while the goblin is standing directly behind its target, then the target has disadvantage on the check's roll.

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