

31 DAYS OF DUNGEONS AND DRAGONS

HALLOWEEN

A curated collection of spooky stuff to drop right into your games



CHILLING CHATS

Every Monday at 8 p.m. EST we live stream a topical chat, which becomes the focus for our weekly newsletter editorials. We create new monsters, magic items, character options, encounters and more. These editorials later become posts at Nerdarchy the Website. Here's a few spookier ones with ideas for your Halloween games. Click on any of the titles to check out the original post.

D&D Ideas — Halloween

New Monster! Animated Jack-O'-Lantern
New Magic Items! Creepy Ring and Fright Armor
Adaptable and scalable Halloween adventure concept

D&D Ideas — Arachnids

4 Spidery adventure hooks
New Monster! Trolldor — mutant spider troll
Turning a nursery rhyme into a terrifying one shot

D&D Ideas — Creepy

List of 50 creepy things to throw into your 5E D&D game
New Monster! Wagon Mimic
Tips and advice for balancing the creepy factor

D&D Ideas — Possession

How each monster type possesses adventurers
Can possession be a good thing?
Using the dream spell for Inception

Animated Jack-O'-Lantern

Tiny undead, chaotic evil

Armor Class 13

Hit Points 71 (11d4 + 44)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	19 (+4)	4 (-3)	13 (+1)	13 (+1)

Damage Resistances Bludgeoning, Cold, Lightning, Necrotic

Damage Immunities Fire, Poison

Condition Immunities Exhaustion, Paralyzed, Poisoned, Prone, Unconscious

Skills Intimidate +3, Perception +3

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

False Appearance. While the animated jack-o'-lantern remains motionless, it is indistinguishable from a normal pumpkin.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 8 (2d6 + 1) piercing damage plus 7 (2d6) fire damage.

Flame Breath (Recharge 5-6). The animated jack-o'-lantern exhales a fiery blast in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one.

Animate Pumpkin (1/Day). The animated jack-o'-lantern magically animates one pumpkin it can see within 60 feet of it. This pumpkin has the same statistics as an animated jack-o'-lantern, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Bite action option. An animated pumpkin acts as an ally of the animated jack-o'-lantern. The animated pumpkin remains animate for 1 hour or until it dies; until the animated jack-o'-lantern dies or is more than 120 feet from the animated pumpkin; or until the animated jack-o'-lantern takes a bonus action to turn it back into an inanimate pumpkin.

Reactions

Frightful Glare. The animated jack-o'-lantern adds 2 to its AC against one attack that would hit it. To do so, the animated jack-o'-lantern must see the attacker.



SCARY CHARACTER BUILDS

Over the years Nerdarchy's made tons of videos and posts exploring different character builds. Many of these become Character Build Guides over at the Dungeon Masters Guild. These CBGs are designed to be fun and useful for any level of play and provide a level-by-level breakdown from 1st-20th along with an NPC or monster inspired by the character build for the DM. All of these are Pay What You Want. Muster your Halloween Adventuring Party here! Click any of the titles to get your own copy.

[Night Parade](#)

[Pack Master](#)

[Stealer of Souls](#)

[Flesh Render](#)

[Haunted Rogue](#)

[Ever Living One](#)

[Lizard Wizard](#)

[Master of Undeath](#)

[Halloween Monsters](#)

Pa-Pooch. An ever living may be served by a special death dog familiar, which gains a fly speed of 40 ft. As long as this familiar is within 100 feet of the ever living whenever it regains hit points treat any dice rolled to determine the hit points it regains as having rolled their maximum value.

Ever Living

Medium monstrosity, neutral evil

Armor Class 13

Hit Points 228 (24d8 +120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	20 (+5)	10 (+0)	13 (+1)	20 (+5)

Skills Arcana +8, History +8, Investigation +8, Medicine +5, Nature +8, Religion +8

Senses darkvision 120 ft., passive Perception 11

Languages Any any four languages

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Rejuvenation. If it dies, the ever living returns to life within a sarcophagus inside its lair in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Actions

Multiattack. The ever living makes three Siphon Life attacks.

Siphon Life. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 +5) necrotic damage and the ever living regains hit points equal to half the amount of necrotic damage dealt.

Reactions

Evil Design. When the ever living is hit with an attack by a creature it can see within 5 ft. it can use its reaction to cast *bestow curse* on the attacker.

Lair Actions

When fighting inside its lair, an ever living can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the ever living takes a lair action to cause one of the following effects:

- The ever living casts *Tenser's transformation* (no components required). While maintaining concentration on this spell the ever living can't take other lair actions. Casting the spell also creates a double-bladed scimitar in the ever living's emptyhand. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (2d4 -2) slashing plus 13 (2d12) force damage. The Ever Living can make three attacks with it's double-bladed scimitar.
- Lightning arcs, forming a 5-foot-wide line between two of the lair's solid surfaces that the ever living can see. They must be within 120 feet of the ever living and 120 feet of each other. Each creature in that line must succeed on a DC 16 Dexterity saving throw or take 10 (3d6) lightning damage.
- The ever living calls forth a spirit of ancient evil. This spirit has the statistics of a specter and lasts until the ever living uses another lair action. The specter appears in an unoccupied space within 30 feet of the ever living and obeys the ever living's commands.

TERRIBLE TERRAIN

All the way back in 2014 Nerdarchy ran a panel at Bridgade Con called Terrible Terrain. The discussion combined campaign worldbuilding with designing dynamic and memorable encounters, specifically the final battle or encounter for three different converging points in a story arc. Over the years we've shared many Terrible Terrain concepts in videos and blog posts. Here's three of them perfectly suited for Halloween. Click the titles to discover more about these Terrible Terrains!



[The Haunted House in Role-Playing Game](#)
[| Terrible Terrain of Dungeons and Dragons](#)



[The Mad Druid and Zombie Garden Gnomes](#)
[| Terrible Terrain of Dungeons and Dragons](#)



[D&D Graveyards, Grave Stones, and Cemeteries](#)
[| Terrible Terrain of Dungeons and Dragons](#)



These creatures inspired by the Mad Druid and Zombie Garden Gnomes video appear in our [Monster Menagerie](#) while the mastermind behind them shows up in our [Friend or Foe](#) module.

Shadow Lily Zombie

Small undead, neutral evil

Armor Class 13

Hit Points 18 (4d6 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	5 (-3)	6 (-2)	5 (-3)

Saving Throws WIS +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Understands the languages it knew in life

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Spores. A 5-foot radius of spores extends from the zombie and creatures who start their turn in the area must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. A target that successfully saves is immune to the zombie’s spores for the next 24 hours.



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

Actions

Life Draining Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage and 2 (1d4) necrotic damage. The target must succeed on a DC 11 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as an uncontrolled zombie, unless the humanoid is restored to life or its body is destroyed.

Vine Tendrils (Recharge 5-6). The zombie vomits a 10-foot line of entangling vines at a target creature. The creature must succeed on a DC 13 Dexterity saving throw or take 5 (2d4) piercing damage and become restrained. A creature restrained by the zombie takes 5 (2d4) piercing damage at the start of its turn. A creature can use an action to escape by dealing 5 points of slashing damage to the vine or succeeding on a DC 13 Strength check. On a success, the creature is no longer restrained.

WACABRE MONSTERS

Nerdarchists Dave and Ted come up with lots of monster concepts in videos where they explore ideas for how they might be represented in the game. Over at Nerdarchy the Website we often take the ideas from those videos and create stat blocks for those monsters. Here's three such creatures where you'll find a stat block ready to drop right into your game. Each of these posts includes the original video too so you can follow along soup to nuts. Click the titles to check them out.



[Scare the Heck Out of Your 5E D&D Halloween Game with David S. Pumpkins](#)

[Taking Stingy Jack from 5E D&D Warlock to Patron to Creature and Beyond](#)

[5E D&D Adventurers are the Warmest Place to Hide for the Blood Rime Monster](#)

Stingy Jack

Wondrous item, legendary (requires attunement)

Stingy Jack is a carved turnip with eyes and a mouth and within the root vegetable lies a burning ember from the Nine Hells. While holding Stingy Jack as a bonus action you can cause the hellish ember to shed bright light in a 30 foot radius and dim light for an additional 30 feet.

While you are attuned to Stingy Jack whenever you make a death saving throw and roll 16 or higher, you regain 1 hit point. In addition whenever you make a Charisma (Deception, Intimidation or Persuasion) check you can roll a d4 and add the number rolled to the ability check.



Stingy Jack — sometimes called Jack o’ the Lantern — is a mythical character associated with All Hallows Eve and in fact the Jack-o’-lantern may be derived from this story. The original video comes up with several different ways to incorporate this figure of folklore into games. For the blog post Stingy Jack is neither a creature to fight nor an NPC to engage with but instead a powerful magic item.

When you hit a creature with an attack you can use your bonus action to instantly transport the target through the Nine Hells. The creature disappears and hurtles through a nightmare landscape. At the end of your next turn the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend it takes 10d10 psychic damage as it reels from its horrific experience. Once you use this feature, you can’t use it again until the following dusk.

Stingy Jack has 3 charges. While you are holding it you can expend one charge to cast scorching ray or 3 charges to cast antipathy/sympathy. Stingy Jack regains 1d3 charges daily at dusk.

Sentience. Stingy Jack is a sentient item of neutral evil alignment with an Intelligence of 12, a Wisdom of 8 and a Charisma of 16. Stingy Jack can speak, read and understand Common and it can communicate with you telepathically. Its voice is gruff and hoarse. It knows every language you know while you’re attuned to it. It has hearing and darkvision out to a range of 120 feet.

Personality. Stingy Jack is a miserable liar who enjoys playing tricks on others and manipulating them. Originally a turnip lantern carried by a selfish drunkard who deceived both celestials and fiends to spare his repugnant life the mortal was cursed to walk the world eternally. At some point the man’s soul became infused into his lantern. Stingy Jack is a scheming grifter who encourages the one who carries it to engage in the same sort of behavior.

QUESTS AND ADVENTURES

One of our favorite activities is discussing ideas for encounters, adventures and campaigns. We'll never be able to explore all of them in our own game experiences so we love to share these ideas and hope others find inspiration for their own quests. If you're looking for the perfect ideas for your Halloween game or anytime you want to bring the horror you can click on any of these titles!



**Hag's Apprentice
— a 5E D&D
Halloween
Encounter**



**5 Ideas for
Your Halloween
Adventure**



**Heightening
the Horror
Atmosphere For
Your Game**



**D&D Ghost Horrify
Your Players |
Dungeons and
Dragons Monsters**



**D&D Adventure
— Wyestone
Horror Exclusive
Nerdarchy
Content**



**Halloween D&D
Ideas- The Hags
Apprentice**



**Threaten Your 5E
D&D World with
Horror Monsters If
You Dare**



**Running D&D
— Adventures
Halloween and
Spooky Quests &
Adventures #93**



**Tips, tricks
and ideas for
horror themed
characters and
campaigns**



Death Pit



**Halloween RPG
Adventure Hooks
Sure to Get Your
Gaming Group
Screaming**



**Halloween D&D
Adventures are
a Treat at DM's
Guild — No Trick!**



**Adding Horror to
Dungeons and
Dragons**



**Possessed
D&D Player
Character in Your
Adventuring Party**



**D&D Campaigns
Made Creepier by
Real Life**



**Undead
Halloween Terrors
of D&D!**



**Powerful Potions
and Mutated
Trolls Await
Within Wyestone
Horror**



**Hobgoblins, Maps,
and Halloween
D&D- Quests &
Adventures #46**



**Run Better D&D
Mysteries with
Monster of the
Week RPG**



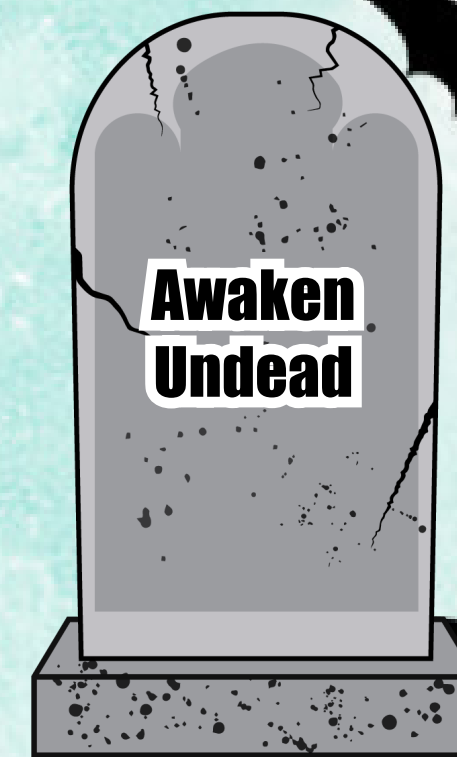
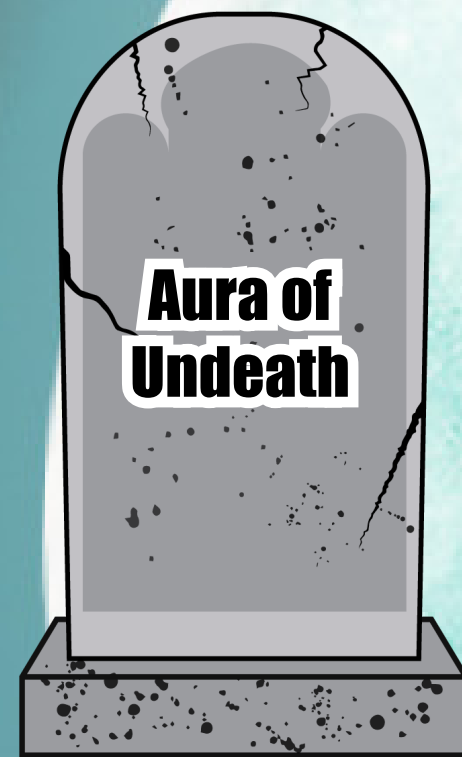
**Devil's Museum
of the Macabre
| Hooked on
Dungeons
and Dragons
Adventure**

The Necrogrim — Otherworldly Patron

You have made a deal with a corrupted guardian spirit, filling you with necromantic energies and protecting you from them to a certain extent. The Necrogrim has great compassion for the undead, both civilized and shambling, and desires to return those shamblers to a place of peace and protect the ones that keep their minds. As the Necrogrim was once a graveyard guardian, it still retains some of those desires and you might be expected to defend the resting places of the dead at times, often including the ancient tombs adventurers like to scour.



We strive to include stuff for players and Game Masters in our modules like Death Pit, which includes this Otherworldly Patron along with new monsters and magic items.



Spell level & Spells

- 1 False life, inflict wounds
- 2 Blindness/deafness, gentle repose
- 3 Animate dead, speak with dead
- 4 Death ward, dominate beast
- 5 Contagion, raise dead

Starting at 1st level your patron bestows the ability to make a connection with the undead. You have resistance to necrotic damage. As an action you can project an aura of undeath in a 20 foot radius sphere centered on you for 1 minute. An undead creature that starts its turn or enters the area for the first time on its turn must make a Charisma saving throw against your warlock spell save DC. If a creature fails its saving throw it becomes indifferent about creatures of your choice that it is hostile toward. This indifference ends if the creature is attacked or harmed by a spell or if it witnesses any of its allies being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise. Once you use this feature you can't use it again until you finish a short or long rest.

Starting at 6th level, a spirit being attaches itself to you as your familiar. The phantasmal familiar must have a corpse to inhabit. You can use your action to touch the corpse of a Medium or larger creature and cause the bones and sinew of that creature to snap and twist and rearrange themselves into the body of a hound, mimicking the image of your patron. This beast uses the wolf statistics with the following changes:

- The phantasmal familiar counts as an undead.
- It has extra hit points equal to your warlock level.
- When you cast a spell with a range of touch, your phantasmal familiar can deliver the spell as if it had cast the spell. Your phantasmal familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Once you use this feature you can't use it again until you finish a long rest.

Starting at 10th level you gain the ability to awaken the shambling undead and bring them back to some semblance of consciousness. The ritual to awaken a skeleton or zombie takes 1 hour to complete. A skeleton or zombie must remain within a 10 foot radius ritual circle for the entire length of the ritual. If the undead creature leaves the circle, the ritual fails. If the ritual is completed successfully, the skeleton or zombie gains an Intelligence of 10 and the ability to speak one language you know. They are charmed by you for 24 hours. After this time the awakened skeleton or zombie acts as it would have when it was alive, including any adverse opinions about its current state. Once you use this feature you can't use it again until you finish a short rest.

Starting at 14th level, you become a plaguebringer. As an action you create a pall of doom around you in a 15 foot radius. Shadowy mist fills the area and creatures in the mist must make a Constitution saving throw or suffer disadvantage on Charisma checks and vulnerability to all damage as their flesh decays. This effect lasts for 7 days. Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Once you use this feature you can't use it again until you finish a long rest.

TRICK OR TREAT

The following items didn't exactly fit with other stuff so this is a bit of a grab bag. These might be more of a general discussion video touching on themes related to Halloween, creepy character concepts, spooky spells and a retrospective look at a Halloween one shot featuring a truly monstrous adventuring party. Click any of the titles to explore!

[Dungeons & Dragonborn: Three Horror Trope-Inspired 5E D&D Bards for Halloween](#)

[Bard College of Ghosts](#)

[D&D Horror | DM or Player: Who Brings the Scary?](#)

[Playing a Warlock Like a Creepy Occultist in 5E D&D](#)

[Abalor the Abhorrent and the Druid Circle from the Beyond](#)

[Lost Lore — Arachnomancy Spells](#)

[Tabletop Horror RPGs | Pros and Cons of RPG Genres](#)

[\(5E DnD\) Monster Game with Think Geek Recap- D&D Discussions](#)