

1985 ARCANA

HALLOWED NIGHTS AND THE CANDLE COVEN

By Jeremiah Crofton

THIS IS PLAYTEST MATERIAL

The DnD material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your DnD campaign but not refined by full game design and editing. They aren't officially part of the game and aren't created by the Wizards of the Coast team.

MONSTERS

THE CANDLE WITCH

A candle witch, unlike their often malicious counterpart, is more akin to a druid than their name would let onto. These mages derive their magic from nature and often live within and rely heavily on the woodland realm. They connect with the weave of magic through rituals and sacrificial offerings and so they're often seen wearing skeletal remains and material components as if they were accessories to their wardrobe. A candle witch usually has deep beliefs tied to both the destructive and transformative nature of forest fires, which they represent in their rituals with large amounts of candles.

THE CANDLE WITCH

Medium humanoid (any race), chaotic neutrall

Armor Class 15 (Magic Protections)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 16 (+3) | 15 (+2) | 13 (+1) | 19 (+4) | 15 (+2) |

Saving Throws WIS +7, CHA +5

Skills Arcana +4, Nature +7, Perception +7, Persuasion +5

Damage Resistances Fire

Senses Blindsight 30 ft., Passive Perception 14

Languages any one language (usually Common)

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Candle Coven. If there are more than 3 candle witches within 30 feet of each other, they each gain the benefits of the candle coven ability.

Benefits.

- Each candle witch gains advantage on all saving throws and concentration checks.
- All fire damage dealt by a candle witch is doubled
- If a candle witch were to drop to zero hit points, another witch may use their reaction to cause the fallen witch to erupt in flames. Dealing 2d10 fire damage to all creatures within 10 ft of them.

Innate Spellcasting. The candle witch's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The candle witch can innately cast the following spells, requiring no material components:

At will: *detect magic, levitate (self only), Speak with Animals, Charm Person, Animal Messenger*

1st level (4 slots): *Command, Shield, Inflict Wounds, Thunderwave*

1/day each: *Dominate Beast, Fireball, Polymorph*

3/day each: *Dispel Magic, Hold Person, Spike Growth*

ACTIONS

Multiattack. The candle witch makes two attacks: one with its wand and one with its whip.

Scorched Wand. Ranged Weapon Attack: +7 to hit, reach 60 ft., one target. Hit: 8 (1d8 + 4) fire damage.

Waxed Whip Melee Weapon Attack: +6 to hit, reach 15 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

FESTIVAL SPIRIT

As festive patrons of the long-anticipated Hallowed Nights gather for their cherished celebrations; A bridge is formed between the ethereal plane and the prime material. It is through this passageway that the spirits of lost loved ones rejoin their living counterparts to rekindle their relationships and participate in the festival.

When the three hallowed nights come to a close, the spirits journey back through the bridge and to the ethereal plane.

FESTIVAL SPIRIT

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 7 (-2) | 13 (+1) | 10 (+0) | 10 (+0) | 12 (+1) | 17 (+3) |

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 11

Languages Any languages it knew in life

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Ethereal Sight. The festival spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal. The festival spirit can move through other creatures and objects as if they were difficult terrain. The spirit may also choose to stay in an object for a number of minutes equal to its Constitution modifier (minimum of 1 minute)

Innate Spellcasting The festival spirit's innate spellcasting ability is charisma (spell save DC 13). The festival spirit can innately cast the following spells, requiring no material components:

At will: *Thaumaturgy, Light, Guidance*

1/day each: *Sleep (cast at level 1), Fog Cloud*

ACTIONS

Desecrated Hand. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Passage. The Festival spirit enters the Ethereal Plane from the Material Plane or vice versa. The festival spirit is visible on the Material Plane while it is in the Border Ethereal, but is unaffected by creatures or objects on the Material Plane

Creature Possession (Recharge 6). One humanoid or object that the festival spirit can see within 5 feet of it must succeed on a DC 13 Wisdom saving throw or be possessed by the festival spirit; the festival spirit then disappears, and the target is incapacitated and loses control of its body. The festival spirit now controls the body but doesn't deprive the target of awareness. The festival spirit can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses

the possessed target's statistics but doesn't gain access to the target's knowledge, class features, or proficiencies.

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

Object Possession. The festival spirit possesses an object no larger than a medium humanoid; the festival spirit then disappears into the object and gains full control over it. While inside an object, the object gains a flying speed equal to the festival spirit's. The festival spirit does not suffer any damage dealt to the object it is possessing and can not be targeted by spells or attacks, except those that turn undead. The festival spirit retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened, but loses all of its other abilities until it has left the possession.

The possession lasts until the object is destroyed, the festival spirit ends it as a bonus action, or the festival spirit is turned or forced out by an effect. When the possession ends, the festival spirit reappears in an unoccupied space within 5 feet of the object.

THE WICKER GUARD

These tall human-shaped statues are crafted by candle witches to watch over the festival and its participants. The entirety of the lanky statues' bodies are made from dried branches and cloth, except for their heads, which have been replaced with jack-o-lanterns.

To unknowing participants of the festival, the wicker guards are nothing more than decoration.

THE WICKER GUARD

Medium construct, chaotic neutral

Armor Class 14

Hit Points 44 (8d8+8)

Speed 30 ft

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

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious
Senses Darkvision 60 ft., Passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 2 (400 XP)
Proficiency Bonus +2

Guard Statue. The wicker guard remains motionless until activated or called upon by its creator, until then it is indistinguishable from an ordinary festival decoration. The guard animates when called to by its creator or an insightful incident occurs that the creator decides upon when the guard is first made.

ACTIONS

Desecrated Hand. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Multiattack. The wicker guard makes two attacks with its bramble whip.

Bramble Whip. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 9 (2d6 + 2) slashing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or be poisoned until the start of the wicker guard's next turn.

Wicker Bones. The wicker guard targets one creature it can see within 30 feet of it. If the target can see the wicker guard, the target must succeed on a DC 12 Wisdom saving throw or be magically paralyzed as their bones lock in place. The target is paralyzed until the end of the wicker guard's next turn.

Black Vanish. The wicker guard vanishes in a cloud of dark smoke and reappears anywhere within 60 ft of its current location.

SPELLS

BURIAL

4th-level transmutation

CASTING TIME: 1 action

RANGE: 60 ft.

COMPONENTS: V,S

DURATION: Concentration 1 minute

Dark black roots spring from the ground wrapping around a creature within range and pulling them underground. The target creature must make a dexterity saving throw or become buried. A buried creature is pulled below the ground surface and is considered restrained, blinded, and suffocating. At the

end of the creature's turn, they may make a Strength saving throw to attempt to break free and pull themselves out.

MURDER

2nd-level conjuration

CASTING TIME: 1 action

RANGE: 60 ft.

COMPONENTS: V

DURATION: 1 minute

You summon a murder of crows which swarm and overwhelm a target creature within range. The creature becomes blinded while being attacked by the crows and takes 1d6 slashing damage at the start of their turn. The crows have 20 hit points and an AC of 12. They vanish after they've dropped below zero hit points, they're dispelled, or the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the crows hit points increase by 10 for each slot level above 2nd.

RECOLLECTIVE INFESTATION

4th-level divination

CASTING TIME: 1 minute

RANGE: 10 ft.

COMPONENTS: V,S,M (Moss and Incense)

DURATION: Instantaneous

You enact a ritual that connects your mind to a corpse within range. Doing so allows you to recall a memory from the deceased's past life as if you were there. To cast this spell you must have a general idea of the memory you're looking for, and the corpse must be no older than 3 months. Information obtained in this way may be false or remembered incorrectly, depending on how long ago the memory first occurred.

SUMMON JACK-O-LANTERN

5th-level abjuration


CASTING TIME: 1 action

RANGE: self.

COMPONENTS: V,S, M (dried fruit)

DURATION: until destroyed or dispelled

An enlarged Jack-o-lantern grows around all creatures in a 10-foot radius, centered on you. The giant Jack-o-lantern lasts until it's been destroyed, or dispelled by the caster.



The Jack-o-lantern prevents all creatures outside of it from passing or reaching through. All creatures within the Jack-o-lantern can cast spells or make attacks with ranged or reach weapons through the mouth of the Jack-o-lantern. Creatures outside of the Jack-o-lantern only see a warm glowing light when looking into the lantern's mouth or eyes. If the spells caster were to leave the lantern it ceases to hold its magical properties.

The Jack-o-lantern weighs 5,000 pounds, has an AC of 15, and has 120 Hitpoints. When the lantern drops below zero hit points it's destroyed.

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