

# THE WANDERER'S CREATURE FEATURE

# SAM

*Stats for the Spirit of Halloween  
from Trick'r Treat*



by Jeremy Hochhalter

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Sam, Spirit of Halloween

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# SAM, SPIRIT OF HALLOWEEN

Garbed in a dirty fleece jumper, head covered by a burlap mask with button eyes, Sam drags a soiled sack behind him, like the children who go door to door asking for candy on Halloween. A piece of candy, usually a lollipop, is never far from his reach.

**Judge and Executioner.** Despite his diminutive size, Sam acts as an immortal watchdog, punishing those who defy or scorn the traditions of the Fall holiday, Samhain, also known as Halloween.

**Beneath the Mask.** Under the burlap mask, Sam's head is pumpkin-like, a twisted likeness of a jack-o-lantern. In the rare circumstance where Sam should be de-masked, he doesn't hesitate to use his needle like teeth to chew on a target like a piece of candy.

## SAM, SPIRIT OF HALLOWEEN

Small fiend, lawful neutral

**Armor Class** 13

**Hit Points** 99 (18d6+36)

**Speed** 30 ft.

**STR** 17 (+3)

**DEX** 19 (+4)

**CON** 15 (+2)

**INT** 13 (+1)

**WIS** 16 (+3)

**CHA** 13 (+1)

**Skills** Acrobatics +7, Deception +7

**Damage Resistances** cold

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, paralyzed, petrified, poisoned

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

**Languages** -

**Challenge** 6 (2,300 XP)

**Immortal.** While Sam's body may be killed, even destroyed, it will reform and revive at full health within a few rounds. If his quarry has not been defeated, or offered up penance for their impudence, his hunt begins anew.



Figure 1 : Sam by quasilucid

**Otherwise Apathetic.** While Sam will hunt those who have defiled the traditions of Halloween, he does not typically interfere in other worldly events. Only those who have forgotten to respect the season find themselves on his to-do list. A person should be cautious of what they do during the days of Halloween, however, as foul deeds not directly spiting the holiday may still awaken Sam's ire.

**That's Just a Child, Right?** Unless his true nature has been revealed, anyone viewing Sam often believes he's simply a child in costume. Sam receives double his proficiency bonus to Deception when attempting to blend in as a trick-or-treater, or simply an innocent child.

**He's In Your Head.** While Sam does not speak, he seems to always know what a target's darkest fear is, and will attempt to play upon it to weaken its defenses.

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

**Innate Spellcasting.** Sam's spellcasting ability is Wisdom (spell save DC 14, spell attack +6). He can cast the following spells, with no components required.

At will : *animate dead, major image, phantasmal force, prestidigitation*

1/day : *raise dead*

3/day : *phantasmal killer*

## ACTIONS

**Multiattack.** Sam makes three punch or candy weapon attacks, or one bite and two punch or candy weapon attacks.

**Punch.** *Melee Weapon Attack* : +7 to hit, reach 5 ft., one target. *Hit* : 8 (2d4+3) bludgeoning damage.

**Candy Weapon.** *Melee or Ranged Weapon Attack* : +7 to hit, range 20/60 ft., one target. *Hit* : 7 (1d8+3) piercing damage.

**Bite.** *Melee Weapon Attack* : +7 to hit, reach 5 ft., one target. *Hit* : 10 (2d6+3) piercing damage.



**Figure 2 : Sam without Mask by Sideshow Collectibles**