

SQUASHLINGS

A MISCHIEVOUS RACE OF GRAVEN GOURDS



A WALROCK HOMEBREW CREATION



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ON THE COVER

Alexandra Petruk draws an ancient and gnarled tree, laden with half-pumpkins, each holding a candle. This tree stands on the outskirts of a location in the Feywild sacred to squashlings, where the Grand Pumpkin, the mythical progenitor of all squashlings, is said to hold court.



ALSO ON THE COVER

A trio of squashling siblings scheme and plan the doling out of tricks and treats, also drawn by Alexandra Petruk. Named Squish, Squash, and Squoosh, these squashlings often bicker and argue over who carved whom. They are inseparable, however, and their differences only serve to highlight the strength of their bond, which they utilize to pull an endless series of pranks on unsuspecting townsfolk.

VERSION 0.1.1

Disclaimer: When carving squashlings, keep in mind that, yes, its face will stay that way, with only a small range of variation. A squashling will also inevitably discover anything carved into the backside of its pumpkin head, be it a second face, a lovely pastoral scene, or expletives written in Elvish. Though not given to cruelty by nature, intentionally carving a squashling poorly ensures that, eventually, the squashling will find you and attempt to return the favor.

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SQUASHLING

THE PALLID HARVEST MOON HANGS HIGH IN THE sky, a lantern casting a dim silver light across the landscape, illuminating the windows of farmhouses with its subtle glow. Across the fields a chill autumn wind blows, swaying the crops in its cold-edged grasp, foretelling the dark winter times to come.

A scraping sound, soft at first, but louder, more determined. Amidst a patch of pumpkins, shrouded between moonlight and shadow, a short, robed figure works, making small but deliberate motions with an object it is holding. The moonlight catches the object as the figure draws it back, and reveals the sliver blade of a serrated knife, dripping with orange pulp.

The figure wipes its blade on the hem of its robes, and attends once more to the pumpkin at its feet. With

a free hand and a wrenching motion, it rips off the pumpkin's newly-carved lid, making quick work of the hanging fibers with the knife in its other hand. Setting the lid on the ground, it begins again at the work of carving the pumpkin, removing the innards, cutting two triangular eyes, a nose, and a mouth filled with jagged, pointed teeth.

Wiping the knife once more, the figure slowly drops to a seat on the rich soil of the pumpkin patch. Setting aside the blade, it reaches within the sleeve of its robe and gingerly draws out a stout black candle, studded with silver flakes that glisten like stars in the moonlight.

The breeze dies. The billowing crops freeze in place.

In the figure's other hand grows a tiny sun, a mote of fire gleaming like a golden coin. As the figure leans forward and places the fire against the wick of the candle, the light illuminates its face: a gourd like the one it was carving, twisted with a very similar graven grin.

The mote of fire flickers into nothing, as the pumpkin-headed figure delicately places the lit candle within the gourd it hollowed out, and then positions the lid on top. The light shines out the carved eyes and mouth, dancing across black soil and winding pumpkin vines. As the figure stares upon its creation, a light burns within its own hollowed head, dim, but with anticipation.

A moment passes. Then another. Off in the distance, a crow calls a rasping caw across the darkness of the harvest.

And smoothly as if it were flesh, the etchings on the newly-carved gourd on the ground shift. The eyes peer up at the figure, the mouth opens wide. The pumpkin vines, laid across the field, pull themselves together, wind together. They make limbs. Feet. Hands. A body.

As this new, second pumpkin-headed figure pulls its body of vines underneath it, it straightens up, standing for the first time. It tries its hands, its legs, and finds them in place and satisfactory. Its progenitor regards it with a cunning and calculating eye.

"Now, my sibling," rasps the original, with a voice like the crackle of dried leaves, "It is time for us to make some mischief."

Born of magic and botanical life, squashlings are natural tricksters, grown from the earth to hinder those who would consider themselves nature's masters. But squashlings are known to have a kind side, as well, and are often generous with those who treat them fairly.

GRAVEN GOURDS

Most squashlings are devious, mischievous, but not openly malevolent. Easily escaping notice, a squashling ranges from 2 to 2-and-a-half feet tall, and can weigh up to 60 pounds.

A squashling has a head made from a magically-carved pumpkin, and a body formed of conjured pumpkin vines bound together into limbs and a torso. Though squashlings have carved faces, their expressions can magically contort, expressing the same range of emotions found in other creatures. The heads of squashlings flicker with an inner candlelight, a magical fire that is the product of their animation, which the squashlings can snuff or alter at will. The vines that make up a squashling's body are always green or brown, but their pumpkin heads can be many colors: though usually orange, they also come in red, white, yellow, tan, brown, dark or pale green, light blue, or even occasionally pink.

TREATS AND TRICKS

Every squashling is an intentional creation, brought to life by the magics of a spellcaster or another squashling. Usually squashlings made by a spellcaster are created with a purpose, such as

guarding a particular area or retrieving an item. However, a wise spellcaster knows that squashlings can only be trusted to make mischief, and chafe at rules imposed upon them. As such, either a squashling is given a task that allows it to play tricks on other creatures, or it eventually abandons its post in pursuit of its own objectives.

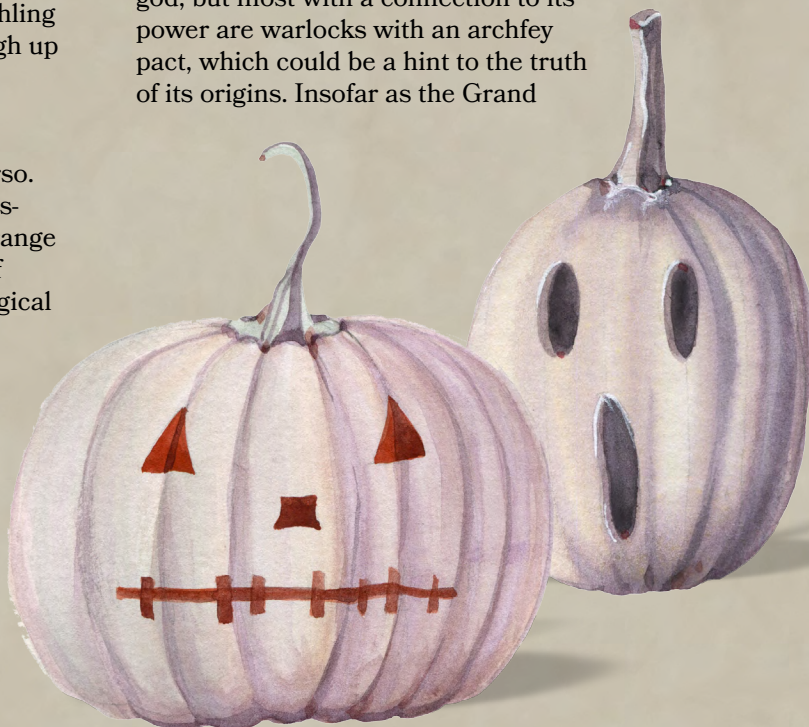
For their part, squashlings create other squashlings simply to have more of their race present, as with the procreation of almost any other race, and very rarely have plans or designs for any new squashlings they make. Squashlings eschew having traditional societies, instead roving in anarchic bands of up to 10 squashlings, hiding out in forests or abandoned farmsteads, and taking whatever they need to survive.

Though prone to acting on whims and having a laugh at the expense of other creatures, squashlings are not cruel, and are very loyal to those they consider to be their friends. Of the items a squashling acquires, it always sets aside the best or most beautiful of its loot to be given away as a reward to other creatures that are kind to it. Squashlings carefully observe those around them at all times, deciding just who deserves such a treat, and who instead requires a trick.

PUMPKIN PROGENITORS

While most squashlings are not theologically inclined, many still believe in a deific creature they refer to as the "Grand Pumpkin." It is said among squashlings that the Grand Pumpkin taught mortal races the secrets to creating squashlings, and it is because of this creature that squashlings exist in the first place. It is common for squashlings that were born into the world bereft of purpose, or those who had a purpose but threw it off themselves, to seek out the Grand Pumpkin for answers and an identity to call their own.

Some squashlings venerate the Grand Pumpkin as a god, but most with a connection to its power are warlocks with an archfey pact, which could be a hint to the truth of its origins. Insofar as the Grand



Pumpkin's will is known, the dispensation of tricks and treats seems to be a part of its great plans for its squashling children, and is treated as dogma by those squashlings that revere it.

SQUASHLING NAMES

Tradition holds that whomever carves a squashling grants that squashling its name. The first squashlings were thus named by other races, and often named in an irreverent fashion relating to the squashling's obvious attributes or nature. The squashlings adopted this as a hallmark of their culture, and now even squashlings carved by other squashlings are named along these lines.

Examples of the types of names given to squashlings can be seen below:

Names: Candlewick, Carver, Eve, Filch, Flicker, Gourdo, Hollow, Jack, Kindle, Lamplight, Patch, Pie, Pulp, Smash, Squarefang, Squish, Vines

SQUASHLING TRAITS

Though each squashling is carved differently, they all have the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2, and either your Intelligence or Charisma score increases by 1.

Age. Squashlings grow as pumpkins that are then carved as part of a magical ritual. When this happens, the new squashling becomes fully aware and is considered an adult. A squashling is considered venerable at 40, and squashlings can live to be 60.

Alignment. Whether good, neutral, or evil, most squashlings feel an overwhelming urge to disregard laws and disrupt order. As such, nearly all squashlings are chaotic, or at the very least neutral.

Size. Slightly shorter than gnomes or halflings, squashlings are anywhere from 2 to 2-and-a-half feet tall. Your size is Small.

Speed. Your base walking speed is 25 feet.

Languages. You can speak, read, and write Common and Sylvan.

Botanical Nature. As a gourd shaped in the very rough likeness of a humanoid race, you have attributes of each. You have two creature types: humanoid and plant. You can be affected by a spell or ability if it works on either of your creature types. You are able to eat food and drink water as most other creatures, but can also gain the same amount of nutrition as a day's worth of food by remaining motionless in an area of rich soil for at least one hour.

Darkvision. Born to lurk in the darkness, you can see in such conditions easily. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Illumination. A magical flame burns within your carved pumpkin head. The glow from this flame causes you to naturally cast bright light in a radius of 5 feet around you, and dim light 5 feet beyond that. Using a

bonus action, you can stifle the flame to turn this light off, reignite the flame, or change the flame's color to any color you choose.

Creature of Night. You have resistance to necrotic damage.

Squashling Magic. You know a cantrip of your choice, which must be either *produce flame* or *thorn whip*. When you reach 3rd level, you can cast the *entangle* spell once per day; you must finish a long rest in order to cast the spell again using this trait. When you reach 5th level, you can also cast the *knock* spell once per day; you must finish a long rest in order to cast the spell again using this trait. Choose Intelligence or Charisma as your spellcasting ability for these spells.

Squashform. Over the course of one minute, you can retract the vines that make up your body, drop any objects you are wearing or holding, and appear only as a mundane carved pumpkin. While in this form, you are able to take an action to return to your regular form, or a bonus action to use your Illumination trait, but you can take no other actions. You are still fully aware of your



ALEXANDRA PETRUK

surroundings while in this state, and you are capable of taking rests while in this form.

Creatures that suspect you are more than what you appear to be in this form must take an action to make an Intelligence (Investigation) check with a DC of 10 + half your total character level (round up). On a success, that creature realizes you are animate and capable of movement and independent action, but can discern nothing else. If a creature that succeeds this check is familiar with squashlings, it knows you to be one.

SQUASHLINGS AND GENDER

To squashlings, reproducing asexually and consisting entirely of vines and gourds, gender is an unfamiliar concept, something learned rather than a part of squashling identity. As squashlings are born from inanimate pumpkins, most continue to see themselves gendered as objects are, and will gladly accept and be identified by the pronoun “it.” If using “it” causes a creature discomfort, squashlings will also allow the singular “they,” similar to other non-binary creatures. “He” and “she” are seen by most squashlings as things with no meaning for them, only used in relation to squashlings by creatures with mistaken ideas about the squashlings’ nature.

Very rarely, a squashling will adopt a gender, and begin using “she” or “he” as a part of the squashling’s identity. This is usually done later in the squashling’s life, after the squashling has had ample time around other races to absorb their culture and ideas. A gendered squashling is notable among others of their kind, but is otherwise accepted just as he or she may be.

ADDITIONAL SPELLS

The following spells are available to druids, wizards, and clerics with the Nature domain. They are also available to any squashling with the Spellcasting feature, regardless of class.

CARVE SQUASHLING

3rd-level transmutation

Casting Time: 1 hour

Range: Touch

Components: S, M (a silver knife, a pumpkin, and a candle worth at least 100 gp which the spell consumes)

Duration: Instantaneous

As part of the casting of this spell, the knife used in the spell’s material components is used to hollow out and carve the pumpkin, removing the innards and etching a face into one side of the gourd.

This spell consumes the pumpkin used in its casting, which becomes the head of a new squashling. The new squashling conjures a series of bound pumpkin vines to serve as its body and limbs, and uses the squashling sprout stat block (found in the Bestiary section) for its statistics. The squashling is initially predisposed to follow the commands of the creature that created it, but under no obligation to do so and can become bored and wander off if the commands are not in line with the

squashling’s own desires.

After a creature casts this spell, it cannot be cast again by that creature until a period of 30 days has passed. Attempting to do so before this time has expired expends a spell slot, but results only in a mundane carved pumpkin.

At your DM’s discretion, this spell can instead result in the creation of a player character with the squashling race. Your DM is the sole arbiter of how this occurs, working with the new squashling’s player to determine the squashling’s character levels, background, statistics, and any other character details.

CONJURE SQUASHLING SOLDIERS

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a fistful of pumpkin seeds)

Duration: Concentration, up to 1 hour

You summon four squashling soldiers that appear in unoccupied spaces of your choice within range. The statistics for squashling soldiers are found later in this supplement. A squashling soldier conjured with this spell disappears when it drops to 0 hit points or when the spell ends.

The summoned squashlings are friendly to you and your companions. Roll initiative for the summoned squashlings as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don’t issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

Regardless of how many squashling soldiers this spell summons, only one of them (of your choice) is able to cast the *entangle* spell.

At Higher Levels. When you cast this spell using certain higher-level spell slots, additional squashlings appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

ADDITIONAL FEATS

If your DM allows the use of feats from chapter 6 of the *Player’s Handbook*, a squashling character has access to the following special feats.

LONG VINES

Prerequisite: Squashling

Increase your Dexterity score by 1, to a maximum of 20.

Additionally, when you make a melee attack on your turn, your reach for it is 5 feet greater than normal. When casting a spell with a range of touch, increase that range to 10 feet. If an item requires you to be adjacent to another creature to be used on that creature, you can instead be within 10 feet of that creature.

NIMBLE VINES

Prerequisite: *Squashling*, *thorn whip cantrip*

You can cast your *thorn whip* cantrip as a bonus action instead of an action. If you do so, it cannot deal more than 1d6 piercing damage.

Further, when cast as an action, your *thorn whip* can pull a creature up to 20 feet instead of 10 feet.

PUMPKIN BOMBS

Prerequisite: *Squashling*, *produce flame cantrip*

When you would conjure a flame with your *produce flame* cantrip, you can instead choose to conjure a pumpkin bomb.

If you do, the conjured bomb does not cast light like a flame, and you cannot use it to make an attack. Rather, as part of casting *produce flame* or as an action at a later time, you can throw the bomb at a point on the ground you can see within 30 feet of you. Creatures within 5 feet of that point must make a Dexterity saving throw against a DC of 8 + your proficiency bonus + your choice of either your Intelligence or Charisma modifier. A creature that fails this saving throw takes 1d8 fire damage, which increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

BESTIARY

Included in this section are additional creatures of significance to squashlings, intended to be utilized in a wide variety of ways.

DRUID OF THE VINE

While most druids are committed to tending the natural world, Druids of the Vine take this dedication to an extreme.

The first spellcasters that learned the secret to creating squashlings, Druids of the Vine sought to use them as soldiers to defend their deep forests and tear apart farmlands. The wavering attentions of the squashlings saw them as only marginally useful to the Druids, who mostly abandoned them in favor of more useful servants. Though some Druids of the Vine still raise squashlings, most invest their magics in the creation of blights, and treat squashlings as vermin worthy of disdain.

Regardless, most Druids of the Vine have the same objective they always had: the complete and total supremacy of plant life, and the annihilation of all mortal races in pursuit of this end. Few in number, the odds of the Druids' success are low, but that does not stop them from wreaking havoc wherever a circle of these druids turns up.

DRUID OF THE VINE

Medium humanoid, chaotic evil

Armor Class 12 (16 with *barkskin*)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	13 (+1)	16 (+3)	8 (-1)

Saving Throws Str +4, Con +5, Wis +5

Skills Insight +6, Medicine +6, Nature +4, Survival +6

Senses passive Perception 13

Languages Common, Druidic, Sylvan

Challenge 5 (1,800 XP)

Spellcasting. The druid is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The druid has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *shillelagh*, *thorn whip*

1st level (4 slots): *entangle*, *fog cloud*, *goodberry*

2nd level (3 slots): *barkskin*, *protection from poison*, *spike growth*

3rd level (3 slots): *plant growth*, *speak with plants*

4th level (3 slots): *blight*, *grasping vine*

5th level (2 slots): *commune with nature*, *tree stride*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage with *shillelagh* or if wielded with two hands.

DRUID OF
THE VINE



CLAUDIO CASINI

GRAND PUMPKIN

Eons ago when the Feywild was young and the mortal races of the Material Plane were just beginning to discover agriculture, a handful of the world's very first druids began to experience frightful dreams. In them, an endless sea of vines grew under a pale moon, sprouting immense gourds that came to life and tended this chaotic garden.

The dreams spoke whispers to cover the world in plant life, which most druids (other than the Druids of the Vine) were wise enough to ignore. Nevertheless, the dreams also contained hidden secrets and knowledge of how to enrich agriculture through magic, and the druids put this to good use. As soon as the dreams came, they disappeared, the entity behind them apparently content that plant life was being nurtured in such a way.

These nightmares were a gift from the Grand Pumpkin, an immense carved gourd that dwells in a forgotten corner of the Feywild, shrouded in darkness. Though the Pumpkin truly does desire to overtake the Material Plane with plant life, it is particularly lazy in enforcing this goal, and assumes that well-grown gardens and forests will eventually accomplish it without effort, anyway.

The Grand Pumpkin appears as a massive carved pumpkin, a golden crown atop it, lit from within by a haunting flame, and lacking the humanoid vines of its squashling servants. Rather, it moves about on a nest of tentacle-like pumpkin vines, which snake throughout its corner of the Feywild, making the Grand Pumpkin privy to every secret within its domain.

Those that wander into its realm are subject to the Grand Pumpkin's capricious whims, being treated as

THE GRAND PUMPKIN

Huge plant, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	23 (+6)	20 (+5)	16 (+3)	18 (+4)	20 (+5)

Saving Throws Dex +11, Con +10, Int +8, Wis +9

Skills Arcana +8, Deception +10, History +8, Perception +9, Persuasion +10

Damage Resistances poison

Damage Immunities fire, necrotic

Condition Immunities charmed, frightened

Senses darkvision 300 ft., passive Perception 19

Languages Common, Elvish, Sylvan

Challenge 16 (15,000 XP)

Fey Nature. The Grand Pumpkin is considered to be both a fey creature and a plant creature.

Innate Spellcasting. The Grand Pumpkin's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The Grand Pumpkin can innately cast the following spells, requiring no material components:

At will: *create food and water*, *entangle*, *fog cloud*, *grasping vine*, *hex*, *speak with plants*, *spike growth*

1/day each: *awaken*, *transport via plants*

3/day each: *fear*, *fireball*, *hellish rebuke*, *plant growth*

Magic Resistance. The Grand Pumpkin has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Grand Pumpkin's weapon attacks are magical.

Siege Monster. The Grand Pumpkin deals double damage to objects and structures.

ACTIONS

Multiattack. The Grand Pumpkin makes three attacks, but can only use its bite once.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.
Hit: 33 (5d10 + 6) piercing damage.

Vines. *Melee Weapon Attack:* +11 to hit, reach 30 ft., one target.
Hit: 24 (4d8 + 6) bludgeoning damage, and the Grand Pumpkin moves the target up to 15 feet in any horizontal direction. If the Grand Pumpkin hits a creature twice with this attack in one turn, the Grand Pumpkin can cause the creature to become restrained. Only one creature can be restrained in this way at any one time, and a creature can end this condition by taking an action to make and succeed on a DC 18 Strength saving throw on its turn.

LEGENDARY ACTIONS

The Grand Pumpkin 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 Grand Pumpkin regains spent legendary actions at the start of its turn.

Pumpkin Treats (2 Actions). The Grand Pumpkin regains 10 hit points.

Pumpkin Tricks. The Grand Pumpkin moves its speed without provoking opportunity attacks.

Surprising Vine. The Grand Pumpkin makes one attack with its vines.

LAIR ACTIONS

The Grand Pumpkin can use lair actions while in the Harvestlands. On initiative count 20 (losing initiative ties), the Grand Pumpkin can take a lair action to cause one of the following effects; the Grand Pumpkin can't use the same effect two rounds in a row:

- The Grand Pumpkin conjures 1d4 squashling soldiers, which appears at points it chooses within 10 feet of itself.
- The Grand Pumpkin causes a pumpkin to rapidly grow and explode at a point it chooses within 60 feet of itself. Creatures within 10 feet of that point must succeed on a Dexterity saving throw with a DC of 18 or take 22 (5d8) fire damage.
- The Grand Pumpkin becomes invisible until the lair action initiative count would next occur.

honored guests or despicable interlopers as the mood strikes. The Pumpkin only consistently holds druids, squashlings, and plant creatures in high regard, and even when in good spirits is quick to remind others that it's only a matter of time until they are consumed and replaced by the Pumpkin's ravenous flora.

The Grand Pumpkin's Lair. In the deepest heart of the Feywild lies a seemingly-endless pumpkin patch, hanging under a perpetual harvest moon, known as the Harvestlands. At its center is a single towering gourd the size of a castle, carved with eyes and a wide opened mouth that enables travelers to journey within. Inside dwells the Grand Pumpkin, a host of squashlings, and a motley court of lesser fey, ready to receive guests in a manor constructed of bales of hay, worn timber, burlap, and pieces of dried, shattered gourds.

The Grand Pumpkin is particularly fond of treating guests in its lair to elaborate feasts full of fall faire, including roast spiced gourds, various meats, and tender polypore and tricholoma mushrooms. The Pumpkin often sees this as a good way to get to know its guests, to see if they have any uses or glaring weaknesses. It also considers it much easier to fight foes stuffed to the gills with well-made food, so travelers should always be wary of its intentions.

SQUASHLINGS

Mischievous creatures made from carved, animated pumpkins, squashlings are often given tasks when brought to life, such as guarding an area, destroying a farm, or playing tricks on townsfolk. In time, squashlings usually tire of these tasks, however, and begin to roam the countryside following their capricious desires.

SQUASHLING SPROUT

Though they are fully formed and the label is not technically accurate, squashlings that are first raised by magic are called "sprouts," owing to their lack of worldly knowledge and lessened control of their bodies. Still, a sprout's mind has the same ability to grasp concepts and complex thoughts as an adult human. Sprouts may be naive, but they learn quickly, and usually have a functioning grasp of how the world works within a week or two.

THE GRAND
PUMPKIN



SQUASHLING SPROUT

Small plant (squashling), chaotic neutral

Armor Class 12

Hit Points 6 (2d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	12 (+1)

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 10

Languages Common, Sylvan

Challenge 1/8 (25 XP)

Humanoid Nature. The squashling is considered to be both a humanoid creature and a plant creature.

Illumination. The squashling casts bright light in a radius of 5 feet, and dim light 5 feet beyond that. The squashling can use a bonus action to stifle the light, reignite the light, or change the light's color.

Innate Spellcasting. The squashling's spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). The squashling can innately cast the following spells, requiring no material components:

At will: *produce flame*, *thorn whip*

Squashform. Over the course of one minute, the squashling can retract the vines that make up its body, drop any objects it is wearing or holding, and appear only as a mundane carved pumpkin. While in this form, it is able to take an action to return to your regular form but can take no other actions.

Creatures that suspect the squashling is more than what it appears to be in this form must take an action to make a DC 10 Intelligence (Investigation) check. On a success, that creature realizes the squashling is animate and capable of movement and independent action.

ACTIONS

Vines. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.

Hit: 1 (1d4 – 1) bludgeoning damage.

SQUASHLING SOLDIER

Squashlings that have trained in the arts of warfare are rare, but squashling soldiers are deceptively deadly in combat. Squashling soldiers typically use swords made of sharpened bone and wear armor forged of dried, hardened, and magically enchanted gourds, lightly carved with images important to the individual squashling.

The Grand Pumpkin is said to have a retinue of squashling soldiers at its command, veterans that defend the Harvestlands from any interlopers, created and raised by the Grand Pumpkin itself.

SQUASHLING SOLDIER

Small plant (squashling), chaotic neutral

Armor Class 15 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 25 ft.

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

Skills Perception +3

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Humanoid Nature. The squashling is considered to be both a humanoid creature and a plant creature.

Illumination. The squashling casts bright light in a radius of 5 feet, and dim light 5 feet beyond that. The squashling can use a bonus action to stifle the light, reignite the light, or change the light's color.

Innate Spellcasting. The squashling's spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). The squashling can innately cast the following spells, requiring no material components:

At will: *produce flame*, *thorn whip*

1/day each: *entangle*

Squashform. Over the course of one minute, the squashling can retract the vines that make up its body, drop any objects it is wearing or holding, and appear only as a mundane carved pumpkin. While in this form, it is able to take an action to return to your regular form but can take no other actions.

Creatures that suspect the squashling is more than what it appears to be in this form must take an action to make a DC 11 Intelligence (Investigation) check. On a success, that creature realizes the squashling is animate and capable of movement and independent action.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

SQUASHLING
SPROUT



SQUASHLING TRICKSTER

Most squashlings have a natural inclination towards trickery, a calling to cause mischief and mayhem, but usually not malice. This can include theft, vandalism, and other hijinks unlikely to cause loss of life or any meaningful destruction of property.

Squashlings that cross the line into open malice risk being ostracised by their kin, who see having cruel intentions as lessening the fun of what they do. Wicked squashlings do exist, but are cast out, and only ever band together with those of their same moral ilk.

SQUASHLING WARLOCK

Born of magic, it is natural that some squashlings would learn its practice. Most squashlings interested in the magical arts eschew paths that would require intensive learning, as rarely do they have the patience for it. Squashling warlocks are the most common, usually taking the Grand Pumpkin as their archfey patron.

For its part, the Grand Pumpkin is more than happy to lend its powers to those who would enforce its will, regardless of a creature's race or background. These warlocks dream of a world covered in pumpkin vines, of the Harvestlands stretching into the Material Plane and a perpetual harvest moon centered high in the sky.



SQUASHLING
TRICKSTER

SQUASHLING TRICKSTER

Small plant (squashling), chaotic neutral

Armor Class 14

Hit Points 42 (12d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	16 (+3)	11 (+0)	15 (+2)

Skills Deception +4, Sleight of Hand +6, Stealth +6

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Cunning Action. On each of its turns, the squashling can use a bonus action to take the Dash, Disengage, or Hide action.

Humanoid Nature. The squashling is considered to be both a humanoid creature and a plant creature.

Illumination. The squashling casts bright light in a radius of 5 feet, and dim light 5 feet beyond that. The squashling can use a bonus action to stifle the light, reignite the light, or change the light's color.

Innate Spellcasting. The squashling's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The squashling can innately cast the following spells, requiring no material components:

At will: *mage hand**, *minor illusion*, *produce flame*, *thorn whip*

1/day each: *entangle*, *fear*, *invisibility*, *knock*

3/day each: *silent image*

* the hand conjured by this spell is invisible

Sneak Attack (1/turn). The squashling deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the squashling that isn't incapacitated and the squashling doesn't have disadvantage on the attack roll.

Squashform. Over the course of one minute, the squashling can retract the vines that make up its body, drop any objects it is wearing or holding, and appear only as a mundane carved pumpkin. While in this form, it is able to take an action to return to your regular form but can take no other actions.

Creatures that suspect the squashling is more than what it appears to be in this form must take an action to make a DC 13 Intelligence (Investigation) check. On a success, that creature realizes the squashling is animate and capable of movement and independent action.

ACTIONS

Multiattack. The squashling makes three attacks with its dagger.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

SQUASHLING WARLOCK

Small plant (squashling), chaotic neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 45 (13d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	13 (+1)	11 (+0)	18 (+4)

Skills Arcana +3, Deception +6, Sleight of Hand +4

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Humanoid Nature. The squashling is considered to be both a humanoid creature and a plant creature.

Illumination. The squashling casts bright light in a radius of 5 feet, and dim light 5 feet beyond that. The squashling can use a bonus action to stifle the light, reignite the light, or change the light's color.

Innate Spellcasting. The squashling's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The squashling can innately cast the following spells, requiring no material components:

At will: *mage armor (self only)*, *produce flame*, *silent image*, *thorn whip*

1/day each: *entangle*, *knock*

Spellcasting. The squashling is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *dancing lights*, *eldritch blast*, *mage hand*, *minor illusion*, *poison spray*, *prestidigitation*

1st-5th level (3 5th-level slots): *arms of hadar*, *blight*, *cloud of daggers*, *darkness*, *dream*, *faerie fire*, *fear*, *mirror image*, *misty step*, *phantasmal force*, *plant growth*, *unseen servant*

Squashform. Over the course of one minute, the squashling can retract the vines that make up its body, drop any objects it is wearing or holding, and appear only as a mundane carved pumpkin. While in this form, it is able to take an action to return to your regular form but can take no other actions.

Creatures that suspect the squashling is more than what it appears to be in this form must take an action to make a DC 14 Intelligence (Investigation) check. On a success, that creature realizes the squashling is animate and capable of movement and independent action.

ACTIONS

Scythe. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.
Hit: 4 (1d8) slashing damage.

SQUASHLING
WARLOCK

