

THE GOURD LORD

AN ALL HALLOWS EVE PATRON



CAMERON DAY



CREDITS

Designer: [Cameron Day](#)

Original Art: [Marc Thomas](#), [Sapphy](#)

Other Art: Wikimedia Commons

Stat Block: [Griffin Fredette](#)

Template: [Simple Microsoft Word](#)

[Template](#) by Laura Hirsbrunner



ON THE COVER

Here we see a Halloween-themed piece that my friend Marc Thomas did. I was in fact so inspired that from this image the Gourd Lord patron idea was born! You can find more of Marc's work [here](#)!



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2020 by **Daylight Publications** and published under the Community Content Agreement for Dungeon Masters Guild.



BEHOLD THE GREATNESS OF THE GOURD LORD!

It is once every year, on All Hallows Eve, that the Gourd Lord arises from the Plane of Shadows and comes to terrorize the people of the Material Plane. And in the meanwhile, when he slumbers, his warlocks and witches do his bidding, ensuring that the horrors of his home plane are let loose upon the world.

Those who take up the banner of the Gourd Lord revel in chaos and insanity, loving the power that light and shadow can play over a mortal's soul. And all the while, cackling like a mad hatter.

LAUGHING JACK'O' LANTERN

All those who serve the Gourd Lord always seem to have an air of general mirth about them, a low chuckle appearing to radiate from within their throats. Because of this, starting at first level, all enemies within 10 feet of you must roll a Wisdom saving throw or come under the effects of the *fear* condition for one round.

At sixth level, this range expands to 20 feet and the effect lasts for one minute on a failed save, and at tenth level it grows to 30 feet and the effect lasts until you are able to take a short rest.

POWER OF THE PATCH

When you take this patron at 1st level, you become part of a collective hivemind known as the Patch. As part of the Patch, you are able to communicate with other servants of your patron up to a mile away.

Additionally, beings of the *fey* type are more likely to listen and obey you, fearing the mirth of the Gourd Lord. When you encounter *fey* creatures, you gain advantage on Charisma-based checks, and your attacks deal an extra 1d4 psychic damage.

EXPANDED SPELL LIST

When you take this patron at 1st level, you gain access to the following spells!

Spell

Level Spells

1 st	Acid Stream, Command
2 nd	Barkskin, Magic Mouth
3 rd	Life Transference, Plant Growth
4 th	Confusion, Control Woodland Beings
5 th	Conjure Elementals,

THE GOURDOLIER

Taking this patron at first level, the Gourd Lord gifts you with a powerful artifact: the Gourdolier. This mystical item holds on it eight different types of gourds, all with different abilities. When used, the gourds regrow at dawn.

At 6th level, a second gourd of each appears, and at 10th level a third gourd of each appears.

Gourd

Abilities

Snake gourd

When thrown onto the ground within 30 feet of you, the snake gourd shatters and summons forth 1d6 boa constrictors. These boa constrictors will attack any enemy target and remain corporeal for 1d4 + Charisma modifier rounds.

Cucumber

When thrown onto the ground within 30 feet of you, the cucumber explodes and creates a pool of water with a 30-foot radius that is 10 feet deep. It remains for 1 hour before draining.

Butternut squash

When thrown onto the ground within 30 feet of you, the butternut squash creates a large 20-foot-wide table covered in platters of cooked squash. While not the tastiest of treats, there is enough to heal up to 6 allies for 3 hit dice.

Pumpkin

When thrown onto the ground within 30 feet of you, the pumpkin transforms into a small hut that lasts for 8 hours, can comfortably sleep up to 6 allies,

and has enough food and drink to heal each creature inside up to 1 hit dice.

Horned melon

When thrown onto the ground within 30 feet of you, the horned melon explodes into a massive wave of sharp spines. All creatures within a 20-foot radius must roll a Dexterity saving throw or take 2d8 piercing damage – half on a successful save.

Club gourd

When thrown onto the ground within 30 feet of you, the club gourd grows into a floating warhammer for 1 minute. Any target that ends its turn within 5 feet of the warhammer takes 3d6 bludgeoning damage. If they are killed by the club, they are transformed into a club gourd which will heal you for 1d6 hit points.

Ivy gourd

When thrown onto the ground within 30 feet of you, the ivy gourd expands into a massive patch of thick vines and flowers, covering 30 square feet for 1 minute. Any creature within the patch is considered restrained and must roll a Constitution saving throw each round they are in the patch or risk falling unconscious due to the pheromones of the flowers.

Muskmelon

When thrown onto the ground within 30 feet of you, the muskmelon ruptures into a massive 20-foot cube of noxious smelling fog, lingering for one minute. This fog cannot be seen through, and any target who tries to attack within the fog cloud is considered blinded. Additionally, any target who ends their turn within the cube takes 1d8 poison damage.

SANCTUS SQUASH

At 6th level, the Gourd Lord grants you access to the deepest regions of his patch, allowing you to build a sanctum here. When you find a gourd patch at the witching hour, you may speak the magic word of “Ciùcran!”, and a door shall open within the ground.

This will take you to your Sanctus Squash. Here, within the Plane of Shadows, no being can track you. You may design your Sanctus however you wish, but it contains enough food and water to house you and up to 6 allies for 8 hours before you are pushed back into the patch in the Material Plane.

You may use this once per long rest.

SOMETHING WICKED THIS WAY COMES

At 10th level, you feel the call of the Plane of Shadows, and from deeper still...Hell itself. As an action you may call forth a nightmare as your steed for 8 hours. While on your nightmare, your *aura of fear* deals 2d4 psychic damage to all beings within its range until you make a successful saving throw.

Additionally, all spells and weapon attacks deal an extra amount of fire damage equal to your Charisma modifier.

THE GOURD LORD'S LEGIONS COMETH

At 14th level, the true power of the Gourd Lord flows through you, radiating out in waves of maniacal laughter. As an action you may summon forth four Pumpkin Legionnaires for one minute.

Using the *galeb duhr* stat block (MM pg. 139), make it a *fey* creature, and give the appearance of a pumpkin – replacing any “boulder” with “pumpkin”. These Pumpkin Legionnaires will fight for you until either they are killed, or their one minute is up.

You may do this twice per long rest.

Below is a stat block designed by Griffin Fredette of Three Shoes Publishing. They spent a great deal of time to bring you a powerful and terrifying boss worthy of any of your Halloween encounters!

THE GOURD LORD

Gargantuan plant (Fey), CE

Armor Class 25 (natural armor)

Hit Points 275 (19d20 + 76)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	19 (+4)	23 (+6)	15 (+2)	16 (+3)

Saving Throws Int +14, Cha +11

Skills Arcana +14, Nature +14, Survival +10

Damage Immunities necrotic, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Primordial, Undercommon

Challenge 28 (120,000 XP)

Circle of Life. Whenever the Gourd Lord kills a creature, the creature turns into a nonmagical gourd

ACTIONS

Multiattack. The Gourd Lord makes two Club Gourd attacks.

Gourdolier. Gourd Lord can summon various mystical gourds, each with their own special effects, throwing a gourd is an action and the Gourd Lord can summon any number of them

-Snake Gourd: When thrown, this becomes 1d8 Giant Constrictor Snakes, which will attack any enemy of the Gourd Lord and will remain 1d10 rounds

-Cucumber: When thrown, this becomes a wave of water, pushing any creatures within 30ft who fail a DC 16 DEX save 20ft in any direction

-Butternut Squash: This becomes a table covered in rotten gourds, expelling noxious fumes. Any creatures within 10ft of it take 1d4 poison damage per turn. The table has 1d12 items that can be eaten by the Gourd Lord to heal 1d10 HP

-Pumpkin: This can be thrown to grow into a massive pumpkin that the Gourd Lord wears as armor, it will absorb all damage from the next attack made against the creature

-Horned Melon: This gourd explodes into a mass of spikes, any creature within 30ft must make a DC 16 DEX save or take 1d12 piercing damage

-Ivy Gourd: This expands into a mass of vines covering an area of 40 ft until the end of combat, creatures within the patch are considered restrained and take 1d4 poison damage per turn until they can pass a DC 16 STR save to break free and move off the patch

-Musk Melon: This becomes a stinking fog, obscuring an area of 60 sq feet, any creature within has disadvantage on rolls requiring sight and takes 1d8 poison damage per turn they are inside

Club Gourd. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 16 (1d12 + 10) bludgeoning damage.

Cultivate. Up to 1d4 target creatures must make a WIS save DC 18 or be turned into an inanimate gourd. Every turn, they must use their action to remake this save. If a creature fails this save 5 times, the transformation is permanent, they are still sentient but inert as a gourd

Summon the Legions. The Gourd Lord awakens gourds to fight in his army, up to 1d12 gourds can be summoned this way, and any number of nonmagical gourds already within 60ft also awaken this way.

All summoned and awakened gourds become Pumpkin Legionnaires (Galeb Durh, replace creature type with Fey, they look like gourds) loyal to Gourd Lord and act on the end of Gourd Lord's turn, following his commands

REACTIONS

Return to Nature. Target attacking creature must make a DEX save DC 16 or have the weapon or arcane focus they are attacking with become a nonmagical gourd. If the item was magical, it returns to normal after 1d10 days, if not this effect is permanent

LEGENDARY ACTIONS

The monster can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The monster regains spent legendary actions at the start of its turn.

Gourd (1 action). The Gourd Lord uses one of its gourd abilities

Compel The Patch (2 actions). Gourd Lord allows an ally to take two actions on its turn rather than one

Grasp of the Vine (3 actions). Target creature who's turn it is must make a DC 17 CON save or be turned into a gourd until their next turn, forfeiting their remaining actions

LISTEN TO THE LAUGH OF THE GOURD LORD!

Every All Hallows Eve, from within his great mansion, steps forth the Gourd Lord – bringing with him chaos, panic, and terror from the Plane of Shadows.

With him come his warlocks and witches, all children of the patch from whence he came.

Bearing maniacal smiles, weaponized gourds, and the aid of fey beings through fear, become a servant of the Gourd Lord with this new seasonal patron from Daylight Publications.

With art from the amazing Marc Thomas and Sapphy, to an amazing stat block done by Griffin Fredette of Three Shoes Publishing, add some absolutely gourdy chaos to your table this Spooktober!

