

Requires the use of the Dungeons & Dragons® Player's Handbook



VISIONS

Book One

The Pumpkin Patch

by Patrick Younts

No one is really sure when the first jack o' lanterns were carved, or who came up with the idea, but it is believed to be an ancient Irish tradition associated with the celebration of Samhain. Of course, pumpkins weren't exactly a common vegetable in Ireland in those days, so jack o' lanterns were instead carved from rutabagas and turnips. It is the pumpkin, though, which has become synonymous with jack o' lanterns and an enduring symbol of the unique holiday known as Halloween, and so it is the pumpkin which is the star of this sourcebook.

VISIONS

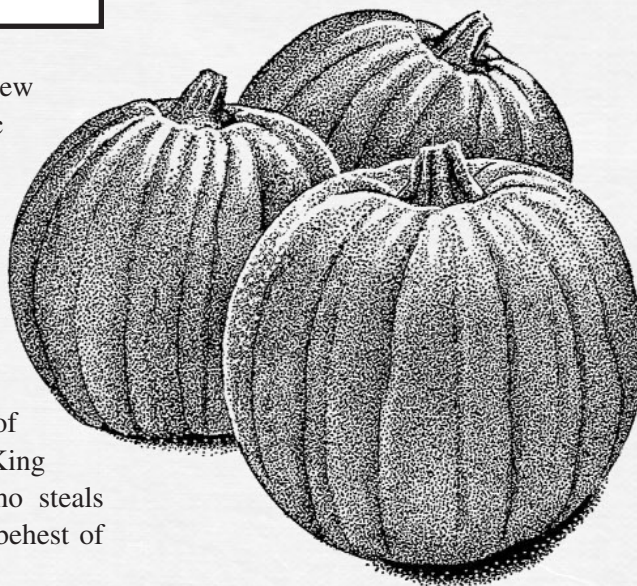
Visions is Arcane Runes Press' new line of sourcebooks dealing with folklore, legend and myth. Each sourcebook in the series will present fresh new rules, spells, magic items, monsters or prestige classes dealing with the most compelling elements of real world mythology.

What follows is a grab bag of new spells, new monsters, new magic items and new personalities, all themed around the pumpkin, and more specifically, the jack o' lantern. You'll see pumpkins that transform into carriages, spirit haunted jack o' lanterns who hunt beneath the starless night, fairies who wear the heads of leering gourds, and Sir Crow, the King of Crows, a pumpkin knight who steals children from their homes at the behest of

his master, Old Man Wicker. You'll even be introduced to Jack o' the Lantern, who in real world folklore is the inventor and namesake of the jack o' lantern.

As might be expected, the new items, monsters, spells and personalities presented here are steeped in folklore and fairy tales, but that does not mean they have no place in a more sword and sorcery oriented campaign. In fact, their fairytale, folktale flavor can serve them in good stead in such games, setting them apart from the magics and enemies the players have come to expect, and making their ethereal strangeness all the more memorable and compelling.

So set out your candles and your carving knives, read on, and get ready to pucker a few choice items from our pumpkin patch.



Jack o' Lanterns and Spirits

In traditional folklore, the jack o' lantern is believed to offer potent defense against the ravages of unquiet spirits and wicked fairies, and so peasants would place them upon their doorsteps, in the hopes that their pale, guttering light would frighten away the ghosts of the damned, and the terrifying kindly folk.

In d20 terms, a fey-type creature of neutral or evil alignment, a ghost, a specter or any other neutral or evil, incorporeal undead must succeed at a Will save against DC 8 in order to come within a 10 ft. radius

of a lit jack o' lantern which has been placed in front of a door, or window frame. Jack o' lanterns which are held in hand do not require the undead to save.

The power of a lit jack o' lantern can also be used to aid a cleric, or other character who has the ability to turn undead. When held in hand and presented towards a ghost, specter, wraith or other incorporeal undead spirit, the character gains a +2 circumstance bonus to his turn check. A jack o' lantern does not replace a holy symbol for the purposes of turning.

Pumpkin Items

*O, fruit loved of boyhood! the old days recalling,
When wood-grapes were purpling and brown nuts were falling!
When wild, ugly faces we carved in its skin,
Glaring out through the dark with a candle within!
When we laughed round the corn-heap, with hearts all in tune,
Our chair a broad pumpkin, our lantern the moon,
Telling tales of the fairy who traveled like steam
In a pumpkin-shell coach, with two rats for her team!*

– John Greenleaf Whittier, *The Pumpkin*

Bag of Seeds

When found, this quirky wonder appears as nothing more than a small, burlap bag filled with a score of dried pumpkin seeds. Only when a seed is plucked from the bag and thrown is its power revealed.

A bag of seeds has two separate abilities. If the owner pluck a single seed from the bag and throws it, then it grows to become a head-sized, flaming jack o' lantern, exploding on impact as by the spell *pumpkin bomb*. Alternately, the owner can open the bag and scatter two seeds simulta-

neously, to a range of up to 100 ft. + 10 feet per the bag's caster level; one round later, enormous pumpkin vines explode out of the earth, exactly as by the spell *tangle patch*. The owner can throw any number of explosive pumpkins each day, up to the number of seeds remaining in the bag, but can only create a single *tangle patch* each day.

A bag of seeds loses all its magical power once its last seed is used, and it cannot be replenished by placing new seeds in the bag.

Moderate transmutation and evocation [fire]; CL 7th; Craft Wondrous Item, *pumpkin bomb*, *tangle patch*; Price 6,000 gp; Weight 1 lb.

Carriage, Pumpkin

This useful, whimsical item appears as a small, well-formed pumpkin roughly the size of an adult human male's head, and while the pumpkin is hollowed out and decorated with carvings small windows, it is otherwise unremarkable. When the pumpkin is placed on the ground, however, and the proper command word spoken, it expands to become a full size carriage, albeit one in the shape of a pumpkin, complete with green stem and wheels made from curling vines thick and strong as a tree branch.

The power of a pumpkin carriage is such that it can move without need of horses, or other animals strong enough to pull it. When the owner of the carriage seats himself within and speaks a second command word, the pumpkins lurches forward, moving at a speed of 40 ft. per round. It can move tirelessly at this speed for a total of 8 hours each day; at the end of that time, it

reverts to its pumpkin form, and may not be used for another 16 hours. The owner of the pumpkin carriage, and any riding within it, are ejected harmlessly when the carriage shrinks to its pumpkin form.

A pumpkin carriage is large enough to seat four comfortably, with an additional rider standing on the leaf-woven footman's platform on the back, and another on the driver's "seat" at the front. The magic that empowers a pumpkin carriage also renders it immune to the effects of decay.

Moderate transmutation and conjuration (creation); CL 8th; Craft Wondrous Item, *phantom steed*, *plant growth*; Price 13,500 gp; Weight 5 lbs.

Lantern, Spirit

A spirit lantern is a fearsome-faced jack o' lantern whose stem has been shaped into a long, thin loop. When a candle is placed within the lantern and the proper command word is spoken, the jack o' lantern begins to glow with a pale, ghostly light equivalent to that of a standard lantern.

A spirit lantern offers potent abilities against fey creatures, ghosts and other incorporeal undead. When a second command word is spoken, the light from the spirit lantern affects all non-evil beings within its radius as though by a *protection from evil* spell cast by a cleric of the lantern's caster level (almost always 10th); this ability functions only against fey and incorporeal undead of neutral or evil alignment, and can be used for a total number of minutes each day equal to the lantern's caster level, though unlike a normal *protection from evil* spell, these rounds need not be used consecutively. Should a being leave

the circle of light while under the effects of the lantern's *protection from evil* ability, then the benefits are lost immediately, and are not regained until the being steps back within the radius of effect.

In addition to the above ability the wielder can, 3 times per day, speak a third command word and attempt to turn neutral or evil, incorporeal undead as a cleric of the lantern's caster level; a cleric or other character who already possesses the ability to turn undead can choose to turn incorporeal undead as above, or may instead activate

one of the lantern's turn uses per day, as a free action, in conjunction with one of his own, gaining a +4 circumstance bonus to the check.

A spirit lantern counts as a jack o' lantern for the purposes of warding off fey and incorporeal undead (see Jack o' Lanterns and Spirits, above), but its innate magic raises the Will save DC required to bypass its light to 10.

Moderate necromancy; CL 10th; Craft Wondrous Item, *protection from evil*, *light*, *halt undead*; Price 7,500 gp; Weight 4 lbs.

Pumpkin Sorcery

Though it might seem silly, the magic of the finely carved pumpkin is not to be underestimated. The following spells reflect the fearsome purpose of the jack o' lantern in folklore, and recall such famous tales as the Headless Horseman. Laugh at your own peril.

Lantern Eyes

Illusion (glamer)

Level: Clr 1, Drd 1

Components: S, M

Casting Time: 1 standard action

Range: Personal

Area: 20 ft. radius emanation, centered on you

Target: All fey and incorporeal undead within area of effect

Duration: 1 round per level

Saving Throw: Will partial (see text)

Spell Resistance: Yes

When you cast this spell, your eyes are transformed into grinning, fearsome jack o' lanterns that burn with a sinister, holy fire. All non-good fey and incorporeal undead creatures within the radius of effect must immediately attempt a Will save; those who fail to save must flee to a distance of at least 20 ft. from you as quickly as possible, and may not come closer than that for the duration of the spell. Affected fey and incorporeal undead can still attack you from outside the 20 ft. barrier, and may target you with spells and spell-like and supernatural abilities, but they suffer a -2 morale penalty to attack rolls when doing so, and you gain a +2 bonus to all saves to resist their special attacks.

Those fey and incorporeal undead who successfully save do not need to flee beyond 20 ft. of you, but they still suffer penalties to attack rolls as above, and you still gain the bonus to saves against their special attacks.

The field created by *lantern eyes* moves with you, allowing you to attempt to affect fey and incorporeal undead who were beyond the range of the spell when it was cast. However, creatures that originally failed to save and fled from you gain another save, with a +2 circumstance bonus, should you move within 20 ft. of them; if they fail to save a second time they must flee again, but if they are successful, they are free to remain with the radius of affect if they wish, albeit while suffering the penalties listed above.

Material components: A pumpkin seed dipped in candle wax, which must be consumed at the moment of casting.

Pumpkin Bomb

Conjuration (creation) [fire]

Level: Drd 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: A single touched pumpkin or pumpkin seed

Duration: 10 min./level or until used

Saving Throw: None or Reflex half; see text

Spell Resistance: No

Depending on the version of *pumpkin bomb* that you choose, you either transform a pumpkin into a deadly missile that explodes on impact, or into a bomb that you can detonate at will.

Missile: With a touch, a pumpkin or pumpkin seed instantly becomes a head-sized jack o' lantern filled with roaring flames. The jack o' lantern is a splash weapon which can be thrown up to 50 ft.,

with a ranged touch attack roll required to strike the intended target. The jack o' lantern inflicts 1d6 points of fire damage per caster level (maximum 10d6) on impact. It also inflicts an additional point of splash damage per die, and ignites all flammable materials within 10 feet. A creature within the splash area can attempt a Reflex save for half damage; a creature directly struck is not allowed a save.

Bomb: With a touch, you transform up to four pumpkin seeds into a bomb. These bomb seeds are almost always placed by hand, because they can be thrown no more than 10 feet. If you are within 100 ft. of the bombs, you can cause the seeds to explode with a command word; each explosion causes 1d4 +1 per two points of caster level damage to all creatures in a 5 ft. radius burst, as well as igniting all combustible materials within range. A creature that succeeds at a Reflex save suffers only half damage.

Material Components: A few pumpkin seeds, or a whole pumpkin.

Tangle Patch

Transmutation

Level: Drd 4, Rgr 3

Components: S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: A 20 ft. radius spread

Duration: 1 min./level (D)

Saving Throw: No

Upon casting this spell, a pair of pumpkin seeds flies from your hand and strikes the earth at a point you designate. Within the space of a breath, the seeds explode into

a writhing tangle of thick pumpkin stems and vines, which lash out to squeeze the life from all creatures within the area.

Every creature within the area of effect must make a grapple check, opposed by the grapple check of the tentacles. The vines are considered to be a Large creature with a base attack bonus equal to your caster level and a Strength score of 19, giving it a grapple modifier equal to your caster level +8.

Once the vines have successfully grappled an opponent, they may make a grapple check each round to deal 1d6 + 4 points of bludgeoning damage. The tentacles continue to crush the opponent until the end of the spell, or until the opponent escapes.

The pumpkin vines automatically attack any being that enters the spell's area of effect, and even beings who evade the grapple can only move at half normal speed.

Tangle patch can only be cast on a solid area, such as dirt or a wooden floor. Though the vines are solid plant material, they cannot be damaged by any means, since the magic that creates them near instantaneously heals all inflicted damage. The *tangle patch* is also immune to all spells which directly target plants, such as *control plants*.

Material components: A pair of moistened pumpkin seeds, which are destroyed when the spell's duration ends.

Pumpkin Monsters

On mounting a rising ground, which brought the figure of his fellow-traveler in relief against the sky, gigantic in height, and muffled in a cloak, Ichabod was horror-struck on perceiving that he was headless!—but his horror was still more increased on observing that the head, which should have rested on his shoulders, was carried before him on the pommel of his saddle!

— Washington Irving, *The Legend of Sleepy Hollow*

LANTERN CAP

Large Fey

Hit Dice: 10d6 + 40 (75 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

Armor Class: 19 (-1 size, +2 Dex, +8 natural armor), touch 11, flat-footed 17.

Base Attack/Grapple: +11/+16

Attack: Head shears +12 (2d6 +9/crit x4) or slam +11 (1d8+6)

Full Attack: Head shears +12 (2d6 +9/crit x4) or slam +11 (1d8+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Fiery breath, head taker, bottomless bag, spell-like abilities.

Special Qualities: Damage reduction 10/holy cold iron, spell resistance 19,

independent head, rotating head, far travel, lowlight vision.

Saves: Fort +9, Ref +9, Will +10

Abilities: Str 24, Dex 15, Con 19, Int 13, Wis 16, Cha 18

Skills: Bluff +17, Hide +17, Intimidate +21, Jump +13, Listen +16, Move Silently +21, Profession (gardener) +8, Spot +20

Feats: Great Fortitude, Power Attack, Stealthy, Weapon Focus (head shears)

Environment: Any (near rural areas)

Organization: Always solitary

Challenge Rating: 10

Treasure: Standard

Alignment: Always Neutral Evil.

Advancement: -

Level Advancement: -

It is said the fey fear the light of the jack o' lantern. It is said that they turn their eyes from the pumpkin's grin, and shudder at the memory of its candle-bright flame, hugging their gossamer wings tight as they dream in their gilded halls beneath the hills. Yes, they say all these things... but not all things which are said, are true.

The lantern cap fairy haunts lonely crossroads and cart paths, skulking in the darkness and waylaying merchants and highwaymen alike, ever searching for another head to stuff in the burlap bag he carries slung across his broad shoulders. The lantern cap feeds off terror, and takes grim delight in tormenting his victims, driving them to madness before plucking their heads from their shoulders with one quick snip of the enormous cutting shears that hang from his belt.

The burlap sack the lantern cap carries at all times is very magical, and can hold an

almost unlimited number of heads. It is only filled on the morning of Halloween (or on your campaign's equivalent holiday), and it is then that the lantern cap returns home, to strip the flesh from the skulls he's collected and place little candles inside, that he might leave these grim jack o' lanterns on the doorsteps of the families of those he's slain.

A lantern cap fey stands taller than the tallest man, and has broad, hunched shoulders that bristle with muscle and long, thin legs that carry him across the land with surprising speed. The lantern cap has no head; instead, a leering jack o' lantern, its innards blazing with flickering ghost-light, is perched precariously atop his neck. This hideous gourd can move and twist independently of the lantern cap's body, and is anchored by long vines which have burrowed and nestled their way into the body which it rides. To disguise their horrific "head", lantern caps usually wear hooded cloaks.

Lantern caps make their homes in small hills, usually set deep in the wildest forests. A magical pumpkin patch will always be located nearby; the cap's fey magic ensures the pumpkins grow year round, ensuring it always has a new jack o' lantern head at the ready.

Combat

The lantern cap hunts only at night, and vastly prefers solitary victims to groups, not because it is afraid to fight multiple opponents, but because it prefers to take its time with each hunt, the better to savor the unique flavor of each mortal's fear.

Lantern caps prefer to initiate a hunt by using their ability to generate phantasmal images and sounds to unnerve their chosen prey. When the victim is suitably scared, they begin to stalk them slowly and deliberately, allowing the prey to catch glimpses of them in the distance, a lurking shadow against the stars, drawing slowly, steadily closer. Only when the victim gives himself entirely over to fear does the lantern cap reveal itself, appearing out of the darkness and throwing back its hood to reveal its leering, jack o' lantern head, a blaze of crimson light which is the last thing the hapless mortal will ever see. If forced to fight a group, the lantern cap will fight ferociously, lashing out with its fiery gaze and razor sharp shears with wild abandon. If it feels confident in victory, it will fight until only one opponent remains, and then it will vanish, to prepare itself for a luxurious hunt as outline above. If it fears for its life, the lantern cap will attempt to escape as soon as possible, fleeing to its home at all possible speed. Under no circumstances will the lantern cap surrender or abandon its bag of heads; this means that if a would-be victim manages to snatch the bag from the lantern cap's back, he can force it to negotiate, earning himself a chance at life.

Fiery Breath (Su): The lantern cap can, once every three rounds, unleash a gout of spectral fire from his jack o' lantern head. This flame is a 20 ft. cone which inflicts $3d6 + 3$ points of damage, with a Reflex save against DC 19 allowed for $\frac{1}{2}$ damage. The saving throw DC is Constitution based. The lantern cap can only unleash its fiery breath if its jack o' lantern head remains (see below).

Head taker (Ex): On an attack roll of a natural 20 with its cutting shears (followed by a successful critical hit confirmation roll), the lantern cap can remove an opponent's head with a single stroke. A victim so struck gains a Reflex save against DC 17 to pull its head back before the shear's completely close over his neck; on a successful save, the victim suffers only normal critical damage (x4), but on a failed save they are slain instantly. The save DC is Dexterity based.

Rotating Head (Ex): The lantern cap's head can rotate entirely on its shoulders, allowing it to look in any direction without having to turn. As a result, the lantern cap cannot be flanked in combat. This ability applies only while the lantern cap retains its head (see below).

Independent Head (Ex): The lantern cap's jack o' lantern head is not considered a part of its body, and so the beast is not unduly harmed should it be destroyed. The jack o' lantern head has the same armor class and saving throws as the lantern cap, and has hit points equal to $\frac{1}{2}$ the lantern cap's starting total. It is considered a plant for the purposes of spells such as *blight*, but is immune to the effects of spells such as *control plants*, or other, similar spells and spell-like abilities that seize control of plant creatures.

The jack o' lantern head can operate independently of the lantern cap, and can perform one standard action per round, though it is limited to the following actions: unleashing fiery breath (once every three rounds), using the lantern cap's spell-like abilities, or performing an Intimidate check to *demoralize* an opponent.

If the lantern cap's jack o' lantern is destroyed, it loses access to its fiery breath, all its spell-like abilities, and its immunity to flanking. A lantern cap can replace a destroyed head, and thus regain its lost abilities, as a full round action if it has access to a full-sized pumpkin – usually this means that it must return to its home, but if a pumpkin patch is nearby, it can attach a normal pumpkin to its neck should it wish to. A lantern cap need not carve the pumpkin before placing it on its neck, as its magic transforms the gourd into a gruesome jack o' lantern, complete with ever burning candle, almost instantaneously.

Bottomless Bag (Su): The lantern cap's burlap sack is highly magical, and functions as a type IV *bag of holding*, save for the fact that it cannot be ruptured by any means so long as it is contact with the lantern cap's body. The lantern cap can attempt to stuff a living being into its bottomless bag as a full round action following a successful grapple check. Those who are stuffed into the bag are confronted with the horror of scores of severed, rotting heads; they must succeed at a Will save against DC 19 or become shaken for 1d4 rounds. The save is Charisma based.

The lantern cap's bottomless bag is its most prized possession, and while it can be snatched away, the lantern cap is fiercely protective of it; the bottomless bag can be snatched away using a disarm check (per the rules in the PHB), but the attacker does not gain the normal +4 bonus for attempting to snatch away a poorly secured item. Should the bag be removed, the lantern cap will focus all his attention on the thief, in an attempt to slay them as soon as possible, or at retrieve take the sack. Once a bottomless

bag has been removed, it can be ruptured with a piercing attack, as is normal for a *bag of holding*. Should the holder threaten to do so, the lantern cap will immediately stop fighting, and attempt to parlay for its treasure.

Spell-like Abilities: At will: 0 - *dancing lights*, *ghost sound*. 1st - *cause fear* (DC 15), *silent image*, *ventriloquism*. 3/day: 1st - *darkness*, *fog cloud*, *hideous laughter*, *invisibility*, *scare* (DC 16). 1/day - *keen edge*, *major image*. All spell-like abilities are cast as by a 10th level sorcerer, and all save DCs are Charisma based.

Far Traveler (Sp): On Halloween night (or the equivalent holiday in your campaign), the lantern cap gains the ability to *teleport* once per five rounds, as by the spell of the same name cast by a sorcerer with a caster level equal to its hit dice. The lantern cap can only use this ability to travel to and from the homes of its victims, so that it might leave its ghastly jack o' lantern heads as a gift. The lantern cap has an innate knowledge of its victim's former homes, gained at the moment of their death, and so it always knows where it must travel, and can *teleport* there without possibility of mishap. The far traveler ability is lost the moment the sun rises on the morning after Halloween.

Skills: The lantern cap gains a +4 racial bonus to all Hide, Intimidate, Move Silently and Spot skill checks.

To summon a gourd guardian, one need only entreat the spirit of the earth beneath the light of a full harvest moon. With a successful Knowledge (nature), Knowledge (arcana) or Profession (farmer) skill check against a DC of 15, a full night's prayer, and the live sacrifice of a goat or sheep, the petitioner draws up the slumbering spirits of the earth, who appear as four glistening pumpkin seeds. If the seeds are spread at sunset on first night of the next new moon, then they grow and ripen, becoming a cluster of gourd guardians by the time the next full moon appears. Once they are ripe, they remain in place for a year and a day; at the end of that time, they wither and rot away.

A cluster of guardian gourds is intelligent enough to recognize its creator, and will not attack him unless attacked first.

GUARDIAN GOURD

Medium Plant

Hit Dice: 2d8 +6 (15 hp)

Initiative: +0

Speed: 0 (see text)

Armor Class: 14 (+4 natural), touch 10, flat-footed 14.

Base Attack/Grapple: +1/+4 (see text)

Attack: Slam attack +4 (1d4+3)

Full Attack: 2 slams +4 (1d4+3) and bite +2 (1d6+1)

Space/Reach: 5 ft./5 ft. (see text)

Special Attacks: Choral dirge, vines, improved grab, cluster strength, constriction, drag.

Special Qualities: Plant traits, patch mind, lowlight vision.

Saves: Fort +6, Ref +0, Will +1

Abilities: Str 16, Dex 10, Con 17, Int 6, Wis 12, Cha 14

Skills: Listen +12, Spot +11

Feats: Iron Natural Armor, Multi-Attack

Environment: Warm or temperate plains, hills, forests, or marshes.

Organization: Cluster (4), or patch (8, 12, or 16)

Challenge Rating: 2

Treasure: Half coin

Alignment: Neutral

Advancement: 3-4 HD (Medium), 5-8 (Large)

Level Advancement: -

Gourd guardians are strange, semi-intelligent plant beings that strongly resemble perfectly shaped, large pumpkins, albeit ones of a deep, almost blood red color. They are nature spirits of a sort, and are fiercely protective of the pumpkin patches they call home.

Gourd guardians are beloved of druids and of wise farmers, for they can be summoned by those with the proper knowledge and set to guard lush crops. This the gourd guardians do with great enthusiasm, using their haunting choral dirge to mesmerize the unsuspecting and draw them within range of their strangling vines.

When gourd guardians awaken and attack, they transform into fearsome jack o' lanterns, with wide mouths filled with pointed teeth and wide, triangular eyes. While they can survive on nutrients leached from the soil, they vastly prefer fresh meat.

Combat

Gourd guardians always begin combat with their multi-voiced choral dirge, hoping to mesmerize their prey and draw them close. When a mesmerized victim is close enough, they lash out with their two strangling vines, hoping to grapple their prey, and then draw them within range of their powerful jaws. If their victim proves too strong to be pulled in, they instead attempt to crush them to death, so they fight feed at their leisure. Against multiple opponents, they instead use their vines as impromptu whips and razor sharp lashes, driving off their foes with a flurry of attacks.

A cluster of gourd guardians will always be found in adjacent squares to one another, forming a block of four squares. They are completely stationary; only their vines can move.

Choral Dirge (Su): Once a day, as a standard action, a cluster of gourd guardians can sing a choral dirge, a slow, haunting, ethereal melody that mesmerizes any dragon, fey, giant, humanoid, magical beast, monstrous humanoid or animal that hears it. Those within a 60 ft. radius who fail a Will save against DC 13 are compelled to walk towards the cluster slowly, as though under the effects of the approach option of the *command* spell. The save DC is based off Charisma.

Patch Mind (Ex): Each cluster of gourd guardians always acts simultaneously, on the same initiative, even if the Game Master typically rolls separate initiatives for each monster. If more than one cluster is present (meaning a patch), then initiative can be rolled for each cluster separately, if the Game Master wishes.



Improved Grab (Ex): If a gourd guardian cluster hits a single opponent with two or more vine attacks, it can attempt to start a grapple as a free action, without provoking an attack of opportunity. If it wins the grapple check, it can then constrict its victim, as well as begin dragging them 5 ft. closer each round (see below). No matter how many gourd guardians in a cluster are participating in a grapple, only one opposed grapple check is made.

Constrict (Ex): A gourd guardian inflicts 1d4 points of constricting damage after a successful grapple check. For each vine beyond the second participating in the grapple, the damage is increased by 1 point.

Drag (Ex): As a free action after a successful grapple, the gourd guardian can drag a victim 5 ft. closer to itself. This provokes no attack of opportunity. If four or more vines are grappling the victim, the cluster can move him 10 ft. closer each round.

On the same round that a grappled victim has been drug within a square occupied by a gourd guardian, all guardians in the cluster can perform a bite attack as a free action, with a +2 bonus to the attack roll.

Cluster Strength (Ex): If two or more gourd guardians initiate a grapple against a single character (by successfully striking with at least one vine attack each), they are considered to be Large size for the purposes of inflicting constricting damage and performing an improved grapple. If all four guardians participate by striking with at least one vine each, then they are considered to be size Huge.

Vines (Ex): A gourd guardian's vines can strike up to 15 ft. away. Each vine has hit points equal to $\frac{1}{2}$ the guardian's beginning total and an armor class of 10. Destroying a vine does not harm the guardian in any way. If a vine is destroyed, a new one grows to full length after 3 rounds.

Plant Traits: Immunity to mind-affecting effects, poison, sleep, paralysis, polymorph and stunning, and not subject to critical hits.

Skills: Gourd guardians gain a +8 racial bonus to Listen and Spot checks. They also gain a +16 racial bonus to Hide skill checks made when in a pumpkin patch or garden.

Jack o' The Lantern

"Away wit' ye, Jack", said Old Scratch. "Yer more the Devil than I 'er was."

"Where will I go, Devil? Heaven dinna want me an' I make you sore afeard. Where then will ol' Jack rest 'is soul?"

"Far from here," Beelzebub sang, "away beyond the hills you go, take yon road to paradise, or to Hells I do not know."

"But the night is dark, an' I do not know the way. Give me torch, or fire-brand, or at yer gates I'll stay!"

An' so the Devil did pluck a hollow gourd from Hell's owne garden, and shit a coal from his own bowels within. An' when the glowing gourd did sail o'er the black gates, Jack were sore grateful.

"By the light ye' shat, I'll make my way, an' we'll trouble each o'er no more. But before I go, Ol' Scratch, my son, I'll tell ye this fer true. Jack were e'er the Devil's best friend, and Jack's best mate were you."

There's a reason that jack o' lanterns have the name they do, and Jack of the Lantern is it. Jack is a trickster, a grifter, a liar, a thief, a conman and a confidence man

without equal, always has been and, thanks to a honeyed tongue half again to clever for his own good, always will be.

This is the tale of how Jack came to meet the Devil and seal his own fate.

Jack the Drunken Conman: There is no man more cunning than the penniless rogue desperate for a swallow of beer. So it was with Jack, a tramp and vagabond infamous for both his love of drink, and his miserly ways. "Why would I part with me money", he was fond of saying, "when I work so hard to get it?" But, of course, that was also a lie, for Jack never worked a day in his life.

So one day it came to pass that Jack met the Devil in a roadside tavern. While this might seem a remarkable thing today, all wise men of the time knew it was bound to happen, for every thief must shake Beelzebub's hand one day, and besides, Old Scratch has a fondness for liquor. Now the Devil was disguised, of course, but a disguise is a just a lie made of cloth and leather, and since no lie can fool a liar born, Jack knew him for what he was. "Good day to you, Old Nick," Jack said, and sat, bold as you please and without begging leave, for no man fears to sit at his brother's table.

The Devil smiled. "And good day to you Jack. More pleased I have n'er been to see a man, for I know thee as I know mine owne reflection." He raised his pitcher in toast and drained it down to dryness, for the Devil is ever gluttonous. "Hie thee to the bar, master Jack, and fetch two pitchers, for I would drink with the man who is as my right hand in the world of men."

And so Jack did as the Devil desired, for the Devil is sin, and no swindler can resist what sin commands. But Jack was no fool, and he knew Old Scratch had treachery in his heart, for Jack's heart was kin to the Devil's, and keeping treacheries was its

only purpose. Therefore Jack grabbed not just twin pitchers, but a candle and three tinder sticks besides.

And so Jack and the Devil shared two pitchers, and then two pitchers again, and then two again, and two again, and again and again and again, until the sun yawned, and stretched and slept, and Jack and the Devil – and their treacheries – were alone in the inn, with two last pitchers in their hands, and the barkeep by the front door expecting his coin. It was then that the Devil chose to reveal his treachery.

"Jack," the Devil said, "I could no more lie to you than to my own self. I'm skint, old son, for the bible was bad for my business. The liars know me, and honest men know of me. There's no money in sin for the likes of me anymore."

"Fair well buggered are we then, dear Old Nick, for I've got no pennies to pinch." And here Jack shed a tear, but it was one as a crocodile might loose when feigning shame over his killer's ways, for in truth Jack had suspected the Devil's duplicity.

"No need for tears, my lad, for what barkeep can outwit Jack, or outfight the Devil?" And then, scratching his pointed beard, the Devil did say, "A knock on the head with a cudgel would set things to jolly again. I'd do it myself, but my back hurts sore strong from carrying my bag of souls"

But Jack shook his head, for as all men know, it is one thing to sin, and quite another to sin with the Devil as witness. "I would, Old Nick, but I made pledge on the Sabbath not to stave a man's brains for a week."

"A lie then, surely there's no harm in that? I'd do it myself, but my wits are soggy with hops."

Again Jack shook his head, and smiled ruefully. "If your wits are soggy, then mine have fair drowned long ago. No, Old Scratch, my tongue is as thick as yours is forked."

"Then beer and the bill have defeated the Devil and his twin, and the world will be darker for it."

"Not so, Devil, for Jack has a plan." And so he did, that's no lie. "The priests say the wages of sin can take any shape, and temptation any form. And so too must it be for the Devil. And so I say, Old Nick, that were you to take the shape of a coin, perhaps a shiny silver sixer, as the children and the taxmen call them, then we can pay without lie and leave without killin'."

The Devil smiled, and offered his hand. "Your plan is clever, old son." And Jack smiled too, and shook his hand gladly, for it was a clever plan, more so than even Old Nick thought.

And so, quick as a wink, the Devil changed himself into the shiniest of silver sixers, and Jack, even quicker than that, snatched up the sixer, stuffed it in his coat pocket, closed it up with drops of candle wax, and then pressed a cross in the wax with his tinder sticks, sealing the Devil inside just as tight as you please. Then, whistling a happy tune to cover the sound of the Devil's wailing, he shot the barkeep and walked away, satisfied as only a man who filled his belly, and tricked the king of sinners in the doing, can be.

It should come as no surprise to anyone that Jack did not let the Devil out of his pocket that day, or the next, or the next after that, no matter the Devil's pleadings, promises, or threats. In fact, the more the Devil promised to give Jack, the more resolved Jack grew to never let Old Nick go free, for he was wise

enough to know that when a man offers gold, he is promising only the point of a sword, and when he pledges diamonds, he speaks of the assassin's neck-tie.

No, Jack kept the Devil in his pocket for a ten years and a day, and in the end it was professional pride, not mercy or greed, which moved him to let Old Nick free. For you see, Jack was as much a braggart and a showman as he was a conman and thief, and it was not in his nature to keep silent on his deeds. And so he took to selling glimpses of his devilish silver sixer, and when men knew that the throne of Hell went unwarmed by the Devil's hinder, they feared the consequence of no sin, and soon the old county was filled to bursting with thieves, with murderers, with rogues and rapsallions. And since a land of thieves is no place for profiting, Jack at last set Old Scratch free, but not before making him swear on his own bones that the gates of Hell would ever remain closed to Jack's soul. This the Devil was happy to do, for he wanted no part of Jack the rogue.

Jack the Old Sinner: And so it came to pass, as it always must, the Jack's soul left his body by the roadside, and journeyed out over the hills beyond the veil of life. Ever confident, he went first to the gates of Heaven, but not before rolling a king's soul on the road to Paradise, for he did not wish to be a pauper in the land of ultimate delights. But the gates of Heaven were closed to Jack, and the angels wanted no part of him, for his life was not spent as a man's should be. Even his great deed was of no consequence, for the Devil was given his throne by divine decree, and Jack's triumph did naught but lead many a good man astray.

So Jack left the pearly gates with an angel's boot print on his arse, and limped down into the darkness in the deep caves beneath eternity, where the Devil made his kingdom. But the Devil knew he was coming, and barred the door, for he was still much afraid of Jack. And so Jack turned away from eternity again, but not before begging from the Devil a hot coal to keep him warm and light his way, and stealing from Old Scratch a pumpkin to keep it in.

Jack wanders the old country to this day, traveling in darkness, still robbing, still cheating, and still staving in heads, with his pumpkin lantern his only companion. And the Devil and all who serve him, the demons, the spirits, and the darkling fey, still fear Jack. Which is why, every year on Halloween, when the gates of Hell open and the monsters come out to play, the wise put a carved pumpkin on their doorstep – for no devil, no matter his power or cunning, will risk the wrath of Jack o' the Lantern.

Encountering Jack

An encounter with Jack should remind the players of a story out of fairy-tale; Jack is kin to Puck, and the Native American and African trickster-gods Coyote and Anansi the Spider, so he should always be mysterious, and his motives difficult to comprehend at best, and absolutely nonsensical at worst. Ideally, the characters (and by extension, the players) should never know if Jack is more good than bad, or bad than good – because even Jack doesn't know the answer to that. Jack o' the Lantern is a force of nature, and the embodiment of capricious fate. He goes where he

will, and does as he will, unfettered by concepts like conscience or morality.

Jack o' the Lantern can make for a very interesting recurring non-player character, particularly in a campaign where one or more of the heroes are conman-style rogues or bards. In such a game, Jack can take the role of both mentor and rival, as he will gladly teach (some) of his skills to those he feels are worthy. Of course, Jack does nothing for free, and so he will always call in his "student's" debt at some point.

Though Jack appears young, he is old and tired, and would gladly end his eternal life if only he could find a way. For this reason, he will hound the footsteps of any band of heroes he feels can help him achieve his final death – remember, though, that Jack is not suicidal, and will only pass on to his final reward if he is sure he won't end up sentenced to an eternity of torture.

Regardless of how many years, or centuries pass in the campaign, Jack stays eternally young. He appears as a man in his early thirties, dressed in the rough clothes of a traveling vagabond. He is never without his brown canvas coat, no matter the temperature, and always carries a glowing jack o' lantern in his left hand. Jack has a thick, curly mop of muddy brown hair, and the perpetual squint and false smile of the lifelong conman. Though he was once a mortal man, his doom and his centuries of life have transformed him into something more; he is as much a being of dream and night and spirit as he is of flesh, sustained by the night terrors of children and all honest men.

Combat

Jack does not like to fight if he can help it, and never fights fair if he can possibly avoid it. If forced to fight, he strikes quickly and without mercy, using his spell-like abilities to overwhelm and confuse his enemies, staving in their heads with his cudgel and looting their pockets if he thinks he can get away with it, or fleeing with all speed if he cannot.

In truth, Jack much prefers to rely on his skills, and his ability to outwit anyone to accomplish his goals. Though he does not need money, he still makes a habit of swindling everyone he meets, as a good con helps him to stave off centuries of boredom.

Though far from heroic, Jack is absolutely fearless, particularly when it comes to dealing with spirits or outsiders of all sorts, and will face danger with a smile and a whistled ditty.

JACK O' THE LANTERN

Medium Size Greater Fey

Hit Dice: 15d8 +15 (82 hp)

Initiative: +6 (Dexterity)

Speed: 50 ft.

Armor Class: 26 (+6 Dex, +10 deflection), touch 26, flat-footed 20. (see text)

Base Attack/Grapple: +11/+11

Attack: +3 *defending club of returning* +21 (1d6 +3)

Full Attack: +3 *defending club of returning* +21/+16/+11 (1d6 +3).

Space/Reach: 5 ft./5 ft.

Special Attacks: Jack o' Lantern, spit seeds, Devil's prison.

Special Qualities: Damage reduction 15/magic and cold iron, deflection bonus, superstition, immortality key, far traveler, fiery pocket, low-light vision, spell resistance 29.

Saves: Fort +12, Ref +15, Will +13 (see text)

Abilities: Str 10, Dex 23, Con 12, Int 16, Wis 16, Cha 30.

Skills: Appraise +15, Bluff +30, Concentration +13, Diplomacy +30, Hide +16, Intimidate +30, Knowledge (religion) +13, Listen +15, Move Silently +18, Search +15, Sense Motive +23, Sleight of Hand +18, Spot +13, Use Magic Device +20.

Feats: Combat Casting, Great Fortitude, Iron Will, Quicken Spell-like Ability (*scorching ray*), Quicken Spell-like Ability (*burning hands*), Weapon Finesse.

Environment: Anywhere

Organization: Unique

Challenge Rating: 17

Treasure: Double coin only.

Alignment: Chaotic Neutral

Jack o' Lantern (Sp): Jack is never without his namesake jack o' lantern, which has become both an extension of his own body, and a powerful artifact in its own right. While Jack is in contact with his jack o' lantern, he gains all the following abilities:

A +2 profane bonus to armor class, and to all saving throws (except Will saves to resist his superstition).

Immunity to the mind affecting spells, spell-like and supernatural abilities of outsiders, evil fey, and evil, incorporeal undead.

A +4 profane bonus to Search and Spot skill checks.

In addition to the above persistent powers, Jack gains the following spell-like and supernatural abilities, which he may use a certain number of times per day (all saves are Charisma based):

Turn Undead: Jack can turn evil, incorporeal undead thirteen times per day, as a 15th level cleric.

At Will: 0 – *dancing lights, detect magic, disrupt undead, flare, light* (DC 20). 1st – *burning hands* (DC 21), *cause fear* (DC 21), *detect undead, lantern eyes* (DC 21), *protection from evil, protection from good*. 2nd – *see invisible*.

5/day: 1st – *alarm, color spray* (DC 21). 2nd – *flaming sphere, pyrotechnics, scorching ray* (DC 22).

3/day: 1st – *charm person* (DC 21). 2nd – *hideous laughter, scare* (DC 22). 3rd – *daylight, pumpkin bomb* (each time pumpkin bomb is used, Jack must create a new lantern, as outlined below) (DC 23), *magic circle against evil, magic circle against good*. 4th – *fear* (DC 24).

1/day: 4th – *wall of fire*.

In addition to the above, should Jack choose to lay down his jack o' lantern, then it has the standard abilities against incorporeal undead and evil fey that all jack o'

lanterns; the power of Jack's spirit is such that the Will save to overcome the lantern's warding effect is 15.

Jack's jack o' lantern has a hardness of 10, and 20 hit points. Should the pumpkin be destroyed, then Jack can, as a free action once every three rounds, spit a seed from his mouth (see below) into his hand, which instantly ripens and transforms into a new jack o' lantern – created Jack o' lanterns count against Jack's total number of seeds. New jack o' lanterns possess full hit points and retain all the abilities listed above, but do not gain replenished spell-like ability uses per day. Jack can be disarmed of his pumpkin, and it can be snatched from his hands, but he gains a +8 bonus to resist disarm attempts, and his jack o' lantern is considered to be well secured for the purposes of grabbing it from his hand.

Spit Seeds (Sp): Jack is never without a mouthful of magical pumpkin seeds, which he chews habitually. Once every three rounds, Jack can spit a seed, to a range and effect exactly as a *tangle patch* spell cast by a 15th level druid. Jack carries a total of 10 magical pumpkin seeds in his mouth; each evening, at the moment the sun sets, his supply of seeds is replenished.

Devil's Prison (Sp): Jack has never scraped the wax from the pocket that held the Devil, meaning he retains great power over evil outsiders of all sorts. Once a day as a free action, Jack can open the right pocket of his coat and banish an evil outsider as by the *dismissal* spell cast by a 15th level sorcerer. For the purposes of this ability, Jack's pocket is considered to be an object which all evil outsiders hate, increasing the DC of the save by 2, for a total save DC of 29. The save DC is based on Charisma.

Deflection Bonus (Su): Jack adds his Charisma bonus to his armor class.

Seed Counting (Superstition): Jack is bound by the rule of superstition, as all greater fey are. Jack's particular superstition requires him to stop all actions and count any and all gourd seeds scattered in front of him. The Will save DC to resist the compulsion is 20; if the scattered seeds are actually from a pumpkin, the DC is increased to 25.

Should Jack succeed at his save, then he has overcome his superstition and suffers no ill effect, and need not attempt another save to resist his superstition for a full day. Should he fail to save, then Jack must immediately count the scattered seeds. He is considered to be affected as by the bardic music ability *fascinate*. Jack can count a total of one score seeds (20) per round. When Jack has counted the last seed, he is no longer considered *fascinated*, and is not required to save against his superstition again for one full day.

Immortality Key: If slain by any means, short of his immortality key, Jack is reborn at sunset on Halloween night (or the equivalent holiday in your campaign). He suffers no ill effects from his "death", and returns to life with full hit points and no reduction to ability scores.

Jack's immortality key is his acceptance to Heaven or Hell (or the equivalent afterlives in your campaign). Should either agree to accept Jack, then he is instantly and irrevocably slain, with no possibility of resurrection. Only a true divinity or ruler of the lower planes can accept Jack, and only if petitioned directly – no *communion* spell or similar effect, no matter its power, is sufficient for the task, nor may a mortal, no

matter his power or religious status, break Jack's curse.

Far Traveler (Su): Jack travels as he will, where he will, with no concern for time, weather, or terrain. Jack does not need to sleep, eat or breathe, is immune to environmental effects, suffers no penalties for moving through difficult terrain, and is considered to be moving at highway speeds during overland movement, no matter the terrain.

Fiery Pocket (Su): Jack kept the Devil in his pocket for so long that he became inured to the effects of even the mightiest hellfire. He is immune to the effects of non-magical fire and heat, and can, once a day as a free action, open the left pocket of his coat and catch any fire-based spell, spell-like ability, or supernatural effect (such as a red dragon's fiery breath) within it. Jack suffers no damage from caught fire, but may only catch fire effects that directly target him, or those that he is within the area of effect of. A caught fire effect is absorbed instantaneously, meaning others within the area of effect suffer no damage or other ill effect, without need of a saving throw.

Jack can use a caught fire effect to boost the power of his jack o' lantern. The saving throw DC of the next *burning hands*, *flaming sphere*, *pumpkin bomb* or *scorching ray* generated by the jack o' lantern is increased by +2, and the damage is calculated as though both Empowered and Maximized.

Skills: Jack o' the Lantern gains a +8 racial bonus to all Bluff, Diplomacy, Intimidate, and Sense Motive skill checks, which increases to a +16 bonus when dealing with outsiders, evil fey or evil, incorporeal undead.

GREATER FEY

The greater fey are the true fairy, those who have a deep connection to the Summerlands, the plane of the seasons and the wellspring of all fey power. Greater fey are the royalty of the fairy peoples, the kings and queens, knights and heroes of the kindly ones. Folk heroes like Jack o' the Lantern are considered greater fey as well, for they have transcended mortality and achieved the status of living legend.

Greater Fey Template

Greater fey is a template which can be applied to any fey creature. A greater fey has all the base creature's statistics and special abilities, except as noted here.

Hit Dice: Increase all current and future hit dice to d8s.

Armor Class: A greater fey adds its Charisma modifier as a deflection bonus to armor class.

Attack: Increase the base creature's base attack bonus to _ total hit die (as a cleric).

Special Qualities: A greater fey retains all the base creature's existing special qualities, and gains the following. In some cases, new special qualities give greater bonuses than those the creature already possessed – in such cases, the new qualities supercede the existing.

Damage Reduction: All greater fey gain damage reduction equal to their hit die. Weapons must be both magic and cold iron to overcome a greater fey's damage reduction.

Superstition: All greater fey are bound by one of the rules of folklore and superstition. Such bindings can include taboos like never crossing running water, or never passing beneath a doorframe upon which holly has been hung, or never setting foot upon holy ground, or never harming one whom has left a saucer of cream on their porch. Alternately, the greater fey might be compelled to perform a task, such as counting rice or barley or seeds (as Jack o' the Lantern is). Each greater fey is bound by a single taboo or compulsion, and the difficulty of overcoming the superstition is the same for all greater fey, no matter their power; folkloric belief holds powerful sway over the kings of the kindly ones, and they cannot dismiss it lightly.

In the case of a taboo, the greater fey can attempt a Will save each time he is confronted with the taboo; the DC to resist the effect is 12 + the fey's total Will save. If the save is successful, the greater fey can ignore the taboo, allowing him to set foot on holy ground, for example. A greater fey

must attempt a new save each time it is confronted by a taboo and wishes to overcome it.

In the case of a compulsion, the Will save DC is as described above (12 – fey’s Will save). On a failed save, the greater fey is considered to be *fascinated* by the compulsion, exactly as though by the bardic music ability of the same name, until either the compelled task is carried out, or until a number of rounds equal to 20 minus the greater fey’s Wisdom modifier have passed.

Immortality Key: Greater fey cannot be easily slain, at least not permanently.

A greater fey that is slain returns to life with full hit points and no loss of ability scores (or experience) either a year and a day later, or on a specified day (such as the summer solstice, the first day of harvest, or Halloween). There is no way to prevent this return to life, short of direct divine intervention.

Each greater fey does, however, have a specific weakness or condition that can be met which will enable it to be destroyed utterly. The nature of this immortality key varies from greater fey to greater fey, and is typically based off the fey’s history or abilities. Discovering this immortality key is never simple, and fulfilling it nearly impossible. As a rule of thumb, a Bardic Knowledge or Knowledge (arcana, religion, or occasionally local) check against a DC equal to at least 30 is required to gain clues to the nature of the immortality key.

Saving Throws: Greater fey have good Fortitude, Reflex and Will saves.

Challenge Rating: Increase from the base creature’s as follows: challenge rating 1 – 5 = +1; CR 6 – 12 = +2; CR 13 – 20 = +3.

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