Everyman Minis

Pumpkin Kami

RPG

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Everyman Gaming

Everyman Minis
Pumpkin Kami

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About Everyman Gaming, LLC
Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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Welcome to Everyman Minis!

From the company that brought you jewels such as *Ultimate Charisma*, *Microsized Adventures*, and the *Everyman Unchained* series, *Everyman Minis* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, "Yes," and so *Everyman Minis* was born!

Everyman Minis combines top *Pathfinder Roleplaying Game* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *Everyman Minis* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *Everyman Minis* are intended to add something cool or weird to the *Pathfinder Roleplaying Game*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *Everyman Minis* you'll feel the same!

~ Alexander Augunas

New Magic Item

Detailed here is a new item commonly found in villages after a visit from a kabochahito.

Costumed Confection

Aura strong conjuration; **CL** 12th
Slot none; **Price** 200 gp; **Weight** 1 lb.

DESCRIPTION

These colorful sweets take myriad forms depending upon the culinary preferences of their creator. They can take the form of hard candies (like lollipops or suckers), taffies, licorice, pastries (like cakes or pies), or even caramelized fruits, vegetables, or meats (like candied apples), and are usually shaped and colored in a way that hints at the transformation their imbiber undergoes upon eating them. Regardless of the form, a single bundle of these items weighs 1 pound and is sufficient for four servings (roughly 4 ounces of confections per serving).

Upon imbibing a full serving of *costumed confections*, your physical form is altered depending upon the type of confection created, as described below.

Costumed Confection: Your garb shifts and shimmers, making it look and feel completely different. This functions as disguise self, except your clothing and equipment change in appearance so that you appear to be costumed in garb of the creator's choice. If you remove the clothing or the equipment leaves your possession, it returns to its true form. Otherwise, this functions as *disguise self* except the transformation involves all senses (sight, smell, taste, and touch, vision) and cannot be disbelieved.

Monstrous Confection: Your physical form changes so that you appear to transform into one of the following appearances of the creator's choice: a specific type of humanoid or monstrous humanoid; or a hybrid between your true form and any other type of creature. This functions as *disguise self,* except the transformation involves all senses (sight, smell, taste, and touch, vision) and cannot be disbelieved.

Youthful Confection: You appear as a young version of yourself, your age determined by the item's creator (typically somewhere between a child and a young adolescent), functioning as *youthful appearance*. Unlike most polymorph effects, this doesn't adjust your gear or equipment to match your new size.

Each serving of *costumed confections* can be tuned to one, two, or all of these transformations, and all choices are made for each serving when the item is created. Once imbibed, these transformations last for 4 hours or until sunrise, whichever happens first. All *costumed confections* are polymorph effects.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self*, *youthful appearance*; **Cost** 100 gp

Kami, Kabochahito

This creature is composed of long, slender vines tied and wrapped into a humanoid shape. Its head is a large pumpkin with a face carved into its flesh, its eyes and mouth radiating with an eerie glow.

KABOCHAHITO **CR 7**

XP 3,200

NG Large outsider (incorporeal, kami, native)

Init +8; Senses darkvision 60 feet, low-light vision; Perception +16

DEFENSE

AC 19, touch 19, flat-footed 15 (+6 deflection, +4 Dex, –1 size)

hp 85 (10d10+30)

Fort +10, **Ref** +7, **Will** +10

Defensive Abilities incorporeal; **DR** 5/magic; **Immune** bleed, mind-affecting, petrification, polymorph; **Resist** acid 10, cold 10, electricity 10, fire 20; **SR** 18

OFFENSE

Speed 40 ft.; fly 30 feet (clumsy)

Melee incorporeal +12 (7d6)

Space 10 ft.; Reach 10 ft.

Spell-Like Abilities (CL 10th; concentration +12)

Constant—*speak with plants*

At will—*create food and water*, *entangle*

3/day—*goodberry*, *plant growth*

STATISTICS

Str —, **Dex** 18, **Con** 17, **Int** 14, **Wis** 17, **Cha** 22

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 27

Feats Bludgeoner, Combat Reflexes, Enforcer, Improved Initiative

Skills Bluff +19, Diplomacy +19, Knowledge (local) +15, Knowledge (geography) +15, Knowledge (nature) +15, Perception +16, Sense Motive +16, Stealth +15

Languages Sylvan; telepathy

SQ merge with ward, verdant growth, telepathy, ward

SPECIAL ABILITIES

Conjure Confections (Sp): A kabochahito can cast create food and water at will as a spell-like ability. Unlike the standard fare created by the spell, a kabochahito's conjured food and water always takes the form of delectable sweets, juices, and wines. A kabochahito can only create food and drinks made entirely of plant products (sugar, fruit, vegetables, and so on).

Costumed Curse (Su): Whenever a kabochahito deals damage to a grappled opponent with its swallow whole special attack, that opponent must succeed on a Will save or its body is transformed into a Medium or smaller creature of the kabochahito's choice, functioning as any combination of the following spells: *beast shape III* (animals only), *monstrous physique I*[UM], *plant shape II*, *youthful appearance*[UM], or *wizened appearance*[UI]. The creature does not modify its ability scores and lasts for 1 day or until the next sunrise, whichever happens first. During this time, other creatures view your appearance (but not your actions) as innocuous—functioning similarly to the *aura of the unremarkable* except they assume that your appearance is the result of a well-made costume.

Alternatively, the kabochahito can tie this transformation to a special *geas/quest* effect. If it does so, the kabochahito states a service or course of action that the transformed creature must take, as described by the *geas/quest* spell, and designates a reasonable amount of time to perform this task (up to 10 days). Instead of penalizing the creature's ability scores if it is prevented or refuses to obey, a kabochahito's *geas/quest* forces the creature to assume the form chosen by the kabochahito for 1d6 × 3 hours whenever it knowingly takes a course of action that is contrary to the service or course of action demanded of it. If the creature fails to complete the service or course of action demanded of it in the time allotted by the kabochahito, it becomes trapped in the form chosen by the kabochahito, as if it had died and were subsequently *reincarnated* into that form (as the spell; if *youthful appearance* or *wizened appearance* are chosen as the form, this functions as an instantaneous aging effect as described in *Childhood Adventures*).

A kabochahito can remove this curse (including the geas) at will as a standard action simply by touching the cursed creature. It can even return such a creature to its true form if it failed to complete its geas in the allotted time.

Impermanent Ward (Su) Unlike most kami, kabochahitos only inhabit their wards for a short period of time, and are therefore accustomed to rapidly swapping wards or forgoing them entirely. A kabochahito without a ward can designate one as a standard action, and if its ward is destroyed it suffers no negative effects (it does not become permanently sickened or die). While merged with its ward, a kabochahito loses the incorporeal subtype (including its incorporeal defenses and touch attack).

Pumpkin Armor (Su) As a swift action, a kabochahito that is merged with its ward can transform it into a form not unlike that of a Large plant creature resembling a massive pumpkin. While in this form, adjust the kabochahito's statistics as follows: **AC** 19, touch 13, flat-footed 15; **Natural Armor** +6; **Defensive Abilities** plant traits; **Melee** bite +17 (1d8+10 plus grab), 2 slams (1d6+10 plus grab); **Special Attacks** swallow whole (1d8+10 plus costumed curse, AC); **Str** 24; **SQ** freeze.

A kabochahito merged with its pumpkin armor can swallow any creature it is grappling with its bite or slams. A kabochahito's pumpkin armor has 8 hit points and hardness 10, and it can be sundered as if it were armor. Likewise, damage dealt to the kabochahito to escape from its swallow whole ability is dealt to its pumpkin armor instead. When the pumpkin armor's hit points are reduced to 0, it is destroyed and the kabochahito is forced out, returning to its incorporeal true form and losing its fast healing due to the destruction of its ward. A kabochahito pumpkin armor regains 10 hit points each round thanks to the kabochahito's fast healing. A kabochahito can return its pumpkin to its true form as a move action, or by using an action to emerge

from its ward (see merge with ward).

Verdant Growth (Su) A kabochahito can instill land with a rapid potential for growth with a ritual requiring 10 minutes to complete. When doing so, the kabochahito chooses an area of up to a half-mile radius centered on itself to be affected by the ritual. When the ritual is complete, all small vegetation in the area grows to its full bounty, providing fruit or crops as appropriate. The area is then enriched for the next year as *plant growth*. This ability counters and dispels the curse placed by a witch's blight hex[APG]. A witch can blight a plot of land affected by this ability with a successful DC 17 caster level check. The save DC is Charisma-based.

Kabochahito are beloved kami that herald from faraway lands ripe with harvest that view the very concept of agriculture as their ward, seeking to protect and enrich both crops and the fields they yield. For this reason, kabochahitos are largely seen as benevolent spirits and farmers work hard to attract these beings to their plots by building shrines and offering small gifts to them, dreaming of the bountiful yields their attention promises. Kabochahitos, however, do not bless farmers with their bounty for the sake of the farmer—they do so out of compassion for the masses that rely on the farmer's harvest for food. As a result, kabochahitos are usually found in places where the harvest is failing, working to undermine the efforts of witches and hags that would poison the land and ruin crops, or assist humble, needy mortals who would surely starve without the kami's assistance. For this reason, kabochahitos are heavily associated with the Flower of Foxes aspect of Inari Okami, and some say that their true, incorporeal forms resemble that of ordinary foxes rather than the forms most kami assume.

Kabochahitos are most active during the harvest months, where they use their powers to restore withered fields by instilling them with the blessings of bountiful harvest. Yet despite their fantastic powers, kabochahitos are a kami that often goes unseen thanks to their incorporeal nature. Also unlike typical kami, kabochahitos quickly shed wards without so much as a whimper, an act that results in the permanent maiming or even death of kami far greater then they. In the words of the wisest kabochahito, however, 'All the world's crops are all the kabochahitos' wards, just as all the world's crops are all the world's bounty.' Still, kabochahitos prefer to avoid combat when possible, but aren't afraid to merge with the bounty of the earth itself to do battle with the greedy or wicked.

Although far from godhood or even demigodhood, many reserve the greatest respect and reverence for kabochahitos, often erecting small shrines to them and offering excess goods to them as thanks. Although such tactics seldom yield any benefit to greedy individuals, kabochahitos take notice of the shepherds who tend to their wards and offer them blessings as they can, further encouraging their worship. Very few ever see these kami in person, as they're quite shy and prefer to go about their business protecting and enriching crops without distraction. When kabochahitos make their presence known, it's usually to young children waiting patiently for their arrival on cool autumn evenings during the harvest season as they glide or shamble through the fields. Kabochahitos view younglings as the crops of mortals, and often leave small confections and other gifts for them after visiting a village, prompting many children to eagerly await the return of these "great pumpkins" the following year.

For generations, many small villages have performed a tradition where, once each year at the end of the harvest month, locals have begun to dress in garb resembling wicked monsters—ghasts, mummies, witches, and worse—in honor of the kabochahitos. Common belief is that these traditions honor kabochahitos for their legendary abilities. According to fireside tales, kabochahitos can possess gourds just as easily as ghosts possess men, transforming them into creatures suitable for carrying the kami's spectral form around. In this form, a kabochahitos resembles a titanic, carved pumpkin whose innards glow with the kami's otherworldly light. Kabochahitos usually only assume this form to reap terrible vengeance on those who have ruined crops and harmed their wards, and so their most dreadful of powers is the ability to warp one's outer flesh to resemble the monsters that lurk within their hearts simply by swallowing them with their pumpkin bodies. Although this is sometimes done simply to teach a lesson and fades at dawn's next light, in other cases the kabochahito demands a service of whomever they've transformed, usually one of atonement or recompense. Those who fail to complete the kami's service find themselves transformed forever more, a monstrous beast both inside and outside.

Thankfully, those who provoke the kabochahitos' wrath are few, and they are mostly amused by the antics of children who dress up as monsters, as many families offer treats and confections to children who knock on their doors asking for sweets on the night of Kami's Eve, and the event remains free of supernatural oddities. Yet the night is long and wicked beings always seek to ruin the fun of younglings looking for joy and merriment, so sometimes kabochahitos roam the streets during the holiday that honors them, protecting children from monsters and miscreants alike. And in the rare scenario where a child profoundly impresses a kabochahitos, their parents might just awake the following morning to find their child fast asleep in a local pumpkin patch, surrounded by toys and sweets. Such mysterious antics serve to further the legend of the kabochahitos, the mysterious "great pumpkins."

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