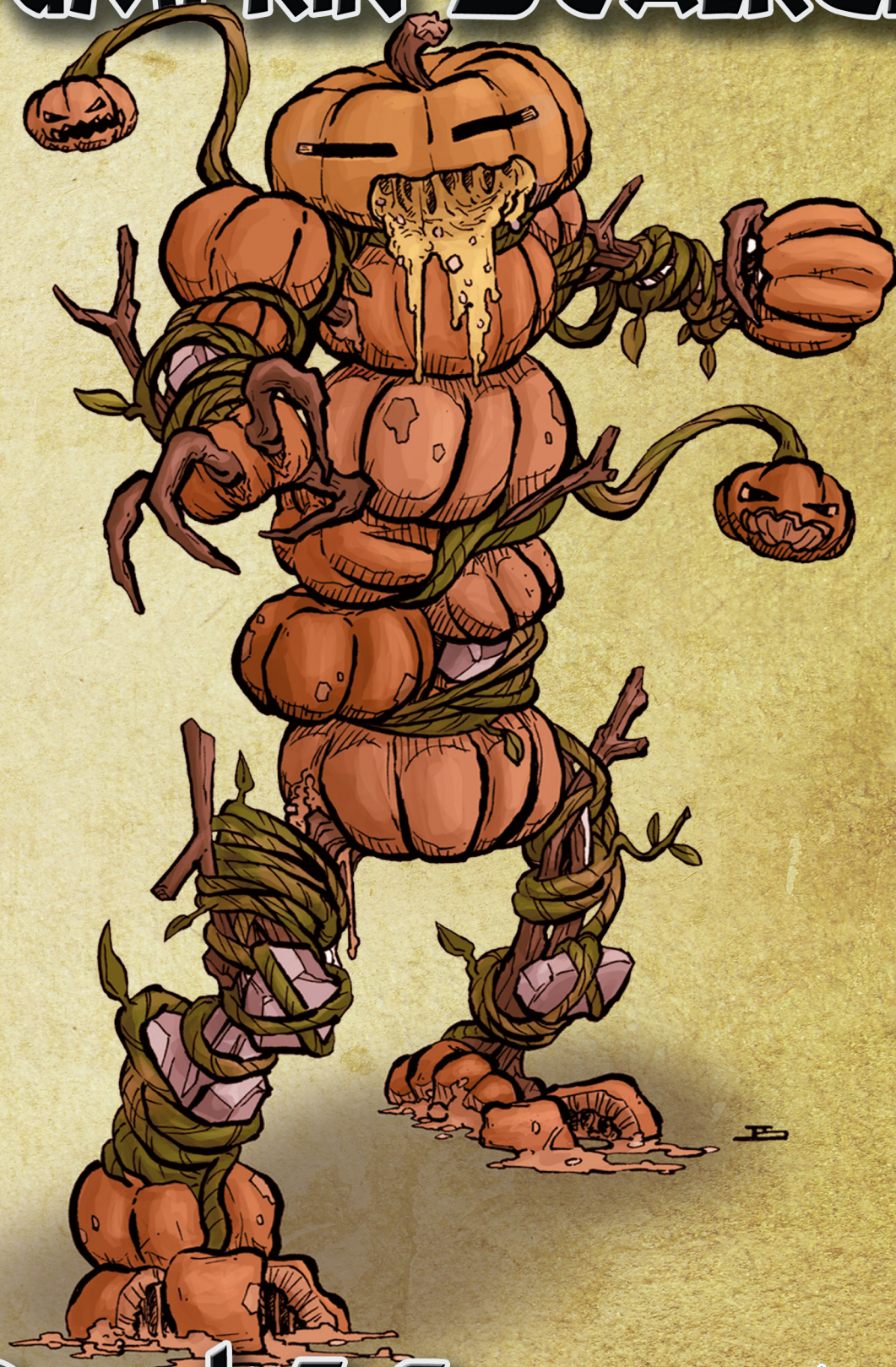


MONSTER MENAGERIE
SEASONAL STARS

PUMPKIN STALKER



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MONSTER MENAGERIE: SEASONAL STARS

INTRODUCTION

The very first Monster Menagerie was “Winter Ravagers,” a collection of winter-holiday-themed monsters we thought gamers would appreciate for wintertime games. It was, unfortunately, a bit rushed and thus not our best work.

But the *idea* still seemed like a good one.

It’s been several years since Winter Ravagers, and scheduling has kept us from attempting any more full-sized monster books aiming to be introduced during a specific season. But we DID manage to get a single template finished in time for fun Halloween gaming, and decided that maybe sometimes it’s better to have one well-done monster idea than a book of options all designed for thematic games during the same time of year. How many horror-themed games are going to get run by one group, anyway?

Of course if we’re just doing a single monster idea, it’s much more likely to be useful if we present it as a template, rather than a stand-alone creature entry. With a normal creature, the GM has limited options on how to balance the foe for groups at a much higher or lower level than the threat’s CR.

A well-designed template, however, can be used to create creatures in a wide range of CRs, as well as more easily match the theme of an adventure by applying it to complementary monsters.

Thus, this first entry in the “Seasonal Stars” line offering a single concept, the pumpkin-headed horror that often inspires campfire tales and local legends. This creature is appropriate as an ongoing threat separate from an adventure’s main plot (and able to continue to be a threat even after PCs kill it the first time). It could be a sideline mission the PCs stumble across while staying at an inn on the moors, or the climactic final battle in a long adventure exploring the region and dealing with the forces that called it into being. The pumpkin stalker template can be added to nearly any monster to form a custom creature sure to concern any band of adventurers. And for GMs who just need a pre-written villain to throw at players, we present the template pre-applied to an assassin vine (the CR 4 vine stalker), a wyvern (the CR 8 pumpkin stinger), and a mohrg (the CR 11 death-o-lantern).

PUMPKIN STALKER

Pumpkin stalkers are creatures infused with both the raw power of nature, and fearful abilities fueled by anger, injustice, and violence. Pumpkin stalkers are generally created by some combination of vast magical energy, and pain, rage, fear, and unfortunate circumstances. They are anchored to a specific natural area (classically a pumpkin patch), and emerge periodically to wreak havoc and destruction. A GM can read through the six example pumpkin stalkers in the Rejuvenation entry (below) for ideas on how pumpkin stalkers can color an adventure.

While a classic pumpkin stalker appears to be made of pumpkins and vines (or at least infused with them—an undead might well seem to have pumpkin vines growing through its corpse for example), it isn’t necessarily a creature of the plane type. Instead this appearance is indicative of the place it is tied to, and its connections to wild magic and the powers of anger and fear (as represented by carved pumpkins in many mortal cultures).



PUMPKIN STALKER

Despite the name “pumpkin stalker,” this template can be used for any creature powered by untamed wilds and negative powers, and may become known by other names such as The Thing in the Corn Fields, the Darkness in the Woods, or the Bloody Thorn Butcher, each with its own appropriate appearance blending nature and horror.

CREATING A PUMPKIN STALKER

Pumpkin Stalker is an acquired template that can be added to a corporeal creature. A pumpkin stalker uses all the base creature’s statistics and special abilities except as noted here.

CR: HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Any evil. If the base creature’s alignment is not evil, it becomes neutral evil.

Type: In most cases the creature’s type does not change. The exceptions are animals (which become magic beasts) and humanoids (who become monstrous humanoids). Do not recalculate HD, BAB, or saves if the type changes.

Armor Class: Pumpkin stalkers are both tough and surprisingly nimble. Natural armor bonus improves by +1 (if 4 HD or less), +2 (if 5 to 10 HD), or +3 (if 11 HD or more). A dodge bonus is also gained of +1 (if 10 HD or less), or +2 (if 11 HD or more).

Defenses/Qualities: Gains low-light vision; immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep effects, and stunning; DR 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more); and SR equal to creature’s CR + 11 (maximum 35). Cannot be targeted by any spell that affects only creatures of a specific type unless the spell affects both the pumpkin stalker’s type and the plant type. A pumpkin stalker does not need to breathe, eat, or sleep.

Special Attacks: A pumpkin stalker gains the following:

Fascinating Gaze (Su): Target is fascinated, 30 feet, Will save negates (DC 10 + 1/2 hit dice + Constitution or Charisma score, whichever is higher). Fascination lasts as long as the pumpkin stalker remains within a range of 50 feet per hit die to the fascinated creature. The approach of the pumpkin stalker does not count as an obvious

threat to the victim of this particular fascination effect (although the pumpkin stalker’s attack does count as an obvious threat and ends the fascination immediately). This is a mind-affecting effect.

Fear (Su): A pumpkin stalker’s touch infuses its target with overwhelming waves of fear. This automatically applies to the first successful melee attack the pumpkin stalker makes each round, or the pumpkin stalker can make a special melee touch attack as a standard action to deliver just the fear effect. If the victim fails a Will save (DC 10 + 1/2 hit dice + Constitution or Charisma score, whichever is higher), he cowers and can take no actions other than attempting a new Will save (at the same DC) at the end of the following round (and each round thereafter) to end this fear. A successful first save leaves the victim shaken for 1 round. This is a mind-affecting fear effect.

Once a creature has saved against a pumpkin stalker’s fear effect, it cannot be affected again until it is damaged by the pumpkin stalker, or after the next midnight passes.

Hexes: A pumpkin stalker has a cumulative number of witch hexes set by its HD. It treats its HD as its witch level for these hexes. A number of times per day equal to $1 + \frac{1}{3}$ its HD, a pumpkin



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stalker can use one of its hexes that normally requires a standard action as a swift action. It cannot do this the same round it uses a hex as a standard action. The save DC for the pumpkin stalker's hexes is $(10 + 1/2 \text{ hit dice} + \text{Constitution or Charisma score, whichever is higher})$.

**TABLE: PUMPKIN STALKER
HEXES BY HIT DIE**

Hit Dice	Hexes Known
1-3	Blight
4-6	Cursed Wounds (see below)
7-9	Cackle, Evil Eye
10-12	Misfortune
13-15	Agony, Flight
16-18	Nightmares
19-20	Death Curse

Cursed Wounds (Su): The pumpkin stalker can curse a living creature, preventing it from healing completely. For a number of days equal to $3 +$ the pumpkin stalker's Constitution or Charisma modifier (whichever is higher, minimum 1), whenever the victim is the target of a conjuration (healing) spell or magical healing effect, the caster of the healing effect must succeed at a caster level check ($DC = 11 + 1/2$ the pumpkin stalker's HD) to end the hex. If the check fails, the healing effect functions as normal, except it cannot remove all the damage the victim suffered, leaving the victim with 2 hp of damage per HD of the victim. Similarly, natural healing, fast healing, and regeneration fail to cure the victim's last 2 hp per HD of damage. A successful Will save reduces the duration of this hex to 1 round. If the pumpkin stalker has 5 HD or more, the victim of this hex also takes a -2 penalty on Fortitude saving throws to avoid contracting a disease or poison from an injury.

This is a curse effect and can be removed by *remove curse*.

Abilities: A pumpkin stalker gains a +4 bonus on three ability scores of its choice and a +2 bonus on the other three.

Rejuvenation (Su): In most cases, it's difficult to destroy a pumpkin stalker through simple combat: the "destroyed" creature is recreated in

the same pumpkin patch that spawned it when the conditions for its existence are next met (though no sooner than 24 hours after its destruction). Even if that patch is totally destroyed, enough of the gourd vines regrow to create a pumpkin stalker once the circumstances support it again. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a pumpkin stalker is to determine the reason for its existence and set right whatever terrible circumstance created it. The exact means varies with each pumpkin stalker and may require a good deal of research, and should be created specifically for each different pumpkin stalker by the GM.



PUMPKIN STALKER

Some possible circumstances leading to a pumpkin stalker's creation are outlined below, though a GM should feel free to create her own to fit the adventure she wants to run.

1. The heads of the most prominent families in a local community perform secret autumn rituals, including the sacrifice of innocent sapient creatures (often visitors to town, or local troublemakers). These rituals ensure a good harvest, but also cause the terrible pumpkin stalker to rise from the harvest during a Blood Moon (which can be anything from a random astrological event that suits the GM's needs to any full moon happening with 2 days of the Autumn Equinox, but should be an event that doesn't occur every year).

A pumpkin stalker of this type normally hunts down the youngest members of the families performing the rituals, as it represents the angry vengeance of the innocent blood spilled to bring a good harvest, though it also kills anyone who gets in its way. It kills one creature each night for 30 nights. The pumpkin stalker can only be permanently stopped if the leaders of the families performing the sacrifices are all hunted down and killed by it (which normally only happens if it kills its way through whole families, though if all other victims are protected it may skip over younger members to kill more senior representatives of each family), or if the family rulers are exposed and convicted of the crimes committed during these sacrifices.

2. A child in a nearby community is a budding spiritualist (*Pathfinder Roleplaying Game Occult Adventures*), but doesn't understand her own power, and is harassed by fearful villagers for the odd psychic powers she manifests. A particularly traumatic hazing event occurs in a field, and the negative psychic energy from the spiritualist unknowingly calls out to a phantom ... which doesn't quite manifest.

The pumpkin stalker is an in-between state of the spiritualist's phantom, which emerges from the field once each night to terrorize those who harass the spiritualist. The only ways to stop these attacks are to kill the spiritualist (ending her phantom's connection to the material plane), teach the spiritualist to fully control her power



(which is likely time-consuming), or destroy the pumpkin stalker in the presence of the spiritualist (causing the phantom to manifest normally, though this still leaves the spiritualist with a powerful ally and little training).

3. A coven of hags, witches, or both, uses the pumpkin stalker as their enforcer, sending it out from their cauldron to attack foes of the coven. The coven may have an understanding with some local merchant or brigand group, causing the pumpkin stalker to initially seem to be an agent of that group. Until the coven is destroyed (or at least their cauldron ruined), they continue to summon the pumpkin stalker as needed, even if it is destroyed on a particular mission.

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4. A witch was murdered without cause, and her familiar survived her. The familiar seeks to find those guilty, and through its eyes the witch's patron sees those who might be guilty of the crime, and sends the pumpkin stalker to destroy them. As the familiar is consumed by grief, and the patron doesn't much care if it kills the innocent along with the guilty, the pumpkin stalker is wreaking significant destruction.

To stop this type of pumpkin stalker either those guilty of the witch's murder must be caught and punished to the familiar's satisfaction, or the familiar must be killed.

5. A powerful fey watched over a wild pumpkin patch, until it was razed to make room for a local lord's orchards (or vineyards, or cattle, or whatever). The fey brings the pumpkin stalker from the Fey Realm, to punish the lord (and damage the things he values) to force the lord to let the fields grow wild once more. Of course the fey is immortal, and doesn't really notice (or care) that the mortal lord is long since dead, and his descendants have no idea why part of their lands seem cursed or how they might fix it.

The type of pumpkin stalker can only be summoned when the barrier between the material plane and the Fey Realm is weak, likely during powerful storms on nights of the new moon, or similar moments displaying the raw power of nature. Permanently destroying it requires killing the fey or someone learning what angered the fey and convincing the new lords to give up a valuable piece of their cultivated land.

6. A foolish mortal made a deal with a devil to have a pumpkin stalker to see to the mortal's contractual needs. This might be a greedy merchant seeking to guard his valuables, a parent grieving over the loss of a child and thus desiring vengeance, or a ruling diabolist noble who uses the pumpkin stalker to destroy rebels and keep his own people too frightened of its existence to risk opposing the noble (who carefully "drives off" the creature whenever it attacks his capitol).

Of course, devil's bargains often get out of control, and the desires of the mortal don't matter – only what the blood contract signed with the devil says. Perhaps a blob of wax drops on the contract, changing it from "never harming" the

mortal to just "harming" the mortal. Perhaps it is to carry out what is in his "best interests," and now that the mortal is dead and the pumpkin stalker is trying to create so much death in the area that a necromancer will be attracted and might raise the mortal as an undead. Perhaps the devil inserted a loophole that allows him to use the pumpkin stalker for other purposes.

Whatever the case, to stop this kind of pumpkin stalker the original contract must be found and either destroyed or (more interestingly), its terms met.

SAMPLE PUMPKIN STALKERS

Below are three premade pumpkin stalkers, applying this template to an assassin vine, wyvern, and mohrg, for three very different kinds of monstrosities (at CR 4, CR 8, and CR 11). A GM can combine these with any of the backgrounds suggested above in the rejuvenation special ability, or create new backgrounds inspired by the form and abilities of each pumpkin stalker.

VINE STALKER

This gnarled collection of vines and pumpkins carved into leering faces, convulses across the ground in an unnatural slither.

PUMPKIN STALKER ASSASSIN VINE

CR 4

XP 1,200

NE Large plant

Init +0; Senses blindsight 30 ft., low-light vision;
Perception +2

DEFENSE

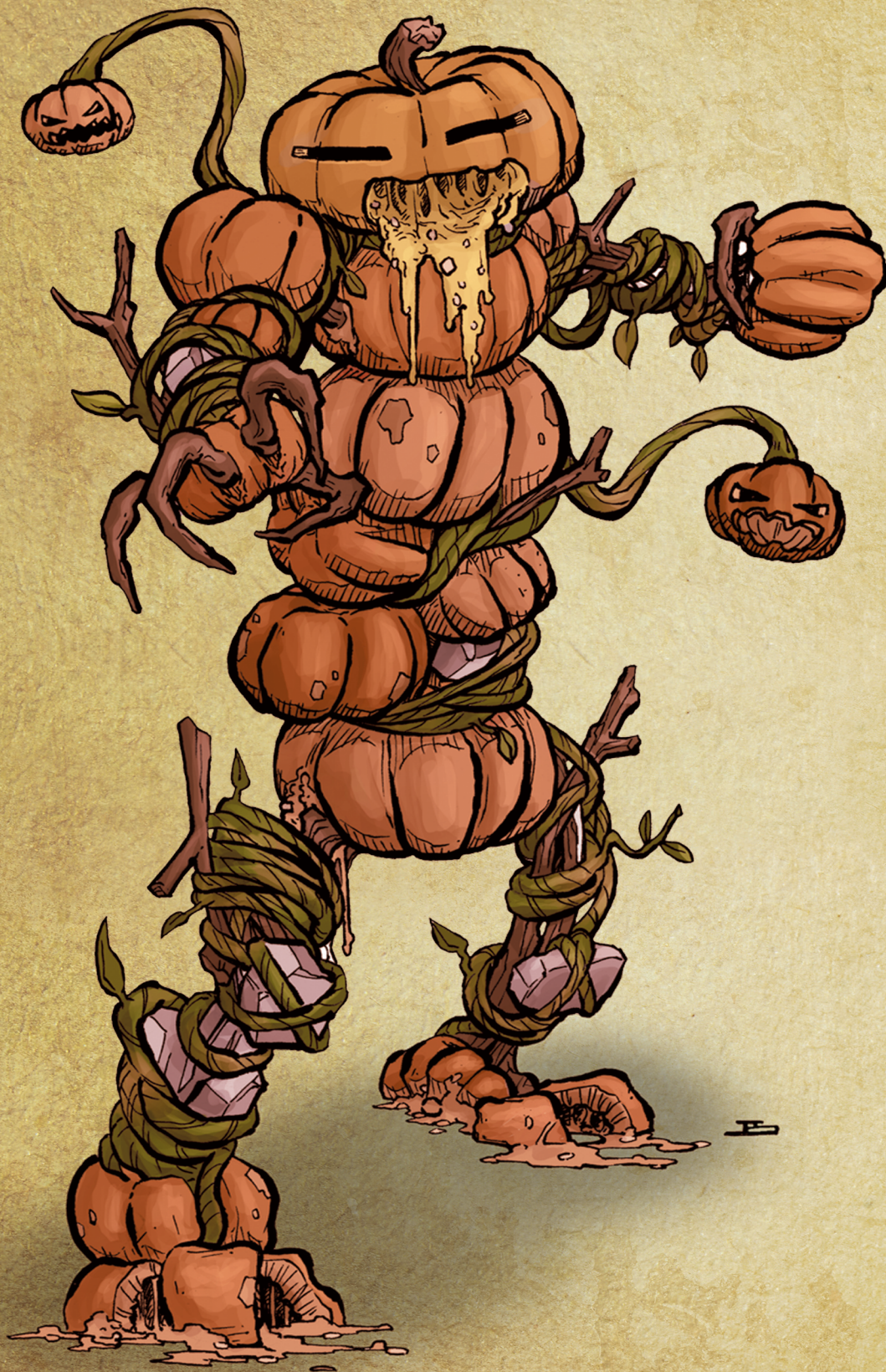
AC 19, touch 12, flat-footed 16 (+2 Dex, +1 dodge, +7 natural, -1 size)

hp 38 (4d8+20)

Fort +9, **Ref** +3, **Will** +3

Immune electricity, mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep effects, and stunning, plant traits; **DR** 5/magic; **Resist** cold 10 and fire 10; does not need to breathe, eat, or sleep; **SR** 15

PUMPKIN STALKER



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OFFENSE

Speed 5 ft.

Melee slam +9 (1d8+10 plus grab); plus fear

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d8+10), entangle, fascinating gaze (DC 17), fear (DC 17), hexes (DC 17) (may use as swift 2/day): blight, cursed wounds

STATISTICS

Str 24, **Dex** 14, **Con** 20, **Int** -, **Wis** 15, **Cha** 11

Base Atk +3; **CMB** +11 (+15 grapple); **CMD** 23 (can't be tripped)

SQ camouflage, rejuvenation

SPECIAL ABILITIES

Camouflage (Ex) Since a vine stalker looks like a normal pumpkin patch when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Entangle (Su) A vine stalker can, as a free action, cause plants within 30 feet of it to animate and grasp

at foes. This ability is otherwise similar to entangle (CL 4th, DC 14). The save DC is Wisdom-based.

Vine stalkers are among the most common of pumpkin stalkers, and represent the typical angry, mobile pumpkin patch animated by evil magic.



PUMPKIN STINGER

A dragonlike form, its blue-and-green wings immense and its tail tipped with a hooked stinger, lands on two taloned feet and roars a challenge from an elongated pumpkin head.

PUMPKIN STALKER WYVERN

CR 8

XP 4,800

NE Large dragon

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +19

DEFENSE

AC 24, touch 13, flat-footed 20 (+3 Dex, +1 dodge, +11 natural, -1 size)

hp 87 (7d12+42)

Fort +11, **Ref** +8, **Will** +9

Immune mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep effects, and stunning;

DR 5/magic; does not need to breathe, eat, or sleep;

SR 19; Cannot be targeted by any spell that affects only creatures of a specific type unless the spell affects both dragons and plants.

OFFENSE

Speed 20 ft., fly 60 ft. (poor)

Melee sting +12 melee (1d6+6 plus poison), bite +12 melee (2d6+6 plus grab), 2 wings +7 (1d6+3); plus fear

Space 10 ft.; **Reach** 5 ft.

Special Attacks fascinating gaze (DC 19), fear (DC 19); hexes (DC 19) (may use as swift 3/day): blight, cackle, cursed wounds, evil eye; rake (2 talons +12, 1d6+6)

STATISTICS

Str 23, **Dex** 16, **Con** 22, **Int** 9, **Wis** 14, **Cha** 11

Base Atk +7; **CMB** +16 (+20 grapple); **CMD** 27

Special Qualities rejuvenation

Feats Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Fly +7, Perception +19, Sense Motive +12, Stealth +9

Languages Draconic

PUMPKIN STALKER

SPECIAL ABILITIES

Poison (Ex) Sting-injury; save DC 19; frequency 1/ round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

Pumpkin stingers are most common in rocky hill-lands where sorcerous blood has been spilled in hate and betrayal, and the magic from the blood mixes with local plants and old curses to form a draconic creature of eldritch power, long claws, and a dragonlike jack-o-lantern head.

DEATH-O-LANTERN

A thick tangle of discolored vines and entrails clings to this lurching skeleton's torso and winds upward to loll from like a clawed tongue from the gaping mouth of its jack-o-lantern head.

PUMPKIN STALKER MOHRG

CR 11

XP 12,800

CE Medium undead

Init +10; **Senses** darkvision 60 ft., low-light vision; **Perception** +24

DEFENSE

AC 28, touch 17, flat-footed 21 (+4 Dex, +3 dodge, +11 natural)

hp 119 (14d8+56)

Fort +6, **Ref** +12, **Will** +10

Immune polymorph, undead traits; **DR** 10/magic, **SR** 20. Cannot be targeted by any spell that affects only creatures of a specific type unless the spell affects both plants and undead.

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (2d8+7 plus grab), tongue +10 melee touch (paralysis); plus fear

Special Attacks create spawn, fascinating gaze (DC 21), fear (DC 21); hexes (DC 21) (may use as swift 5/day): agony, blight, cackle, cursed wounds, evil eye, misfortune, flight; paralysis (1d4 minutes, DC 23)

STATISTICS

Str 25, **Dex** 23, **Con** -, **Int** 13, **Wis** 12, **Cha** 18

Base Atk +10; **CMB** +17 (+19 grapple); **CMD** 34

Feats Ability Focus (paralysis), Dodge, Improved

Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack

Skills Climb +24, Knowledge (any 1: history, local, religion) +15, Perception +24, Stealth +23, Swim +21

SPECIAL ABILITIES

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

The death-o-lantern is among the most dangerous of pumpkin stalkers, generally created by powerful evil forces bargaining to grant a servant to a druid grieving terrible loss and seeking vengeance, a coven of hags, or powerful diabolist-necromancer. The death-o-lantern combines the bloodlust of a terrible killer's spirit with plants grown from soil fertilized with the blood of his victims.



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