

PUMPKING

Huge • Plant • Chaotic Evil

Armor Class 16

Initiative +5 (15)

Hit Points 171 (18d12 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Str +8, Cha +7

Skills Intimidation +10, Perception +7

Damage Resistances poison

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, stunned, unconscious

Senses darkvision 120 ft., passive Perception 17

Languages Common, Sylvan

CR 11 (XP 5,900 or 7,200 in lair; PB +4)



Bloodied - Unsquashable. When the pumpking becomes bloodied, it immediately recharges its Candle Fire and Animate Pumpkin ability.

Illumination. The pumpking sheds bright light in a 10-foot radius and dim light for an additional 30 feet.

Squashing Block. If the pumpking fails a saving throw, it can choose to succeed instead. To do so, it must have its Animate Pumpkin ability available and expend it (the ability must be recharged before it can be used again).

True Fear. Creatures (except creatures with Legendary Actions) can't be immune to being frightened of the pumpking.

Unusual Nature. The pumpking doesn't require sleep.

ACTIONS

Multiattack. The pumpking makes two Claw attacks. It can use its Candle Fire before or after these attacks if available.

Claw. *Melee Weapon Attack:* +8, reach 10 ft. *Hit:* 11 (2d6 + 4) slashing damage. A frightened target takes an additional 7 (2d6) psychic damage.

Candle Fire (1/Day, 2/Day in Lair). *Dexterity Saving Throw:* DC 15, each creature in a 60-foot-long, 10-foot-wide line.

Failure: 9 (2d8) fire damage. Further, the target is outlined by the fire until the end of the pumpking's next turn. For the duration, the target can't benefit from being invisible, and attack rolls against it have advantage if the attacker can see the target. *Success:* Half damage.

PUMPKING — WEAKER

Armor Class 15

Initiative +3 (13)

Hit Points 119 (14d12 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Str +6, Cha +5

Skills Intimidation +8, Perception +5

Damage Resistances poison

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, stunned, unconscious

Senses darkvision 120 ft., passive Perception 15

Languages Common, Sylvan

CR 8 (XP 3,900 or 5,000 in lair; PB +3)

BONUS ACTIONS

Animate Pumpkin (Recharge 4-6). The pumpking conjures three Tiny pumpkins at unoccupied spaces within 30 feet of it which act as allies of it. They use the **awakened shrubs** statistics with the following changes: They have a walking speed of 0 feet and a fly speed of 20 feet (hover). They have the same resistances and immunities as the pumpking, plus a condition immunity to being prone. The pumpkins die after 1 minute.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the pumpking can expend a use to take one of the following actions. The pumpking regains all expended uses at the start of each of its turns.

Claw. The pumpking makes one Claw attack.

Seed Barrage. *Dexterity Saving Throw:* DC 15, each hostile creature in a 30-foot cone. *Failure:* 25 (10d4) piercing damage. *Success:* Half damage. The pumpking can't take this action again until the start of its next turn.

Terrifying Laughter. *Wisdom Saving Throw:* DC 15, each creature in a 30-foot emanation originating from the pumpking. *Failure:* The target becomes frightened until the end of the pumpking's next turn.



Bloodied - Unsquashable. When the pumpking becomes bloodied, it immediately recharges its Candle Fire and Animate Pumpkin ability.

Illumination. The pumpking sheds bright light in a 10-foot radius and dim light for an additional 30 feet.

Squashing Block. If the pumpking fails a saving throw, it can choose to succeed instead. To do so, it must have its Animate Pumpkin ability available and expend it (the ability must be recharged before it can be used again).

True Fear. Creatures (except creatures with Legendary Actions) can't be immune to being frightened of the pumpking.

Unusual Nature. The pumpking doesn't require sleep.

ACTIONS

Multiattack. The pumpking makes two Claw attacks. It can use its Candle Fire before or after these attacks if available.

Claw. *Melee Weapon Attack:* +6, reach 10 ft. *Hit:* 6 (1d6 + 3) slashing damage. A frightened target takes an additional 7 (2d6) psychic damage.

Candle Fire (1/Day, 2/Day in Lair). *Dexterity Saving Throw:* DC 13, each creature in a 60-foot-long, 10-foot-wide line. *Failure:* 4 (1d8) fire damage. Further, the target is outlined by the fire until the end of the pumpking's next turn. For the duration, the target can't benefit from being invisible, and attack rolls against it have advantage if the attacker can see the target. *Success:* Half damage.

PUMPKING — STRONGER

Armor Class 17

Hit Points 210 (20d12 + 80)

Speed 30 ft.

Initiative +7 (17)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	14 (+2)	18 (+4)	19 (+4)

Saving Throws Str +10, Cha +9

Skills Intimidation +14, Perception +9

Damage Resistances poison

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, stunned, unconscious

Senses darkvision 120 ft., passive Perception 19

Languages Common, Sylvan

CR 14 (XP 11,500 or 13,000 in lair; PB +5)

BONUS ACTIONS

Animate Pumpkin (Recharge 5-6). The pumpking conjures three Tiny pumpkins at unoccupied spaces within 30 feet of it which act as allies of it. They use the **awakened shrubs** statistics with the following changes: They have a walking speed of 0 feet and a fly speed of 20 feet (hover). They have the same resistances and immunities as the pumpking, plus a condition immunity to being prone. The pumpkins die after 1 minute.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). *Immediately after another creature's turn, the pumpking can expend a use to take one of the following actions. The pumpking regains all expended uses at the start of each of its turns.*

Claw. The pumpking makes one Claw attack.

Seed Barrage. *Dexterity Saving Throw:* DC 13, each hostile creature in a 30-foot cone. *Failure:* 20 (8d4) piercing damage. *Success:* Half damage. The pumpking can't take this action again until the start of its next turn.

Terrifying Laughter. *Wisdom Saving Throw:* DC 13, each creature in a 20-foot emanation originating from the pumpking. *Failure:* The target becomes frightened until the end of the pumpking's next turn.



Bloodied - Unsquashable. When the pumpking becomes bloodied, it immediately recharges its Candle Fire and Animate Pumpkin ability.

Illumination. The pumpking sheds bright light in a 10-foot radius and dim light for an additional 30 feet.

Squashing Block. If the pumpking fails a saving throw, it can choose to succeed instead. To do so, it must have its Animate Pumpkin ability available and expend it (the ability must be recharged before it can be used again).

True Fear. Creatures (except creatures with Legendary Actions) can't be immune to being frightened of the pumpking.

Unusual Nature. The pumpking doesn't require sleep.

ACTIONS

Multiattack. The pumpking makes two Claw attacks. It can use its Candle Fire before or after these attacks if available.

Claw. Melee Weapon Attack: +10, reach 10 ft. *Hit:* 15 (3d6 + 5) slashing damage. A frightened target takes an additional 7 (2d6) psychic damage.

Candle Fire (1/Day, 2/Day in Lair). *Dexterity Saving Throw:* DC 17, each creature in a 60-foot-long, 10-foot-wide line. *Failure:* 13 (3d8) fire damage. Further, the target is outlined by the fire until the end of the pumpking's next turn. For the duration, the target can't benefit from being invisible, and attack rolls against it have advantage if the attacker can see the target. *Success:* Half damage.

BONUS ACTIONS

Animate Pumpkin (Recharge 4-6). The pumpking conjures three Tiny pumpkins at unoccupied spaces within 30 feet of it which act as allies of it. They use the **awakened shrubs** statistics with the following changes: They have a walking speed of 0 feet and a fly speed of 20 feet (hover). They have the same resistances and immunities as the pumpking, plus a condition immunity to being prone. The pumpkins die after 1 minute.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the pumpking can expend a use to take one of the following actions. The pumpking regains all expended uses at the start of each of its turns.

Claw. The pumpking makes one Claw attack.

Seed Barrage. *Dexterity Saving Throw:* DC 17, each hostile creature in a 30-foot cone. *Failure:* 30 (12d4) piercing damage. *Success:* Half damage. The pumpking can't take this action again until the start of its next turn.

Terrifying Laughter. *Wisdom Saving Throw:* DC 17, each creature in a 30-foot emanation originating from the pumpking. *Failure:* The target becomes frightened until the end of the pumpking's next turn.