

Hallow's Harrow



Halloween Patrons

Credits

Writing By Cameron
Day

Original art by Jen
Forth

Other Assets from
Adobe Stock and
Canva



Legalese

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

All other original material in this work is copyright 2022 by Daylight Publications and published under the Community Content Agreement for Dungeon Masters Guild.

The Drowned

Throughout history, the tales of shipwrecks and unfathomable storms have filled the nightmares and minds of sailors the oceans' over. And while many knock this as silly superstitions, seamen know the truth of what lurks deep within the bowels of the world waters. There is a benevolent being known as the Drowned, a spirit formed from the dead souls of those killed in the great storms and sea battles, taken from life too soon. The Drowned rarely breathes life back into those who come to its realm, but occasionally, it finds a soul with such life that it returns them. These warlocks of the Drowned are strange beings, dead but alive, whole but asunder. Their minds wander and they often rage as but a typhoon would, but they control awesome power. And all the Drowned asks for is that they return to it when the time has come.

Expanded Spell List

The Drowned lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

- 1st - Fog Cloud, Thunderwave
- 2nd - Detect Thoughts, Pass without Trace
- 3rd - Call Lightning, Conjure Barrage
- 4th - Black Tentacles, Ice Storm
- 5th - Conjure Volley, Maelstrom

Water as Blood

When you take this patron at first level, discuss with your DM what the causes were for your revival and emerge from the seas. It could be something as epic as a great naval battle or as grisly as a pirate raid gone wrong.

Your creature type becomes Undead. Rather than bleeding blood you bleed saltwater, and you also appear to be constantly damp. Once per long rest you must submerge yourself in at least two feet of water to replenish your body. For every day you do not submerge, your Constitution stat will decrease by one permanently until you submerge for a number of days equal to the ones you did not.

You also gain the spell Waterwalk as an innate ability, a swim speed of 40 feet, and you do not consider water difficult terrain.



Part of the Crew, Part of the Ship

At sixth level, the hypnotic power and crushing force of the ocean's grasp allows you to manipulate others. As an action, you may release the ocean's grasp to possess a number of nearby humanoids of CR 4 or lower equal to your proficiency modifier within ten feet. They must each roll a Wisdom saving throw equal to your DC to resist the possession.

Should they pass, they are stunned for one round. Should they fail, they become possessed for a number of rounds equal to your Wisdom modifier, and may perform one action on your turn. If a possessed crew member takes damage while under your possession, they must roll their save again. On a success, they take a number of d4 psychic damage equal to your Wisdom modifier and gain one level of exhaustion. On a failure, they remain under your control.

When the possession ends, the targets take a number of d6 psychic damage equal to your Wisdom modifier, and gain two levels of exhaustion.

You may use this action once per long rest.

Crew Overboard

At tenth level you are able to manipulate your body into a watery spirit and pass through your surroundings as if they were the ocean. Once per short rest as an action, you are able to swim through solid objects – walls, floors, and such – as if they were water for one minute. You cannot be attacked, but cannot speak, hold items, make melee or nonmagical ranged attacks or cast semantic spells unless you choose to end your water wraith form.

Should you swim beneath a creature, they must roll a DC 16 Dexterity saving throw or sink one foot into the floor per 100 pounds they weigh. As long as you are beneath them, the ground is considered liquid, but when you leave it solidifies.

Alternatively you may pull up to two allies into the water wraith state as long as they are holding onto you.

A Ghost Ship In The Night

At fourteenth level, you are able to call forth aid from your patron. As an action, you may summon a spectral galleon that crashes away from you on a 120 foot line. Any creature within ten feet of the line must make a DC 18 Dexterity saving throw, taking a number of d10 bludgeoning damage equal to your proficiency modifier on a failed save and half as much on a successful one. When the ship reaches the end of the 120 foot line, it disappears, and a spectral crew of spectral skeletons equal to your proficiency bonus disembark to aid you.

The skeletons act on your turn, and remain for one minute or until you desummon them. Once you've used this ability, you must finish a long rest before you can do so again.



The Dark Rider

There are those times when one is walking along the road, and all they hear is the sound of hooves against the ground before it fills their vision; a headless horseman – wrapped in black cloak and jacket, carrying a glowing jack-o'-lantern in one gloved hand, the other clutching the reigns of a titanic black steed as two large black wolves snarl at its hooves. The Dark Rider offers aid to those who will join its black cavalry, seeking out evil doers and slaying them, adding their spirits to its hunting pack. It searches for souls in need of vengeance, cries for retribution filling its phantom ears.

Expanded Spell List

The Dark Rider lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level

1st - Beast Bond, Fog Cloud

2nd - Augury, Flame Blade

3rd - Blinding Smite, Nondetection

4th - Compulsion, Dominate Beast

5th - Dominate Person, Immolation

We Ride

At first level, you may cast the spell Phantom Steed without using a spell slot, but only at night. Your Phantom Steed takes the form of a large black destrier with flaming green mane, tail, and eyes.

Your head also appears invisible to the common eye as long as you are mounted or within sixty feet of your Phantom Steed. While your head is invisible, you gain advantage on Intimidation checks.

Gift of the Dullahan

At first level, you are given a saxe knife and sporrán in which to execute and collect the souls of your quarries. The sporrán can hold up to six souls, and the saxe knife becomes warm when a target on the list of the Dark Rider is nearby. Upon reaching your soul capacity, a Dark Rider warlock must summon forth one of the Wolves of Herne to come and collect the souls.



This ritual takes one hour to perform, and after, you gain a number of temporary hit points equal to you six of your hit dice that you may keep for yourself or gift to up to five of your teammates.

At sixth level, you may summon a Wolf of Herne (use the Dire Wolf stat block with the Faithful Hound mechanics) as an animal companion. The wolf remains as long as it remains above half health, and cannot be damaged by nonmagical attacks.

Heads Above The Rest

At sixth level, should a target be reduced to zero by your attack, you may perform a Decapitation as an action with your saxe knife. You remove the target's head and regain up to 1d4 expended spell slots as the essence of the hunted flows into you. If you choose to sacrifice the heads of your enemies - of which you can only collect up to six - during a ritual to the Wolves of Herne, you can double the amount of temporary hit points you can earn but the ritual takes one short rest.

At tenth level, should your attack reduce the target to a quarter health, you may perform a Decapitation and regain up to 1d6 expended spell slots. At fourteenth level, you may regain 1d8 expended spell slots.

Grin of the Jack-o'-lantern

At sixth level, you are also gifted a bandolier of 6 small cackling pumpkin bombs. These bombs - when thrown - deal 1d6 fire damage in a 10-foot radius and leaves a dense smoke cloud that fills a 10-foot cube for a minute. At 10th level, the number of bombs increases to 10 and 1d8 fire damage, and at 14th level, 14 bombs and 1d10 fire damage.

The Strike of Steel

At tenth level, you may use a bonus action to summon forth your Phantom Steed into combat for one minute. It and you gain advantage on all attack rolls, and it cannot be damaged by nonmagical attacks. You must complete a long rest before using this ability again.

There It Rides

At fourteenth level, your connection with the Dark Rider has become incredibly strong - allowing you to call for its aid in times of need. Once per long rest you may perform a ritual to summon forth the Dark Rider: you must sacrifice 1000 gold, six heads, and six souls. For one day, you become an avatar of the Dark Rider, radiating an aura of fear upon your enemies.

Any targets within a 60-foot radius must roll a DC 20 Wisdom saving throw. Should they fail, they suffer a number of d6 psychic damage and d6 cold damage equal to your proficiency modifier, and are under the affects of the fear condition. If they pass, they take half damage from both.

You gain advantage on all attack rolls, and your weapons deal a bonus 1d6 cold damage and drain 1d6 HP from the target you strike. When you drop from the avatar form, you take a level of exhaustion.

The Great Bat

In the times of darkness, long before mankind journeyed across the surface of the world, Camazotz ruled the night with his legion of bat demons and vampire warriors, flying forth from Xibalbá. However, once humans were able to brave the night, Camazotz' power decreased, until warlocks began to flock to his promise of control over the night and the gift of everlasting life. Camazotz is a deceiver and the father of vampires, but when he swears a blood promise, he keeps it.

Expanded Spell List

Camazotz lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level

- 1st - Bane, Tasha's Hideous Laughter
- 2nd - Blur, Misty Step
- 3rd - Feign Death, Hypnotic Pattern
- 4th - Dominate Beast, Hallucinatory Terrain
- 5th - Cloudkill, Antilife Shell

Child of the Bat

At 1st level when you take this patron, you begin to slowly transform due to your connection with Camazotz. You gain a necrotic bite that deals 1 piercing damage, and allows you to regain 1d4 HP, along with retractable claws that deal 1d6 slashing damage. You also gain echolocation, granting you blindsight for 30 feet as long as you can hear.

The Mouth of Xibalbá

At 1st level, you are entuned with the places of Camazotz's lair in the Abyss - Xibalbá. Due to caverns, tunnels, and underground chambers being the natural dwelling place of Camazotz in Xibalbá - while in these places you gain advantage Wisdom, Intelligence, and Charisma checks.



You also cannot be surprised while in these locations, and your echolocation expands to 60 feet.

Also, you may take a short rest to commune with Camazotz – in darkness – and discover the location of any caves or tunnels within a five-mile radius of your location.

Take Wing

At 6th level, your transformation continues as large wings sprout from your bag, granting you a flying speed of 30 feet. Your claws now deal 1d8 damage, your necrotic bite 1d4 damage, and you regain 1d6 HP from the bite. Your echolocation range increases to 60 feet.

When flying, you produce no noise and are considered invisible as living shadows surround your body as long as you are at least 30 feet above a target. Your wings additionally grant you advantage when grappling a target.

His Bloody Grip

At 10th level, you may enter a blood rage that lasts for one minute or until you end it a number of times per long rest equal to half your proficiency modifier. While in this rage, your bite and claws deal double damage, but you have disadvantage on all Wisdom, Intelligence, and Charisma saves. Any damage dealt to a target by your claws or bite allows you to regain that damage as HP.

However, each round you are in the rage, you must make a Wisdom saving throw. If you pass, you continue to attack the targets you choose. If you fail, you lose control and attack anything within 5 feet of you. You must complete a long rest before using a blood rage.

The Thirst Is Sated

At 14th level, you gain a devastating strike: should an attack you deal reduce a target to a quarter health, you may perform Quench the Thirst. You may expend up to half your hit dice to deal as much damage as you latch onto the target and drain their blood once per long rest.

Once you have dealt damage, you gain disadvantage on all Constitution, Dexterity, and Strength saving throws and rolls as you take a level of exhaustion. The target however has disadvantage on the same, and cannot regenerate or regain HP. You must complete a long rest before using this ability again.



Baba Yaga

Stories of her fill the woodlands and wild places of the world – an old woman flying in a butter churn through the skies searching for naughty children to snatch up for a meal and bringing them back to her chicken-legged hut to eat them. However, Baba is often also seen a controller of fate and time, and harnesser of storms – often taking warlocks who are unconventional, wild, and pariahs. She can be a kindly grandmother to those who wish, but a terrifying monster to those who challenge her.

Expanded Spell List

Baba Yaga lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spells

- 1st - Absorb Elements, Snare
- 2nd - Animal Messenger, Earthbind
- 3rd - Call Lightning, Elemental Weapon
- 4th - Divination, Phantasmal Killer
- 5th - Control Winds, Insect Plague

Your Very Own Churn

At 1st level, you gain the ability to summon your own flying butter churn that lasts for one hour. It can hold one Medium sized creature, and has a flight speed of 30 feet. You must complete a short rest before using this ability again.

The Shack in the Woods

At 1st level, you are gifted a small shack to call your own. This shack follows you wherever you go – appearing deep in the landscape around wherever you may be. It can sleep four Medium sized creatures comfortably and is only trackable or discoverable by you.

At 6th level, the shack can sleep up to ten Medium sized creatures comfortably and is trackable by you and two allies you deem trustworthy.



Queen of the Birchwood

At 6th level, you have seen how Baba can speak with the forest and have mastered your own abilities. Once per long rest as an action, you may summon one earth elemental who remains with you for one minute or until it reaches 0 HP. At 10th level you may summon two elementals, and at 14th you may summon three.

Grandmother Fate

At 10th level, Baba has show you the numerous artifacts of fate-weaving she keeps within her chicken-legged home – and she has gifted you a small simple hourglass called a tkaczlos that contains six charges. When you spend a charge, you may roll a d20 and store that roll to be used at a later time. Any rolls stored only lasts for one day, and the charges refill at dawn.

Mistress of Storms

At 14th level, your time under Baba's wing has shown you her true powers of the mastery of the chaos of the elements. Once per short rest you may summon forth a giant thunderstorm from within your churn – this storm has a 200-foot diameter centered on you and lasts for one minute. The storm moves with you.

While within the storm it is difficult terrain, movement speed is halved, and all creatures must make a DC 18 Dexterity saving throw or take 10d10 lightning damage, half on a success. These conditions remain for any creature who ends their turn within the storm.



The Gourd Lord

It is once every year, on All Hallows Eve, that the Gourd Lord arises from the Plane of Shadows and comes to terrorize the people of the Material Plane. And in the meanwhile, when he slumbers, his warlocks and witches do his bidding, ensuring that the horrors of his home plane are let loose upon the world. Those who take up the banner of the Gourd Lord revel in chaos and insanity, loving the power that light and shadow can play over a mortal's soul. And all the while, cackling like a mad hatter.

Expanded Spell List

The Gourd Lord lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spells

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

Laughing Jack-o'-lantern

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

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

The Gourdier

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

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



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

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

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

Pumpkin - When thrown onto the ground within 30 feet of you, the pumpkin transforms into a small hut that lasts for 8 hours, can comfortably sleep up to 6 allies, and has enough food and drink to heal each creature inside up to 1 hit dice.

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

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

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

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

Sanctus Squash

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

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

You may use this once per long rest.



Something Wicked This Way Comes

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

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

The Gourd Lord's Legions Cometh

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

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



THE GOURD LORD

Gargantuan plant (Fey), CE

Armor Class 25 (natural armor)

Hit Points 275 (19d20 + 76)

Speed 50 ft.

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

Saving Throws Int +14, Cha +11

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

Damage Immunities necrotic, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Primordial, Undercommon

Challenge 28 (120,000 XP)

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

ACTIONS

Multiattack. The Gourd Lord makes two Club Gourd attacks.

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

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

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

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

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

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

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

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

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

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

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

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

REACTIONS

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

LEGENDARY ACTIONS

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

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

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

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



This stat block was created by Griffin Fredette of Three Shoes Publishing so that you can add the Gourd Lord to your games.

