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# NIGHTMARE ON THE POLAR EXPRESS



**THE POLAR EXPRESS IS UNDER ATTACK BY THE PUMPKIN KING!**

**NIGHTMARE ON THE  
POLAR EXPRESS**

PREVIEW

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# Adventure Primer

## CREDITS

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## RUNNING THE ADVENTURE

To run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The core 5th Edition monster book contains stat blocks for most of the creatures found in this adventure. Monster stat blocks created specifically for this adventure will be included at the end. When a creature's name appears in bold type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, it will be included in the appendices of the adventure.

## Adjusting Encounters

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

## Abbreviations

The following abbreviations are used throughout this adventure:

hp	hit points
AC	Armor Class
DC	Difficulty Class
XP	experience points
pp	platinum piece(s)
gp	gold piece(s)
ep	electrum piece(s)
sp	silver piece(s)
cp	copper piece(s)
NPC	nonplayer character
LG	Lawful good
CG	Chaotic good
NG	Neutral good
LN	Lawful neutral
N	Neutral
CN	Chaotic neutral
LE	Lawful evil
CE	Chaotic evil
NE	Neutral evil

# Nightmare on the Polar Express

*Nightmare on the Polar Express* is a Fifth Edition adventure for **3 to 7 characters of 3th to 4th level**, and is optimized for **5 characters with an average party level (APL) of 3**. Characters who survive this adventure should earn half of the XP required to reach the 4th level.

This adventure can begin anywhere, as the characters are quickly whisked away by magic.

## BACKGROUND

The Polar Express is an ethereal, plane-hopping train that spirits away lost and forgotten children to a better life. Few in the cosmos are privy to its whereabouts, and nothing short of a god can derail it.

## Important Characters

**Anticla.** Anticla is a cheerful, intense gnomish woman that operates the train. She is a manifestation of the train, though she is not cognizant of the fact and does not remember a time before working aboard the train.

**The Pumpkin King.** Eager to bring the joys of halloween to the cosmos, The Pumpkin King has conspired to hijack the Polar Express and infuse it with the spirit of halloween.

## BOARDING THE TRAIN

The adventure begins with the Polar Express summoning the characters to defend it from The Pumpkin King. Regardless of where the characters are, they are summoned to the locomotive cabin (area 1) of the Polar Express.

## POLAR EXPRESS

The Polar Express is a coal-powered passenger train, with only a few of its cars dedicated to freight. In total, there are 20 cars, including the engine.

## General Features

Unless otherwise noted, locations along the [map name] have the following features.

**Ceilings.** The train car interiors have 9-foot ceilings, however the total height of a car is 13 feet.

**Floors and walls.** The floors and walls appear to be made of metal, with wood paneling and fabric along the interiors.

**Doors.** The doors are made of metal and have AC 17, 18 hit points, and immunity to poison and psychic damage. A locked door can be opened with a DC 20 Charisma (Persuasion) check.

**Light.** The inside of the train is brightly lit by lanterns kept aflame by tiny, cheerful *emberlings* (see Appendix).

**Climate.** Inside, the train is a comfortable 70 fahrenheit (21 celsius). Immediately outside of the train, the temperature drops to a frigid -20 degrees fahrenheit (-28 celsius) with strong winds.

**Strong Winds.** While outside of the train cars, ranged weapon attacks have disadvantage and creatures moving toward the front of the train must spend 1 extra foot of movement for each foot moved.

**Ethereal.** Despite appearances, the train and its furnishings are ethereal. Any damaged materials are completely repaired after 10 minutes.

**Train Cars.** Each train car is 15-foot-wide and 80-foot-long.

**Protection of the Polar Express.** The characters summoned by the train are safe from being shoved off of the train. A character that falls off of the train is teleported to the nearest unoccupied space.

## KEYED LOCATIONS

The following locations are keyed to the map Polar Express.

### 1 - Locomotive Cabin

At the onset of this adventure, read the following.

A light, bright and warm as the sun, barrels closer. It overwhelms the senses and a moment later you are standing in a locomotive cabin, buffeted by snow and strong winds.

Two javelins pierce the cabin and a woman managing the train's controls yells "help! You must not let them seize the cabin!" She points behind her toward two bugbears wearing skeleton masks standing 30 feet away atop a pile of coal.

**Encounter: Bugbears.** Two bugbears wearing skeleton masks are flinging bone javelins from atop the adjoining coal car.

**Engine.** The engine is 15-foot-wide and 30-foot-long.

**Cabin.** The cabin is a 15-by-15-foot wide room with a hatch opening to the engine's furnace. There are also two wooden chairs and a panel with metal rods and buttons for controlling the train.

**Coal chamber.** Behind the cabin is a 35-foot-long reservoir that contains a huge stack of coal.

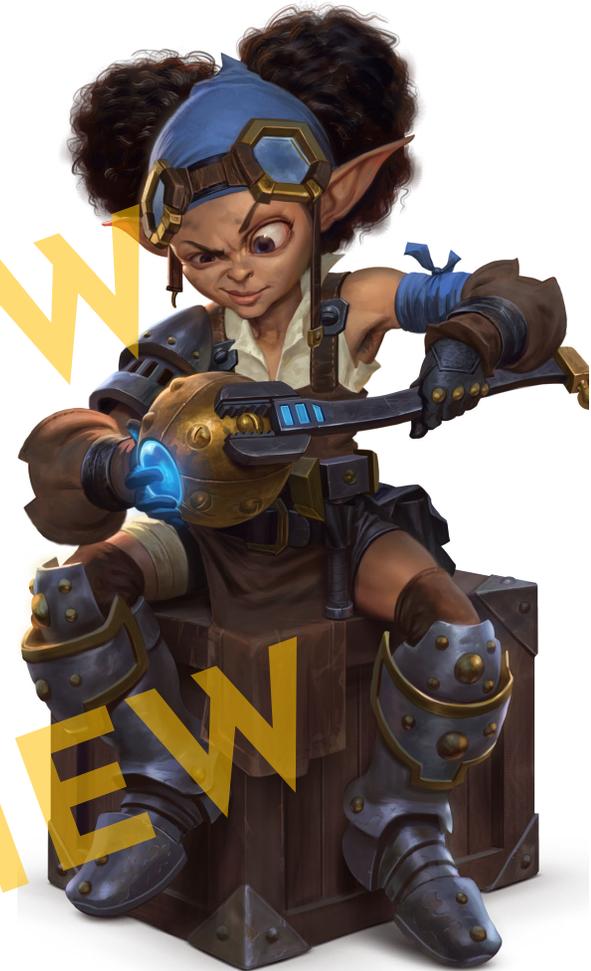
**Anticla.** When the characters look more closely at Anticla, read the following:

Anticla is a short and scrawny gnome woman with bushy black hair, clad in metal greaves and gauntlets. She has bronze-framed glasses and a large wrench.

Anticla petitions the characters to help defend the train and push back against the bandits before they can do more damage. She cannot explain how or why they specifically were summoned, however she trusts that the train made the right choice.

She can provide the following information:

- The train travels between planes.
- The train has its own will, Anticla merely guides it.
- The train gathers lost and forgotten children, delivering them to better homes.
- If the Pumpkin King is able to reach the engine, he may be able to change its soul. Anticla does not know what will happen to the children, herself, or the train.



### 3 - Coal Cargo

Read the following:

This 15-foot-wide, 80-foot-long train car is filled to the brim with coal. A 10-foot-tall, gangly, pumpkin-headed skeleton stands confidently on top of the coal. A smile carves across his pumpkin face as he thrusts his arms out and bellows “such wonderful costumes you have! Come closer! I must admire the handiwork!”

**Encounter: The Pumpkin King.** As long as the characters do not attack, the Pumpkin King does genuinely want to inspect the characters’ clothing and armaments. After a brief inspection, he asks whether or not the characters are going to stand in his way of bringing halloween to the Polar Express. If the characters let the Pumpkin King pass, proceed to Halloween is Here (below), otherwise the Pumpkin King expresses remorse and attacks. After the Pumpkin King is reduced to half of their hp, they teleport away, leaving a pile of pumpkins in his wake.

**Halloween is Here.** If the characters do not stop the Pumpkin King here, he proceeds to the locomotive cabin, incapacitates Anticla, and infuses the train with the spirit of halloween. Read the following:

A scream echoes throughout the train as it shudders and twists violently. The wispy blue smoke around it becomes a dark black and orange. Skulls, pumpkins, and vines sprout from the walls of the train cars. Curious, glowing dots blink into existence nearby, whispering “we are freeee to feastttt.”

Anticla is nowhere to be found and the children of the train are terrified. The Pumpkin King can only be pressured into undoing his actions if his henchmen are defeated and the characters succeed on a DC 18 Charisma (Persuasion) or Charisma (Intimidation) check. If the Pumpkin King is simply killed, they reappear in the locomotive cabin 24 hours later.

**Encounter: Will-o-Wisps.** Emboldened by the Pumpkin King’s success, four **will-o-wisps** attack the characters.



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### 3 - Ore Cargo

Read the following:

This 15-foot-wide, 80-foot-long container is filled 13-feet-deep with a dazzling blue iridescent ore.

**Treasure: Iridescent ore.** Each 10 lbs. piece of ore is worth 50 gp.

### 4 - Wood Cargo

Read the following:

This 15-foot-wide, 80-foot-long container is filled 13-feet-deep with vibrant redwood lumber.

**Redwood.** When a character walks out onto the redwood, they must succeed on a DC 15 Dexterity saving throw or fall prone. When a creature falls prone, they disturb the lumber and a **dryad** appears to investigate the disturbance.

**Encounter: Mistletoe the Dryad.** Mistletoe is an affectionate, one-armed dryad. Her hair is filled with white berries. She is drowsy and wants to know why she's been woken up.

If the characters ask about the other lumber, she explains that she and the others were uprooted, chopped up, and then forgotten. After many dreadful years barely hanging onto life, the train found them and brought them aboard.

### 5 - Car Roof

Read the following:

This train car is sealed. A lone figure sits on its frost-covered roof in front of a makeshift fire.

**Encounter: Jack Frost.** Equal parts mischievous and mysterious, **Jack Frost** (see Appendix) is a stowaway aboard the Polar Express. Jack Frost has no interest in fighting, expresses curiosity about the characters, and offers them a riddle: "What do you get if you cross a snowman and a vampire?"

The correct answer is "frostbite," however if the players come up with something clever feel free to reward them nonetheless. After the characters answer, Jack smiles and then disappears in a puff of snow. If the characters answered correctly, the characters receive the Blessing of Mirth (see Appendix).

### 6 - Car Roof

When the characters step onto this train car, the train plane-shifts to a plane of water. Read the following:

The train shudders, blue wisps of light burst around it, and a moment later the depths of an infinite ocean surround the train. The train continues unimpeded, passing coral cities and colossal fish.

This train car is sealed. Two skeletons and an ogre zombie wearing a paper mache skull mask are making their way across the roof.

**Encounter: Undead.** There are two **skeletons** and one **ogre zombie**. They attack the characters, attempting to shove them off of the train.



## 7 - Mail Car

Read the following:

Inside of the train car, a desk with parchment and quills stretches 30 feet down the west wall. Shelves holding mailing tubes and scrolls stretch 40 feet down the eastern wall. In the remaining space, rectangular metal brackets hold up bags of letters. At the far end of the car a purple goblin with a glowing red mouth is shoveling letters down their throat.

**Encounter: Magma Goblin.** The magma goblin is eating children's letters. It is a jealous creature, yelling through mouthfuls of parchment "Why don't I get letters!" The goblin can be dissuaded from devouring letters with a successful DC 14 Charisma (Persuasion) or Charisma (Deception) check to convince the goblin that the characters are genuinely interested in its life. Otherwise, it alternates between attacking the characters and eating letters.

## 8 - Steerage

Read the following:

The steerage has seven rows of shelves spaced 5 feet apart, stuffed from floor to ceiling with luggage. At the south-end of the car there are two latrines.



**Hazard: Magic Gun.** The luggage in the steerage car is haphazardly placed around the room. Crossing the room requires a successful DC 14 Dexterity (acrobatics) check. On a failure, the character knocks a bag over and a magic gun inside the bag fires 6d4 + 1 magic darts that deal force damage to a random creature in the room. Unfortunately, the fall breaks the magic gun.

## 9 - Galley

Read the following:

A 5-foot-wide corridor stretches 30 feet down the train car, flanked on either side by wooden walls and six doors. At the end of the corridor the floor opens up to metal cabinets along each side and two rolling carts in the middle of the floor. Pots, pans, and a wide variety of ingredients are flying through the air, preparing food by themselves. Four goblins and a bugbear, all wearing skeleton masks, are swatting at the magic utensils.

**Encounter: Goblinoids.** There is one bugbear and four goblins, all wearing skeleton masks. They attack on sight.

**Rooms.** There are six 5-foot-wide, 15-foot-long rooms, each furnished with a small bed. Five train staff (gnomes) are hiding in these rooms.

**Animated Utensils.** The utensils are enchanted to prepare food. To pass the utensils unharmed a character must succeed on a DC 10 Dexterity (Acrobatics) check, or take 2d6 piercing damage.

## 10 - Deluxe Car

Read the following:

Inside, this lush train car is decorated with fine armchairs, wooden tables, and musical instruments. Two ghouls and a bright floating light make their way across the car.

**Encounter: Undead.** There are two ghouls and one will-o-wisp. The will-o-wisp waits for an opportune moment to strike, while the ghouls attack aggressively.

## 11 - First Class

When the characters step onto this train car, the train plane-shifts to Mount Olympus. Read the following:

The train shudders, blue wisps of light burst around it. A moment later the train is soaring above a grand mountain, angelic figures flitting through the sky.

Inside the train, a 5-foot-wide corridor runs down the east side of the car, a wall with two doors obstructs the western half.

**Doors.** Each door is locked. With a successful DC 13 Wisdom (Perception) check, laughter can be heard through the doors. On the other side of each door is a bedroom (see below).

**Bedrooms.** Each bedroom is 10-foot-wide, 35-foot-long room with a private 5-by-10-foot latrine. A room has two beds and a small couch. Children are jumping on the beds, blissfully unaware of the drama unfolding aboard the train.

## 12 - Bar

Read the following:

A bar dominates this train car, running 60 feet down the train car. Several children are hiding under the bar stools and aggressive slurping sounds can be heard coming from behind the countertop.

**Encounter: Hungry Goblin.** There is one magma goblin hungrily downing hot chocolate behind the countertop. The goblin lashes out at any interruptions by throwing hot chocolate. The goblin can be lured out of the train car by lining up a trial of hot chocolate bottles.

## 13 - Galley

Read the following:

A 5-foot-wide corridor stretches 30 feet down the train car, flanked on either side by wooden walls and six doors. At the end of the corridor the floor opens up to metal cabinets along each side and two rolling carts in the middle of the floor. A 10-foot-tall skeleton with a pumpkin head ducks through the train car's southern door accompanied by a normal-sized skeleton, looks up, and says "Ah! A pleasure to meet you again! Where were we?"

**Encounter: The Pumpkin King.** The Pumpkin King begins at two-thirds of their max hp. He is accompanied by one skeleton. They attack immediately, commenting on the quality of their costumes and commitment to their roles. When the Pumpkin King reaches one-third of his max hp, he teleports away, leaving a pile of pumpkins in his wake.

## 14 - Dining Car

Read the following:

Two rows of four large tables fill this train car. The tables are covered in delicious-looking food but the air smells repugnant.

**Hazard: Decaying Food.** A successful DC 13 Intelligence (Arcana) check reveals that the food has been corrupted by The Pumpkin King's presence, becoming poisonous. A character that eats the food must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour.

## 15 - Observation Car

Read the following:

A 5-foot-wide path through the center of the train is flanked on either side by comfortable seating. In the center of the car the seating is interrupted by a 20-by-20-foot-wide observation area with floor-to-ceiling windows. Goblins are admiring the view and plucking bones out of the skeletons.

**Encounter: Goblins and skeletons.** There are six goblins and two skeletons. The goblins notice the characters and attack. The skeletons spend the first round putting themselves back together.

## 16 - Sleeper Car

When the characters step onto this train car, the train plane-shifts to Jotunheim. Read the following:

The train shudders, blue wisps of light burst around it, and a moment later the train is flying over a landscape frozen as far as the eye can see. Giants roam far and wide.

Inside the train car, there are eight 10-foot-long bunk beds. Children are hiding under the covers in groups of two to three.

**Children.** There are twice as many children as there are beds. The children hiding under the covers are worried about what's going to happen to the train. A successful DC 13 Charisma (Persuasion) check to reassure them calms the children down, however if the check

is failed 5 or more the children erupt into a panic, dealing 1d6 psychic damage to each character in the train car.

If the children are calm, they can warn the characters that a mummy and a moving shadow are headed into the next car.

## 17 - Sleeper Car

Read the following:

There are eight 10-foot-long bunk beds. All of the lights in this cabin are snuffed out.

**Encounter: Mummy and Shadow.** There is one mummy and one shadow moving through this room. They are methodically checking each bunk for stragglers. They attack the characters on sight, however the shadow moves carefully and requires a passive Perception of 16 to notice.

## 18 - Livestock

Read the following:

This train car is divided into three equally-sized sections. A few sheep are milling around in the first section and several sheep are in the middle section. In the final section, there is a round table and three chairs.

**Hazard: Counting Sheep.** There are three sheep in the first pen and six in the second. A character that tries to count the sheep must succeed on a DC 16 Wisdom saving throw or fall unconscious. The character remains unconscious until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

## 19 - Cargo

Read the following:

The first 60 feet of this train car is filled with large crates, boxes, and barrels that are strapped down to keep them from moving. Beyond the cargo, a massive skeleton can be seen sitting against the southern wall.

**Encounter: The Pumpkin King.** The Pumpkin King is tired and defeated. He compliments the characters' bravery and strength. If the characters don't attack him, he laments that this is not how he envisioned spreading the joy of Halloween to others. If the characters are antagonistic, the Pumpkin King may be provoked into attacking, otherwise he will leave the characters with the Blessing of Fright and depart back to his realm.

After the encounter with the Pumpkin King, the characters are teleported back to the locomotive cabin where Anticla thanks them for their help and sends them back home.

## CONCLUDING THE ADVENTURE

At the end of the adventure the characters have hopefully expelled The Pumpkin King from the Polar Express.

# Appendix

## BLESSINGS

### Blessing of Fright

Creatures have disadvantage on saving throws to avoid being frightened by you.

### Blessing of Mirth

Creatures have disadvantage on saving throws to avoid being charmed by you.

## MONSTERS

### Emberling

Emberlings are tiny fire elementals that sit in fires, gobbling up wood and other fuels. They are always hungry and tend to be exuberant. The quickest way to befriend an emberling is to keep them well-fed. An extinguished emberling will eventually fade away and return to the elemental plane of fire.

### EMBERLING

*Tiny elemental, chaotic neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 11 (3d4 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
4	18	11	2	12	4
(-3)	(+4)	(+0)	(-4)	(+1)	(-3)

**Damage Immunities** fire

**Senses** passive Perception 11

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

### Actions

**Burn.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) fire damage, and if the target is wearing leather or carrying a wooden shield, the ember elemental attaches to that armor or shield. While attached, the ember elemental doesn't attack. Instead, at the start of each of the ember elemental's turns, roll a d20. On a 10 or higher, the armor or shield takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. The ember elemental can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to detach the ember elemental.



## Jack Frost

Jack Frost is a manifestation of winter and patron spirit of good-spirited mischief and chaos.

### JACK FROST

Medium elemental, chaotic good

**Armor Class** 18

**Hit Points** 240 (23d8 + 138)

**Speed** 30 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16	26	23	15	18	23
(+3)	(+8)	(+6)	(+2)	(+4)	(+6)

**Saving Throws** DEX +15, CHA +13

**Skills** Deception +13, Insight +11, Persuasion +13, Perception +11

**Damage Vulnerabilities** Fire

**Damage Immunities** Cold, Lightning, Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Petrified, Poisoned, Stunned

**Senses** Darkvision 120 ft., passive Perception 10

**Languages** Common, Primordial

**Challenge** 21 (33,000 XP)

**Proficiency Bonus** +7

**Divine Being.** The Jack Frost can't be surprised and can't be changed into another form against his will.

**Divine Resurrection.** When Jack Frost drops to 0 hit points, he bursts into snowflakes and his divine spark vanishes. He is dead until the next winter solstice, when he reappears at full health in a cold, remote location of his choosing.

**Flyby.** Jack Frost doesn't provoke opportunity attacks when he flies out of an enemy's reach.

**Magic Resistance.** Jack Frost has advantage on saving throws against spells and other magical effects.

**Legendary Resistance (3/Day).** If Jack Frost fails a saving throw, they can choose to succeed instead.

**Innate Spellcasting.** Jack Frost's innate spellcasting ability is Charisma. He can innately cast the following spells, requiring no material components:

At will: *fog cloud*, *invisibility* (self only), *light*  
3/day each: *charm person*, *sleet storm*, *misty step*

1/day each: *cone of cold*, *control weather*

### Actions

**Multiattack.** The Pumpkin King makes three attacks with his staff.

**Staff.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) cold damage.

**Ice Burst (recharge 6).** A bolt of ice arcs toward a target of Jack Frost's choice that he can see within 150 feet of him. Three arcs then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d8 cold damage on a failed save, or half as much damage on a successful one.

## Magma Goblin

Magma goblins are blessed with a touch of magic that burns them up from the inside. They can expell the heat in the form of burning spit and any weapon they hold it heated.



### MAGMA GOBLIN

Small humanoid (goblinoid), neutral evil

**Armor Class** 14 (Leather Armor)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Skills** Stealth +6

**Senses** Darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

**Death Burst.** When the goblin dies, it explodes in a bright flash. Each creature within 5 feet of it must succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### Actions

**Fire Iron.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 2 (1d4) fire damage.

**Fire Spit.** *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. Hit: 5 (1d6 + 2) fire damage.

## Pumpkin King

The Pumpkin King is the patron spirit of Halloween. Despite his undead visage, he is graceful and patient. Unfortunately, his naivety and curiosity often get him into trouble.



### PUMPKIN KING

Large *undead*, *neutral good*

**Armor Class** 16

**Hit Points** 78 (12d10 + 12)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
12	16	13	8	10	17
(+1)	(+3)	(+1)	(-1)	(+0)	(+3)

**Damage Resistances** slashing, piercing

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** Darkvision 60 ft., passive Perception 10

**Challenge** 5 (1800 XP)

**Proficiency Bonus** +3

**Divine Being.** The pumpkin king can't be surprised and can't be changed into another form against his will.

**Divine Resurrection.** When the pumpkin king drops to 0 hit points, his bones turn to dust and his divine spark vanishes. He is dead until the next full moon, when he reappears at full health in an autumn forest of his choosing.

**Magic Resistance.** The pumpkin king has advantage on saving throws against spells and other magical effects.

**Turn Immunity.** The pumpkin king is immune to effects that turn undead.

### Actions

**Multiattack.** The Pumpkin King makes two lunge attacks.

**Frightful Presence.** Each creature of the pumpkin king's choice that is within 120 feet of the pumpkin king and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the pumpkin king's Frightful Presence for the next 24 hours.

**Lunge.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

**Twirl.** Each creature within 10 feet of the pumpkin king must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 10 (2d6 + 3) bludgeoning damage.

**Pumpkin Bomb (1/day).** The pumpkin king hurls a magical pumpkin that explodes at a point it can see within 60 feet of it. Each creature in a 15-foot-radius sphere centered on that point must make a DC 16 Dexterity saving throw. The sphere spreads around corners. A creature takes 10 (3d6) fire damage and 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

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