

The Pumpkin Man

Fashioned from a Medieval suit of armor and a home-grown pumpkin by the crazed mind of Wester Coxby-Harris, and infused with life through an insane ritual, the pumpkin man was given life. Just what Coxby-Harris was hoping to achieve through his use of diabolical magic will remain a mystery, as at its birth, the pumpkin man gutted the witless man and sent his secrets to the grave.

Since then, the pumpkin man has rarely been seen, becoming something of a myth and a scary monster with which to scare children who won't go to sleep. Some say the pumpkin man seeks retribution against humanity for ripping its consciousness away and installing it in an earthly form, others speak of the thing actually being possessed by Coxby-Harris' tormented and malevolent soul. Perhaps the pumpkin man is just another tale, although recent sightings of a "pumpkin-headed fellow" around the Dudley area of Great Britain give one pause.

THE PUMPKIN MAN

STR 100	CON 150	SIZ 90	DEX 70	INT 80
APP —	POW 60	EDU —	SAN —	HP 24
DB: +1D6	Build: 2	Move: 8	MP: 12	

Attacks Per Round: 2 (weapon or horn gore)

Fighting	70% (35/14), damage 1D6+1D6
Sword	70% (35/14), damage
Horn gore	40% (20/8), damage 1D6+3+1D6
Dodge	50% (25/10)

Armor: 5-point suit of armor.

Spells: Wrack, and others as the Keeper desires.

Sanity loss: 1D2/1D6 Sanity points to see the pumpkin man.