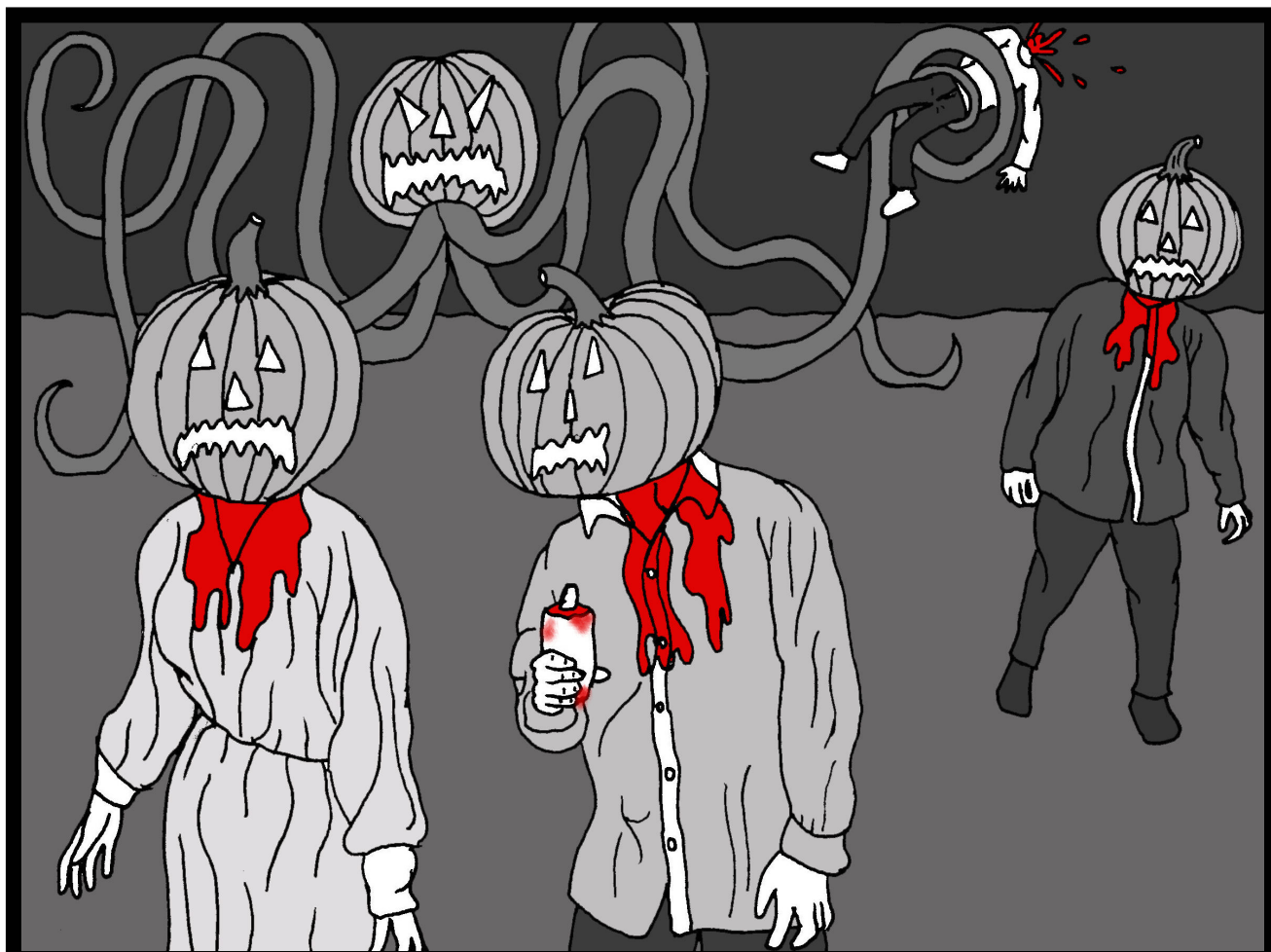




IA! IA! THE GREAT PUMPKIN COMETH!

An All Flesh Must Be Eaten Scenario
Written by Daniel R Davis

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IA! IA! THE GREAT PUMPKIN COMETH!

A One-Shot Scenario by
Daniel R Davis

He crept into the pumpkin patch, his movements quick and nervous. In his hands he held a bundle wrapped in a faded, worn and dirty blanket. The full moon shone down into the patch, bathing the field in a morass of silver and shadow. It was nearly time.

He unwrapped the bundle, letting the tome fall into his hands. It felt strange, clammy, like dead flesh. An acquaintance of his had found the book and he had managed to have it shipped to him here in his hometown; the place he still called home.

It was nearing Halloween; only two weeks left. This time it would come. This time they would see! This time, they would have to believe! He slowly opened the black cover, feeling both trepidation and excitement well up within him. Everyone would know the truth soon. They would no longer scoff at him from their homes so far away now.

As the moon began to creep to its zenith, he began to chant the ancient words from the pages he had marked.

"Ia! Ia! Great Pumpkin Hezz'racth! Rhy'leh Great Pumpkin! Ia! Ia!"

Intro

Thank you for your interest in *IA! IA! The Great Pumpkin Cometh!*, an adventure scenario for **All Flesh Must Be Eaten**. This scenario uses a few modifications to the Fear Test rules and is designed to be more horrific and terror-filled for the Cast. It also uses the Madness Rules in *One of the Living* (p.73) and the Cast could be prone to going insane from terror. ZMs wanting a less bleak scenario can simply cut one or both systems out of the setting, but what fun would that be?

One may also note that there are definite similarities to characters from a certain comic strip. This is fully intentional. What if the Great Pumpkin really did exist, but not in the way Linus thought? What if they all grew up and went their separate ways? What if Linus finally managed to summon the Great Pumpkin and the act drove him insane? What if it was some nasty Old One from beyond space and time?

Any similarities to persons living or dead are completely in the mind of...Mr. Shultz. May he rest in peace and may his stories of the little bald-headed boy and his friends continue to delight children forever.

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The Setup

The Cast should all assemble in their old hometown of Shultz Mill after receiving a call from Sally about their old friend Linus. It's strange coming back to the small town they left when all of them are successful now in their own right. Sally stayed behind along with Linus, who, though highly intelligent, had occasional bouts with mental illness. She became a nurse in the small town of Schultz Mill and Linus had become a museum curator there. Everyone else had moved away to do other things.

Though Linus had been mostly alright, he would occasionally have bouts with his mental problems, bringing new life to his belief in the Great Pumpkin and other such fantasies. Sally had thought it mostly under control this time with the medication the doctor had given him, but one day he found some strange and obscure information in the museum archives that set him on a hunt for some strange artifact. He started to take to carrying around his old worn blanket again and started talking about all manner of fantasies. He stopped taking his medication, unbeknownst to Sally, and secretly smuggled an ancient book into Schultz Mill from overseas.

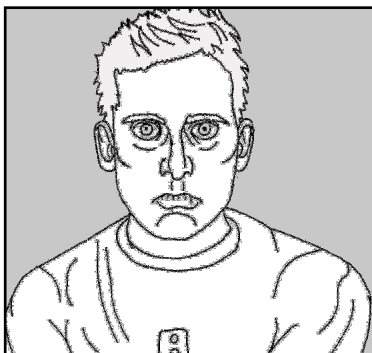
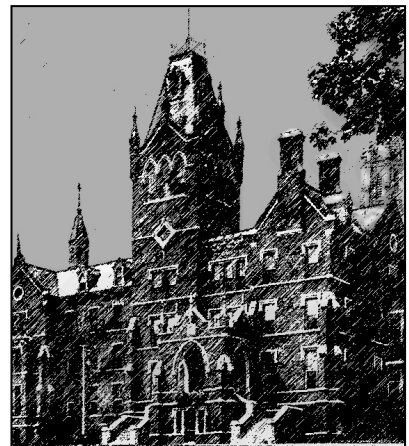
Then one night, a couple weeks before October 31st, he disappeared. In the morning he returned, rambling incoherently and speaking in another language. Sally called the doctor treating Linus and he was placed in the Schultz Institute for the insane.

Thus as the Cast assemble on a cloudy and chilly October 31st morning in Shultz Mill, the next order should be visiting the now insane Linus. He is locked away in the Schultz Institute.

The Institute

No one sane ever goes to the Shultz Institute except for the rare visitor looking in on a relative. The Shultz Institute is where Lucy got her start in psychology, so there are still a few staff members there who remember her.

Linus is in a strait-jacket and huddled in a corner of his white and starkly lit padded room, mumbling in some strange nonsensical language. The Cast can talk to him, but it will be hard to get him to speak to them. Lucy may make a Psychology roll to try to get him to talk. If successful, he will be able to tell them this much:



"IT'S COMING! I called it! I CALLED IT! I knew it was real! I thought it was good! It's not good! Please! You have to leave! You can't stop it! It's coming! IT'S COMING TONIGHT! The book! THE BOOK! IA! CLUOGLUOTHON FTAGN EK'LIAL!"

Try as the Cast might, they can get no other information from Linus. Something has completely unhinged his mind.

Places To Go

There are a few places the Cast may wish to visit; some of which may give clues as to what horror may be coming. Others are merely role-playing opportunities.

Farmer McGregor's Pumpkin Farm

Sally knows that Linus did not bring anything back with him when he returned home in his unhinged state, so the blanket-wrapped bundle, which she suspects might be the book he'd had shipped from overseas, must still be wherever he left it. A Simple Intelligence Test from the Cast is enough to let them remember that there was always only one place that Linus spent his time as a kid during Halloween, Farmer McGregor's Pumpkin Patch.

The McGregor farm is quiet and still and there is a chill in the air that somehow feels colder than anywhere else in town. Anyone going into the pumpkin patch must make a straight **Fear Test** (unless they have Nerves of Steel), but any failure should only incur the first result on the Fear Table (p.97) in the **AFMBE** Book. Even if successful, the patch seems even more eerie than normal

and should evoke the willies in anyone who comes within a few feet of it as they feel that they are being watched by unseen eyes. Linus's old blanket can be found in the patch, but whatever was wrapped in it is nowhere to be found.



The McGregor farmhouse is quiet and no one answers the door. The front door is unlocked. Looking in the windows the Cast can see that the dining room table has been set as for breakfast or dinner. If they go inside they will note an odd musky odor in the stagnant air. The kitchen has moldy food laid out on the counters that must have once been dinner. Searching around the rest of the house the Cast will be able to find a utility flashlight and a .38 revolver with a half empty box with 20 bullets inside. There is also an old and well worn double barrel shotgun with a box of 10 buckshot shells.

Anyone going by the cellar door should make a Perception + Notice Task roll to note that the musky odor seems strongest at the door. It smells something like roadkill mixed with some other unidentifiable smell. The whole thing smells very unpleasant. This door is also unlocked.

The cellar stairwell is dark and the light switch is not working. The smell that comes out of the cellar when the door is opened is sickening, but not quite bad enough to cause anyone to retch. Anyone who goes down the stairs without checking the stairs first should make a Simple Dexterity Test to avoid falling down the stairs due to the rotting pumpkin pulp, which is the source of the unidentifiable musky odor that is mixed with the odor of rotting meat. The fall does D4 x 2 in damage. If someone falls down the stairs, have the person falling make a Fear Test (at a -1 if they had to roll previously for the pumpkin patch), due to the sudden "oh shit" surprise factor.

The scene below by the flashlight's illumination is grisly and should fall under the "anticipatory fear" level of the Fear Test and the Cast should roll with any appropriate accumulative minuses for any previous Tests. The cellar has an old refrigerator in a corner and a heavy worktable with worn tools sits in the middle of the room. A storage room has been built from wood in another corner. There is also an old furnace and washer and dryer. However, all of these things seem to disappear as the Cast glimpses the pools of mostly dry, but still slightly shiny dark fluid that looks suspiciously like congealed and old blood mixed with rotting pumpkin innards strewn

across the floor. The tools on the worktable are covered in the same dark fluid and a heavy pool of the fluid lies under the table. A smear of the fluid stops at the door to the storage room. The buzzing of flies can be heard within.

If anyone decides to open the door to the storage room it creaks open ominously. Inside there are shelves of home canned food lining the walls, but the Casts attention is immediately drawn to the carnage that rests on the floor. Three bloated and maggot crawling corpses sit against the back wall. Where their heads once were now sits leering jack-o-lantern heads. This Fear Test should be at a -2 for anyone who sees it (anyone with Nerves of Steel need not roll, but the sight should still evoke the willies) plus any cumulative minuses for repeated scares (See the Fear section later in this adventure module). Regardless of how bad the failure, the failure should be at least bad enough to force the Cast Member to scream, run as fast as possible back up the stairs (likely on all fours while slipping in gore) back through the house and out the front door and down the steps to retch uncontrollably on the front lawn.

Finally, anyone still standing at the door to the storage room will get one final fright as the old refrigerator shudders when the loud motor turns on to keep the temperature inside. If most of the Cast wasn't sent over the edge by the corpses, the sudden sound from behind may finish the job. Yet another Fear Test should be made with any cumulative modifiers for repeated scares. Anyone opening the refrigerator will find the heads of the victims staring out at them in open-mouthed shock (Yes, you guessed it, another Fear Test at -2 with any cumulative minuses).

The Cast may either keep quiet or call the police. Farmer McGregor is nowhere to be found on the property. If the police are called the Cast will be detained for a couple hours, but nothing can be pinned on them other than entering a residence without permission because of the sheer length of time the victims have been dead. The most likely suspect will be farmer McGregor and an APB will be put out on him (though he won't be found until it is too late). A few officers will be kept there just in case McGregor returns to the scene of the crime.

If the Cast decide not to call the police, the crime scene will eventually be found anyway when one of the neighbors checks in on the family that same day.

The Library

The old community library still looks and smells the same. Linus used to spend many hours here even in high school. Nearly any book could always be found in the dusty and packed halls of the old library. Though the old and scary librarian, Mrs Johnson who used to work the floor is no longer at the front desk, she still works in the old library in the back room while her attractive granddaughter (the little red-haired girl, for folks paying attention here) mans the desk.

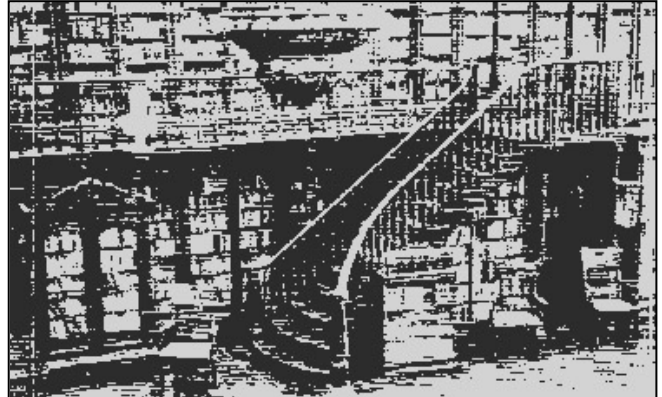


The red-haired girl (Donna), remembers Chuck from their childhood days. Sadly, she never left Shultz Mill and got a job running the library. She should act as though she has an interest in Chuck (and of course, Chuck never really forgot the little red-haired girl). Maybe after all this is over...

Donna has no clue about anything that Linus may have been looking up, but she can ask her grandmother (who is so old at this point that she still sounds like she's saying 'wa-waa-wawawa-waa') and learn of several books that he recently checked out and returned. There are several worn and dog-eared pages in the books and all speak of ancient beliefs and Old Gods long since gone from the world. There is one page (found on a successful Research/Investigation Test) that is so worn that it is nearly falling out of the book. It tells of the possibility of an ancient Sumerian civilization which worshipped one of the Old Gods and mentions landmarks where the ancient civilization was located. A supposed

archaeological dig in the area uncovered several artifacts that are housed in various museums. In the sidebar is written in Linus' hand the words, 'Scroll of CLUOGLUUTHON - Shultz Mill Museum'.

There is another unrelated tidbit about the town that can be found while looking through Linus' research (successful Research/Investigation Test -2. NOTE: ZMs can use the same research roll as above, but those with a roll of 11 or higher finds this information as well). Within another old and worn journal is a piece of folded paper. The journal looks as though it's at least 100 years old and speaks of the original founding of Shultz Mill. It tells a tale of fighting natives for the land and a warning that the land was a burial ground and any white man town would be cursed by the tree guardian that watches over the grove. On the folded piece of paper Linus has written, "The Kite Eating Tree? Could Chuck have been right all along?" Also written on the paper is a drawing of some strange diamond shaped symbol and the words "mystical summoning symbol...the baseball diamond?! I think Pig Pen knows something."



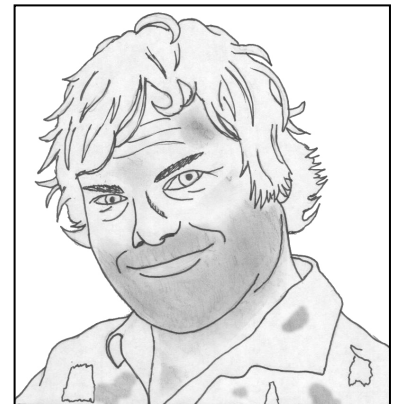
The Old School

The old elementary school where the Cast used to go is completely closed up and fenced off. A sign stating that it is scheduled for demolitions to make way for a mall is bolted to the high chain-link fence. Some people around town say that sometimes they swear they can see a light in the old school or a shadow move where there shouldn't be one. The new elementary school was built somewhere on the east side of Shultz Mill and has been updated to the new standards.

Pig Pen

Living within the old school is the Casts old friend Pig Pen. He's one of the very few local bums in Shultz Mill and may end up helping the Cast in a time of need if they happen near the old school when things go bump in the night later in the scenario. He's just as dirty and smelly as he was, if not more so. When his parents died and a tornado tore down the trailer park, Pig Pen found himself with nothing. He's been using the old school as his home for the past ten years, but does not know what to do now that they are tearing down the old building.

Pig Pen had a great uncle that was part Native American that always talked like the town was cursed. He even claimed he knew an ancient ritual to appease the spirits that were restless, though he never actually managed to do the ritual. He claimed the descendents of the settlers didn't deserve saving. However, he did give Pig Pen's family the supposed ritual for appeasing the spirits. They always thought of him as nothing more than a crazy old man. Pig Pen has the necessary supplies and ritual in a medicine bag that he kept. Near as he can figure, the old baseball diamond, which seems to have been around forever, is where the summoning symbol was originally placed.



Pig Pen has a 9mm pistol with a half a clip, an old 12 gauge shotgun with 6 buckshot shells that may or may not be any good (30% chance of not firing), and 2 small knives.

The Museum

The Cast can all remember field trips to the old museum, some fond memories, some not so much. All manner of dioramas and stuffed animals and wax figures wait in the dark recesses of the old museum. Several of the technicians ask after the wellbeing of Linus, though they all seem nervous when asking. Linus became more and more agitated as days went by and many of the techs became concerned for their own safety.

The ancient scroll that they say Linus pored over is written in Sumerian script and tells of an ancient book even older than the Sumerian civilization that speaks of the Great One, CLUOGLUUTHON. It claims that the book has ancient rites to call CLUOGLUUTHON to Earth. The term CLUOGLUUTHON is neither Sumerian, nor any other recognizable language and the translation of the Sumerian name for the Old God is difficult, requiring the senior translator at the museum to be found, but the Cast learns that it roughly translates to the Grand Fire-Visaged Gourd-Headed Old One, or more simply put, The Great Pumpkin. The scroll details the location of an old underground shrine where the book was kept; a place that had been recently excavated by one of Linus' old archaeologist buddies and its contents sent on to the Shultz Mill Museum in care of Linus Van Pelt. The box is in the storage room of the archives, but its contents are not.

Though the museum has a lot of replica pieces and fake resin models, there are a few authentic weaponry pieces, including an old 17th century cannon and several swords and some old Wild West Colt revolvers.



The Kite Eating Tree

The old kite-eating tree still stands; an ancient sentinel waiting for the next unsuspecting kid to fly a kite too close to its branches. Though the ancient oak tree is huge, gnarled and creepy-looking, it doesn't seem near as bad as it once did to Chuck or the rest of the group. The old, knotted and twisted bark does seem to vaguely resemble a face in the old trunk. Several children play in the field not far off, but occasionally look nervously at the old, creepy tree. Anyone flying a kite, throwing a Frisbee, ball, or other airborne toy within 50 yards of the tree has a 60% chance of losing it in the branches of the ancient oak.

See The Park for more information on the tree.

Around Town

The General Store

One of the oldest establishments in Shultz Mill. The gang used to go and get candy from the general store. The same old guy still runs the place and there were always childhood rumors that the owner was so old that he was probably immortal and owned the place when it was first built a hundred years ago, but that's just silly kid stuff, right?

The store still seems like your standard general store, with a little bit of everything. One can still go in and get some rope, a bag of flour, some tobacco, a gallon of milk, and a stick of dynamite for those pesky stumps. And yes, there are two cases of dynamite in the stock room.

When the Great Pumpkin starts attacking the town the old man will end up trying to barricade the place and try to keep the minions from getting



inside. He may very well take a pot shot at the Cast if he doesn't see them clearly (he's near sighted) or they don't announce their intent.

Gas Station/Convenience Store

The Gas 'n' Go is your typical gas station plus convenience store and the best place to get a Super Guzzle and Mega Burrito. There isn't a whole lot to see here, but you can buy a mini-acetylene torch here as well as fuel. The attendant has a shotgun behind the counter and does not keep more than fifty bucks in the register.

Because of the big front windows here this place isn't very good to hold up in. Plus, any out of control vehicle careening toward the pumps could cause an issue.

Diner

Typical roadside diner. The food is decent and cheap. A lot of truckers stop here to eat on their way through to parts unknown. The staff know Patty quite well, especially Florence...quite well.

The diner is another place that may not be so good a spot to try to hold up in. There are large front windows that could be shattered with enough force. However, there is an abundance of food here. There is some cutlery that can be had here, but nothing more robust.

Park

There's really not much of use in the park as far as defense goes. The old baseball diamond is still here; one of the many stark reminders of why Chuck left Shultz Mill. There is an open shelter, which doesn't offer much protection. Nearby looms the Kite Eating Tree.

However, the Great Pumpkin isn't the only supernatural occurrence to ever be witnessed in the little town. There are strange things in Shultz Mill that no one ever recorded...like the ancient burial ground under the park. The Kite Eating Tree nearby does indeed harass children and was an ancient sentinel and guardian of the burial ground, now long forgotten. Though not as powerful as it once was, it still manages to give the younger population of Shultz Mill the willies.

The baseball diamond sits in the exact center of the park. If the Cast wishes to actually open another possible can of worms and try the ritual, they will need to prep the diamond by moving the base markers and drawing the required symbols in the dirt at each of the four corners, which will take 30 minutes of work. The ritual cannot be performed until 2am, by Pig Pen's recollection from his great uncle's words. Plenty of time for The Great Pumpkin to cause havoc in the town.

The ritual can be used to summon and control the spirit of the tree guardian. Doing this is one possible way of destroying CLUOGLUUTHON and sending it back to whence it came. However, the battle will cause untold damage to the town. If the tree spirit can subdue CLUOGLUUTHON, the Cast can perform the ritual to send the guardian away, which will take CLUOGLUUTHON with it. This method of removal will still be quite harrowing as the Cast will still have to face the hordes of CLUOGLUUTHON's minions.

Old Creepy House

Children believe this old house to be haunted and even some adults hurry past the place with eerie feelings that they are being watched. None of the Cast can ever remember anyone ever living in the old house, but there are plenty of ghost stories of people going into the old place and never coming out. ZMs may add anything into this old house they wish if the Cast actually decide to enter.





The Old Mill

Another old structure that's supposedly haunted by the ghosts of ten workers that were crushed in a logging accident when a set of logs waiting to be cut into lumber broke loose and rolled over them. The place has been closed since the late '40s. Haunted or not, the old mill would make a nice place for a final stand with CLUOGLUUTHON, should the Cast decide to trap it there and light up its life with dynamite from the General Store.

Darkness Falls

The Cast only really has eight to ten hours to visit their old stomping grounds and get into trouble at the old pumpkin farm before night falls and if they called the cops at the farm then they were detained for three of those hours while the police took their statements. They can walk from end to end of the town and not find farmer McGregor, nor will police manage to catch him. Whatever they decide to do, at 11pm something bizarre will happen at the McGregor Pumpkin Patch and all Hell will break loose in Shultz Mill. If by some chance the Cast are staking out the farm they will not only have to be stealthy to avoid the police who are on duty there, but will be present for the arrival of the aforementioned Hell.



The Great Pumpkin Cometh!

At exactly 11pm dark clouds will scud across the moon and a sudden change will befall the pumpkin patch. Anyone around will feel the temperature drop and their breath can be seen as puffs of steam. The vines of the

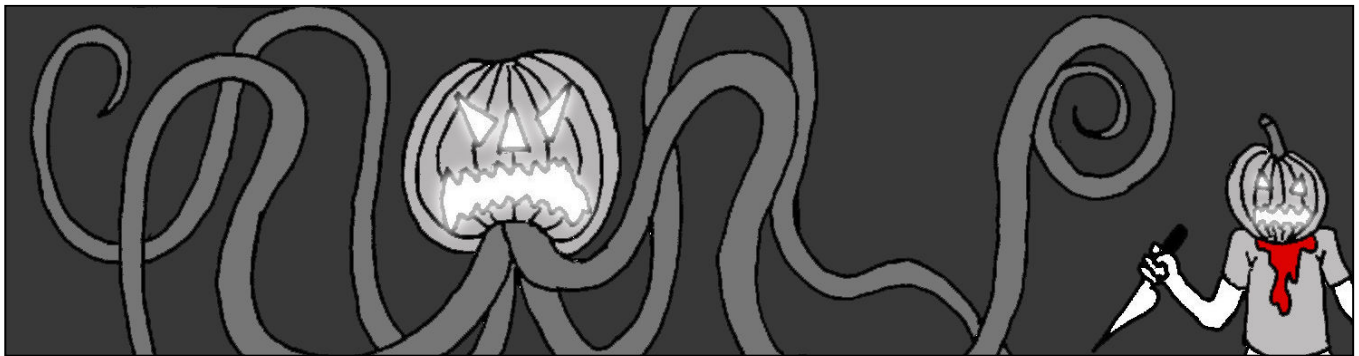
patch will begin to writhe and shudder, making it sound like things rustling through the pumpkin patch. Any and all insect sounds will cease.

Quite suddenly, the vines from the patch will streak out and attempt to grab anyone close enough to the patch to be attacked (which includes the police as they draw their pistols and run into the patch to investigate the rustling). There are 4 officers on duty. As they struggle in the clutches of the vines a huge pumpkin will slowly rise on giant central stalks. As it turns slowly, an irrational fear grips the officers as they see a horrid and glowing leering visage in the front of the pumpkin. The first victim is brought to the gaping maw in a flash and its head is bitten off. The body falls into the writhing patch and the next victim and the next follows suit. Immediately the patch writhes over the headless corpses and suddenly the bodies stand up; their own heads replaced with leering jack-o-lanterns with glowing eyes and mouths.

As the last of the corpses rise the Great Pumpkin lurches forward toward the lights of Shultz Mill.

If the Cast happens to be there they should make Dexterity + Dodge Task rolls to keep away from the vines (see The Great Pumpkin (p.??) for the Great Pumpkin stats). Also have them make a Fear Test at a whopping -8!

Hell Comes to Shultz Mill



By the time The Great Pumpkin reaches Shultz Mill it should have a good 20 Pumpkin Minions with it from the surrounding farms. Anyone who gets in its way will be killed by the minions and tossed into the Great Pumpkin's twisting vines. The Great Pumpkin will then devour the head of the corpse and replace it with a glowing jack-o-lantern. Things will quickly get out of control, like all good zombie encounters should, as the townspeople are killed or run screaming or go gibbering insane.

Stopping the monster should be horribly difficult, but there are at least a couple ways to do it. The creature could be lured into a trap that uses explosives (there's cases of dynamite that can be found at the old general store). It could be set ablaze with enough gasoline. The Cast could end up finding farmer McGregor and the book and read the passages that will send it back to whence it came (after they get the book from the homicidal McGregor, of course). Of all the methods, the book is the only permanent way to send it back for good. Any other method will only destroy the creature until the next Halloween. Where it will reform in the closest pumpkin patch to where it was originally called.

Also, eventually farmer McGregor will run into the Great Pumpkin and prostrate himself before his Lord and be killed just like the rest of the townsfolk. When he dies the book will be flung from his dead hands onto the ground where it can eventually be found by the Cast.

In the end, ZMs should let the players try any plans they decide to come up with, after trying to drive the Cast insane with terror, of course.

Aftermath

If the Cast manage to destroy the creature, either permanently or merely temporarily, it will explode in flaming gobbets of fetid pumpkin pulp, as mentioned in the Great Pumpkin stat block. The Pumpkin Minions will all die when The Great Pumpkin does as their heads explode as well, though their violent deaths will cause no damage to their surroundings, unless you count the disgusting factor of being splattered with rotting pumpkin pulp mixed with some of the blood of the corpse.

The town of Shultz Mill will be in a horrid state and will not return to normal for quite some time. Any of the surviving Cast will also likely never be the same.

Springboard

If the Great Pumpkin is not stopped in Shultz Mill, its army of pumpkin-headed minions will continue to grow as it sweeps across the land. It may even be able to create offspring; lesser versions of itself that go off and do even more damage. The world may quickly become overrun with CLUOGLUUTHON's minions. Territories may become controlled by separate pumpkin offspring while the survivors try to stay under the radar of the pumpkin minions, lest they become yet one more body in the pumpkin-headed horde.

Likewise, if the Cast do at least temporarily stop the creature, it will return the following Halloween for another go at world conquest. Without using the book to properly send it back it will return. Unless the book is kept safe (there seems to be no way to destroy the thing) someone else could very well get a hold of it and become driven insane by the thing and call forth the Great Pumpkin yet again.

The Black Book of Cluogluuthon

The book is the horrid bible of the Dread Old One called Cluogluuthon. It is a terrible tome that drives anyone who reads from its passages insane. The strange symbols seem to move of their own accord and the words seem to crawl across the pages. As the reader peruses the passages they can't shake the growing feeling that something is watching them; waiting to pounce. The cover of the book itself feels almost greasy to the touch and clammy like dead flesh, but not with the roughness of leather; as though the unknown skin the pages are bound in is somehow still animate.

Anyone reading the book should make a Fear Test at -5. Success allows the reader to continue, but failure should cause the reader to gain Madness points and suffer any effects of failing the Fear Test, if any. If the reader stops reading due to the fear they will not be able to bring themselves to pick the book back up for one hour, even though it now beckons to them. If the reader wishes to resist reading more of the vile tome they must make six minus their Willpower Attribute in Difficult Willpower Tests at one each hour of game time. Failure of any of the Tests means they succumb to the lure of the book and begin reading more. If all the rolls are successful the reader will have shaken off the lure.

All the above makes finding the proper passages to send Cluogluuthon back to whence it came. Assume that if they succeed in the Fear Test they can search the book to find the ritual to send the creature back within 20 minutes of perusal. However doing so requires a Difficult Willpower Test as above to stop reading the tome once the proper passages are found.

The passage must be read aloud in front of Cluogluuthon to open the gateway, a swirling black vortex, that will send the Old One back to its own dimension. It will take 4 Turns uninterrupted to read the passage.

Minions, Monsters, and Personalities

Herein are all the creatures and personalities for the scenario, including a couple average townsfolk. Most of the townsfolk presented here are set up with quick stats instead of full character writeups. Any of the quick stats below can be used for other townsfolk and not just for the character type listed.

Farmer McGregor

Str: 5 Dex: 3 Con: 2 Int: 2 Per: 2 Wil: 2

LPs: 46 EPs: 32 Spd: 10 Ess: 14

Attack: Punch D4x5, Kick D4x6, Club D6x4, Knife D4x5, Axe D6x5

Skills: Brawl 2, Dodge 2, Shotgun 3, Handgun 2, Stealth 3, Notice 3

Q/D: Hard to Kill 3, Fast Reaction Time

Gear: Hatchet, Large Knife, Ancient Book of Evil

General Disposition: Homicidal

Description: Wild eyed, insane. Blood spattered. Mumbling incoherently or calling out to the Great One Cluogluuthon. Big and strong, but with the unnatural strength of the homicidal.



Old Mechanic (Norm)

Str: 2 Dex: 2 Con: 3 Int: 2 Per: 3 Wil: 2

LPs: 30 EPs: 26 Spd: 10 Ess: 14

Attacks: Punch D4x2(4), Kick D4x3(6), Knife D4(2), Wrench D6x2(6)

Skills: Mechanic 6, scrounging 4, drive 2, fast-talk 2

Gear: Pocket knife, lighter, any number of heavy objects to throw or use as a club

A weathered, graying man in stained and torn overalls, he can get anything fixed - if you are willing to wait for him. Constantly wiping his blackened hands with a filthy rag, he knows that whatever he is doing can wait for him to do it right. The only thing that bothers him is all these new electronics that are being put in the cars he is expected to fix.

Young Farmer (Norm)

Str: 2 Dex: 3 Con: 2 Int: 3 Per: 2 Wil: 2

LPs: 26 EPs: 23 Spd: 10 Ess: 14

Attacks: Punch D4x2(4), Kick D4x3(6)

Skills: Bureaucracy 2, computers 2, science (agriculture) 4

Gear: Laptop or pda with modem, cell phone or walkie-talkie

Full of agricultural college and business classes, he is excited to finally get to run the farm his way. He may be found on the family farm or in a corporate operation ready with spreadsheets on growing patterns and harvest schedules.

Tired Waitress (Norm)

Str: 2 Dex: 2 Con: 3 Int: 2 Per: 2 Wil: 3

LPs: 30 EPs: 29 Spd: 10 Ess: 14

Attacks: Punch D4x2(4), Kick D4x3(6)

Skills: Acting 1, notice 4, questioning 2, running 2, weight lifting 2, guns (mace) 1

Gear: Purse full of change, can of mace

This woman has had to smile at the scum of the earth, and right now she is just tired. She hasn't caught a break since she started working in high school, and isn't going to take any crap now.

Trucker (Norm)

Str: 3 Dex: 2 Con: 2 Int: 2 Per: 3 Wil: 2

LPs: 30 EPs: 26 Spd: 10 Ess: 14

Attacks: Punch D4x3(6), Kick D4x4(8), Tire Iron D6x3(9)

Skills: Driving 4, mechanic 1, fast talk 3, brawling 2

Gear: Tire iron or club, cell phone

A long haul trucker, he spends a week or more on the road with nothing to do. He's board and looking for a little excitement, not caring if it's a little piece of ass or a fight that he can leave behind in the morning.

Old Farmer (Norm)

Str: 3 Dex: 2 Con: 3 Int: 2 Per: 2 Wil: 2

LPs: 34 EPs: 29 Spd: 10 Ess: 14

Attacks: Punch D4x3(6), Kick D4x4(8), Knife D4x3(6), Shotgun D8x6(24)

Skills: Bureaucracy 3, craft (farming) 4, mechanic (specialty jury rig) 4(6), driving 3, Guns (shotgun) 3, Hand Weapon (knife) 1

Gear: Heavy wrench, shotgun, sheath knife

Only slightly younger than dirt, the old farmer can handle anything. Drought, banks, bad harvest, mechanical breakdown, he has lived through it all and survived.

Expecting Mother (Norm)

Str: 2 Dex: 2 Con: 2 Int: 3 Per: 3 Wil: 2

LPs: 26 EPs: 23 Spd: 8 Ess: 19

Attacks: Punch D4x2(4), Kick D4x3(6)

Skills: Computers 2, Dodge 1, Driving (Car) 2, First Aid 2, Hand Weapon (club) 1, Instruction 3, Sciences (Biology) 5

Q/D/M: Pregnant (-2 to Spd, -1 Dex based maneuvers, +5 Ess.)

Gear: Purse (Anti-Nausea medicine, Prenatal vitamins, Saltines, handkerchief, \$50.00 in assorted change)

Description: Though not her first child it is certainly proving to be the most difficult in this time of horror. Before getting pregnant she was teaching high school Biology class.

Cop (Norm)

Str: 3 Dex: 3 Con: 2 Int: 2 Per: 2 Wil: 2

LPs: 39 EPs: 26 Spd: 10 Ess: 14

Attack: Punch D4x2(4), Kick D4x3(6), Baton D6x3(9), .40 M&P D8x4(16)

Skills: Brawling 3, Dodge 2, Guns (Handgun) 3, Guns (Shotgun) 2, Hand Weapon (Club) 2, Computers 2, Electronic Surveillance 2, Surveillance 2, Drive (Car) 3, Stealth 2, Notice 2, Questioning 2

Q/D/M: Hard to Kill 3, Reckless, Situational Awareness, Cruel 1

Gear: .40 M&P Pistol, Handcuffs, Baton, Pepper Spray, Class IIIa Armor Vest (AV (D8x2)+17(25)), 2 Clips, Box of 50 Rounds

.40 M&P: 4/15/30/90/180, Cap 15+1, EV 2/1

The Great Pumpkin

Cluogluuthon The Great Pumpkin

The manifested form of Cluogluuthon is that of a massive six foot tall, eight foot across, slightly rotten looking pumpkin with a burning, leering jack-o-lantern face, and four huge vine-like stalk appendages coming from the bottom. The stalks serve as legs of a sort, allowing it to propel itself forward. Other vines are attached to these central stalks, on which grow normal sized pumpkins. The central stalks or the writhing smaller stalks can be used to grab victims. Once a victim is grappled, Cluogluuthon bites off their head and drops the corpse into its writhing mass where a leering jack-o-lantern head with glowing visage is attached to the headless body. The corpse reanimates into a pumpkin minion to serve Cluogluuthon.

Str 7 Dex 2 Con 4 Int 2 Per 3 Wil 4

DPs (see *Other Damage* p.147) Spd 4 Ess 20

Attack: Bite D4 x 7(14), Punch D4 x 7(14), Squeeze (D4+1) x 7(21), Slam D6 x 7(21)

Skills: Tentacle-Fu 4

Weak Spot: None (+10), Fire (-5)

Getting Around: Life-Like* (+3)

Strength: Monstrous (+10)

Constitution: Hardy Specimen (+5)

Willpower: Resilient (+5)

Senses: Like a Hawk (+2), Life Sense (+6)

Sustenance: Halloween (+6), Human Heads (-3)

Intelligence: Long-Term Memory (+5), Problem Solving (+15), Pumpkinhead Control** (+1)

Spreading the Love: Special*** (-2)

Special Features: Vines**** (+33), Explosive Personality (+5), Domination (Str 3/Art 3) (+15)

Power: 106

* Getting Around: The Great Pumpkin can shamble around on its powerfully strong vines, pulling itself along the ground at speed 4.

** Pumpkinhead Control: The Great Pumpkin has complete control of the Pumpkinhead zombies it creates and can communicate with them.

*** Spreading the Love (Special): The Great Pumpkin can create zombies from corpses once it has bitten the heads off the victims. It replaces the head of the victim with a possessed pumpkin from its patch, which grows a leering, frightening glowing face. This does not take long, but the victim must be dead.

**** Vines (Using a little inspiration from KissMeDarkly's Tentacles Quality): The Great Pumpkin has a great network of powerful Vines that it can use to move around with or even grapple or attack opponents. It grips with Strength of 10 and each Vine must take 30 DPs of damage to cut. The Great Pumpkin has 20 of these Vines, the rest of his Vines are burdened with growing pumpkins. The Great Pumpkin uses these Vines to bring victims up to its glowing mouth so that it can chew off their heads. The Great Pumpkin can squeeze or slam victims with its Vines, or even do a crude punch or swat attack. The damages are detailed above.

Domination: The Great Pumpkin has the ability to attempt to control the minds of those humans around it. It usually uses this ability for the purpose of halting someone from damaging it or making them stop squirming. It uses a Willpower + Art against a Difficult Willpower Test for the victim (See Terra Primate p.65 for more info on Domination).

Pumpkinhead Minion

Str 4 Dex 2 Con 2 Int 2 Per 2 Wil 2

DPs 15 Spd 4 Ess 14

Attack: Bite D4 x 2(4), Punch D4 x 4(8)

Skills: Brawling 2

Weak Spot: Pumpkin Head (+6)

Getting Around: Life-Like (+3)

Strength: Strong Like Bull (+5), Damage Resistance (+5)

Senses: Like the living (+2), Life Sense (+4)

Sustenance: Who Needs Food? (+8)

Intelligence: Animal Cunning (+4), Tool Use 1 (+3)

Spreading the Love: Nobody Loves Me (-5)

Power: 37

Completely destroying the pumpkin head on top will destroy the minion. The minion is resistant to damage in its head.

The Kite Eating Tree

Str 7 Dex 2 Con 4 Int 1 Per 2 Wil 4

DPs 235 Spd 4 Ess 20

Attack: Bite D4 x 7(14), Punch D4 x 7(14), Slam D6 x 7(21), Branch Claw D6x7ap(21)

Skills: Branch-Fu 5

Weak Spot: None (+10), Fire (-5)

Getting Around: Life-Like (+3)

Strength: Monstrous (+10), Iron Grip (+1), Claws (+8)

Constitution: Hardy Specimen (+5)

Willpower: Resilient (+5)

Senses: Like the Living (+1), Life Sense (+2)

Sustenance: Who Needs Food? (+8)

Intelligence: Animal Cunning (+4)

Spreading the Love: Nobody Loves Me (-5), Regeneration (Con/Minute) (See Angel)

Special Features: Natural Armor - Heavy Bark (D8x3+10) (+6), Increased DPs (3)

Power: 69

Gear

Dynamite

(NOTE: Though there are rules written up officially for dynamite in FFoZ, these are the author's own interpretation.)

Dynamite, the bane of tree stumps and fishing ponds everywhere. It was created in 1866 by Alfred Nobel and consists of an absorbent material (sawdust was originally used) soaked in nitroglycerine and wrapped in a protective paper coating and topped with a blasting cap and wire or fuse. Dynamite becomes unstable the older it gets as the nitroglycerine sweats out of the stick over time. Assume a 10% chance of accidental detonation just by trying to move it around for each 10 years of age. Anyone trying to move old dynamite should make a Simple Dexterity Test with a -1 for each 10 years of age. Storage in extreme heat, over 90 degrees, accelerates the deterioration. Assume the above minuses and percentages for every 5 years beyond the first 10. Also, there's a distinct possibility that dynamite held in high temperatures for long periods of time can detonate on its own without even being jostled! Assume half the usual percentage chance for moving it to determine whether it explodes on its own.

Area of Effect

Ground Zero: 1 - General Effect: 3 - Maximum: 5

Damage

Ground Zero: D6x4(12) - General Effect: D6x2(6) - Maximum: D6(3)

The Horror of Fear!

Fear is an important part of any survival horror game, but what do you do when people just aren't failing their Fear Tests? It has been said in many circles that the Fear Test is just too easy to make; that the threat of the Fear Test just isn't that scary. Well, hopefully the optional rules below will put the terror back into Fear.

Fear, It's a Scary Thing

Fear can be a debilitating thing, especially when faced with a horde of flesh eating, walking corpses or some horror that just should not be. What you will find below is an optional chart for adding penalties to the fear roll. The penalties have been boosted a bit from some of the originals in the AFMBE main book (p.96 Fear Modifiers). These are examples, for the most part, and are here to give ZMs a good idea of the level of fear involved in each encounter.

Optional Fear Penalties

Penalty	Examples
-0	Normal fright - A scary movie, frightening sounds around the corner. This is lump in the throat type stuff. Everyone gets scared like this occasionally and it's usually no big deal.
-1	Mild fear - Blood and gore, horrid writing/symbols in blood, etc. This is more your anticipatory fear; knowing that something is wrong and waiting for the other shoe to drop.
-3	Moderate fear - Walking corpses, things dragging entrails, the dead eating the living. A more primal an immediate fear. A fear that makes most normal folks run screaming for their lives.
-4	Horror - Seeing your best friend/parent/etc now undead, possessed, or changed in grotesque ways, and coming for you, a slaverling monster steps through an airlock it just tore through and rips through five of your best marines to get to you. This kind of fear is more for inhuman things that should not be able to happen, but do, or horror that hits close to home, like something happening to relatives or best friends. Those with Nerves of Steel may still have to roll against certain types of fear in this category.

- 6 Terror - seeing your own body being mutilated (i.e., shock), monstrous gibbering creatures that have thrown all you know of the natural order of things right out the window, things that fly in the face of reality. This is more like minor Mythos type stuff, but still explainable in the irrational mind. It can also involve someone going into shock from the terror involved with massive physical trauma like losing a limb or a great white shark bite.
- 8 Pure Supernatural Terror - powers that cause twenty or more people to spontaneously explode around you...and you may be next; a human suddenly morphing into some hideous beast or demon; half a dozen wolves suddenly morph into humanoid forms and come for you. This is supernatural fear, things that defy all explanation. They are things that the mind cannot fathom. In this instance, the mind usually just shuts down, unable to cope with what is happening.
- 10 or more Mind Numbing Insanity Causing Terror - The Thing That Should Not Be is standing right next to you; you've just looked into the maw of the world devourer. These are insanity causing events and don't happen very often.

At the ZMs discretion, an additional -1 penalty could be added to the Fear Test for the following events. These could be cumulative:

- 1) The Cast Member is totally unprepared for the encounter (i.e., no weapons or gear and only an ink pen and a pack of Altoids to speak of)
- 2) Cast Member is totally surprised or caught off guard by the encounter
- 3) Repeated scares within a short span of time, causing the Cast Member to slowly break (whether subsequent Fear Tests have been successful or not)

Even When Successful...

Even when a Fear Test succeeds there should be some level of residual fear. People suffer from nightmares every day over movies and frightful encounters, or jump at shadows after being really scared, and there's no reason why your Cast shouldn't too. The additional minuses above help in keeping fear present in someone that had made a successful Fear Test. Another frightful encounter within only a few hours of each other should have that -1 modifier tacked on, even if the next encounter is not as frightful as the last.

Example: Beth has just had an encounter with a horribly mutilated corpse that suddenly sat up and started to drag itself toward her. Though she succeeded in the roll she still gains a -1 penalty to the next roll for residual fear. Twenty minutes later, she sees a corpse and bloody scuff marks heading off in a direction. She succeeds again but runs from the encounter, hoping the zombie doesn't come looking for her (the ZM has her roll a Constitution Test and she vomits in the alley she ducks down). Though this encounter was not as bad as the zombie, she still gains another -1 penalty for the residual fear build up and is now at a -2 to resist the next fearful encounter. She steps around the corner right into a blood and gore covered Brad, who has had a few encounters with the walking dead himself after going to look for her. This is a startling encounter as she did not know Brad was going to be there and the ZM makes her roll a Fear Test. She rolls poorly with the minus for possibly thinking he could be a zombie and the -2 penalty for residual fear and faints.

After getting a few hours of uninterrupted time without a frightful encounter, all the cumulative minuses for residual fear are dropped

Night Terrors

Nightmares also work to keep the fear levels high. After a series of fearful encounters, keep track of the cumulative minuses for multiple fearful encounters. If the minuses equal the Willpower of the Cast Member then they have a very bad nightmare, often called a night terror, as soon as they sleep. This nightmare will drop them by D4(2) Endurance due to not being able to go back to sleep, but also make them unable to function at peak performance due to the lack of sleep. All actions performed the day after are at a -1 penalty until the Cast Member gets a good night's sleep.

Becoming Desensitized

Much like the sense of smell can become desensitized to a scent that is constantly around, eventually, people become desensitized to the horrors around them. Seeing zombies just isn't so scary anymore as they've seen hundreds of them over the course of their adventures. When a Cast Member has the same type of frightful encounter a total of 15 times minus their Willpower score, they no longer need to roll for that type of encounter. One can only see so many mutilated corpses before going, yeah, yeah, whatever.

One Last Note

A couple things to remember about the Fear Tests are that all modifiers mentioned in this section will go against the roll for the Fear Table roll (see AFMBE p.96 Using the Fear Table), including those for residual fear. Another thing to note is that you are the ZM. If an outcome is not preferable at the time, change it. You have that power. If it will enhance the game to have the Cast Member pooping his pants while he shakes in a corner, fudge the modifiers. If you don't tell the player what the modifier is before he rolls, he won't suspect a thing. Well, he might, but if he's having fun, no harm no foul.



Cast of Characters

Most of the gear that the Cast may possess would be inconsequential or useless in the scenario, as they all came in from out of town except for Sally and won't have thought to bring much more than clothes and toiletry kit. Of anyone, Patty may have a handgun stowed in her Semi and Franklin came by car and may have one in his trunk. ZMs could even allow Chuck to have one in the private jet, but that would be left all the way back at the airport. Nice ZMs may allow Sally to have a gun in the house for target practice or for protection. ZMs may also hand out any other useless items they wish.

Charles "Chuck" (Business Executive)

Type: Norm

Str: 2 Dex: 2 Con: 3 Int: 3 Per: 2 Wil: 2

LPs: 39 EPs: 29 Spd: 10 Essence: 14

Qualities/Drawbacks

Hard to Kill 3 (3)

Status 3 (CEO of a corporation)

Resources: Rich (4)

Honorable 1

Obsession (Being more than just a blockhead) (-2)

Emotional Problems (Fear of failure) 1

Reckless (-2)

Skills

Brawling 2

Bureaucracy 3

Computers 3

Dodge 2

Driving 2

Guns (Handgun) 2

Hand Weapon (Club) 2

Language (Japanese) 3

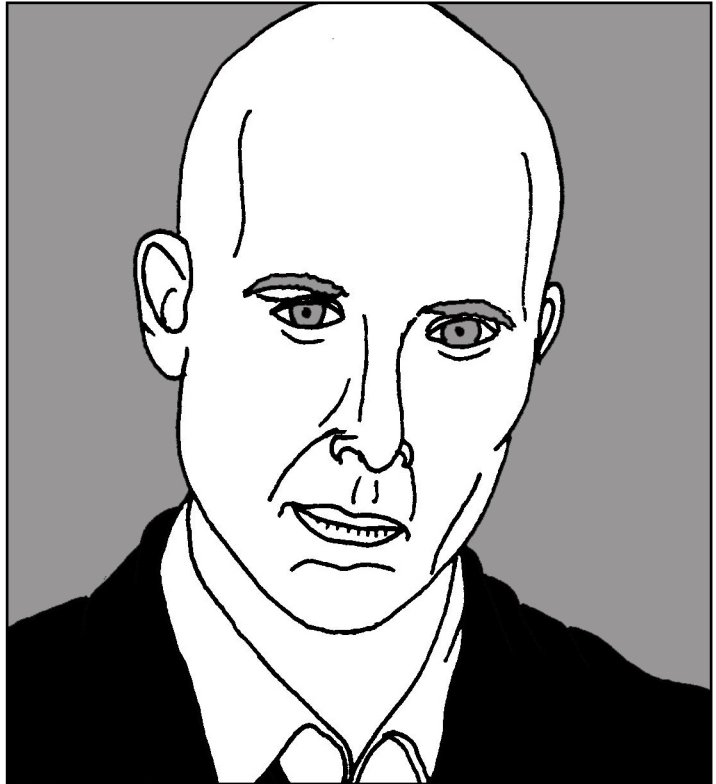
Engineer (Mechanical) 4

Notice 2

Research/Investigation 3

Smooth Talking 2

Stealth 1



Personality

I was always the little blockhead loser. Things never seemed to change in that sleepy little town. The day I packed up my belongings and my dog and left, everything changed. I headed to New York, got a job, rose up the ladder, left that job to start my own business, and now I'm CEO in my own company. Although, I hear my dog's doing even better. Star in his own action adventure series or something like. Even too busy for his old master, it seems. Some things never change, I guess.

So when I got the call from my sis I didn't know what to do. I really didn't want to go back to that cursed little small town where everything stayed the same; the place where this little old blockhead couldn't do anything right. But what she told me made me want to go back. See, there were only two people I cared about in that little town besides my dog; my sister Sally, and my friend Linus. I had to go see him. I had my private jet prepped and I was on my way.

Quote: "Kick the football? How 'bout *you* take the football and shove it up your..."

Franklin (Ex-Military)

Type: Norm

Str: 3 Dex: 2 Con: 3 Int: 2 Per: 2 Wil: 2

LPs: 46 EPs: 29 Spd: 10 Essence: 14

Qualities/Drawbacks

Hard to Kill 4

Nerves of Steel (3)

Situational Awareness (2)

Cruel 1 (-1)

Addiction (Habitual Smoking) 1 (-1)

Reckless (-2)

Minority (-1)

Phobia (Claustrophobic) (-1)

Skills

Brawling 3

Climbing 2

Computers 1

Dancing 2

Dodge 3

Driving 1

Guns (Rifle) 2

Guns (Handgun) 2

Hand Weapon (Knife) 2

Language (Arabic) 1

Notice 2

Research/Investigation 1

Stealth 2

Survival (Urban Warzone) 2

Survival (Desert) 1

Swimming 1

Throwing (Sphere) 2

Tracking 2



Personality

Being the only black family in that sleepy little town was kinda hard. I mean, I had friends, sure, but visiting family out of town was kinda a pain. I was never able to relate to other brothers because I didn't act like other brothers. Still, I had some pretty good friends there and it was sad to hear that one of them had been ill.

I was fresh out of the military when I got the call from Sally. I remember she could really dance. She always had this thing for Linus, Lucy's brother. Well, I guess they finally tied the knot, but never ended up moving out of our old town like everyone else did. Of course I jumped on a plane right away. I hope they're all alright.

Quote: "Nah, its simple, man. When you dance, you gotta get your neck into it too."

Schroeder (Concert Pianist)

Type: Norm

Str: 2 Dex: 3 Con: 2 Int: 3 Per: 2 Wil: 2

LPs: 26 EPs: 23 Spd: 10 Essence: 14

Qualities/Drawbacks

Artistic Talent (Piano) 3

Resources (wealthy) 3

Addiction (Habitual Drinking) (-1)

Skills

Brawling 1

Climbing 1

Computers 1

Dodge 2

Driving 1

Play Instrument (Concert Piano) 5

Guns (Handgun) 1

Hand Weapon (Club) 1

Instruction 2

Language (Latin) 2

Notice 2

Research/Investigation 1

Riding (Horse) 2

Seduction 2

Throwing (Sphere) 2

Writing (Music) 4



Personality

They told me after my latest concert that Sally had called. It had been a long time since hearing from any of them. When I left it was on a music scholarship. I became a world famous pianist and I've toured all over. I ended up marrying Lucy, but it didn't work out. We split up and she went on to become a psychologist. From what I understand, she's helped the police in a criminal psychologist capacity on a couple occasions. It's probably something to do with that sadistic streak she's always had. She can put herself in the criminal's shoes, so to speak.

We always suspected that ol' Linus had some problems, but I never thought he'd end up put away in the looney bin. Sally needs some support and, I don't know, maybe it will be good for Linus too to see all the old gang again. Now that my tour is over I've got some free time. Hell, maybe it'll be good for me to see the old stomping ground too.

Quote: "It's Ludwig Von Beethoven, you cretin, now shut up and let me play!"

Lucy (Criminal Psychologist)

Type: Norm

Str: 2 Dex: 2 Con: 2 Int: 3 Per: 2 Wil: 3

LPs: 26 EPs: 26 Spd: 8 Essence: 14

Qualities/Drawbacks

Attractiveness 2

Charisma 1

Contacts (Law Enforcement) 3

Situational Awareness 2

Resources (Well-Off) (2)

Cruel (-1)

Delusions of Grandeur (-2)

Showoff (-2)

Skills

Brawling 2

Bureaucracy 2

Computers 1

Dodge 2

Driving 2

Guns (Handgun) 2

Humanities (Law) 4

Humanities (Psychology) 4

Notice 3

Questioning 3

Research/Investigation 2

Storytelling 2

Throwing (Sphere) 1



Personality

So Linus finally went nutters. Only a matter of time, really. I always knew my brother was a few sandwiches shy of a picnic. At least he finally married Sally. I decided to go back to the old town after Sally called me, just to see how he was doing. I should be able to lend some mental support to Sally too.

I wonder if the rest of the gang will be there. Haven't seen any of them in years. Wonder how the ol' blockhead has been. I wouldn't be surprised if he's back living there after moving away all those years ago. Good ol' failure-face. Classic depression and self defeating attitude coupled with anxieties and misplaced blame. I just wonder if he still has that damn dog. If I get licked by that damn dog again it'll be too soon.

Quote: "You seem to be suffering from some deep-seeded childhood issues of inadequacy coupled with your inability to do well in sporting activities."

Patricia "Patty" (Trucker)

Type: Norm

Str: 3 Dex: 3 Con: 2 Int: 2 Per: 2 Wil: 2

LPs: 39 EPs: 26 Spd: 10 Essence: 14

Qualities/Drawbacks

Hard to Kill 3

Situational Awareness 2

Resistance (Fatigue) 2

Contacts (Truckers) 2

Addiction (Habitual Drinking & Smoking) 1 (-2)

Cruel (-1)

Fear of Rejection (-1)

Honorable (-1)

Minority (Lesbian) (-1)

Showoff (-2)

Skills

Brawling 3

Climbing 1

Dodge 3

Driving (Semi) 3

Driving (Car) 1

Electronics 1

Gambling 2

Guns (Handgun) 3

Hand Weapon (Club) 2

Intimidation 2

Mechanic 3

Notice 2

Seduction 2

Smooth Talking 2

Stealth 2

Streetwise 2



Personality

Well, they were all more right about me than they knew. After experimenting with Marcie a few times I left town and became a trucker. I love traveling all over the US. Beats the Hell out of hangin' out in one place the rest of your life. I get to meet other people, see new things, and make new acquaintances all the time. Still, when I got the message that ol' Linus was in the crazy house I figured I better go and see him.

It had been a while since I'd been through that town. Marcie had moved on and realized that she was Bi. Married some guy and headed out west. I hear they do movies now. You know...those kinds of movies. Myself, I'm 100% BeeGee. Hmm...I wonder if Lucy will be in town. Now **there** was a hottie!

Quote: "So...who wants the cool taste of a Peppermint Patty?"

Sally Van Pelt (Nurse)

Type: Norm

Str: 1 Dex: 3 Con: 2 Int: 3 Per: 3 Wil: 2

LPs: 22 EPs: 20 Spd: 10 Essence: 14

Qualities/Drawbacks

Attractiveness 1

Contacts (Hospital) 1

Resistance (Fatigue) 2

Resistance (Blood & Gore) 2

Emotional Dependency (-1)

Honorable (-1)

Skills

Acting 1

Beautician 2

Computers 2

Dancing 3

Dodge 1

Driving 2

Hand Weapon (Club) 1

Language (Latin) 1

Medicine 3 (6)

Myth & Legend 1

Notice 2

Science (Biology) 2

Throwing (Sphere) 2

Unconventional Medicine (acupressure/Massage) 3

Writing (Technical) 2



Personality

My poor Linus! He'd been sick for some time; talking about odd things like books and the great pumpkin. I had thought he had outgrown all that stuff. He even stopped carrying his blanket. Then not long ago, the blanket came back out. He started mumbling about it being almost time for the great pumpkin. He started looking into strange books and lore and the dark occult. He'd shut himself up for days, rarely even coming out for food.

Then one night he came home, wide eyed. He was rambling incoherently. He said something about the great pumpkin was arriving and that we'd all see and that it was nothing like he believed. Then he curled up into a corner and began babbling in some strange nonsensical language, saying "Ia! Ia!" and other such nonsense. I called the doctor and they took him away to the Schultz Institute. Now all he talks about in his mad ramblings, while clutching his blanket, is the great pumpkin. Oh I hope he gets better soon!

Quote: "Oh my poor sweet baboo! We have to find a way to help him!"