

THE GREAT STUMPKIN

Carving Day is a time of uncertainty in Malifaux. It's when the Carver shows up most consistently, cutting a bloody toll through all in its path. Strange magicks reawaken, giving old and forgotten powers the chance to stretch their atrophied limbs for a single night. Every shadow might hold danger; every friend could be a threat in disguise. This is nerve-wracking for humans and Neverborn, but the Gremlin families view Carving Day as a time of wonderful, childlike delight.

Ever since a spirit showed up at an opportunely-timed Bayou Bash, the grim events of Carving Day rarely touch upon the Bayou. It was a night to remember indeed. Fireflies filled the air. Liquor flowed and grudges were settled, but every Gremlin was on guard. There could be no telling if that pumpkin-headed killer would show up, or if a cousin's new pet toad would suddenly start unleashing curses on anyone who came near. The Carver *did* show up, but did not take a single Gremlin life that evening.

Just as the spirit brandished its rusty shears, something big and orange tackled it into the mud. It was a chunky Gremlin riding atop a jack-o-lantern sporting writhing vines and a fiery grin. While the pumpkin took on the Carver, the cheery Gremlin threw handfuls of candy to the frightened families, assuring them this

was nothing to worry about, for "the Great Stumpkin is here!" Encouraged by the sweets and gourdly beating this newcomer was dishing out, the other Gremlins felt obliged to join in the fight. As they did, something strange happened. The very magic that fueled Stumpkin surrounded them, filling each Gremlin with the essence of Carving Day's goodness: treats, tricks, and good-natured fright.

While it took a while, the Carver eventually admitted defeat and disappeared. The families cheered and gathered 'round to hear Stumpkin's tales and ghost stories. Celebrations lasted nearly a week, but all spooky things must come to an end. When Carving Day's magic waned, the Great Stumpkin said his goodbyes. However, he assured the families that he would always be there to protect the Bayou from whatever supernatural gribbilies threatened its borders.

Since then, weeks leading up to Carving Day are filled with frenzied excitement at the prospect of the Great Stumpkin's return. Candles light, bacon is cinnamon-seasoned, and Edge Point finds pumpkins to be in high demand. A few Gremlins have even tried their hand at making sweets, mixing liquor and sugar into boozy offerings for the king of candies himself.

If things ever get too spooky, Gremlins wait with baited breath to see the cheery glow from a wobbling pumpkin on the horizon. Such a sight can only mean one thing: it's the Great Stumpkin!

USING THE GREAT STUMPKIN

While primarily seen around Carving Day, the Great Stumpkin can appear any time Gremlins are facing particularly difficult odds. He is a protector first and foremost, more than willing to take on threats encroaching on the Bayou, and those nearby benefit greatly from his presence. So long as they're also Gremlins, of course.

Like the Carver, the Great Stumpkin's origins aren't exactly clear. However, unlike the Carver, this heroic Gremlin is staunchly opposed to anything scary in Malifaux that might harm his kind. Fatemasters can use the Great Stumpkin's status as a figure of myth by having him act as a guide for Fated characters (particularly Gremlins) on a semi-regular basis. He might lead the group towards a potential new threat to be eliminated, ask them to fill in for him for a day or two, and even entrust them to spread Carving Day cheer and security in his name.



Ultimately, the Great Stumpkin is a benevolent, if somewhat selfish, being. He is staunchly for all Gremlinkind, but won't do much unless motivated by an outside threat. Even rewards like booze and bacon don't have as much of an effect on him. He is a wanderer, appearing when needed and initiating grand celebrations before being whisked away over the horizon.




The Great Stumpkin

Henchman (9), Living, Spirit, Gremlin





Might 2	Grace 2	Speed 2	Resilience 2
Charm 1	Intellect 1	Cunning 3	Tenacity 2
Defense 4 (13)	Walk 5	Height 3	Initiative 4 (13)
Willpower 5 (14)	Charge 6	Wounds 7	

Skills: Grappling 2, Melee 3, Alchemy 2, Culinary 4, Notice 2, Wilderness 3, Enchanting 3 , Necromancy 3, Sorcery 3 , Barter 1, Bewitch 3, Intimidate 2, Leadership 4, Acrobatics 2, Athletics 2, Carouse 4, Centering 3, Toughness 2

Encouragement: Friendly characters within 6 yards of this character may suffer 1 damage when performing an Action to gain  to that flip.

Ruthless: This character automatically succeeds at any Willpower duel it attempts during its turn.

Carving Day Lights: At the start of each round, consult the top card of the Fate Deck discard pile and resolve the following effect based on the suit. This will affect all Gremlins within $(\times)10$ and lasts until the end of the round:

-  *Ethereal:* Gain **Shielded** +1. (A character with the **Shielded** Condition increases her Defense by its value. This Condition ends at the beginning of the character's next turn.)
-  *Back from the Dead (Almost):* Gain **Regeneration** +1 (This character heals +1 damage at the start of its turn during Dramatic Time.)
-  *Spooky Glow:* Gain **Incorporeal**. (This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attacks by half.)
-  *Tricks and Treats:* Select a suit. All Gremlins add the selected suit to their final duel totals. All non-Gremlins remove one instance of the selected suit from their final duel totals.


Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(1) Pumpkin Roots (Grappling/Grace)

AV: 4 (13) Rg: $\text{///} 2$ Resist: **Df**



Target suffers 2/3/4 damage. While this character is touching severe terrain, increase the range of this attack to $\text{///} 4$.

 *Gourdflame:* After damaging, the target gains **Burning** +2 and **Haunted** +1.


 *Entrench:* After damaging, the target gains the following Condition until the end of its next turn:


“Rooted: This character may not take Walk or Charge Actions. If this character is pushed, remove this Condition and the character suffers 3 damage.”


(1) Fistfuls of Candy (Sorcery/Cunning)


AV: 6  (15 ) Rg: $(\times)4$ Resist: **Wp**

Target suffers or heals 1/1/2 damage. This action must resolve a Trigger if able.

 *Popping Candy:* All characters within $(\times)3$ suffer 1 damage.

 *Liquor-ice:* The target gains **Intoxicated**. If a Gremlin would gain **Poison** from this action, they instead gain **Ruthless**.

 *Sourdrops:* The target gains **Distracted** +1 (a character with the **Distracted** Condition suffers \square (to a maximum of $\square\square\square$) to all complex duels she takes until the end of the turn. Then, lower this Condition's value by -1. This Condition may be canceled out by the **Focused** Condition. Gremlins instead gain **Focused** +1.

 *Good and Plentiful:* The target cannot declare Triggers on non- /// actions. If a Gremlin is affected by this Trigger, she may instead declare any one Trigger when performing an action during her next turn (even if the suit requirements are not met).

(0) Creep

This character (or its controller) may discard a card to move this character a distance equal to its Move Aspect in yards.

