

GAD'S HAUNTING

NEW

10 GO TO FLOOR 67
20 EXPLORE LAB
30 FIND CAPACITORS
40 SHUTOFF POWER

RUN

DEAD
HALT

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JOB

Dhuraine wants the Crew to follow Gad to Floor 66 and 67 in order to defeat the Lich Finnegan Feck, who has just bested Gad himself.

GEAR

100 Gold

FLOOR 66

A few small pumpkins and gourds sit atop the bar. Dhuraine has on an orange and black vest of which he tosses a dishrag over the shoulder of as he speaks.

"Now," he says, "I am sure we have something here to keep you busy with today... if it is coin you are interested in. What is your name?"

Dhuraine goes silent after the first Crew Member's response. His eyes dart to the elevator. With a *Ping* the doors open.

Panting, dragging Grandfather's Axe, Gad steps out. The left side of his ebony feathers are coated in slick blood. His suit is burned and torn along its seams. He points towards the Bar where the Crew sits.

"We don't have time for this! Come now." He turns. "He's back."

He returns to the Elevator and waits, braced against the wall.

Dhuraine quickly sets a sack of 100 Gold on the table. He says go now, It's not often Gad is in such a flight. Then closes a Crew Member's palm around a **Cursed Coin**.

In the elevator, Gad mentions they can take a quick stop at the Gashapon. They may... nay, will need its help.

"The ride to Floor 66 is not long, so tell me anything I might need to know about you lot, and in great haste. We have much to do."

Fill out ID Cards after having each Crew Member pitch their character. If the Crew asks anything about where they are going, Gad responds with;

Finnegan Feck is an undead, and not a kind one. I've dealt with him before, but he's been using the Hotel's Medcons to his advantage; found a cheat code and he's exploiting it... Don't let him look at you. Seems he got a new little trick since last time I met him, and one on one its an awfully helpful gimmick. That's why you lot are here."

Upon reaching Floor 67, the Elevator opens to high walls with a domed ceiling. From the center of the ceiling hangs a giant 30 ft sparking bulb plated with metal and twisted rods. The Node is blindingly bright and shows that the Floor is a cybernetics lab with row upon row of unfinished robotics, tubes filled with jellied animals, and mounds of broken parts.

On this Floor, if the Crew takes time to search among the refuse, they can find 2 things of note. Roll a d6 twice on the table below to determine them. Any Renovations found must be carried by two Crew Members, it does not go in an Item slot and no other actions can be taken while carrying it.

1	Broken Tinkerbot	4	Old Robot Head
2	Large Vendamatic	5	3.5in Floppy Ejector
3	Disk Drive	6	Graftling Gun

The projects long abandoned make for a low maze to a center Capacitor jutting out from the floor. The Capacitor is similar to the one on the ceiling, but only about 6 feet tall. The metal plinth that it sits in is circular with many blinking lights and spinning drives. A large metal switch on the base can be flipped with two hands and the bulb will power down, however, ten seconds afterwards a speaker will sound "REBOOTING" in and the Capacitor will spark back to life.

"Finnegan's Lair is on the Floor below us, and I found out firsthand he's only stronger with all this electricity flowing through his veins. We're going to need to cut him off, and that giant bulb up there is his source."

There are four Capacitor plinths on this Floor;

- Center of the room under the main Node.
- Down a hallway off the main atrium in a room filled with vats of bubbling liquid.
- Horizontally 20 ft up the wall in a small room with a decaying meeting table.
- Bottom of a swimming pool filled with murky water that glimmers with its light 8 ft below the surface. The Floor's Console, Jackie, is quietly hanging in the darkness of this room. Their screen does not light up, but they speak calmly.

If a Capacitor's bulb is broken while on, it will deal 1D6 Wounds to the nearest character ignoring Armor. Electricity continues to arc from it, no longer contained by the glass. Repeat damage when switch is flipped.

The power to all 4 Capacitors must be cut at the same time, or else they will send power to each other and reboot.

GAD'S HAUNTING

- NEW
- 10 GO TO FLOOR 66
- 20 NAVIGATE MAZE
- 30 STORM LAIR
- 40 DEFEAT FINNEGAN
- RUN



The Force Restart Button is behind a small glass case in the windowed operator booth near the Elevator above a broken terminal and stacks of ZONWARE manuals ringed with coffee stains. A small dirty placard next to it reads;

Turn off capacitors, then depress button. Power will cycle for 30 seconds before coming online.

If the Crew presses the button without turning off the 4 Capacitors, the power dims for a moment before being quickly restored. When all Capacitors are off and the reset button is pushed, the power to the main Node will go down for 30 seconds while power cycles. After 30 seconds, the power will return.

"It's only going to give us half a minute or so before it all reboots, and unfortunately, I don't think I'm up to fighting shape. Sorry to disappoint."

He gives the Crew **GRANDFATHER'S AXE; STR+3 WV3 MT3** and explains that he will give them a headstart, a few minutes, then hit the reset. That way, Finnegan will be caught off guard. He hopes that it will stay down if he hits the button again.

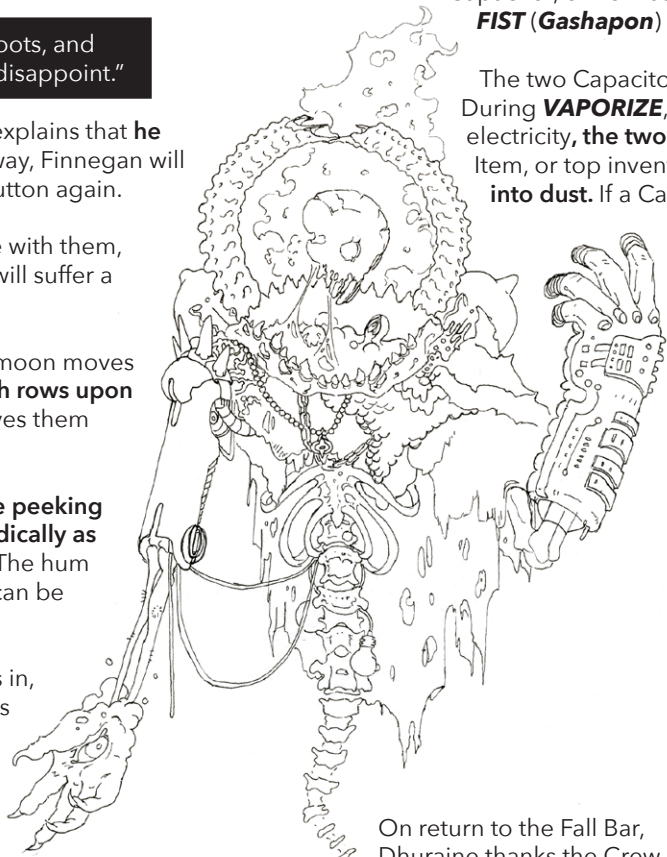
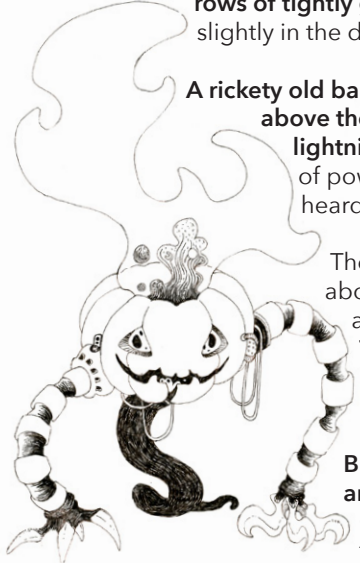
If the Crew finds a way to rig the button and try to get Gad to come with them, he will, but Finnegan will focus all damage towards Gad, and Gad will suffer a shattered beak. He refuses any cybernetics if wounded.

The Elevator doors open on Floor 66. The dim light of an artificial moon moves across the high ceiling in a slow arc. The Floor is about 5 acres, with rows upon rows of tightly growing corn; an artificial breeze moves them slightly in the darkness.

A rickety old barn roof can be seen off in the distance peeking above the corn. The whole Floor flashes periodically as lightning arcs try to escape the barn walls. The hum of power lines streaking across the ceiling can be heard; they all zigzag towards the barn.

The crops grow taller as the Crew moves in, above even the tallest Member. Pumpkins and gourds litter the floor of the field. To find their way, the Crew must roll FOC or find a way to check above the corn at regular intervals.

Blibs hidden in the squash scuttle among the corn and attempt to take items from the Crew. **Blib; SPE2 WT10** A successful SPE roll will take the held or top Item out of a Crew Member's inventory.



Upon exiting the corn into a clearing, the Crew sees a small thin windmill next to the old tilted red barn. The barn has two bay doors on the front, two on the back, and one small door on its side. Hay and dried stalks litter the ground outside.

As soon as the first Crew Member is seen by Finnegan, the electricity arcing around the wires and Finnegan shuts off. Three Capacitors, one on the top floor and the two stuck to Finnegan's back flicker with a waning pulse. Finnegan's head looks to the now quiet wires, and then tilts his skull at the Crew, eyes alight with flickering static.

Finnegan has two Actions per round, and cannot use the same Action twice in one turn. His left hand can cast Magicks to pick up and throw any Crew Member, Capacitor, or Item as an Action. His right hand is equipped with **CHAGU'S FIST (Gashapon)** and can be used as an Item if taken.

The two Capacitors on Finnegan's back allow him to use **VAPORIZE**. During **VAPORIZE**, a Capacitor on his back explodes into a burst of electricity, the two nearest Crew Members roll a D6. On a 4-6 the held Item, or top inventory Item Malfunctions. On a 1-3 the Item is vaporized into dust. If a Capacitor is broken, it deals 10 Wounds to Finnegan.

Finnegan can additionally turn his skull twice per round to stare at a Crew Member and stop them dead in their tracks, negating any Action they were taking. When Finnegan moves his head again, they then complete their action.

FINNEGAN FECK

CHAGU'S FIST
 WV 3

ELECTROCUTE
 WV 2

THROW
 Pick up and throw Capacitor, Item or Crew Member

VAPORIZE
 Two closest Crew roll a D6;
 1-3 Destroy Item
 4-6 Item Malfunction

1	To Dust
5	Pull Roof In
10	Pull Wall In
20	Break Beam
30	Lift 2 Crew
40	Smash Wall
50	Defend
60	Act Again
70	Up To Loft
75	Bellow
80	Charge Up
85	Eyes Glow
90	Grab Crew
95	Hover
100	Static

On return to the Fall Bar, Dhuraine thanks the Crew as he bandages up Gad. He has a warm meal set for them, and a large bowl of odd sweets. Candles dance inside the jack-o-lanterns on the end of the Bar. Gad says he is grateful to have had the Crew save him from this battle, as it very well may have been his last.