

GOURDFEST UNDER THE GASLIGHTS

NEW

- 10 GO TO FLOOR 31
- 20 IGNORE BURGLE
- 30 SOLVE THEFTS
- 40 EXERCISE HOLLOW MAN

RUN



JOB

Dhuraine wants you to find Edith Garbrook on Floor 31 to help you find out who stole her Mod.

GEAR

Gourd Headpiece, Gourd Chest, Gourd Leg, Gourd Leg (Each 1 Armor)

FLOOR 31

The Crew overhears a hushed conversation at the Bar between Gad and Dhuraine.

"You haven't heard anything about him, have you?"

"No, and I'd like to keep it that way. Now, please let me enjoy this drink."

If the Crew inquires, Gad leaves. Dhuraine dispels any questions with;

"A Clunkhead ghost story. A man that you can see right through. A ghou, a ghost. People say they see him once in a while, but it's sort of a tough spot for Gad, as he is technically the origin of the hollow man."

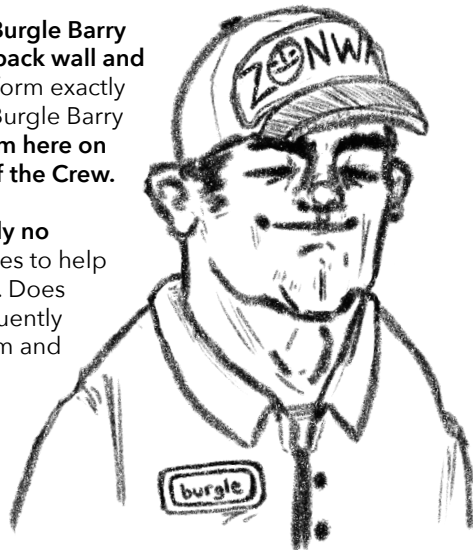
Either way, Dhuraine has a Job for them, he tells the Crew about a Clunkhead named Edith who contacted him asking for help. Someone is stealing mods from her and her neighbors in the town of Potterfields on Floor 31. **Edith can be found in the first house on the lane.**

Would you mind helping out an old friend of mine?

Half way through the elevator ride, it shakes. **Burgle Barry bumps into the Crew Member closest to the back wall and apologizes.** Dressed up in a maintenance uniform exactly like the Crew's, this is the first appearance of Burgle Barry and no explanation for such will be given. **From here on out, until the end of this job, he acts as part of the Crew.**

Burgle Barry is a red herring, he has absolutely no connection to this Adventure Arc's plot. He tries to help but is utterly useless. Always adds a comment. Does not involve himself in fights. Burgle Barry frequently wanders off, but always returns with a new Item and an obscure explanation of how he got it.

If asked, he gives very vague responses. "Got in on the last floor." "The bartender and I go way back." "Yeah, it's spelled B-U-R-G-L-E."



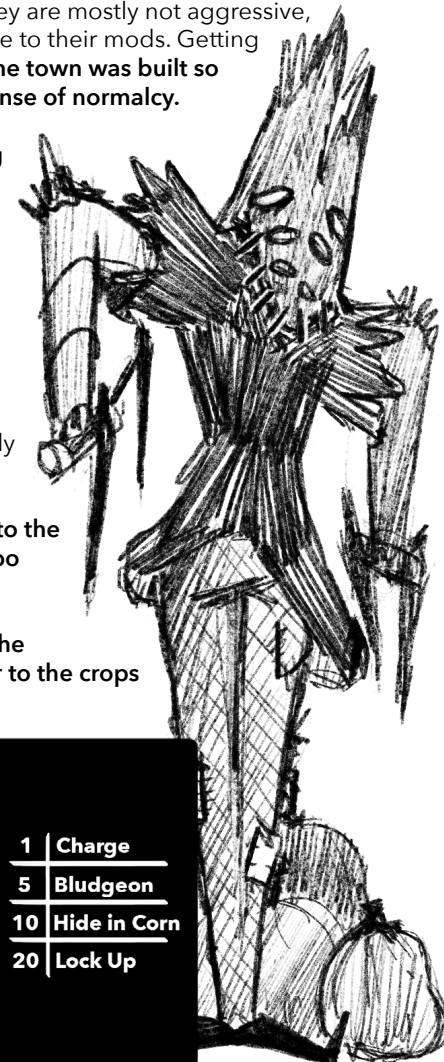
The Elevator opens up to Potterfields' only leaf-strewn and tree-lined path. This path is bordered by dark forests in the distance. If followed, the path eventually ends in a circular paved road. Flickering gaslights stand tall around the town and make the chilly dim town a little brighter. The road is bordered by a few small wooden houses, a little bar, a mill, and many crop fields littered with pumpkins, wheat, gourds, and brittle corn stalks. In the circle of the town is also a small stone well.

This town's inhabitants are all Clunkheads, and they are **dressed up for Gourdfest, where they all dress like gourds.** They are mostly not aggressive, but they are all incredibly weird and finnick due to their mods. Getting straight answers out of them may be difficult. **The town was built so that the Clunkheads could settle and have a sense of normalcy.**

Something in the bottom of the well is sending Blibs to the surface of Potterfields to steal the inhabitants' mods. Every night, if observed, the Crew sees Blibs with pumpkins for heads carry off the mods, stolen from the sleeping Clunkheads, down into the well. If a Blib is nabbed, the Mod can be returned to its owner.

Old Man Kettle's house is next to two abandon houses; he is the most recent resident that was stolen from. He is missing both his legs. "My only leg!" He opens fire on the Crew with a shotgun, although he also surrenders as soon as they retaliate in any way. **He is grumpy, but will talk to the Crew if he knows they are trying to get his Turbo Turnkey mod back.**

There are Scarecrow automatons that protect the fields. They will attack anyone who comes near to the crops or walks within their fields.



SCARECROW

SCYTHE

■■■ WV 2

BLUDGEON

■ WV 4



1	Charge
5	Bludgeon
10	Hide in Corn
20	Lock Up

CAVERN BELOW



The well is a small cobblestone lined circle with a weathered wood roof. Once the Crew is at its bottom, **they can see that the well is actually a hole into a large cavern.** The bucket dips into the underground lake below, which is about 8 feet deep at its center.

The bottom of the cavern is quite dark, but the Crew can only just make out a silhouette of a man, standing in front of the faint glow of the fungus growing on the roof and walls of the cavern. He stands on a small hill protruding from the underground lake not too far from the base of the well. He is not moving except for what looks like labored breathing and a slight sway.

If a light is shined onto the hollow man, he becomes no easier to see, and harder to continue to look at. If inspected further, the hollow man is still hard to make out, but is covered in what looks like the faintly glowing outlines of contorted faces.

Many Denizens and Enemies in the Hotel may come back to help the crew, or even as friends. **The hollow man is not one of them.** In life, the hollow man was inhuman, in death he (or it) is so far from humanity that it is not capable of empathy.

The hollow man is building a body. He is possessing Blibs to bring him its parts. The parts of his body that are visible are twisted metal combined with the Clunkheads' Mods. The other parts are hard to look at, shuddering and ethereal. He does not talk. **Anything resembling interference, or any touch, is met with violence.**



HOLLOW MAN

BALLISTIC FIST

■ ■ WV 4

MANY MOUTHS

■ ■ ■ ■ ■ ■ WV 1

SPIRAL THREADS

The hollow man can replicate, and choose a new target for any Magicks used near it.

SPLIT

Breaking into its Mods and Ethereal form, it makes a ■ ■ WV 2 attack against two different Crew Members.

POSSESSION Only on 10 & 50 Wounds

Its physical mods deal 1d6 Wounds to a Crew Member. The hollow man can take an Action using its body and ID Card.

SOCKET STRETCHER

The hollow man can grab an Item near it, this includes the Crew's Inventory Items.

DEAD

The hollow man cannot be hurt by STR-based Attacks or Weapons.



1	Attack back
5	Rush Crew
10	Possession
20	Bellow
30	Throw Crew
40	Flicker
50	Possession
60	Folds In

When the hollow man reaches its Wound Threshold, it goes still. Its forms slowly cracks and folds in on itself while blinding light pours from its seams until there is nothing left. The Mods it stole fall off onto the ground. It also drops **GHOUL COIN**.

When the Crew retells this tale to Dhuraine, you can almost see him losing his color. He puts down the glass he was cleaning.

Gad is sitting at a booth behind all of them.

"I was really hoping he was just a ghost story after all."

Dhuraine's shaking hand gives them all candy from a plastic pumpkin shaped bucket and 50 Gold each. If asked, he has no idea what the Ghoulish Coin is.