

◐ DEADHALT ◑

GASHAPON

Z[^]NWARE

Gashapon v1.2

Thank you so much to Marlowe Sider and Joe Green for making these Items so wonderful. Zonware's R&D is truly a worthwhile and accident prone department.

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THE GASHAPON

The pinnacle of automated Gear distribution for every Hotel Maintenance Crew. The more Gold you enter, the higher the chance of receiving something remarkably wonderful. **When using Gashapon, roll a D6 then add the Gold placed into the machine to the roll. Pull the giant lever, listen to the wildly ear piercing noises, watch the blindingly strobing lights, and gear up with your new Item!**

All projectile Weapons come with only 5 Ammo.

The Gashapon allows for ONE free play a day per Crew member. How generous!

I	D6 + GOLD
1	Cadet Badge
2	Rabbit's Foot
3	Captains Cap
4	Glowing Rock
5	Wagon
6	Fire Sword
7	The Order of Operations
8	Ordinary Sword
9	Aggravation Helm
10	Bone Carved Knife
11	Powder Ball
12	Miner Helmet
13	Happy Health Bar
14	Strong Magnet
15	Sack of Marbles
16	Threatening Prop Sword
17	Folding Grappling Hook
18	Triple Whip
19	Slap Trap
20	Lens Magnifier
21	Unliftable Sphere
22	Laser Pistol
23	Ektro
24	X-Ray Polaroid
25	Fire Cube
26	Everthrow Stone
27	Bubble Scrubber Pods
28	Stick of TNT
29	Gwonka's Gumball
30	Expander Foam Grenade
31	Phase Pistol
32	Grandma's Deck
33	Dark Sword

II	
34	Ruck
35	Cuppa
36	Lion Hilt Sword
37	Pyramid Necklace
38	Ever Burning Torch
39	Gold Spray Paint
40	Nailgun
41	Pamphlet of the Dead
42	Piston Knee
43	Screaming Shield
44	Magic Beam
45	Hoagland's Travel Guide
46	Pop Cap Gun
47	Scorcher
48	Rax Cube
49	Mind Reading Circlet
50	Spiked Gauntlets
51	Whirly
52	Zhuthar's Helm
53	Harp Bow
54	Endless Stick
55	Jabber's Gibber Box
56	Kork
57	Smoking Gun
58	Radar Dish
59	Vorpall Sword
60	Chagu's Fist
61	Energy Cell
62	Cursed Gold
63	Sword of Samuel
64	Little Whooper
65	Jar of Ball Lightning
66	2.1 GB Harddrive

III	
67	Slapper
68	Samuel the Horse
69	Solar Emitter
70	Hook Scale Maille
72	Flash Array
72	Microcosm
73	Microwave Gun
74	Mechanical Sheep
75	Energy Shotgun
76	Old Robot Head
77	Godbane
78	Fist Boot
79	Eye of the Beholder
80	3.5" Floppy Ejector
81	Cursed Axe
82	Coin Operated Dragnov
83	TV Helmet
84	Fusion Belt
85	Box Creator
86	Graftling Gun
87	Bumblechuck
88	Amulet of RA
89	Duplicator Gun
90	8 Shooter
91	Telecade
92	Eversack
93	Soul Necklace
94	Be Kind Rewinder
95	Growth Ray
96	Knowledge Eater
97	Pikeler
98	God's Hand
99	Redbone

CADET BADGE



No real use other than to denote an allegiance to a hierarchical system, and your spot as the absolute bottom of the totem pole.

Worth its weight in boxtops.

RABBIT'S FOOT



+ 1 MAGICKS

A small foot on a keychain. Probably from a western roadside attraction.

Could be quite lucky, if you believe in that sort of thing.

CAPTAINS CAP



A hat with a small brim; a bit tight on the head. There's a little ZONWARE CORPORATION insignia on it, perhaps it was some old company ephemera.

Gives a faint sense of leadership to the Crew.

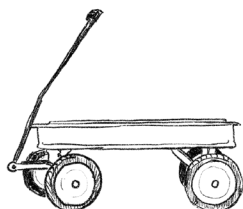
GLOWING ROCK



Emits a dim light, just enough to see your hands in front of you in pitch darkness.

Feels slightly warm in your palm, gives a sense of mystical comfortability when sitting on a nearby shelf in your room.

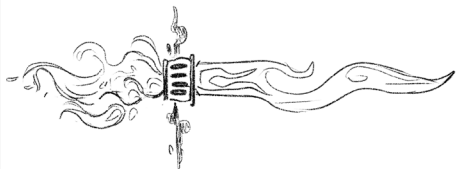
WAGON



A small red wagon. Thankfully can fit into the Elevator with ease.

A wagon that was bought for transporting small children, but over the years found more use moving plants and boxes during a move.

FIRE SWORD



STR + ■

WV 4 MT 1

The hilt is perpetually ablaze. Whenever used to attack or carelessly held, deals WV3 to wielder as well, regardless of which end they're holding.

An unfortunate botch of magicks, originally sold as a "decorative garden light".

ORDER OF OPERATIONS



+2 FOC (TECH)

A manual on the technical operations of BASIC code and the inter-workings of Consoles; +2 FOC on any rolls regarding technology when carried.

As a reference manual, incredibly helpful. As a novel, quite odd. Would recommend.

ORDINARY SWORD



STR + ■

WV 1

It's relatively sharp, made of metal, and long enough to be considered an average sword length. Can be used as a weapon. Few other uses.

**Be sure to come up with a flavor text that makes this sword seem less ordinary.*

AGGRAVATION HELM



+1 STR , -1 FOC

Fills the wearer with rage, reducing their Focus but increasing their Strength while equipped as an Armor Item.

Hard to hear yourself think while wearing it.

BONE CARVED KNIFE



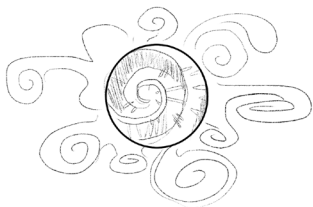
SPE + ■

WV 1

Knife carved out of metal using only a femur bone. Not all that sharp.

Clearly some instructions got jumbled up here. A knife made of bone would have made sense.

POWDER BALL



When thrown, the small chalky orb erupts into colored powder and bounces around for 1 minute.

Wonderful colors, then after about fifteen seconds, incredibly annoying.

MINER HELMET



Lights up any room to complete visibility, but only for the wearer.

You guys see that? No? Just me?

HAPPY HEALTH BAR

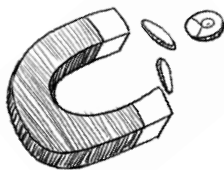


-1 WOUND

Incredibly energizing. Mass produced for quite a while before the Happy Health Company went bankrupt. Still, many believe they add at least a few days to your life.

Soft, and crunchy!

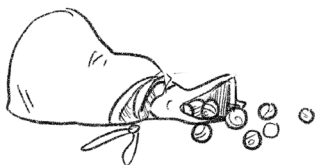
STRONG MAGNET



A painfully strong magnet.

Keep away from your nose.

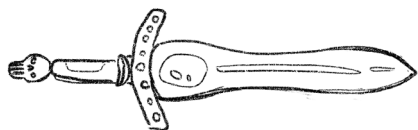
SACK OF MARBLES



Causes every Denizen, Enemy, and Crew Member in the room to fall over.

A child's game of pure chaos.

THREATENING PROP SWORD



STR - ■■

WV 1 MT 3

A truly evil and aggressive sword. Must have a grim history. That is, if it wasn't a rubber reproduction to be used in a stage play. Still scary looking though.

When in the act of threatening, make sure not to showcase the flexible or rubber properties of the sword. Could give it away.

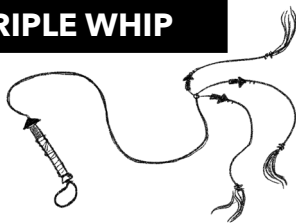
FOLDING GRAPPLING HOOK



By virtue of advances in origami techniques this hook folds to the size of a half-dollar coin; getting it to that size requires a trained hand and 3 knocks on a FOC roll.

I always carry a grappling hook. Always. There's just too many walls I need to be on the other side of.

TRIPLE WHIP



SPE + ■

WV 5 MT 2

Never hits the same target twice. Knocks are split between the three tails, must get at least 3 to hit anything.

Please don't accidentally whip yourself. It is so painfully easy to accidentally whip yourself with this horrid whip.

SLAP TRAP

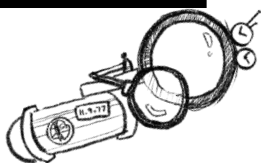


Deals 2 WOUNDS

A deployable wooden spring loaded trap. When the wooden platform is stepped on, the wood panel slaps shut.

Like stubbing a toe but way worse.

LENS MAGNIFIER

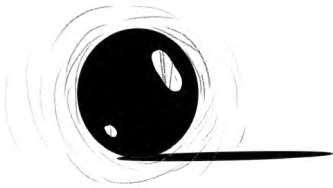


+4 to next FOC

Lets you see four seconds into the past. Takes a turn to use, but adds +4 to the next FOC roll, regardless of the Crew Member that rolls it.

Increases retrospect.

UNLIFTABLE SPHERE



No force can lift this sphere. Can be rolled if you put your weight into it.

I've been trying to think of any use for this. I am sure there must be one. There has to be.

LASER PISTOL



FOC + ■■

WV 3 MT 3

It's bullets emit a light show that dazzles and distracts opponents.

Blinding and essentially a crummy lightshow until it fries your flesh.

EKTRO

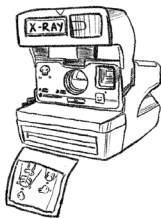


+ 4 MAGICKS

Pure, refined, bottled ektra.

Feels like pure energy in your hand. Feels like pure death when injected.

X-RAY POLAROID



Can take a still frame of what is beyond any wall or surface. Can look through up to 15 feet of solid matter. Comes with a cartridge of 5 Polaroids, but can be replenished at the Ammo Vendor.

Yes, I can clearly see what lay waiting for us in the next room. I have determined the best course of action is for you to go first.

FIRE CUBE



Small clay-like 1in x 1in cube, when smushed erupts into flame.

Incredibly efficient fire starter, not a great idea to keep them in your pocket.

EVERTHROW STONE



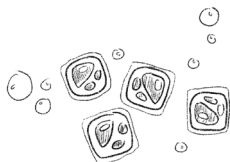
SPE

WV 1

When thrown, continues its momentum on its original trajectory until stopped by an object or wall.

Not sure what nonsense keeps it afloat, perhaps it is just afraid of the floor.

BUBBLE SCRUBBER PODS



These small pods, when introduced to water, fizz and bubble up aggressively. One pod makes up to 5 square feet of highly corrosive cleaning suds.

Good for cleaning if you just add water. If accidentally consumed, get ready for the trip of a lifetime.

STICK OF TNT



SPE

WV 10

The wick is almost all the way burnt down. Any die roll that comes up as a 1 instantly deals 5 Wounds to the thrower.

Someone must've had a close call. Just make sure to toss it quick.

GWONKAS GUMBALL



+1 FOC

Too big to be eaten by the undetermined. +1 FOC when carried in an Item slot.

Gwonka was a total whacko, and Gwonka candy is a shining testament to the reasoning "Because I can."

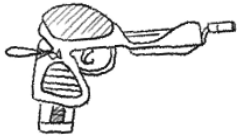
EXPANDER FOAM GRENADE



Pull the pin and toss! After ten seconds explodes and instantly expands into 20 square feet of sticky foam.

A good way to get yourself out of a sticky situation, or into one!

PHASE PISTOL



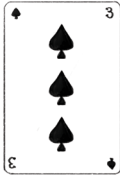
FOC + ■

WV 1 MT 4

Sturdy and reliable. Gets the job done. Can be set to "Stun" which knocks the wind out of a target.

Alright, the stun feature isn't all that the commercials said it would be, but it is still great for using on Crew Members being jerks.

GRANDMA'S DECK



An old tattered deck of cards in a worn box. A KNO roll used to cast Magicks while the deck is in an Item slot can be rerolled, but the second roll must be used. Limit once per Job.

Covered in wine stains and smells like a chain-smokers house, you like to keep them in the shirt pocket closest to your heart.

DARK SWORD



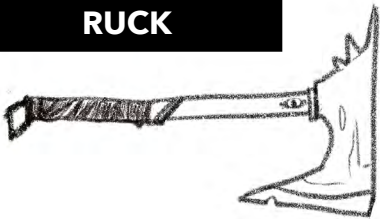
SPE + ■ / ■■

WV 2 MT 3

Impossible to see in the darkness. One bonus die in normal light, three bonus dice in complete darkness.

Looks just like the night, more so during night.

RUCK



STR

WV 4 MT 3

A weighty axe with terrible weight distribution. Easily splits any average sized wooden object in two.

Just like a lumberjack, but more sustainable.

CUPPA



Cuppa brand Coffee grounds. When combined with boiling water and a quirky mug restores 2 Wounds.

A good time to play a game of solitaire before the sun comes up and spoils the morning light.

LION HILT SWORD



STR + ■■

WV 5 MT 1

Instead of a crossguard, this sword has a fuzzy mane, and a knuckly claw at the pommel.

Odd, but comfortable to hold. Clearly a reproduced claw. Fearsome nonetheless.

PYRAMID NECKLACE



+ 3 while Gambling

Gives an edge in any game of chance. Add 1 die to rolls while attempting to gamble, including to a roll while using the Gashapon.

Incredibly flashy, and horribly bulky.

EVER BURNING TORCH



An ever-burning and unquencable flame. Will provide light and fire at all times. Cannot be put out.

A constant light in the darkness, just don't set it down next to your spellbook.

GOLD SPRAY PAINT

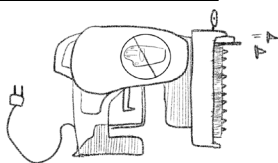


+1 ARMOR

A rattle can of gold spray paint. Can be equipped in a Crew Member's Armor slot. When replaced by any other Armor, this item is destroyed.

Ride eternal, shiny and Gold.

NAILGUN



FOC+ ■

WV 4 MT2

A gun that shoots nails, there is no safety, and there is no hand guard.

Originally created for use in roofing and general contracting, but immediatly taken off shelves by OSHA for being "Inhumane".

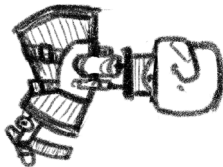
PAMPHLET OF THE DEAD



Allows any Crew Member to choose a Mod instead of randomizing when their Wound Threshold is reached. Must be equipped in an Item slot at that time.

Quite helpful for those prone to running into battle before the rest of the Crew.

PISTON KNEE



CON + ■

WV 6 MT 2

The knee-mounted pneumatic piston. Could do some serious damage - if you are able to stand your ground.

Excessively rough on your hips. When in use femur, pelvic, and shin Mods encouraged.

SCREAMING SHIELD



+5 ARMOR

Must be equipped in both an Item slot AND the Armor slot. When bumped or struck with any object, this shield howls out in pain.

Wonderfully protective, delightfully obnoxious.

MAGIC BEAM



STR

WV 8 MT 1

A bat that ends in an extremely heavy unwieldy I-Beam. Thankfully, a magical enchantment makes it light enough for the user to wield.

Incredibly heavy to lift at first, but once you get the balance down it isn't all that bad.

HOAGLAND'S TRAVEL GUIDE

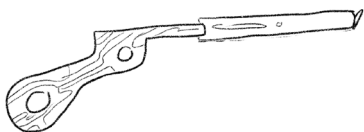


+6 MAGICKS

A hiking guide to the peaceful lands that are the Hoaglands. When in an Item slot, +6 Magicks if no Armor Items are equipped in the Armor slot.

Many say the Hoaglands is a refuge from the world; quiet forests perfect for afternoon naps and rolling hills full of second chances.

POP CAP GUN



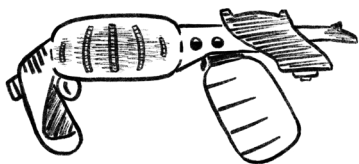
FOC (CON)

WV 3

If a Failure (0 Knocks) is rolled during an Action, the user is overcome with nostalgia for yester-year. For that Crew Member, Pop Cap Gun now permanently uses CON as its Attribute instead of FOC.

Clearly a child's toy. Prompts feelings of nostalgia for anyone handling its plasticky form. I had one of these too! Wish I still had it...

SCORCHER



FOC +



WV 1 MT 3

When flames are emitted from the front, they are also ejected from the side vents. The Scorcher must be held directly in front of the user, to allow the flames to fly to the sides, instead of in their face.

The Scorcher is a powerful flame-slinging device, but if held incorrectly will prove fatal.

RAX CUBE



+1 FOC

A puzzle cube of legendary difficulty. When the cube is solved correctly and carried in an Item slot, +1 FOC. To solve: Requires a KNO roll of 4+ and to be carried in an armor slot for an entire Job.

Just wish someone hadn't mixed it all up before you got your hands on it...

MIND READING CIRCLET



When worn, the wearers thoughts are projected from the circlet as if spoken by the wearer themselves.

Sometime it isn't so great to say what is actually going on inside your head.

SPIKED GAUNTLETS

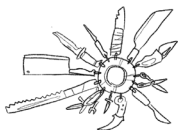


STR WV 1 / +2 KNO

Owned by Sir Theodore Spike, noted Hotel Historian and lunchtime brawler.

Theodore was an intellectual and a gentleman. As long as you didn't disagree with his stance on the origins of humans.

WHIRLY



SPE + ■ / CON + ■■
WV 7 MT 1

A dangerous contraption of spinning blades collected from around the Hotel. If CON is used as its Attribute, Whirly also deals WV1 to its wielder on each Attack Action.

Can really get wild with this one, but it tends to bite back if you are careless.

ZHUTHAR'S HELM



-1 FOC, +1 KNO; ARMOR 3

Terribly hard to see out, of but gives the wearer a commanding presence.

Quite big, but I'm sure you'll grow into it.

HARP BOW



KNO

WV 7 MT 2

The sweeter the melody, the truer the aim. If only you had given it your all in 6th grade orchestra.

I am about as musically inclined as a jackhammer, so lets give you a shot at it instead.

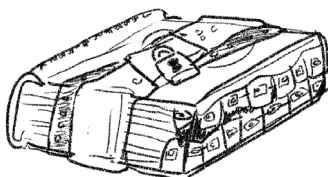
ENDLESS STICK



A 2 foot wooden pole. When broken, each section instantly grows back to a 2 foot long pole.

Not exactly sure why this is useful, but it is.

JABBER'S GIBBER BOX



When opened, will not shut up. Any task that requires concentration takes twice as long. Any FOC rolls have their Knocks halved, rounding down.

SHUT THE BOX. SHUT IT NOW.

KORK



FOC

WV 8 MT 1

FOC + ■■

WV 2 MT 2

Can be split by snapping it over your knee. The wide version is annoying to hold (top stat), but more powerful than if split into 4 guns (bottom). Perfect for getting a Crew equipped quickly.

There isn't anything more uncontrollably consumerism than a mold-injected, mass produced, multi use, firearm.

SMOKING GUN



FOC + ■■

WV 5 MT 2

If someone asks who's guilty, everyone knows it's you.

Shoots first and doesn't even bother asking questions later.

RADAR DISH



ARMOR 1

Worn on the head. Allows remote connection to any signal in the hotel (provided it's not raining).

WinterNet Chat at your fingertips!

VORPAL SWORD



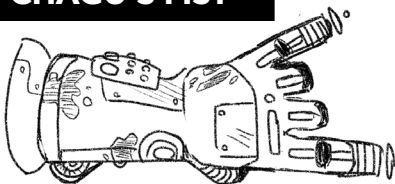
SPE + ■■

WV 3 MT 1

Always decapitates target if a Malfunction is rolled. Otherwise, normal damage.

Hope he didn't need that...

CHAGU'S FIST



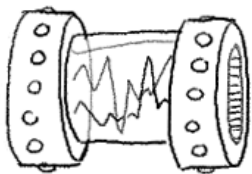
STR + ■■■

WV 3 MT 2

A massive fist, unwieldy to hold upright. When used as a Weapon Item, must make an additional CON roll with at least 2 Knocks. If failed, take 1 Wound ignoring Armor.

Pain in the butt to swing, but no better way to crush your enemies than with a comically oversized metaphor.

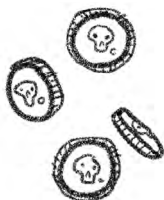
ENERGY CELL



Powers anything, once.

Lick the terminals to tell if its still good.

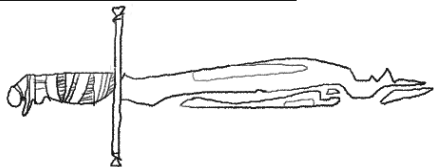
CURSED GOLD



One cursed gold placed into the Gashapon has an equal chance of getting any Item.

I'm sure the curse has faded by now.

SWORD OF SAMUEL



+6 MAGICKS

The sword is covered in barely readable inscriptions, but the more you look, the more things start to make sense.

A fragile antique. Do be careful with that.

LITTLE WHOOPER



A cousin of the kookaburra, this little friend sure can put up a ruckus, but he's a fierce ally. Doesn't take up an item slot.

Little bugger wont stop clinging to my shirt.

JAR OF BALL LIGHTNING

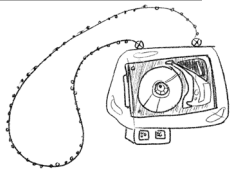


DEALS 8 WOUNDS

When opened, releases a single bolt of lightning that inflicts 8 wounds to the nearest Enemy ignoring Armor.

Over 4 Crew Member's have Dead Halted while holding onto this and "waiting for the right time". Just open the darn thing.

2.1 GB HARDDRIVE

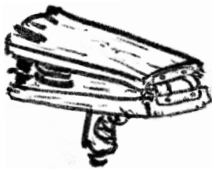


+X MAGICKS

Holds up to 2.1 GB of data. Destroy any two Magick-providing Items to combine them. this Harddrive now acts as their combined Magicks. Can only combine Items once.

Basically can store anything. You'll never run out of space.

SLAPPER



Deals 2 WOUNDS

Just point and shoot to slap anyone within eyeshot. Automatically inflicts 2 Wounds, ignoring armor, as well as bringing a deep sense of shame onto the victim.

Slapping sound effect #3

Curses

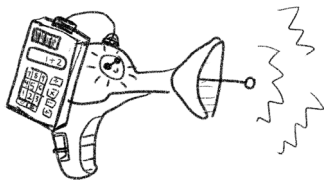
SAMUEL THE HORSE



A small horse plushy. Neighs when squished. Exceptionally volatile. Prone to outbursts.

Something is wrong here.

SOLAR EMITTER



Gives off waves of energy that can temporarily stun nearby electronics. It's powered by the sun. Three uses, then it needs to be recharged in the sun for an hour or two.

Now if only you could find a window.

HOOK SCALE MAILLE



ARMOR 4

Any Weapon Item physically hitting the Maille will hook into its many barbs. The Weapon is stuck to the Maille until a successful STR roll pries it free.

You'll look like a big piece of velcro, but you'll also act like a big piece of velcro.

FLASH ARRAY



Emits a blindingly bright ray of light, needs to cool down for 6d6 minutes.

AH MY EYES

MICROCOSM



A crystal ball filled with flickering images of the past present and future of the Hotel. Acts as a conduit for the Hotel's Magicks. Can add +5 to a Magicks roll that just exceeded 15 or more.

Look into it for a while, you might learn a thing or two about why the Hotel is so special.

+5 MAGICKS on a roll of 15+

MICROWAVE GUN



Shoots a cone of electromagnetic energy that can cook a turkey at ten paces. Also happens to charge batteries. WV7 against targets with flesh, but heals WV3 to electronically powered targets.

*Don't hold too close to your skull when in use.
Don't hold too close to your skull when not in use. Keep far away from vital organs.*

FOC + ■

WV 7 MT 1

MECHANICAL SHEEP



If 2 Knocks are rolled on a KNO roll, all nearby electronics will be forced into sleep mode temporarily.

For legal reasons, this sheep comes straight out of an automaton's nightmare.

ENERGY SHOTGUN



Fires 3 bolts of energy, but they bounce. After firing, roll a d6. On a 1 or 2, take that many Wounds ignoring Armor.

*Effective against multiple targets;
including yourself.*

FOC + ■ ■

WV 6 MT 1

OLD ROBOT HEAD



+10 MAGICKS if Powered

A failed project left to the wayside. Covered in rust from the leaky tile above the workbench where it was found. If plugged into a wall outlet or power, it begins to speak sweet nothings.

Sometimes I just like to listen to her talk to me at night. Makes me feel like everything is going to be okay.

GODBANE



STR + 

WV 2 MT 1

Poisonous to gods.
Quite harmful to mortals too.

The ability to find a god is much harder to come by than the ability to slay one.

FIST BOOT



STR + 

WV 3 MT 4

+3 ARMOR

Changes depending on how the user decides to equip the Item. Takes 1 minute to Equip. When in an Item slot: STR+2 WV2 MT4, when in an Armor slot: ARMOR +3.

While trying to create something universal, they ended up just making both an uncomfortable glove, and an uncomfortable shoe.

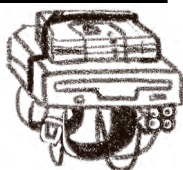
EYE OF THE BEHOLDER



A Magicks roll of 13 or more opens the eye, dazzling and distracting to anyone who was unprepared. Once the eye is closed, everyone who was dazzled forgets what they saw.

Surely there's beauty within - if you could only get it open.

3.5" FLOPPY EJECTOR



FOC + 

WV 5 MT 2

Ejects a floppy disk at high speed.

Three and a half inches of pure data moving at the speed of sound. Ouch.

CURSED AXE



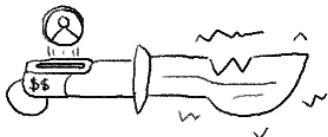
CON + ■■

WV 6 MT 4

For every successful Knock (4,5,6) on an attack roll while wielding the Cursed Axe, user takes 1 Wound ignoring all Armor soak.

Look at it. It's cursed. No way its not cursed.

COIN OPERATED DRAGNOV



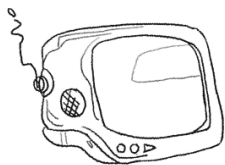
SPE + ■■

WV 1 MT 2

If a gold is placed into the coin slot, +2 Wounds for up to a minute.

Sharp, serrated, and a greedy bugger.

TV HELMET



+1 KNO, +2 ARMOR (+4 Rear)

A helmet made from an old television set. The screen on the back of your head is still tuned to a local news channel. Keeps you informed and distracts anyone trying to sneak up on you.

"In other news, state population are set to double by the turn of the millennium, the babies are to blame."

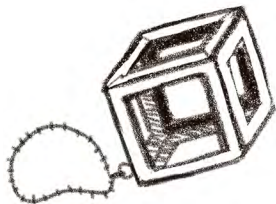
FUSION BELT



Tying two things together with this belt will morph them together completely within ten minutes. When the belt is removed the two Items start to separate over the next two hours.

You have created a monstrosity.

BOX CREATOR



When the button is pressed, the bulky machine will create a box big enough to stand on and reach that shelf just above your head.

Please, stop making boxes. I can't breathe.

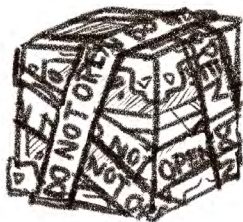
GRAFTLING GUN



Welds any two objects together;
permanently.

Annnnnnd you have welded the red herring to chekhov's gun. I am not sure how this ends our adventure but it certainly does.

BUMBLECHUCK



What appears to be a jack-in-the-box with its crank handle removed. Locked with chains and covered in police tape that says "DO NOT OPEN".

Contains The End.

AMULET OF RA



+10 MAGICKS

Produces light as bright as the sun. Fatal to vampires. Helpful to plants. When opened, KNO+0 WV2 MT4 sunburns to anyone standing in front of you.

You might want to invest in a pair of shades.

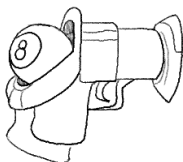
DUPLICATOR GUN



Duplicates any non-organic object instantly. When an object is chosen, cannot duplicate any other object.

Can be used unresponsibly very easily. Choose your object carefully, or don't do that. It's more fun replicating chairs anyway.

8 SHOOTER



Fires an 8 Ball from an authentic billards set that is now missing an incredibly key piece. Has a wicked recoil too, hurts like the dickens.

Nothing more satisfying than what is essentially a small handheld cannon.

CON + ■

WV 7 MT 2

TELECADE



Made from fresh-squeezed Telecs. One sip is enough to Heal 2 Wounds. Two sips is enough to heal 6 Wounds and provide +1 SPE and +1 FOC for 1 hour. Contains five sips before empty.

THREE SIPS OF TELECADE HAS NOT BEEN FDA APPROVED FOR CONSUMPTION IN ANY STATE, PROVINCE, OR TERRITORY.

EVERSACK



A small burlap sack tied with twine. It always seems to contain something useful, though how it's useful is not always clear.

I suggest not putting anything in there you intend to see again.

SOUL NECKLACE

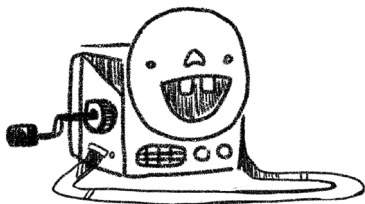


+8 Magicks

Can restore lost souls. While wearing, a Clunkhead will be clear of mind and returned to their original selves. If removed, the Dead Halt returns. +6 WV6 to everything within 6ft if destroyed.

Brings one back, if only temporarily. A time to sit with old friends, to recruit help from the beyond. Both a wonderful and solem reunion.

BE KIND REWINDER



Can be used to ignore any Glitch outcome rolled by any Crew Member as long as one Member holds the Be Kind Rewinder. Limit once per day.

Take it back, don't smack your friend. You need them around. Remove that mistake you just made, be a little kinder this time around.

GROWTH RAY



Grows a non organic object smaller than a fridge up to the size of a fridge.

Incredibly useful in a plethora of ways that I cannot remember at this moment in time.

KNOWLEDGE EATER



+4 KNO

Reduces KNO by one pip of anyone within 10 feet of the object. Whoever carries Knowledge Eater gets +4 KNO.

Creepy, and permeates uneasy emotions. Incredibly powerful though, drawing from those around it.

PIKELER



SPE +   WV (D6) MT 2

This world renowned weapon chooses only the most fitting of wielders (Guaranteed by Pikel Corp. LLC).

Ignores Armor.

The only weapon in the Hotel to reach Mach 3 entirely by accident.

REDBONE



-1 FOC
SPE +   WV 5 MT 5

Wielder can only see shades of red.
-1 FOC; SPE+5 WV5 MT5.

If also holding Bluebone and Greenbone use instead +1 ALL; ANY+10, WV10 MT2

Keldon, the creator of the bones, was color blind. His enemies took this as a weakness. It was not.

GOD'S HAND



Has an insatiable need to return to the god it came from. FOC+2 WV5 MT2 if it thinks you're helping it return. +5 vs. FOC to mind control you if it thinks you're not. Likes to ride on your shoulder.

Has a lot of tricks up its... well it's just got a lot of tricks.

CHUCKLEHEAD



A trickster, a Denizen of the Hotel, locked away in the Gashapon by Gad. He immediately escapes and is out of sight in a flash.

Uh oh.

The following is known about Chucklehead as reported from his previous host Crew:

Chucklehead is an extradimensional being who seems to thrive on the confusion he creates. When released, he links his ethereal form to the collective consciousness of the closest group, namely the Crew. Acting as a virus infecting the conscious of the group, Chucklehead mixes and matches your reality to his whim.

While infecting the Crew the following effect is in place until Chucklehead is removed;

On a failed Action roll, where no Knocks are rolled, Chucklehead appears and swaps the Crew Members rolled Attribute with the closest Crew Member.

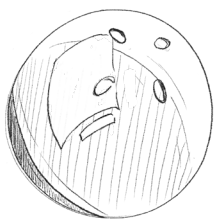
(This does not effect the 5th Pip gained from a Mod)

There are a few known ways to remove a Chucklehead;

- *Hurtle him through an Extra-, Intra-, or Inter-dimensional gate.*
- *Exorcise him with a capable priest. This is not recommended, as it has no effect on Chucklehead other than removing him from the -current- host Crew.*
- *If a Crew Member is holding an empty Gashapon Item Capsule, when Chucklehead attempts to swap Attributes on a failed roll, the Crew Member holding the Capsule may make a SPE Roll. On a Success they trap Chucklehead inside of the Capsule.*

Little bugger is out again...

GASHAPON CAPSULE



Seems just like clear plastic, and is known to be able to imprison a Chucklehead somehow. Free with every spin of the Gashapon! Something is very odd about this capsule...

A lot of plastic to just whip into a landfill.

CHUCKLE COIN



Dhuraine digs around in a drawer and produces his last Chuckle Coin.

Pay Chucklehead one Chuckle Coin to not swap your Attribute on this roll.

Just this once kid.