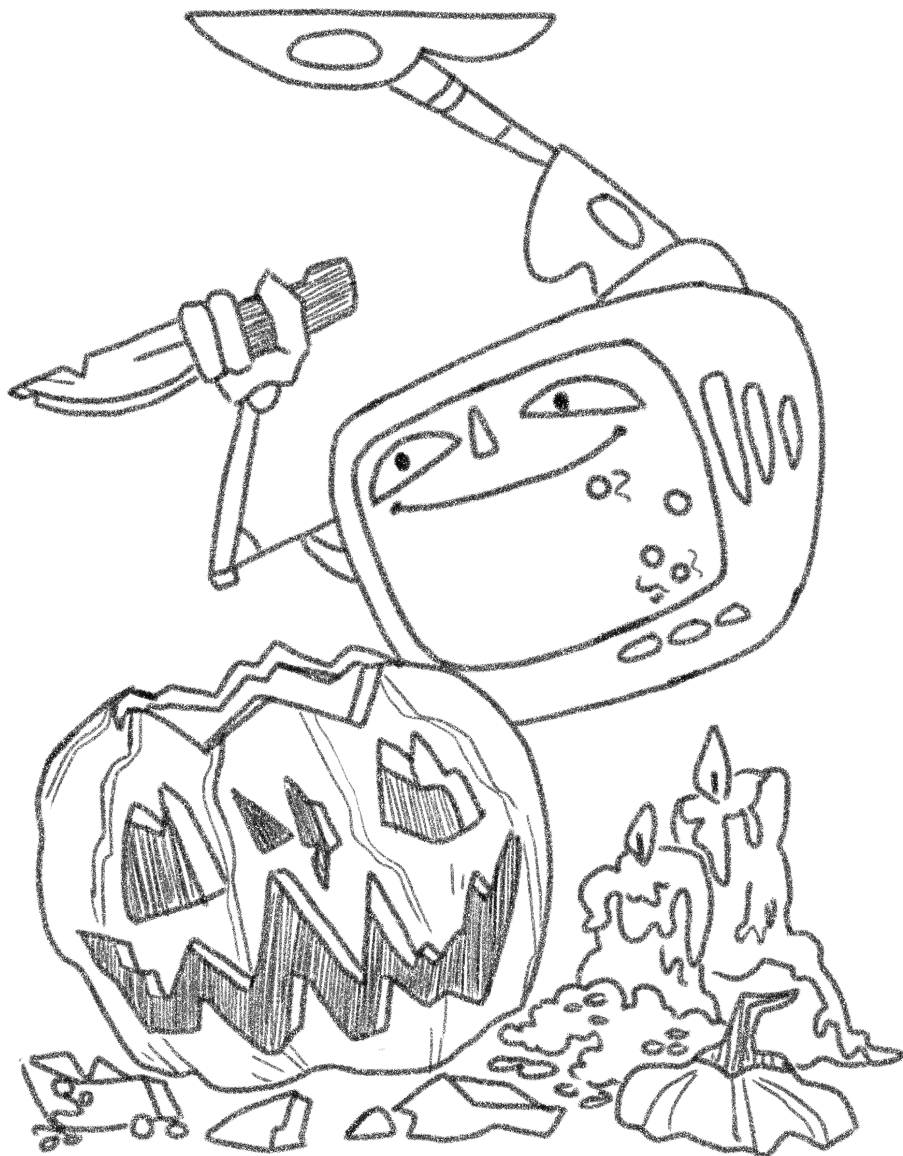


# WELCOME TO GOURDFEST

This time of year, the recliners are comfy and warm from the first-lit fireplaces of the season. The sun is low as jovial young ones run from room to room to collect as many sugary treats as they can stuff into a patterned pillowcase. **This is Gourdfest!**

While this holiday has had many names within the Hotel and perhaps even beyond it, **Gourdfest is the holiday to celebrate the dead and run about in the leaves, celebrating the living with frightful tricks and delicious treats.**



## ITEMS

A few more Items to make your Gourdfest the best fest around! Cursed folk aren't the same unless they have cursed Items as well! **Happy Gourdfest!**

### FORBIDDEN FRUITS



**-1 WOUND / +3 MAGICKS**

Some say the visage these have is due to a curse. Others say it's just to ward away critters. If you eat one, you may either remove 1 Wound or add +3 to a Magicks roll.

*It feels so wrong to bite into this... but boy howdy do they taste delicious!*

### DARKLIGHT CANDLE



An extreme curiosity, this candle is the exact opposite of a candle. Spreads darkness in the vicinity in the same way that a candle would spread light. Can be lit and blown out as normal.

*"I can't see anything in here... light that candle won't ya? Okay, now I can see less."*

### BLUE BONE



**-1 SPE**  
**STR +  WV 5 MT 5**

Wielder can only see shades of blue.  
-1 SPE; STR+5 WV5 MT5.

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

*After Keldon lost most of his sight, he made the bones lopsided for ease of use. The only thing Keldon could see clearly was the future.*

### BRICKEN'S BLOODY BOOK



**REROLL MAGICKS ROLL**  
**GAIN 5 WOUNDS**

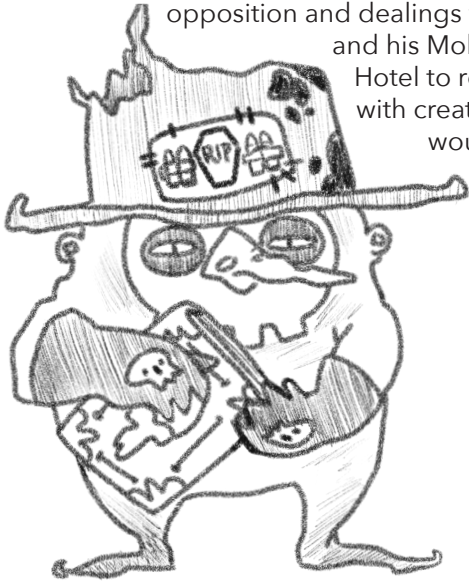
Gives the user knowledge they absolutely should not have. The book may be used to Reroll any Magicks roll, but when used, the book will deal 5 Wounds, ignoring any Armor benefit.

*Just a peek wont hurt, right?*

# DENIZENS

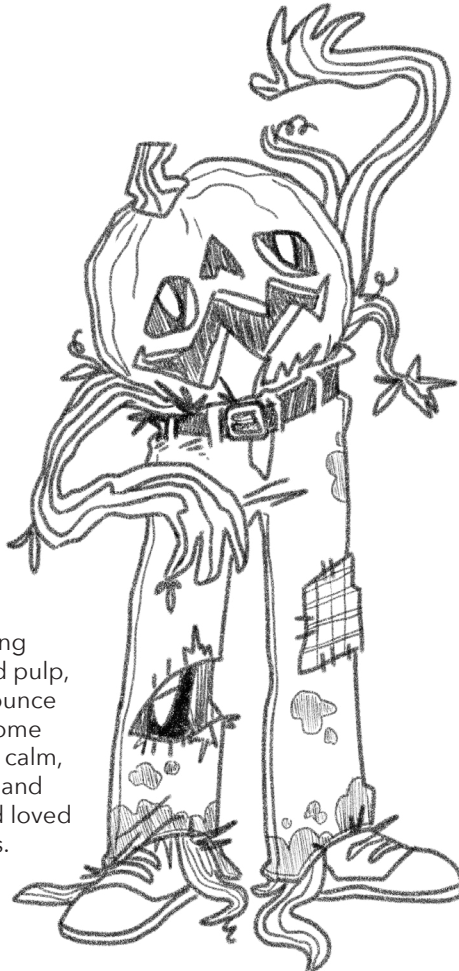
## BRICKEN BONEMEAL

A portion of the 99th Floor flooded during the time between the Klaxon being stored and their eventual rise to sentience. Those in the flooded wing were damaged and mold-ridden. While this section of the Klaxons still awoke, they were... off. Outcast from the Klaxon Collective for their opposition and dealings with dark Magicks, Bricken Bonemeal and his Molders found dark damp corners of the Hotel to reside and delve deeper into dealings with creatures and entities the rest of the Hotel would much more prefer to bury forever.



## GOURDS

Sometimes, stray Magicks flick about the Hotel and gets stuck in the oddest of places. One such common area of Magicks collecting is Gourds. While not completely known why, the common theory is that the living container of a Gourd, empty but for seeds and pulp, tends to trap Magicks. As these stray spells bounce about the inside of the vegetable, they give some semblance of life to the squash. Slow to react, calm, lacking a lexicon, and drawn to tending fields and crops, Gourds are a mostly friendly bunch and loved by farmers and gardeners for obvious reasons.



## RATLINS

Ratlins are devilishly cunning tiny creatures that love nothing more than grabbing Items to pile up in their dens. Despite being an entirely different Denizen than the Ratfolk, it is understandable why the two groups frequently get compared. Ratlins hardly understand language, and can almost speak, though not very well. While Ratlins hide their hordes of Items in places unseen to common folk, they themselves are not afraid of the other Denizens and appear frequently in broad daylight, much to the dismay of those trying to keep ahold of their Items. The Ratlins are easily bribed, as all Items are of equal value in their eyes.



## SKELETAL UNDEAD

While the Undead are a wide variety of old folks, the Skeletal Undead are both exceptionally older and drier. The stories of clattering bones and grinding teeth ring true for this subset of Denizens, though a large majority of the Skeletal Undead are kind, accomodating, and extremely tired from decades, or even centuries of undeath. Some of the more active boney-folk have worn their bones close to dust, missing parts, chunks, or even a majority of their former bodies. The Skeletal Undead are also the most attune to Magicks of all the Denizens in the Hotel and beyond. The histories that they have lived through, skipped while buried, or un-lived through, all rattle around in their conciousness, wherever it may now reside. If you need to know something, ask the Skeletal Undead. An answer might be as drawn out as a funeral dirge, but there's a chance they know things that no other Denizens do.

