

HAPPY HALLOWMOON!

A harvest festival of terrible decisions and a counterfeit cosmic horror.

A darkly comic, one-session fantasy adventure for four 3rd-level characters. Fifth-edition compatible.

GAME MASTER EDITION | CONTAINS SPOILERS

Minimal-ink printable edition. All maps are simple reference diagrams; no illustrations are required to run the adventure.

Original homebrew adventure. Not an official Dungeons & Dragons product.

How to Run This Adventure

Premise. Duncan's Hollow competes with WillowHawk in a ridiculous moongourd-carving contest. Horace wants victory. Silas warns that carved gourds summon the Great Curcubanth, and smashing them before the final bell will prevent its rise. In truth, his druids built a giant mechanical Curcubanth to terrorize the village into embracing their Old World religion. No real cosmic entity is required.

Session target: 4–5 hours. Party: four level-3 adventurers. Tone: petty village comedy, bog grotesquerie, false cosmic dread, collapsing machinery. Safety: brief body horror, fire, endangered civilians; adjust to your table.

Act	Target	Essential payoff
I: Festival	30-40 min	Horace, rocks, Silas, bog assignment
II: Bog	45-55 min	Daphne, gourds, workshop clues
III: Conspiracy	35-45 min	Druid ultimatum and meaningful choices
IV: 65 Gourds	20-35 min	Three-round crisis; 66th gourd joke
V: False God	60-80 min	Shell breaks; mech shutdown or destruction
Flex / epilogue	20-30 min	Consequences and contest result

What the GM knows

Silas genuinely believes the ancient Curcubanth exists. He and his druids knowingly built Mecha Curcubanth as a counterfeit divine visitation: a terrifying spectacle intended to discredit the carving festival and convert frightened villagers to their Old World faith. Silas claims destroying every carved gourd prevents the god's rise. The gourds are not magical batteries; the machine appears only if Silas orders it and it remains operational. Fenwick fears the machine is unsafe; Mallow believes the deception justified; Tobb wants out. Successful investigation can expose or stop the hoax. Honor that success.

The obvious fact that the workshop contains monster machinery never requires a check. Checks uncover weak points, operator motives, and sabotage options. If the party neutralizes the machine completely, do not force a fight.

Act I — The Festival of Idiots

Duncan's Hollow squats between wooded hills, smelling of peat smoke and badly maintained privies. Strings of gourds hang from crooked houses. A brilliant willowhawk glides overhead, deposits a heroic quantity of droppings in the village well, and continues toward the rival village. Nobody seems surprised.

The birds nest at WillowHawk and relieve themselves over Duncan's Hollow. Locals disagree whether this is a conspiracy or geography. The largest tavern bears the sign HORACE'S HOLE; someone has added LOW STANDARDS beneath BEST HOLE IN THE HOLLOW.

Horace and the rock incident

Behind the bar, a stout man with enormous sideburns hands a stone to a child in a skeleton mask. "Happy Hallowmoon. Don't spend it all in one place." The child stares at it. "It's a rock." "Very observant. Next!"

Minutes later, the children return the rocks through the tavern windows. Passive Perception 12 or a DC 10 Wisdom (Perception) check connects the attackers to the earlier recipients. Horace blames WillowHawk, even if confronted with the obvious. Pursuing the children requires no combat; they mention a mushroom-smelling prophet warning against carving.

Silas interrupts

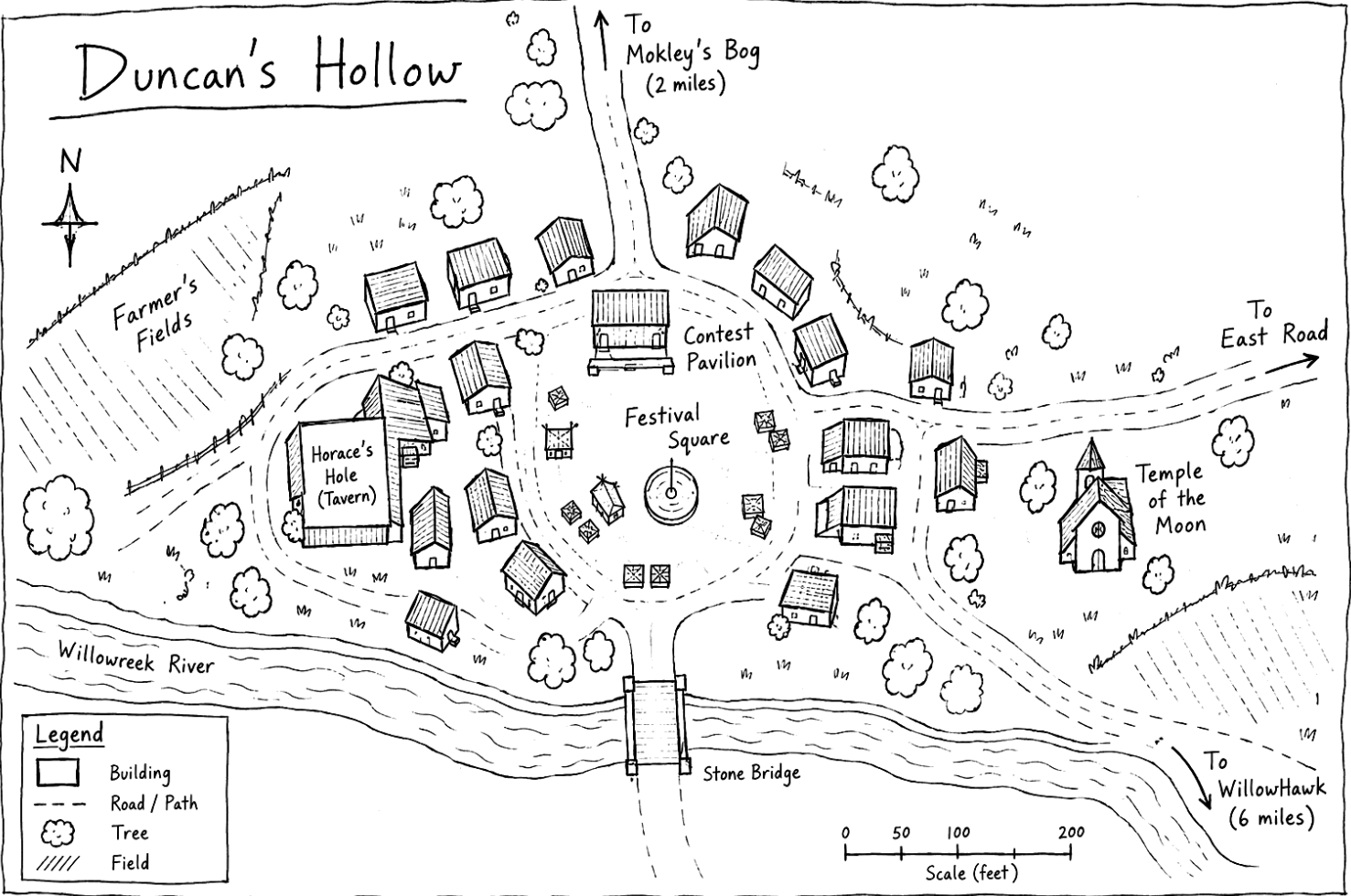
A filthy, twig-bearded druid fills the doorway. "HEAR ME! THE GREAT CURCUBANTH STIRS! EVERY CARVED FACE INVITES THE HARVEST OF SOULS!" Horace keeps drying a tankard. "Oh, shut up with your druid horseshit, Silas."

Silas insists that every carved face draws Curcubanth closer, and only destroying the gourds before the final bell can prevent his rise. Insight DC 12: Silas believes the god is real. Arcana or Religion DC 13: his lunar and harvest symbols are obscure and eccentric. He mentions protective preparations near Mokley's Bog, then departs.

The job

Horace needs better gourds to beat Derek of WillowHawk. He offers supper and lodging, plus 10 gp total with DC 13 Persuasion. Daphne the ogre hoards the best specimens. "GET YER ASS TO BOGGIN'!"

DUNCAN'S HOLLOW · VILLAGE MAP



GM reference: Horace's Hole, festival square, northern road and routes out of town.

Act II — Get Yer Ass to Boggin'

Black trees claw at the swollen orange moon. Wet gourds protrude from the marsh like half-buried heads. Something bellows beyond the reeds. Something larger bellows back, sounding distinctly annoyed.

Four-gourd exploration challenge

The party needs four suitable gourds. Each success finds one: Survival DC 11 (locate), Nature DC 11 (identify), Athletics DC 12 (extract), Acrobatics DC 12 (cross mud), or Perception DC 12 (spot hidden patch). Failures cause complications, never a dead end. After three group failures, Daphne notices the intruders. A screaming gourd is simply venting air through insect holes; a skeletal hand clutching a gourd offers an especially macabre specimen.

Daphne's garden

Hundreds of carefully polished gourds occupy a clearing. An enormous ogre in a filthy apron tenderly wipes one specimen. "There now, Mister Roundbottom. Ain't you a handsome little bastard?" She notices you. "What're you lot doing in me garden?"

Daphne is protective, sentimental, and capable of reason. Persuasion DC 12 earns four ordinary gourds; offering to clean her garden grants advantage. Mentioning carving imposes disadvantage until trust is earned. She wants the hammering at the old millhouse stopped. Promise to investigate and she provides four excellent gourds plus directions. She stops fighting at 15 HP or if Mister Roundbottom is threatened.

The millhouse

Smoke escapes a rotten millhouse chimney. Behind boarded windows, hammers ring. A voice shouts, "NO! THE OTHER LEVER!" Something immense falls over. After a silence: "All right. That's probably fixable."

Inside: huge gears, pipes, puppets, painted sigils, monster diagrams, and a miniature labeled THE GREAT CURCUBANTH — FINAL DESIGN. Beneath: DO NOT EXCEED RECOMMENDED FURNACE PRESSURE. The full machine is at a concealed assembly site; this workshop contains prototypes and spares.

Discovery Resolution

Mechanical monster construction Obvious from close inspection

Bellows, furnace and fake roar Investigation DC 12

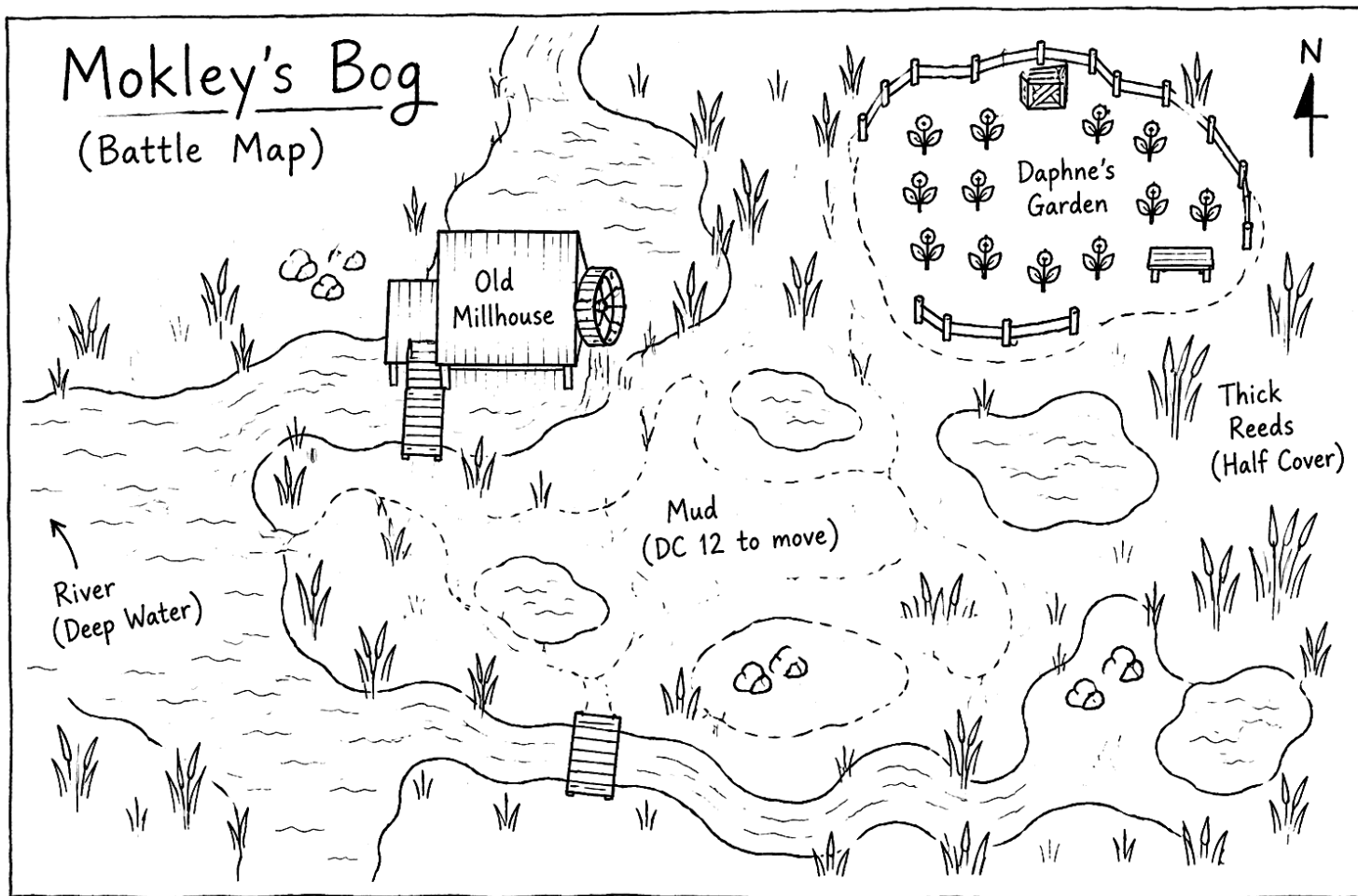
Decorative, nonfunctional sigils Arcana DC 12

Back maintenance hatch / control plans Perception or Investigation DC 13

Faulty pressure regulator Investigation DC 13

Fenwick (exhausted engineer), Mallow (zealot), and Tobb (nervous apprentice) occupy the workshop. They mistake visitors for helpers. Fenwick admits danger with Persuasion DC 12; Tobb reveals the assembly site with Intimidation DC 13 or kindness. The druids avoid lethal conflict.

MOKLEY'S BOG · ENCOUNTER MAP



Act II — Consequences and Sabotage

Workshop advantages

Reward concrete actions, not simply successful checks. Each distinct sabotage can be recorded for Act V. Damaged bellows disable or impair the roar; severed spit tubing disables Pumpkin Spit; stolen plans open the maintenance hatch without a check; a jammed left leg reduces speed by 10 feet. If sabotage renders the machine entirely inoperable, replace the boss battle with a confrontation over the exposed fraud.

Daphne's optional battle

If the party attacks Daphne, use her separate creature page. Her mallet is dangerous to level-3 characters; warn with a smashed stump or similarly clear display. She offers surrender and negotiation before fighting to the death. If the party expends substantial resources here, allow a short rest before the finale.

Bridge to Act III

The bells of Duncan's Hollow roll across the bog. In a wooded hollow, something enormous shifts beneath a canvas cover. A furnace flares. An iron limb rises, shudders, and falls. "That," says an unseen voice, "is going to be a problem."

Act III — The Druid Conspiracy

Lanterns glow in Duncan's Hollow. The wicker effigy looms over carving tables. Derek, resplendent in green velvet, studies a moongourd with contempt. Horace bellows, "YOU CAN TAKE YOUR FANCY WILLOWHAWK RULES AND SHOVE 'EM UP YOUR ARSE!"

Derek is smug, talented, and obsessed with the contest; he is not secretly aligned with Silas. He will try to buy a fine gourd or shame the party's carving skills, but will not knowingly murder villagers to win.

Silas's ultimatum

Silas climbs a barrel, flanked by robed followers. ?EVERY CARVED FACE CALLS HIM CLOSER! SMASH THE GOURDS BEFORE THE FINAL BELL, OR CURCUBANTH SHALL RISE!? Derek folds his arms. ?Your local entertainment is rather provincial.?

Give the party a genuine chance to intervene. Presenting plans proves a machine exists automatically. Persuasion DC 12 with evidence convinces the crowd of danger; without evidence DC 14. Persuasion DC 15 convinces Horace to suspend the contest, reduced to 12 with immediate proof. Appeal to Silas's concern for innocents: Persuasion DC 13. If the party convinces him to cancel, let him cancel.

Preparation window

Before the saboteurs strike, each PC can make one meaningful preparation: evacuate children, barricade tables, recruit guards, investigate the assembly site, or approach Fenwick. Appropriate DC 12 checks grant up to four Festival Advantages total. Spend one for advantage on a relevant later check or to secure a group of civilians from danger. Mark them on the GM sheet.

Tobb's confession

A mud-stained apprentice whispers, "Hypothetically, if someone built a very large mechanical religious demonstration and it developed certain structural difficulties, how dangerous would that be?" A distant crash sounds. "Oh, that's not good."

Tobb admits the left leg repeatedly fails and the furnace is unstable. He can lead the party to the concealed machine. Sabotage there uses DC 12 thieves' tools for leg or control linkage; DC 13 Investigation for the furnace. A public unveiling of the machine can end the mystery early.

The druids strike

A hooded figure jumps onto a carving table. "FOR THE SACRED HARVEST!" His club bursts a prize gourd. Horace screams, "MY BLOODY GOURDS!" More robes appear in the crowd.

The druids target vegetables, not people. If combat begins, use two saboteurs at once; others flee or keep smashing gourds. Transition to the three-round narrative crisis instead of running three full minutes of tactical initiative.

Act IV — The Sixty-Five Gourds

Five zones hold thirteen public gourds each: main tables, contestant pavilion, children's display, wicker effigy, and fountain. This is a three-round narrative challenge; each round represents roughly one minute. Each PC takes one significant action per round. Use the printable tracking sheet.

Action Check / outcome

Protect a zone DC 12 appropriate check: protect 13; on failure protect 6

Destroy a zone DC 11 Athletics or Dexterity: destroy 13; on failure destroy 6

Evacuate civilians DC 11 appropriate check: clear a zone; failure leaves one at risk

Intercept saboteurs DC 12 Athletics, Acrobatics, or Intimidation: stop one sabotage action

Druids act At end of round, destroy one unprotected group of 13 (or up to 6 partly protected)

Round 1: a panicked villager overturns a table. Round 2: Derek blocks an evacuation route while saving his entry. Round 3: a fallen lantern threatens the wicker effigy. Resolve each with DC 11–13 or an appropriate spell. Avoid double-counting destroyed gourds.

Derek's prized entry

"MAKE WAY! THIS IS AN IRREPLACEABLE WORK OF ART!" Derek carries a velvet-wrapped gourd. A druid raises a club. "THE FALSE IDOL MUST BE DESTROYED!" "My good man," Derek replies, "this is a prize-winning interpretation of the Weeping Widow of WillowHawk!"

A DC 11 appropriate check saves his entry. It is one of the original 65, not an additional gourd.

The secret 66th gourd

The last public gourd bursts. Silas raises his hands. "IT IS DONE! THE HARVEST IS PURIFIED!" "HOLD ON!" Horace emerges carrying a magnificent, smugly carved gourd. "YOU DIDN'T THINK I'D PUT MY BEST ONE OUT THERE?" Silas whispers, "You magnificent, irredeemable idiot."

The secret gourd is mundane. Players may destroy it; do not invent a 67th. The joke does not nullify their earlier successes. Silas may order the demonstration if he remains committed and the machine is operational.

Final bell

The final bell tolls. The trees shake. A vast pumpkin head rises beyond the rooftops. Two fiery eyes fix upon the square. A thunderous voice booms, "BEHOOOOOLD—" It cuts off amid clanking. Then: "BEHOOOOOLD THE GREAT CURCUBANTH!"

If the machine has been disabled, omit this arrival and resolve the consequences of the hoax. If publicly exposed, the crowd knows it is a machine. If sabotaged, apply the consequences established earlier.

GM Procedure — The 65 Gourds

Use this page alongside Act IV. Three narrative rounds, not three standard six-second combat rounds. No need to place 65 tokens.

Setup

Write 13 in each of the five zone boxes below. If earlier choices removed gourds, subtract them before starting. Every PC takes one meaningful action per round. Resolve PC actions, then druid sabotage, then the round complication.

Zone	Starting count	Remaining
A. Main tables	13	_____
B. Contestant pavilion	13	_____
C. Children's display	13	_____
D. Wicker effigy	13	_____
E. Fountain	13	_____

Action resolution

PC action	Resolution
Protect one zone	DC 12 appropriate check. Success: druids cannot target that zone this round. Failure: protect 6 gourds; remaining gourds are vulnerable.
Destroy one zone	DC 11 Athletics or Dexterity. Success: destroy up to 13; failure: up to 6. Appropriate area magic may work automatically, but warn about bystanders.
Intercept saboteurs	DC 12 Athletics, Acrobatics, or Intimidation. Success cancels one druid sabotage action this round.
Evacuate civilians	DC 11 appropriate check. Success clears one zone; failure moves most but leaves one at risk.
Other clever action	Reward a plausible plan with the closest result above; avoid double-counting a single group.

Druid turn and complications

Unless neutralized, druids destroy up to 13 unprotected gourds in one zone each round, or up to 6 if that zone is partially protected. Round 1: overturned table (6 at risk). Round 2: Derek blocks evacuation (civilian risk). Round 3: effigy catches fire (6 at risk or civilian risk). One appropriate DC 11–13 action prevents each complication.

End state

At the end of round 3, note how many public gourds remain. If all 65 are gone, reveal Horace's hidden 66th gourd only if it has not already been found or destroyed. The gourds are not magical fuel. Silas's decision and the machine's condition—not the gourd total—determine whether Mecha Curcubanth appears.

Public gourds remaining: _____ / 65 Secret gourd: [] hidden [] revealed [] destroyed

Act V — The Great Curcubanth!

Run a single boss encounter, not two sequential full-health monsters. Apparition and mech share 60 HP; reveal the iron framework when 30 remain. The machine acts only once per round at initiative 10, ties lose. No legendary actions or free reveal attack.

A colossal pumpkin-headed figure strides over the northern road. Its black limbs sweep carts aside; burning eyes glare through the night. A cottage crumples beneath an iron foot. Horace looks up. "Well. That's a big bastard."

Battlefield

Use a roughly 100-by-100-foot village square with the tavern (20-foot roof), pavilion (half cover), wicker effigy (flammable), fountain (3-foot stone cover), and northern road. Put civilians where the party's earlier choices leave them. Telegraph crushing steps and fire before resolving damage.

First phase

Use the Curcubanth Apparition creature page. One action per turn: Crushing Limb, Infernal Roar, or Pumpkin Spit when recharged. Players who inspected the workshop may identify weaknesses without an action; otherwise a DC 12 Investigation or Perception check as an action reveals one mechanical clue.

The reveal — at 30 HP

A crack opens across the pumpkin torso. Something metallic gleams beneath the rind. The creature's arm jerks at an impossible angle. Then the head splits apart, orange shell tumbling into the street to expose pistons, chains, iron plates, and a roaring furnace. A hatch opens. A soot-covered druid shouts, "FENWICK! THE BLOODY VOICE THING'S BROKEN!" The hatch slams shut.

Horace: "That's cheating." Derek: "I believe the rules are rather unclear on mechanical assistance." The exposed machine retains its remaining HP and turn order. Targetable components are now visible; damaging them also reduces main HP.

Alternative win: enter the machine

Climb 15 feet with an action and Athletics DC 12. Failure gives no progress; failure by 5+ risks a fall if already climbing. Open the back hatch at 15 feet with an action and DC 12 thieves' tools or DC 14 Athletics; stolen diagrams bypass the check. Inside, unsecured characters make DC 11 Dexterity saves each round or fall prone. Clearly signal moving-gear hazards before they can cause 1d8 bludgeoning damage.

Act V — Furnace and Finale

Inside, iron gears turn overhead, chains rattle, and pipes spit steam. "LEFT! LEFT, YOU IDIOT!" "I AM PULLING LEFT!" "THAT'S YOUR OTHER LEFT!" The machine lurches and showers sparks. Below, a furnace roars behind glowing iron doors.

Four interior areas

Maintenance passage: narrow grating from the back hatch. Operator compartment: two terrified druids on limb and head controls. Furnace chamber: heat, pressure gauge, emergency valves. Control platform: Fenwick desperately attempting to avert collapse.

Two-step emergency shutdown

1. Close fuel feed: action; DC 12 Athletics or Dexterity with thieves' tools. 2. Open pressure release: action; DC 12 Investigation or Athletics. Either order. Failure costs the action; failure by 5+ causes 2d4 fire damage. Plans or appropriate magic can grant advantage. After both succeed, the machine takes one final turn, then stops. Persuasion or Intimidation DC 11 convinces operators to surrender; previously befriended operators may surrender automatically.

Collapse

At 0 HP or after shutdown, the machine falls. Characters aboard may jump clear with a DC 11 Dexterity save, taking 1d6 bludgeoning damage on failure. Operators can be rescued. Do not inflict unavoidable lethal damage during a successful nonviolent shutdown.

The furnace dies with a furious hiss. The pistons slow. "WE'RE LOSING POWER!" someone cries. "GOOD!" comes the answer. The enormous machine folds into itself and crashes into the square. A hatch opens; a soot-covered druid crawls free, regards the wreckage, and says, "I told you the left leg was a problem."

Aftermath

Silas insists the hoax was a necessary warning. Horace: "You built a twenty-foot pumpkin bastard and drove it through my tavern!" Silas: "Twenty-five feet." Horace: "WHAT?" Let the party decide whether to seek restitution, mercy, exile, or trial. Derek argues the contest rules say nothing about mechanical catastrophes. Horace declares Duncan's Hollow victorious by default.

Optional unsettling tag

After midnight, the fields lie silent beneath the orange moon. Somewhere beyond the village, a gourd splits open. Then another. Beneath the earth comes a sound like a slow, contented sigh. Happy Halloween.

GM Procedure — Stop the Machine

Use this page with Act V. The creature is a dangerous mechanical hoax, not a real god. Players may win without defeating it in combat.

Before initiative

Apply established consequences: public exposure prevents the fake supernatural surprise; disabling the machine beforehand can avert combat entirely. Prior sabotage may reduce speed, disable a weapon, or reveal access points. Never force activation if the party has genuinely prevented it.

Combat sequence

Stage	At the table
Apparition	Start at 60 HP. Use false-god attacks. On reaching 30 HP, the shell falls away. No HP reset.
Exposed mech	Use the same remaining HP. Components may be targeted; damage to a component also reduces main HP by the same amount, never twice.
Climb and enter	DC 12 Athletics to climb 15 ft as an action; back hatch at 15 ft. Open with DC 12 thieves' tools or DC 14 Athletics. Stolen diagram bypasses hatch check.
Operators	DC 11 Persuasion or Intimidation to make frightened operators abandon controls; allies or prior negotiations can bypass the check.
Furnace	Close fuel feed (DC 12 Athletics or thieves' tools); open pressure valve (DC 12 Investigation or Athletics). Each requires an action.
Shutdown	After both furnace actions succeed, power fails at end of machine's next turn. Warn characters to escape; allow a final round of movement.
Destroyed	At 0 main HP, machine collapses. Give nearby and interior PCs an opportunity to get clear before describing the wreckage.

Safety and balance notes

Avoid stacking all of the following in one round: a crushing attack, a fire cone, a steam vent, and severe fall damage. The encounter should feel dangerous but leave 3rd-level characters room to use the environment. If multiple characters are badly wounded, have the operators lose control or prioritize escape rather than executing fallen PCs.

Interior navigation

Back hatch -> maintenance passage -> operator compartment; furnace below passage; Fenwick at control platform. The machine moves violently; unsecured characters make DC 11 Dexterity saves or fall prone. Exposed gears are visibly dangerous (1d8 bludgeoning if entered and a save fails).

End-of-fight record

Main HP: _____ Shell broken: ☐ Left leg: ☐ Right leg: ☐ Flame: ☐ Roar: ☐

Operators surrendered: ☐ Fuel closed: ☐ Pressure vented: ☐ Furnace out: ☐

Druid Saboteur

Medium humanoid (druid) · usually neutral

AC 12 | HP 18 (4d8) | Speed 30 ft.

STR 10 (+0) · DEX 12 (+1) · CON 10 (+0) · INT 11 (+0) · WIS 14 (+2) · CHA 10 (+0)

Nature +2; Perception +4; passive Perception 14

Actions and abilities

Knotted Staff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning. Thunderwave (1/day). DC 12 Constitution save for creatures in a 15-foot cube originating from the druid: 7 (2d6) thunder and pushed 10 feet on failure; half damage, no push on success. Unsecured objects pushed.

Tactics / encounter role

Prioritizes gourds; flees or surrenders at 6 HP or fewer. Use two saboteurs at a time. During Act IV use narrative sabotage, not a second combat economy.

Daphne, Ogre Gardener

Large giant · unaligned

AC 11 | HP 45 (6d10 + 12) | Speed 40 ft.

STR 18 (+4) · DEX 8 (-1) · CON 14 (+2) · INT 6 (-2) · WIS 10 (+0) · CHA 8 (-1)

Nature +0; Perception +2; passive Perception 12

Actions and abilities

Gourd Mallet. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning. Hurl Mudclod. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: 5 (1d6 + 2) bludgeoning; speed reduced 10 feet until end of target's next turn.

Tactics / encounter role

Protects Mister Roundbottom. Stops at 15 HP or fewer, or if her favorite gourd is threatened. Negotiation is the default encounter.

Curcubanth — False Apparition

Huge construct · mechanical hoax · phase 1

AC 13 | HP 60 shared | Speed 20 ft. | Reveal at 30 HP

STR 18 (+4) · DEX 6 (-2) · CON 16 (+3) · Mental abilities: operators

Immune to poison damage; immune to charmed, exhaustion, frightened, poisoned; passive Perception 10

Actions and abilities

Crushing Limb. +6 to hit, reach 10 ft., one target; 9 (1d10 + 4) bludgeoning. Infernal Roar (Recharge 5–6). Enemies within 20 ft. that hear it: DC 12 Wisdom save or frightened until end of next turn; success grants 24-hour immunity to this roar.

Pumpkin Spit (Recharge 6). Point within 40 ft.; creatures within 5 ft. DC 12 Dexterity save or take 7 (2d6) fire plus 3 (1d6) poison, half on success. Engineered pyrotechnics, not magic.

Tactics / encounter role

Acts once per round at initiative 10 (ties lose), one action only. At 30 HP the pumpkin shell breaks; no free turn or HP reset.

Mecha Curcubanth

Huge construct · exposed machine · phase 2

AC 13 | Remaining HP from same 60 | Speed 20 ft.

STR 18 (+4) · DEX 6 (-2) · CON 16 (+3) · Mental abilities: operators

Retains apparition attacks unless component disabled

Actions and abilities

Targetable components: left leg AC 12/10 HP (speed -10); right leg AC 12/10 HP (speed -10; both disabled = prone, speed 0); spit launcher AC 12/8 HP (no spit); roar pipes AC 11/6 HP (no roar); control linkage AC 13/8 HP (lose next action once). Component damage ALSO subtracts from main HP, never twice. Steam Vent. At end of turn after reveal, roll d6. On 1 (or 1–2 if furnace sabotaged), creatures within 5 ft. make DC 12 Dexterity save or take 5 (2d4) fire; no damage on success. Warn with a hiss.

Tactics / encounter role

Two successful furnace actions can stop the machine without exhausting HP. If both legs disabled it cannot move. A disabled component cannot be repeatedly attacked for extra damage.

Printable GM Tracking Sheet

Use pencil. The 65 public gourds begin in five zones of thirteen. Horace's secret specimen is separate.

Public gourds: Start 65 | Round 1: _____ | Round 2: _____ | Round 3: _____

Zone A main tables: _____ /13 Zone B pavilion: _____ /13

Zone C children's display: _____ /13 Zone D wicker effigy: _____ /13

Zone E fountain: _____ /13

I Hidden 66th revealed I Hidden 66th destroyed

Festival Advantages: I I I I Civilians evacuated: I Yes I No

Machine main HP: 60 -> _____ Shell reveal at: 30 remaining

I Left leg disabled I Right leg disabled I Spit launcher disabled

I Roar pipes disabled I Control linkage disabled / lost action used

I Fuel feed closed I Pressure valve opened I Operators surrendered

Sabotage effects: _____

Outcome: I Full mech fight I Sabotaged mech I Exposed early I Prevented

GM notes: _____

PLAYER HANDOUT — FESTIVAL NOTICE

WELCOME TO DUNCAN'S HOLLOW!

THE ANNUAL HALLOWMOON MOONGOURD-CARVING CONTEST

Bring your own moongourd. Carving tools available for a modest fee. Entries judged for frightfulness, craftsmanship, and originality. No deliberate enchantment of the judges.

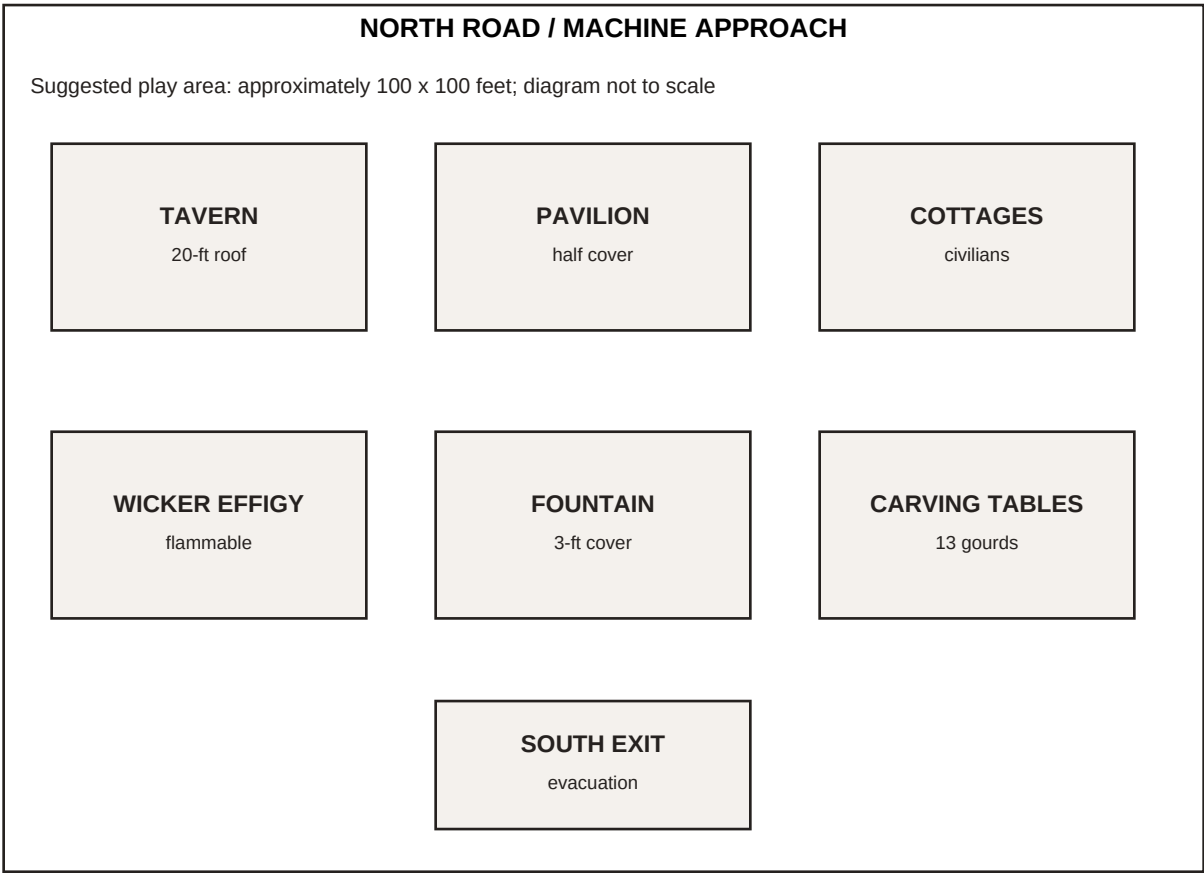
GRAND PRIZE: The Golden Gourd, and everlasting local glory.

Representatives of WillowHawk are reminded that the village well is NOT a designated bird toilet.

Horace's Hole: Best Hole in the Hollow.

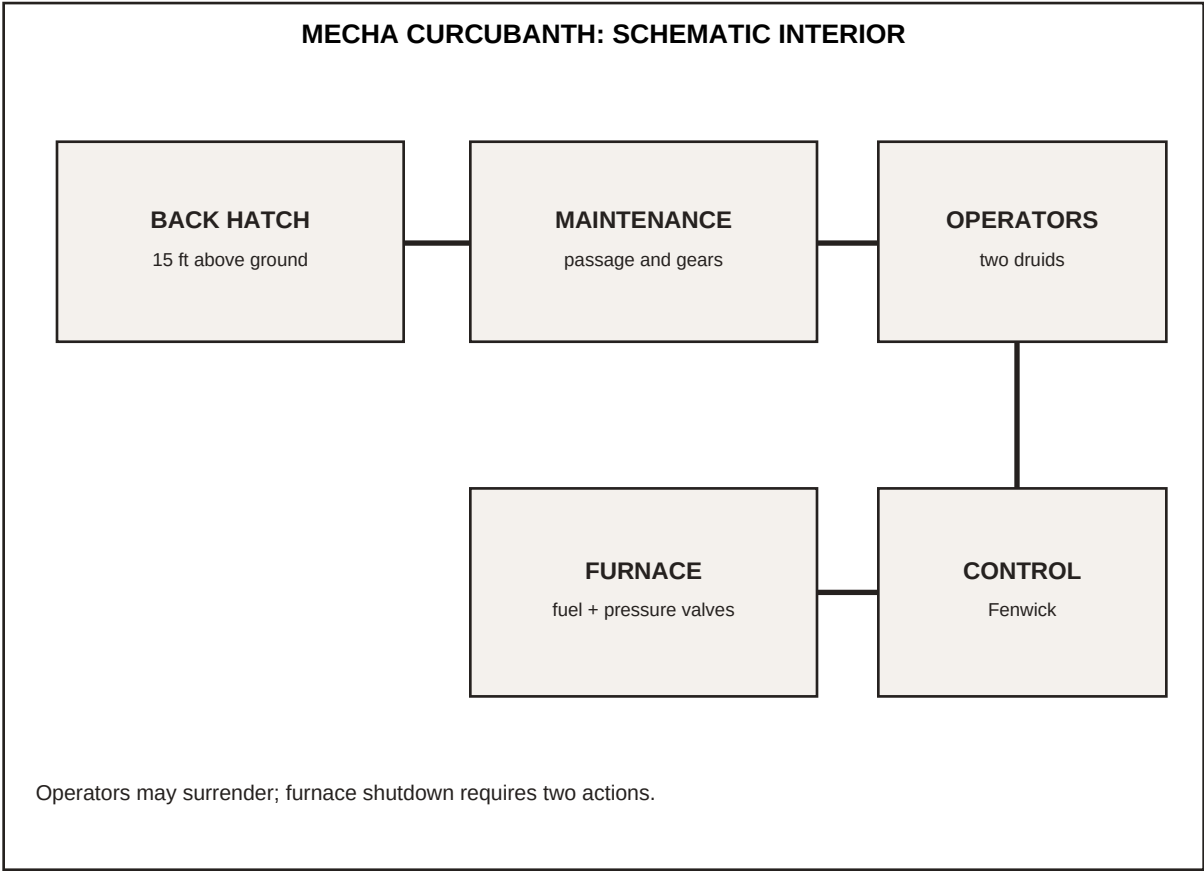
Village Square — GM Map

Simple schematic reference. Adapt distances and positions to the table.



Mecha Curcubanth — Interior Map

Use the linked compartments for climbing, operator negotiations, and furnace shutdown.



Print Notes and Playtest Checklist

This is a GM-facing working edition. Print at 100% on US Letter paper. Blank frames are deliberate placeholders for commissioned or original art. Creature pages can be printed separately. Player handout is spoiler-free; do not distribute the rest to players.

Playtest: I opening under 40 min I bog resolved without forced fight I workshop clue understood I druid motive coherent I 65-gourd abstraction clear I reveal lands I furnace path reachable I boss ends within 80 min

Record notes: _____

Editorial consistency: The mech is a hoax throughout. No genuine Curcubanth is confirmed. Silas believes in the deity while knowingly staging the apparition. The 66th gourd is an ordinary gourd. All sabotage and diplomacy can meaningfully change or prevent the finale.