

The “Halloween King”



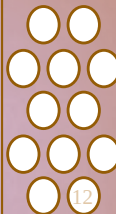
Halloween Special





The “Halloween King”

XP



Bonus XP

Christmas—bah. Easter—blah!

But Halloween—*that’s* a holiday you can get behind. Pumpkins. Candy. Popcorn. Blood! And there’s something just plain *satisfying* about that one day every year when people *acknowledge* that evil spirits, fear, and wrack are the true masters of the world.

So, you can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by explaining away something you’re doing as a Halloween decoration, or activity, or behavior. Like:

- “Halloween’s coming.”
- “It’s for Halloween.”
- “It’s Halloween!”

This’ll make the most sense when prepping-for-Halloween is actually the thing that you’re doing, but there’s nothing wrong with slipping this in as an excuse of last resort when you’re, e.g., discovered trapped in some poor kid’s locker. (Surprise!)

Completing this quest earns you a **Recharge Token**, which you can spend at any time to have a plot-relevant flashback or insight—and either restore your Will, shake off a Surface Wound, or replace a Serious Wound with a Surface Wound.

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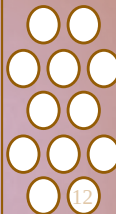
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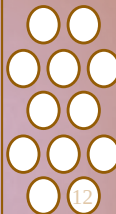
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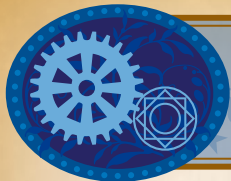
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Quest 1: “The Headmaster”

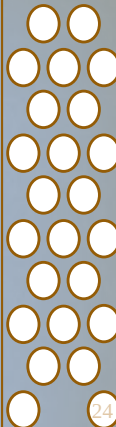


Halloween Special



Quest 1: “The Headmaster”

XP



Major Goals

The HG can award you 4 XP towards this quest when:

- ☐ you find yourself abandoned in the dark.
- ☐ you discover a glimmer of hope.
- ☐ you're in a vehicular accident.

You can earn each bonus once, for a total of 12 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:



explaining how nothing means anything



realizing that you have no idea why you are where you are



referencing a completely new dark incident in your past



being kind of bitterly pleased that corruption, decay, and evil have already won



tidying up



managing the defense, improvement, or organization of the school.

You can combine this with an XP Action, but you're not required to.

The “dark incidents” can be just stuff Entropy makes up, and in fact generally *are*, so don't feel like it needs to be in some canonical history before you can, e.g., glumly reference that time your ex-partner sent a nuclear reactor critical while drunk or your parents exposed you to die on a hill.

Quest 2: “The Project”

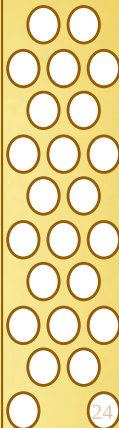


Halloween Special



Quest 2: “The Project”

XP



Major Goals












The HG can award you 4 XP towards this quest when:

- ☐ The earth shakes and a gate of some sort opens.
- ☐ You infuriate a friend and ally because of something to do with the project, and they tear into you verbally.
- ☐ There's a creepy incident involving a pumpkin.

You can earn each bonus once, for a total of 12 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-   you have a nightmare about the project
-   something weird happens with your project
-   you wake up somewhere unexpected, unwell
-   you rant about someone else's wrongness or failings
-   you stare out at your project for a while before starting a conversation
-  you hang out with students because none of the adults have a good relationship with you right now (and/or they're all dead.)

You can combine this with an XP Action, but you're not required to. You're always free to declare that something weird happens to the project, but the HG can override you on the specific weirdness.

Quest 3: “The Struggle”



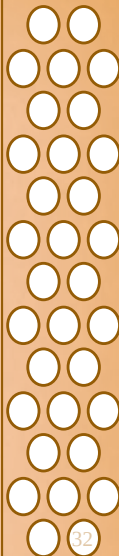
Halloween Special

Art by Filippo onez Vanzo



Quest 3: “The Struggle”

XP



Major Goals

















The HG can award you 4 XP towards this quest when:

- ☐ Everything you’ve been planning unravels right before your eyes.
- ☐ You’re crowned or celebrated or adorned for war.
- ☐ You’re betrayed by a close friend, mentor, or ally.
- ☐ You show up when everyone thought you were dead.

You can earn each of these bonuses once, for a total of 16 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-   you’re hurt or hunted by some nasty creature
-   you subvert some force of darkness
-   you find a way out of your current situation, but it makes things even worse
-   you turn to a forbidden resource
-   you sneak into someone’s home for a secret meeting
-   you show up where you’re not wanted
-   you sit with someone and talk about their trauma
-   you make sandwiches. Delicious sandwiches.

You can combine this with an XP Action, but you’re not required to.

You’re always allowed to take these actions, so you can declare your way out of even the most inescapable situations or subvert a new force of darkness every chapter. That said, the HG can veto or adjust the details, so you’re not guaranteed to be able to subvert the force of darkness *of your choice* or choose just how *exactly* you escape.

Justify



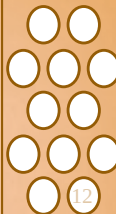
Halloween Special





Justify

XP



Bonus XP

You want to be right. You want to be *good*. You want the things you do to be OK.

But there's a deep part of you, ever since you left home, that thinks you are *not*.

So I've provided a two-sided card.

One side—the side that faces outwards—declares that you're "Logical. Sensible. Sane." Showing that card is basically the same as *emoting* that you're a good, sensible girl. But the back side reminds you of your worries:

What if you're not?

You can earn a bonus XP towards this quest at any time (but only once per 15 minutes/scene) by holding up the sign. Equivalent modes of communication (e.g., waving your hand and saying "Logical. Sensible!" or emoting '[Logical. Sensible. Sane.]' in an online game) can work too.

Completing this quest earns you a **Recharge Token**, which you can spend at any time to either restore your Will, shake off a Surface Wound, replace a Serious Wound with a Surface Wound, or fuel your "boundary-breaking" magic technique.

20

25

60

Side A

**Logical.
Sensible.
Sane.**



Side B

...freak.



Justify



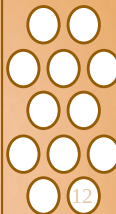
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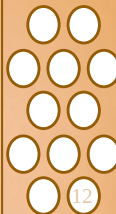
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XP



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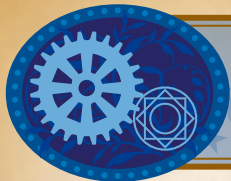
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Quest 1: “Celebrate the Darkness”

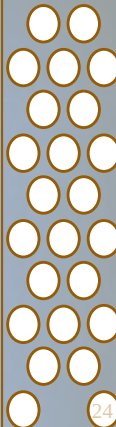


Halloween Special



Quest 1: “Celebrate the Darkness”

XP



Major Goals













The HG can award you 4 XP towards this quest when:

- ☐ you make friends with a monster;
- ☐ you make a shattering discovery;
- ☐ you help someone through a strenuous, awful experience.

You can earn each bonus once, for a total of 12 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest through:

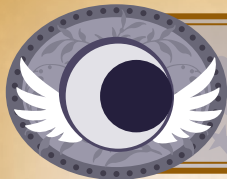
-   leaving your mark on something
-   exploring the changed world
-   praising the neat stuff that’s happening
-   admiring what people are doing
-   talking about what life and existence are *for*
-   channeling your old “sweet, shy” self to navigate a tricky social situation

You can combine this with an XP Action, but you’re not required to.

Quest 2: “Stepping Up”



Halloween Special



Quest 2: “Stepping Up”

XP

Major Goals

The HG can award you 4 XP towards this quest when:

- ☐ Someone lashes out at you while you're trying to help them.
- ☐ You commit to watching over someone, even though they don't want you to.
- ☐ You're welcomed to sit by a fire.
- ☐ You locate the labyrinth that'll be the centerpiece of the following quest.

You can earn each bonus once, for a total of 16 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:



you lure some monster out from the cavern or enclosure it's in



there's something luring *you* somewhere



you help someone out



you find a new source of water



you reach the top of a hill



false night falls. You're alone.



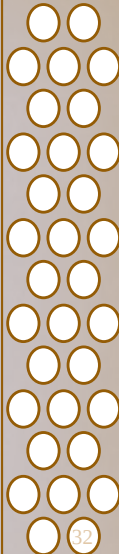
you pour your heart out to someone or something that can't answer you (although maybe you're overheard by somebody else?)



someone finds you and you don't know what you're doing/why you're wherever.

You can combine this with an XP Action, but you're not required to.

When on this quest, you can take these actions at any time (e.g., declaratively finding a new water supply) but the HG can veto or outright decide on the details, and you must still play your own actions out.



Quest 3: “The Labyrinth”

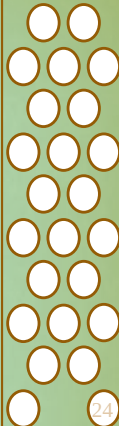


Halloween Special



Quest 3: “The Labyrinth”

XP



Major Goals







The HG can award you 4 XP towards this quest when:

- ☐ You're lost... trapped.
- ☐ You unlock something within yourself.
- ☐ Something important to you catches on fire.

You can earn each bonus once, for a total of 12 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest through:

-  dreams of the labyrinth and of possible futures
-  dreams of an enemy—only, they seem like a friend
-  having fun with the side effects of some wicked artifact you've discovered
-  describing some of the history of that artifact
-  poring over your records of the labyrinth
-  discussions of what happens next

You can combine this with an XP Action, but you're not required to.

Implicit in this quest is your ability to kind of declare minor artifacts and powers that you've discovered in the labyrinth into existence. They can't be *too* useful, though—I mean, it's fine if they turn out to be pivotal later on, but you can't create them with the *idea* that they'll be tide-turning awesome.

~Sparkle~



Halloween Special

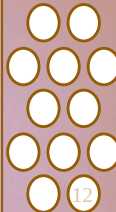




~Sparkle~



XP



Bonus XP

Arrange for a sign. It says “**Over the Top.**”

Sometimes when you’re being sparkling and dazzling and majestic—you’ll take it a little bit over the top.

At such a time you may flash the sign (up to once per fun scene/15 minutes) to earn a bonus XP towards this quest.

Completing this quest earns you a **Recharge Token**, which you can spend at any time to look awesome without having to do anything special—and either restore your Will, shake off a Surface Wound, or replace a Serious Wound with a Surface Wound.

***Did you know?** A purple quest like this one usually has a catchphrase and not a sign... but I figured that you’d have more fun flashing an Over-the-Top sign like this than saying “I emote drama” or “I emote ‘over-the-top!’”*

OVER THE TOP



OVER THE TOP



~Sparkle~



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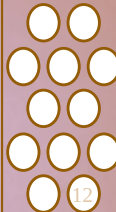




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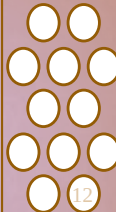




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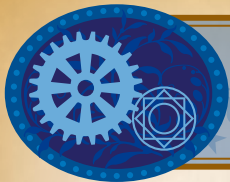
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Quest 1: “Just Another Day”

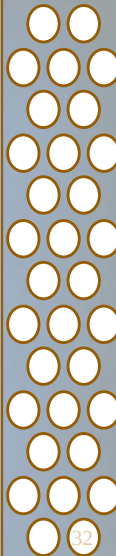


Halloween Special



Quest 1: “Just Another Day”

XP



Major Goals









The HG can award you 4 XP towards this quest when:

- ☐ You're given an unlikely, ridiculous detention or punishment.
- ☐ Someone needs you to save them.
- ☐ You lure a monster into a game of *shiratori*, kickball, Connect 4, or your established preference for a casual game.
- ☐ You're given the mission to break into somewhere dangerous/forbidden.

You can earn each bonus once, for a total of 16 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

-  play *shiratori*, kick-ball, or some other casual game
-  experiment with a ridiculous outfit or disguise
-  work on a project for class, despite possible distractions
-  nap in the library or under a tree
-  hang out with some friends. Kind of casual.
-  check up on how somebody's doing
-  get challenged by someone whom you think is trying to rise in the delinquent or sports-team ranks
-  hang out near the other PCs, reading a book

You can combine this with an XP Action, but you're not required to.

Quest 2: “The Grand Scheme”

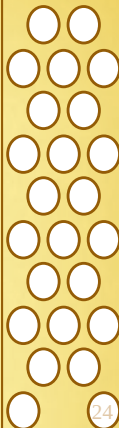


Halloween Special



Quest 2: “The Grand Scheme”

XP



Major Goals












The HG can award you 4 XP towards this quest when:

- ☐ Your scheme becomes unexpectedly plot-relevant/necessary.
- ☐ You make a new friend while working on your scheme.
- ☐ There's a shocking festival of darkness or other weird-world event.

You can earn each bonus once, for a total of 12 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest through:

-   daydreams that show you the wishes in someone else's heart
-   surreal experiences related to success with your scheme
-  explaining your philosophy of the world, possibly across the fourth wall
-   explaining your theory about what's going on with somebody else, possibly across the fourth wall
-   adding a really weird fillip onto your dream for the future
-   getting stuck hanging out with a teacher or adult, possibly as punishment or because you're hiding out from your fans

You can combine this with an XP Action, but you're not required to.

Quest 3: “The Emissary”



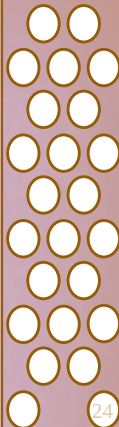
Halloween Special



Quest 3: “The Emissary”



XP



Major Goals












The HG can award you 4 XP towards this quest when:

- ☐ You get dragged into a fighting tournament.
- ☐ Something gets under your skin—Traumatizing or Corrupting you.
- ☐ You trash your own work to escape an awful fate.

You can earn each bonus once, for a total of 12 XP.

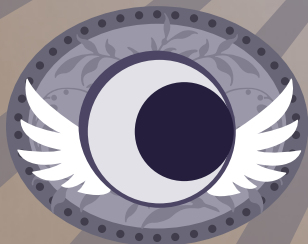
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-  you stumble on an impossible problem
-   there's something trying to devour you
-   you try to figure out new sleeping arrangements
-   you prep or do a test run for an event
-   you have coffee or something with work friends
-   you receive some sort of mild honor from your peers

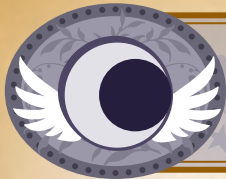
You can combine this with an XP Action, but you're not required to.

The Boy in the Mirror



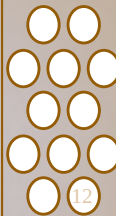
Halloween Special





The Boy in the Mirror

XP



Bonus XP

There's a boy in the mirror—

A human boy named Chuubo, who took your place back in the Halloween World. He can tell you about the place—about your *homeland*, about the threats that are troubling Soma Village, and about what's going on.

It's got you in turmoil.

It's inchoate. You know? There isn't something you can just always *do* to show how you're feeling about all this. There may be something you can do *right now*, but whatever that thing is, it evolves.

This quest is about how you feel but there's no simple, repeatable way to express those feelings. Instead, it's like this:

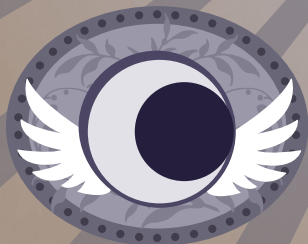
You can earn an XP at any time (though only once per fun scene/15 minutes) by finding a mirror or something mirror-like and saying, "You there?"

Or anything else where you wouldn't normally expect someone to be. The sky. Your hands. A mirror. A dead phone's handset.

"You there?"

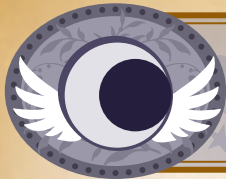
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The Boy in the Mirror



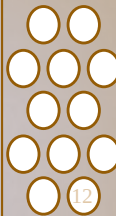
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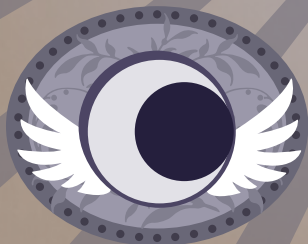
You can earn an XP at any time (though only once per fun scene/15 minutes) by finding a mirror or something mirror-like and saying, "You there?"

Or anything else where you wouldn't normally expect someone to be. The sky. Your hands. A mirror. A dead phone's handset.

"You there?"

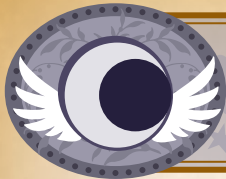
Completing this quest earns you a **Recharge Token**, which you can spend at any time to have a plot-relevant flashback or insight—and either restore your Will, shake off a Surface Wound, or replace a Serious Wound with a Surface Wound.

The Boy in the Mirror



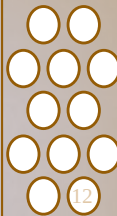
Halloween Special





The Boy in the Mirror

XP



Bonus XP

There's a boy in the mirror—

A human boy named Chuubo, who took your place back in the Halloween World. He can tell you about the place—about your *homeland*, about the threats that are troubling Soma Village, and about what's going on.

It's got you in turmoil.

It's inchoate. You know? There isn't something you can just always *do* to show how you're feeling about all this. There may be something you can do *right now*, but whatever that thing is, it evolves.

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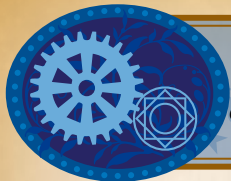
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Quest 1: “The Girl from Halloween”

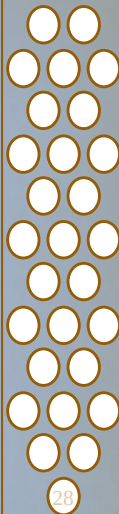


Halloween Special



Quest 1: “The Girl from Halloween”

XP



Major Goals














The HG can award you 4 XP towards this quest when:

- ☐ Intruders break into your sanctuary.
- ☐ Mirror-world information is helpful in the real world.
- ☐ You're in serious trouble, most likely in School.
- ☐ Something associated with your parents shows up unexpectedly in play.

You can earn up to three of these bonuses, once each, for a total of 12 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-   you want to run away to the mirror-world
-   you fix up your sanctuary/home/office/nest
-   you drag a friend into some kind of investigation
-   you tell stories of the real world to the mirror
-  you're forced to hang out with somebody
-   you get in a fight, probably over your heritage
-   you take on a new case, or pursue an ongoing one

You can combine this with an ordinary XP Action, but you're not required to.

Quest 2: “Things Go... Poorly”



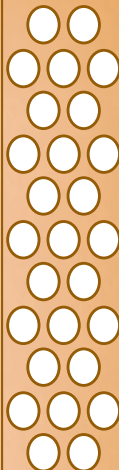
Halloween Special

Art by Carlos Sneak



Quest 2: “Things Go... Poorly”

XP



28

Major Goals

The HG can award you 4 XP towards this quest when:

- ☐ You learn something horrifying about yourself.
- ☐ Something wicked shows you honor, or, you tame it.
- ☐ Someone teases you about your old stuffed rabbit.
- ☐ You wake up, covered in blood.

You can earn up to three of these bonuses, once each, for a total of 12 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:



you monologue about the Halloween World



you fight off a mirror-world beast, or, at least, you give it a try



you hunt for something that's been hurting people



you stake something out with a friend



you dream of a huntress



you get distracted mid-conversation by a mirror, or something seen in a mirror



you talk to someone about what it means to be/*not* to be human

You can combine this with an ordinary XP Action, but you're not required to.

Quest 3: “How Sharper than a Serpent’s Tooth”

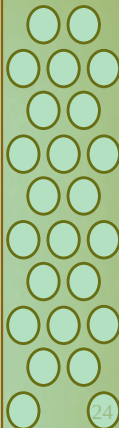


Halloween Special



Quest 3: “How Sharper than a Serpent’s Tooth”

XP



Major Goals











The HG can award you 4 XP towards this quest when:

- ☐ Something Corrupts you, taking over your actions for a time.
- ☐ You defeat some impossible enemy.
- ☐ Something precious to you is lost, or unexpectedly remade.

You can earn each bonus once, for a total of 12 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-  you can't sleep. Nightmares? Agitation? A snake in your bed?
-   you're haunted by dreams of being eaten, devoured, *lost*
-   something is changing how you look
-   someone reaches out to you, or tells you how much you help
-  you gather people together to talk about something
-   you fall into despair

You can combine this with an ordinary XP Action, but you're not required to.