Tricks and TREATS

A Halloween Lasers and Feelings hack by Nick Wedig

It's Halloween! The one night of the year that normal little children won't shun and fear you for your hideous, inhuman nature. But something is threatening your All Hallow's Eve night! Can you and your friends defeat the threat and still get all the candy?

Players: Create Characters

1 - Choose one thing that makes your character creepy:
Mummified, Vampire, Giant spider, Stitched together corpse, Axe maniac, Mad scientist, Possessed by a demon

2 - Choose one thing that makes your character cute or likable:
Talking kitten, Small child, Loveable oaf, Clown, Animated puppet, Wearing a bunny suit

3 - Choose your number, from 2 to 7. A high number means you're better at **TRICKS** (*scaring, harming, destroying, mischief, causing trouble, physical activity*). A low number means you're better at **TREATS (helping, befriending, convincing, investigation, mental activity).**

4 - Give your character a spooky, silly name, like Headless Joe or something.

Player Goal:

Get your character involved in creepy, funny, weird ghost adventures and try to make the best of them.

Character Goal:

Choose one or create your own:
Eat all the candy, scare some people, have the best costume, solve weird ghost mysteries, prove yourself, or keep being awesome (you have nothing to prove).

Rolling the Dice

When you do something risky, roll 1d8 to find out how it goes.
Roll +1d if you haver a clever plan and +1d if you're good at what you're doing. (*The GM tells you how many dice to roll, based on your character and the situation.*)

Roll your dice and compare each die result to your number. If you're using **TRICKS**, you want to roll under your number. If you're using **TREATS**, you want to roll over your number.

Dice Results

0 - **If none of your dice succeed, it goes wrong.** The GM says how things get worse somehow.

1 - **If one die succeeds, you barely manage it.** The GM inflicts a complication, harm, or cost.

2 - **If two dice succeed, you do it well. Good job!**

3 - **If three dice succeed, you get a critical success!** the GM tells you some extra effect you get.

! - If you roll your number exactly, you have **TRICK OR TREAT**! (See next section)

TRICK OR TREAT!

When you roll equal to your number, you get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. some good questions:
What are they really feeling? Who's behind this? How could I get them to _____? What should I be on the lookout for? What's the best way to _____? You can change your action if you want to, then roll again.

When you roll **TRICK OR TREAT,** you also change your number, one point in the direction that makes your task easier. If you were trying **TRICKS**, increase your number by 1. If rolling for **TREATS**, decrease your number by 1.

If your number ever would go above 8, you have become **TOO EVIL**. You become an NPC antagonist, who terrorizes the other PCs. If your number would go below 1, then you become **TOO NICE**. You are now a helpless victim, unable to protect yourself from the dangers of the outside world.

Helping:

If you want to help someone else, who's rolling, say how you try to help and make a roll. If you succeed, give them +1d.

GM: Run the Game

Play to find out how they solve their problems.

Introduce the threat by showing evidence of its recent badness.

Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do. *"The moon comes out from behind some clouds, and you see Missy the Cheerleader begin to twitch and transform into a hideous human-wolf hybrid. What do you do?" "Old Lady Johnson says 'Well, I think that costume is in rather bad taste,' and refuses to give you any candy. What do you do?"*

Call for a roll when the situation is uncertain.

Don't pre-plan outcomes—let the chips fall where they may.

Use failures to push the action forward.

The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. *"Have any of you encountered a Vulture Demon before? Where? What happened?"*

GM: Create a Halloween adventure

Roll or choose on the tables below.

A threat...

1. Zorgon the demon lord
2. A shadowy yet menacing government agency
3. A dentist who hates candy
4. Surpisingly well choreographed zombies
5. Sentient Meteor
6. A well-meaning school board member

wants to...

1. Destroy / corrupt
2. Protect / empower
3. Steal / capture
4. Build / synthesize
5. Bond with
6. Control

the...

1. Prom Queen
2. All the children in town
3. All the candy
4. Graveyard
5. Haunted castle
6. Mysterious artifact

which will...

1. Destroy the neighborhood
2. Ruin the Halloween party
3. Free the ghost pirate horde
4. Rip a hole in reality
5. Keep you from eating candy
6. Fix everything

Inspirations:

The Nightmare Before Christmas, ParaNorman, Invader Zim, Ruby Gloom, Johnny the Homicidal Maniac, The Corpse Bride, Beetlejuice, the Pumpkintown RPG, The Melancholy Death of Oyster Boy & Other Stories, The Addams Family, Welcome to Night Vale, Maniac Mansion, etc.

Contact me at **nickwedig@yahoo.com** or see my other games at *http://nickwedig.libraryofhighmoon.com*