



Tricky Treats!

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About the game.

Tricky Treats! is a Role Playing game for 4-6 people, one of which will run the game. They are known as the Haunt Master (HM), and are responsible for everything except playing the parts of the characters. That's what the rest of the group will do. Each player chooses a character and will play them as if they are a real person. See Character Selection for more info.

You'll need some pen and paper, as well as at least four six sided dice. Borrow them from another game if you have to.

The Setting.

It's finally here, Halloween! Trick or Treating! Candy! You and your friends have been waiting all year for this glorious evening and now it has arrived! And, this year it's going to be special. This year you're heading to Golden Oaks, the ritzy neighborhood where the real treats await! No more rock hard Mary Janes or stale candy corn for you! Those bronze door knockers in Golden Oaks will bring you a real haul. King sized candy bars, giant battery operated lollipops, silver dollars, and more! All that remains now is to don your costume and meet your friends on the road to the sugary paradise of Golden Oaks.

Only, there's a couple small snags. All the big kids are out tonight too, and they'd rather steal candy than get it on their own. Then there's getting to Golden Oaks.

Sure, you could follow Drewry Lane out past the high school and enter Golden Oaks from the east side, but that would take hours of walking and you don't have hours to waste with so many houses to hit, so many treats to claim. That means taking a shortcut. That means going through Old Man Fedwicks Farm. People, kids mostly, say the old man is off his rocker. There's all kinds of stories about what he's done to kids who got caught on his property. That isn't going to stop you though. You've got your friends and there's safety in numbers. Right?

Playing the Game

The characters meet just before dusk at one of their houses. The players can choose whose house to start at. The houses are shown on the map as A-E, see character selection for who lives in which house.

The players simply state what their character is doing, and the Haunt Master (HM) responds by telling them what happens. The goal for the players is to make it to Golden Oaks without running home in fear. When a character encounters something scary, they make a Fear check. All characters who encounter the same scare must make separate checks.

To make a **Fear check**, the player rolls 2 six sided dice(2d6) and **adds their Boldness** to the result. If the total is greater than the Fear level of the encounter, the character faces it bravely and is not scared off.

If the total is equal to, or less than, the Fear level, the player is so scared that their Boldness is reduced by 1 for the remainder of the game! If your Boldness ever reaches zero, you run home without looking back and skip out on the trick or treating!

Also, they **might** run off in a random direction! **The only thing that can keep them from doing so is an Act of Bravery committed by a character that passed the same Fear check.** Only one character can attempt this AoB during any single scare.

To perform an Act of Bravery, a player rolls 2d6 and must get a pair to be successful. But fear not, you can earn extra dice for this roll in two ways!

Firstly, if you have any **qualities** that apply, you may **choose one** and gain an extra die. Describe how you're using the quality in your act.

Secondly, any other character that succeeded at their own Fear check may **aid** the player attempting the Act of Bravery, as long as they have a quality that they can apply to the situation. This also grants the player attempting the AoB an extra die. You can never roll more than four dice to attempt an Act of Bravery. Again, all you need is a single pair out of all dice rolled. **Only one player can give aid to a player attempting an AoB, and each player is limited to two occasions where they can use aid during the game, regardless of other circumstances.**

If the Act of Bravery succeeds, the character who was scared originally sees that they needn't have been so frightened, and remains with the group.

If the AoB fails, the scared character is going to run for it! That character's player now rolls another 2d6 and runs in a direction determined by the result. On a total of 2-3, they run east. 4-6, they run north. 7-9, they run south, and 10-12, they run west. Now the other characters will have to chase them down and convince them to continue on to Golden Oaks!

In the event that more than one character is scared by an event, they can all be saved by a single Act of Bravery!

If a character does run off, they will travel in the designated direction until they reach a road, creek, building, or new area in general. For instance, a character who gets scared at the Farmhouse and runs east will stop when they reach Drewry Lane.

Note: Any character scared in the Woods will never run east! If they roll 10-12, they choose to go one of the other three directions.

Character Selection.

Each player should choose one of the following characters. Each of them has some special quality that makes their presence beneficial, but if there isn't enough players to use all the characters, that won't be a problem.

Character Qualities are bolded.

Toby

Toby is big for his age.

He is **strong**.

Boldness=4

Lives in house A

Betty

Betty wears glasses.

She is **smart**.

Boldness=4

Lives in house B

Albert

Albert is small and skinny.

He is an **ace with his slingshot**.

He is **agile**.

Boldness=2

Lives in house C

Ricky

Ricky is athletic.

He is **fast** and **sneaky**.

Boldness=2

Lives in house D

Helena

Helena is tall for her age.

She **sees things as they truly are**.

Boldness=3

Lives in house E

After choosing a character, each player should decide a few things.

What costume is your character wearing to trick or treat this year?

What container is your character carrying to place the treats they get in?

What is your character most afraid of?

These things will help the HM and the players to develop a better narrative.

Things to remember.

-If your Boldness reaches zero, you run home and are out of the game.

-You may only aid a player who is attempting an Act of Bravery, and may only do so twice in a game.

-If you fail a Fear check, you always lose 1 Boldness and it cannot be regained.

Players should stop reading at this point. The following information is for the Haunt Master only!

Obstacles, Encounters and... Things that go Bump!

You're the Haunt Master and these are your haunts!

It may be helpful to lower the Fear levels when less than four characters are in play.

If you want to create your own haunts, go for it! You can use these as a guideline for difficulty.

Big Kids in Town.

They're probably harassing the characters.
Fear level 5

Big Kids having a party.

The older kids are having a party at the empty house at the corner of Snyders Lane and Drewry Lane.
Fear level 6

Looking in the Barn.

What's in there? You're the Haunt Master, you decide!
Fear level 8

Seeing, or getting chased by, Old Man Fedwick.

He's after us!
Fear level 10

Alien Abduction

It's just a big kid in a mask, but it's a scary mask!
Fear level 9

Scarecrow in cornfield comes to life

That ain't no mask!
Fear level 11

Lost in the Woods

It's getting dark, and the woods are big!
Fear level 7

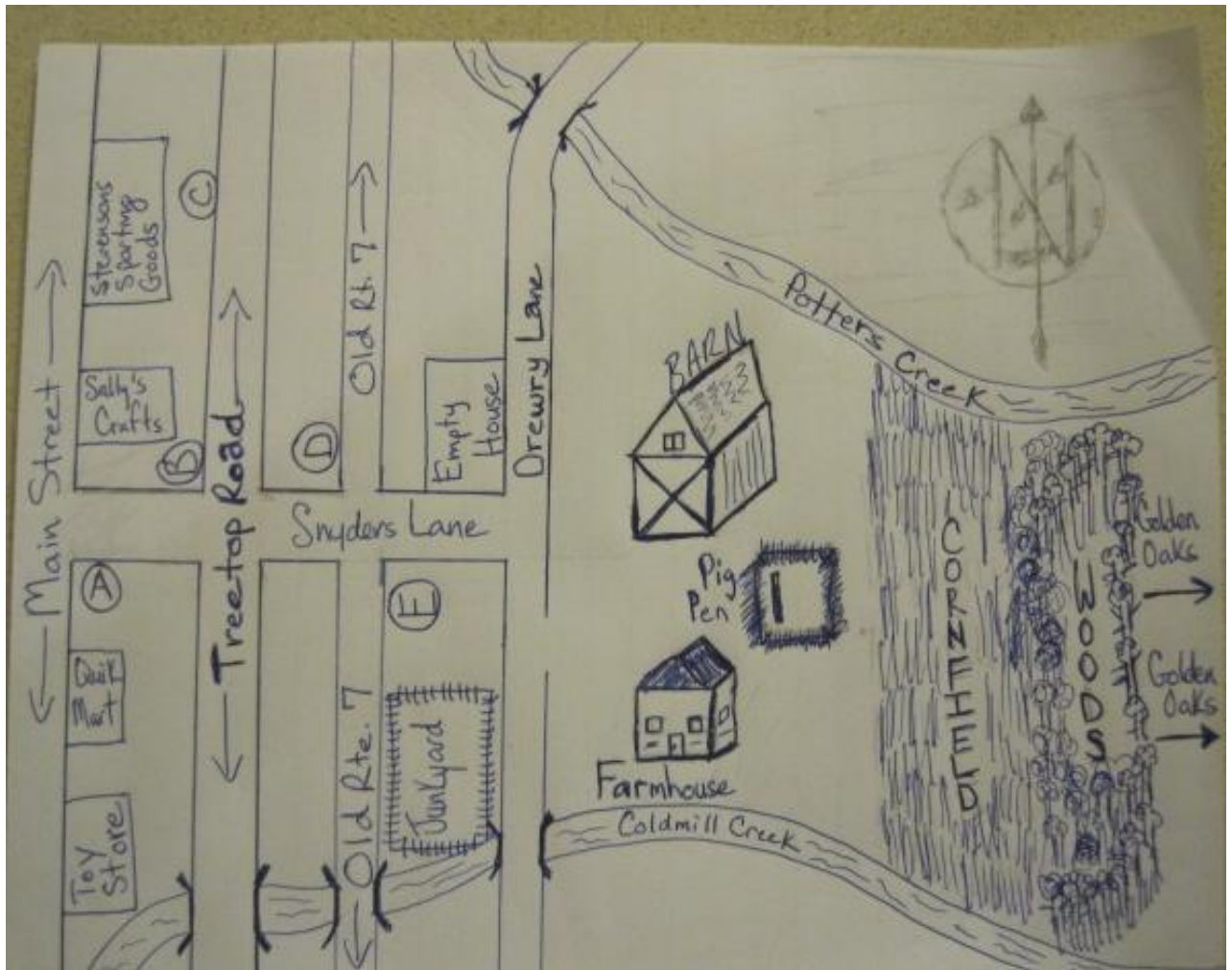
Owl Hooting in the Woods

What was that?
Fear level 6

Wiccans in the Woods

What are all those adults doing here?
Fear level 9

Play around with these, HM. Make them your own.
Maybe the scarecrow shows up in the woods again.
He's pretty scary. And, he's real.



Locations of Interest. The characters have an opportunity to go shopping before they head out.

Sally's Crafts

If the characters stop here before trick or treating, Sally might try to sell one of them a protection ward. If one of them buys it, they gain +1 Boldness for the rest of the game.

Stevensons Sporting Goods

All kinds of things here might be useful. Flashlights. Batteries. Anything they can think of.

Quik Mart

A convenience store. Drinks, snacks, whatever.

Toy Store

Maybe Albert would like some marbles for his slingshot. Maybe one of the characters needs something for their costume.

Junkyard

Who knows why they might want to go in there. But, they'll have to climb the fence first. And outrun the dog that lives here. Brutus, I think his name is.

Empty House

The big kids are having a party here. If they see the characters walking by, they're sure to do something mean and try to scare the younger kids.

Final Thoughts

As Haunt Master, it's up to you to provide a challenging and scary game for the players. Describe things in detail when need be, and don't stress the small stuff when it's not key to the narrative. Have fun!

