



PUMPKINS & DRAGONS

A Halloweeny role-playing game by Manning Krull

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Introduction

In the spooky-ass **Pumpkin Realm** it's Halloween every night, and that means it's always time to head out in search of candy and adventure — just be sure to return to your lair before sunrise or you'll turn into a pumpkin!

In **Pumpkins & Dragons**, players create monster adventurer characters inspired by classic medieval fantasy role-playing games, smashed up with spooky, light-hearted Halloween imagery. Will you play a vampire magician, a halfling skeleton thief, a Frankenstein bard, or something that makes even less sense?

P&D: the shortest version possible

I'm a big believer in fewer rules and more role-playing! So if you want, you can take these very abbreviated guidelines and use them along with the stats and combat rules from any other game you're already familiar with — or, for the truly brave, play it with no dice rolls at all!

The main concept for P&D is: monster characters awaken in their lair each nightfall and go out in search of adventure and candy. The **Pumpkin Master (PM)** is the one calling the shots. Candy takes the place of both gold and experience points, and you can get it by killing monsters, accepting quests, or good ol' trick-or-treating. After each glorious night of adventuring, any monster who does not make it back to their lair before sunrise turns into a pumpkin. Whether adventurers live or die or get pumpkinized, the next nightfall they wake up back in their lair, ready to do it all again.

To create a character, choose a **monster type** and a **character class**. Decide on a **lair** for your character — there are suggestions for lairs on each of the monster type pages. Come up with a name, figure out your starting stats, select some basic crappy equipment and a Halloween costume (and please enjoy a complimentary pouch), and get your ass to **O'Lantern's Tavern** and wait for a quest drop into your lap! Happy adventuring!

— Manning

The Pumpkin Realm

World overview

The **Pumpkin Realm** is a seemingly-endless land of all kinds of wilderness and settlements, which of course are vaguely Halloweeny and medieval-fantasy-style in nature. The main areas that the characters will be familiar with are the forests, towns, castles, cemeteries, swamps, et cetera that are all within half a night's travel from their lairs — the reason for this, of course, is that all monsters must return to their lairs by sunrise, so most have never been able to travel farther from home than that. (I really wanna make a “How far can a monster run into the woods?” joke here, but I can’t make it work right; maybe next edition.)

With the help of certain powerful magics, the monster characters may eventually be able to travel farther from home, to even stranger lands; they might find ways of traveling faster, teleporting — or, could they somehow even find a way to keep from having to return to their lair at the end of the night? Rumors abound regarding other mysterious and spooky lands outside the central Pumpkin Realm; deadly haunted jungles, nightmarish cities in the clouds, subterranean seas of lava, and of course cursed deserts festooned with crumbling pyramids. You name it, it’s probably out there somewhere.

O’Lantern’s Tavern

One location that’s convenient to all the monster characters’ lairs at the start of the game is **O’Lantern’s**. This popular watering hole is your typical fantasy game tavern, with a grizzled old barman (Zack O’) who’s seen some shit, sassy serving wenches and (what’s the male version of a wench? a himbo?), decent booze, terrible food, a roaring fire, mysterious strangers, rowdy monsters, and drunken singalongs with assorted scoundrels. It’s a huge place with lots of corners to explore. Characters are not *required* to meet up at O’Lantern’s at the start of each night, but it’s generally the easiest way to find adventure — or to have adventure find *you*. (Oh man that is corny.)

Halloween every night

Of course it's always Halloween in the Pumpkin Realm, and that means there are always Halloween parties going on, as well as lavish masquerade balls, and trick-or-treating for monsters of all ages; there are even "fun"(/deadly) haunted houses and hayrides the characters can visit if they're into that kind of thing. Player characters start with a basic Halloween costume, and depending on what sorts of adventures they get themselves into they may need to periodically upgrade, either through making their own new ones or buying fancier stuff, and of course they may also find enchanted costumes that come with magical powers. Some characters may choose to wear their costumes every night, while others might put them on just for parties and other costumed events. Halloween costumes may be a little anachronistic and represent things not commonly found in the Pumpkin Realm; anything's possible.

Lair sweet lair

All monster characters in P&D have a **lair** where they awaken each nightfall and must return to by sunrise. While resting in their lair, monsters are healed up to their normal max **HP** (usually). It's not possible for the monsters to stay awake during the day or to wake up before nightfall; as far as anyone knows, no monsters have ever seen the daytime — or if anyone has, they're not around to talk about it. Most monsters can't even really agree on what the daytime is or what happens during it; it's a popular topic of speculation.

Sunrise

It can be assumed the monsters have a generally good idea of when **sunrise** will be so they can plan to get home on time. The Pumpkin Master can remind them of the impending sunrise as needed, and the players can always ask the PM roughly how much time remains until sunrise. Of course, if they get really distracted or really tied up (literally or figuratively), they might not make it. Depending on where they are in the Realm, they may suddenly hear the cockathrice start to crow; if they do then it's probably already too late! Any monster failing to return to their lair before sunrise —

whether they were killed whilst adventuring, or they were simply drag-assin' — gets turned into a pumpkin, and they're gonna wake up with one hell of a **pumpkin hangover**.

Rules: stats, combat, magic, et cetera

Here's P&D's bare-bones (ooh, *spooky!*) stats system and combat/magic system.

All characters have just 5 main stats, and they all start at zero. Zero is fine! It's average. The 5 main stats are:

- **Strength (STR)** – general strengthiness, used for calculating damage you inflict in battle and for various tests of strength; *this is also your endurance/constitution*.
- **Quickness (QUI)** – used for tests of agility, speed, and initiative in battle.
- **Attack (ATT)** – used for smiting foul beasts, of course!
- **Defense (DEF)** – used to reduce the chance of getting hit/injured during combat.
- **Magic (MAG)** – used for casting spells, using magical abilities, and resisting some magical attacks.

STR and QUI are a little unusual in that they each combine some stats that are normally separate in other games — for example, constitution gets folded into STR for this system. ATT and MAG are weird ones that aren't used in most traditional games as main stats, but I think they're practical and pretty straight-forward. DEF is a weird concept but I think you'll find it easy to work with; check it out...

A character's DEF is determined one of two ways. If you're more of a nimble, flippy-type character who would use their Quickness to avoid getting hit, then your starting DEF score is simply the same as your QUI score. If you're more of a brawler who would rely on armor and shields to protect you, then your starting DEF score is the combined bonuses for your current armor, helmet, shield, etc. That means the brawler's DEF score is more likely to change from time to time as they get different armor and whatnot. The more agile character's DEF score will increase when their QUI increases.

You might acquire bonuses to DEF as well — now, if you're a flippy-type person and you find a magic item that gives you a +1 to DEF, that does NOT mean you get to add that +1 to your QUI as well! Duh! Get outta here with that shit.

(Note: you may notice I haven't included anything for Intelligence, Wisdom, or Charisma. I've always been opposed to those stats because I think it's much more fulfilling to let players roleplay those things themselves, and try to persuade the GM(PM) to reward them with the result they want. Hey, if you don't like it, change it! Do whatever ya want!)

So anyway, going back to all the main stats, your basic schmuck on the street probably has about a 0 in all of these things. Again, that's average!

Rolling for success (this sounds like my TED Talk)

All rolls for actions are performed with a d20. A roll of 12 or higher is a success. A roll of 11 or lower is a failure. And then you've usually got modifiers to these rolls.

Let's take your basic shlub on the street — we'll call him Archibald; what a dweeb. Archibald, with his STR of 0 (average!), needs to open a sturdy trunk that's stuck closed. The PM tells him to make a STR roll. Archie needs to roll a 12 or higher to succeed. That's all there is to it!

Now, let's say *your* badass self has a STR of 2, and you need to open that same trunk. All you need to roll is a 10 or better, because your STR of 2 is added to the roll. $10 + 2 = 12$, and $12 = \text{success}$. Get it?

Of course, the PM could decide to apply their own modifier to this roll, based on difficulty. Let's rewind and say that the trunk is magically sealed, and the PM decides that's worth a modifier of 5. So, 12 (basic success) plus that 5 means you need a 17 or better to succeed, but with your STR of 2 that means you only have to roll a 15 or better. Your modifier and the PM's modifier are playing a tug of war over that 12 success threshold in the middle.

Combat also works on this system of 12 or better for success. If your ATT stat is a 3, then you need to roll at least a 9 to successfully hit average opponents. ($9 + 3 = 12$, and $12 = \text{success}$.)

Magic in combat also works the same way. If you want to Zap an average monster, and your MAG stat is a 4, then you need to roll at least an 8 to successfully hit. $8 + 4 = 12$.

Now, in both of these cases, if the enemy has a DEF score higher than 0, it'll work against your roll. Let's say the monster getting zapped in the example above has a DEF of 1. We'd subtract that 1 from the player's MAG roll. So the magician now needs to roll a 9 to succeed; $9 + \text{their MAG of } 4 = 13$, and minus the monster's DEF of 1 makes it a 12. Got it?

When you successfully hit an opponent, you can roll for damage. For physical attacks, your STR is added to the damage roll. For magical attacks, each spell comes with its own dice and modifiers.

Critical successes and failures

Okay, these won't surprise anybody — if you roll a natural 20 to do anything, you get a freaking spectacular result, beyond your wildest expectations, and if you roll a natural 1, you get a dismal, catastrophic failure. The PM will determine what these results are exactly; hopefully they'll be *hilarious*.

An example of combat

Cleo is a mummy fighter. She just walked into a haunted house and surprised a gummi golem, and now it's ON.

Every battle starts with an **initiative** roll on a d20, modified by each character's QUI. Cleo and the gummi golem roll for initiative. She rolls a 14, and adds her QUI of 2, so that's 16. The golem rolls a 7 and has QUI of 0, so his 7 stays a 7. Cleo can attack first.

Cleo rolls to attack with her sword. She rolls an 11, and with her ATT of 3, that becomes 14. The golem has a DEF of 1, so that reduces Cleo's roll to 13. But 13 means success! Cleo hits the golem.

She rolls for damage — her sword does 1d10 damage, and she adds her STR of 1. She rolls a 5, so that's 6 HP of damage to the golem.

Now it's the gummi golem's turn. He rolls a 16 to attack, and with his ATT of 1 that becomes a 17. Cleo's DEF is 2 thanks to some armor, so that reduces the golem's roll to 15, but that's still a successful hit. The golem rolls for damage; 1d12 HP of gross rubbery pummeling. He rolls a 3 and adds his STR of 2, so that's 5. Cleo happens to have a magic amulet that reduces all damage she takes by 1 HP, so she only takes 4 HP of damage.

That's one round of combat done. Repeat until *somebody's dead!*

As mentioned above, MAG in combat really works the same way; it's the magician's version of ATT. So a magician in battle would roll for initiative with their QUI as a modifier, and then when it's their turn, cast a spell using their MAG as a modifier.

If the spell is an attack that needs to hit the target, like Zap, then the target's DEF acts as a negative modifier for the MAG roll.

If the spell is an effect that can't be dodged or absorbed, like a Scary Voice spell that frightens people away, then the target's MAG acts as a negative modifier for the spell.

Additional rules

If anything in the rules is unclear or confusing, I welcome you to go with whatever is most fun and/or beneficial to the game — at the PM's discretion, of course. An example would be: you're a witch-folk ranger, and as you level up, both the witch-folk monster type and the ranger character class eventually arrive at “gain an animal companion.” Does this mean one animal companion, or two? Two is more fun, so of course two is fine! You can treat everything as **cumulative**.

For anything that has to be **rounded** (e.g. waking up with half your max HP of 13), you can always just round in favor of whomst-ever is rolling. Another example: if you're rounding to see how much candy you lost last night when you died, round down so it's less candy.

Overall, just make up anything you want, add anything you want, remove anything you want — if it makes the game more fun for you, go for it!

The dragon caveat

The **dragon caveat** is a catch-all rule that applies to a lot of magic spells and effects in P&D — the rule is simply that something as big and as powerful as a dragon might not experience the intended effect. An easy example is a spell that turns an enemy into a frog. Of course it'll work on small monsters and humanoid-type characters; it might even work on something a bit bigger, like a centaur or a pro wrestler. But if you try that nonsense on a dragon, it almost certainly won't work. The PM may make a ruling that a partial effect takes place, or nothing at all. Maybe you get a giant angry frog-dragon. Maybe the tip of the dragon's nose becomes a frog. All of this could depend on how well you rolled, if a roll is required.

Now, of course the dragon caveat doesn't only apply to dragons; other monsters that are giant-sized — like giants! — and even normal-sized monsters who are extremely powerful — think ancient undead wizard — are all subject to this rule. It's mostly a matter of common sense. I... can't believe I just typed the words common sense in this game.

Pumpkin hangover rules

I mean, let's be clear here: having a pumpkin hangover does *not* rule. But these are the rules for having a pumpkin hangover in P&D. If a monster character gets killed or stays out 'til sunrise and turns into a pumpkin, they wakes up in their lair the next nightfall, but the following penalties apply:

The character awakens with their HP at 1/4 their normal max (rounded up), all their stats are reduced to 0, and they'll just generally feel like garbage.

From there they can go about their normal activities, and if they manage to get themselves healed up to half their HP, all their stats will start to return to normal; stats come back about 1 every half hour. So if a character's stats are normally a few 0s

and a couple 2s, their 0s stay 0s (of course) and their 2s come back 1 at a time, at the same time. I find that coffee and a brisk walk can really help.

One other very common and annoying effect of a pumpkin hangover is that the characters may wake up to find one of their favorite magic items or magic weapons missing (25% chance), and as if that weren't enough, 3d20 % of their candy is gone as well. Usually if they go back to the area where they got turned into a pumpkin, they can either find the items there or track them down nearby; they might wanna look around for any lairs of animals that collect shiny/magic stuff. Couldn't hurt to check the local pawn shops either.

Some monster types have other rules that can make a pumpkin hangover even worse depending on certain conditions; the **monster types** section covers this.

Non-player characters and lairs

It can be assumed that any NPC who's like a person who talks and stuff has a lair, and is subject to the same rules for lairs and sunrise as player characters. Dumb monsters probably don't have lairs they need to return to — no one knows what happens to them at sunrise but most folks assume they disappear and reappear in the same place the next nightfall.

Character creation! Woo-hoo!

Okay, let's make some characters!

1. First thing you gotta do is pick a **monster type** and a **character class**.

The main **monster types** in P&D are:

- Ghost
- Frankenstein
- Mummy
- Skeleton
- Werewolf
- Vampire
- Witch-folk
- Zombie

The main **character classes** are:

- Fighter
- Magician
- Thief
- Ranger
- Cleric
- Bard

Feel free to play as any other kind of monster person you can think of; just try to keep it spooky and Halloweeny. Some ideas are: Goblin, Fairy, Gill-folk (/Mermaid?), Gargoyle, Haunted Doll, Killer Klown, Slender Person, Goth Kid.

Same for character classes; feel free to go with anything you want to try, like: Acrobat, Illusionist, Barbarian, Monk, Necromancer, Pirate, Ninja, Social Media Expert.

Just work out all the stats and equipment and stuff with your PM.

2. **Calculate your stats.** During initial character creation, all your stats start at 0, then you can add the bonuses from both your monster type and your character class.
3. **Determine your DEF** – flippy or brawny? This is explained in the **Rules** section.
4. **You get 1 additional point** to add anywhere you want (including DEF or even HP). You also have the option of changing one of your 0 stats (if you have any) into a -1, and then adding that 1 point elsewhere.
5. **Choose your equipment** based on what's listed in the character class description and write it on your character sheet. Obviously you've got clothes and stuff too. Pick a starting Halloween costume!
6. **Roll 1d6 for starting candies;** these are not magical, but they might be enough to buy a drink at O'Lantern's.
7. **Optional:** write down one or two skills or areas of knowledge that your character has; these can be related to your character class or totally unrelated; maybe start with one of each.
8. Wait, did I say make up a name? Don't forget to **make up a name**.

Whew! Okay, on to the monster types — oh wait, hold up...

Multi-class?

I haven't included anything for multi-classed characters in all this; feel free to make that up if you want! See if I care!

Races?

Are there the traditional medieval fantasy races in P&D — you know, elves and halflings n' crap? Sure, why not! Your character can be any of these types of people if

somewhat just being a rad as hell monster isn't enough for ya. I'm not going to add any rules for this; I'll let you and your PM handle that.

Now, on to the monster types and character classes...

Monster Types

Ghost

You're a ghost! Holy crap! That means you're technically a dead person, I guess. While there are no regular living humans in P&D (*or are there??*) you're probably the spirit of a regular person who died in the normal world, and you probably don't remember much about your life. If you want to have started out as some kind of living creature other than human, feel free to negotiate that with the PM.

Lair: The ghost's lair can be any safe and secluded place where they keep an object that they haunt; this could be an old painting, an old book, an old jewelry box, an old doll; anything that was important to the ghost when they were alive — how it got transported to the Pumpkin Realm, no one knows. The item is typically stored in an old mansion or library or castle, but can be anywhere you choose. The item must remain in the lair at all times, or the ghost will be doomed to turn into a pumpkin every sunrise — how embarrassing!

Stats adjustments: MAG +2, QUI +1

Starting HP: 10

Starting abilities and weaknesses: Ghosts can switch between corporeal and non-corporeal forms at will; this takes about two seconds — so going non-corporeal is generally not quick enough to dodge an incoming attack. Your non-corporeal form is somewhat transparent, and it's up to you if your corporeal form is transparent or solid-looking; you can change this at will.

While ghosts are in non-corporeal form, the following rules apply:

- They can only be harmed by magical attacks.
- They can carry their personal possessions and wear their regular clothes (these all become intangible as well), but they can't pick up or wear anything else (until they reach level 7).
- They can't engage in physical combat; any weapons they carry become intangible when they become intangible.

- They can still cast spells and use magical attacks if they have any.
- They can eat magic candy or drink magic potions, but they can't eat or drink anything normal.

While ghosts are in corporeal form, they can be treated just like normal living creatures. The following rules apply:

- They can engage in combat and be harmed by physical attacks.
- Of course they can still cast spells and use magical attacks, if they have any.
- They can carry stuff, pick things up, etc. Of course, any physical objects they're carrying (other than their personal possessions) will drop to the ground if the ghost becomes non-corporeal.

Ghost progress per level:

- Level 2: +1 HP
- Level 3: In non-corporeal form, gain the ability to float around, basically like slow flying.
- Level 4: +1 HP, +1 QUI
- Level 5: In non-corporeal form, gain the ability to turn invisible; any time, for as long as you want.
- Level 6: +1 HP
- Level 7: In non-corporeal form, gain the ability to lift/move objects; anything you're strong enough to lift/move in corporeal form. Doesn't work while invisible.
- Level 8: +1 HP, +1 MAG
- Level 9: In non-corporeal form, gain the ability to walk through walls. Any time; no roll required. Also: you can now lift/move objects while invisible.
- Level 10: +2 HP
- Level 11: In non-corporeal form, gain the ability to possess other creatures. This requires a successful MAG roll. Starting the second round, target can make a successful MAG roll to break free.
- Level 12: +2 HP, +1 MAG
- Level 13: In non-corporeal form, gain the ability to pass through creatures to deal $1d20 + \text{LVL}$ damage. No roll to attack; you can just do it — if the target is not aware you're trying to do this, you just automatically succeed. However, if

they're aware of what you're trying to do they can make a successful QUI roll to dodge. Also: you can also now become non-corporeal instantly; fast enough to avoid any attack that you see coming. However, if it's a magical attack, it'll still hit ya; you're not dodging out of the way, you're just going non-corporeal.

Frankenstein

You're a Frankenstein! You're a — a whadda ya call it — a *homunculus* made out of dead peopled and reanimated with magic and electricity. Frankensteins have tremendous strength and resilience.

Lair: A Frankenstein's lair must be a place where they can periodically recharge with more electricity — like an abandoned mad scientist's laboratory, or even a cave by a mountain ridge that always gets hit by lightning during every thunderstorm.

Stats adjustments: STR +3

Starting HP: 15

Starting abilities and weaknesses: Any electrical attack on a Frankenstein increases their HP (even beyond normal max) rather than decreases it. Any HP gains above the character's normal max end at sunrise. Frankensteins take double damage from fire; their skin is very tough, but the stitches not so much! If an enemy rolls a natural 20 for a fire-based attack on a Frankenstein, one of the Frankenstein's limbs becomes detached.

Frankenstein progress per level:

- Level 2: +1 HP
- Level 3: Gain the ability to smash stuff — this requires a successful strength roll, with a modifier from the PM depending on what the material is.
- Level 4: +2 HP, +1 STR
- Level 5: Gain the ability to hit one enemy with another enemy; you can do this every other round, and you need one hand free to do it. Make two attack rolls in a row, and if they're both successful, each enemy takes d12 + LVL damage (no STR bonus). If only one roll is successful, you just do 1d12 + STR damage to one target (no LVL bonus). If neither roll is successful you simply miss.
- Level 6: +1 HP
- Level 7: Gain the ability to perform great feats of strength and endurance — Throw a horse. Lift a house. Eat a tree. Just make a successful strength roll, with a modifier from the PM depending on how difficult the feat is.
- Level 8: +2 HP, +1 STR

- Level 9: If an attacker rolls a natural 20 to hit the Frankenstein, the attacker receives 1d20 electrical damage. (Damage to the Frankenstein is still calculated normally.)
- Level 10: +1 HP
- Level 11: If the Frankenstein rolls a natural 20 to attack, they deal 1d20 + LVL electrical damage to the target. (The Frankenstein must be wielding a metal weapon; the weapon does its normal damage in addition to the electrical damage.)
- Level 12: +3 HP, +1 STR
- Level 13: Gain the ability to add 1d20 electrical damage to all successful physical attacks. (And it's still 1d20 + LVL on natural 20 attacks, of course.)

Mummy

You're a mummy! You know, like your basic dried-up dead person wrapped in bandages. Mummies may or may not remember their lives from back in the day. They tend to dress in ancient Egyptian stuff but you totally don't have to.

Lair: The mummy's lair is a stone sarcophagus hidden away in a safe place like a museum basement or a secret crypt beneath a spooky mansion. Or like, maybe in a pyramid, if you can find one?

Stats adjustments: MAG +2, STR +1

Starting HP: 10

Starting abilities and weaknesses: Mummies start the game with $2d6 + 2$ candies rather than $1d6$, due to a meager inheritance. Fire-based attacks do normal damage to mummies, but there's a 50% chance they keep burning each round until they're out. If a mummy rolls a natural 1 on any physical task (including attacking), they get their bandages stuck on something and one limb completely unravels, revealing an empty nothingness inside; that limb is no longer usable until the mummy can repair/heal it, or until the next nightfall.

Mummy progress per level:

- Level 2: +1 HP
- Level 3: Gain the ability to burst into a cloud of sand and re-form at will. This is fast enough to dodge a physical attack (with a non-magical weapon) if you can make a successful QUI roll, with a modifier of the attacker's ATT. With a little wind, you can also travel short distances this way.
- Level 4: +2 HP, +1 STR
- Level 5: The mummy has a seemingly unlimited amount of bandages and can control them like delicate, writhing tendrils as long as they're still attached to their body; they can extend out about 1 meter from the mummy's body. The bandages can't engage in combat or wield weapons, but they can tie knots, steal a key, etc. If they get cut off they stop moving.
- Level 6: +1 HP
- Level 7: Gain the ability to summon a huge cloud of sand to confuse and blind enemies; everyone in the cloud gets -4 to ATT.

- Level 8: +2 HP, +1 MAG
- Level 9: Gain the ability to shoot a cobra out of your mouth once per night; you can direct this at any one enemy with a successful ATT roll. You can do this in the same round as another attack. Cobra does 3d6 damage one time and then evaporates.
- Level 10: +1 HP
- Level 11: Gain the ability to expel 3d6 scarab beetles from your chest cavity three times per night — you can direct the scarabs at an enemy or group of enemies, they have 1 HP each, and their bite does 1d4 damage. They disperse after 1d6 rounds of biting.
- Level 12: +2 HP, +1 QUI
- Level 13: Gain the ability to disintegrate enemies by touching them — the mummy must perform a MAG roll with the target's DEF as a modifier, and if it's successful roll 1d100: 01-25 = the target doesn't disintegrate but takes 3d12 + MAG damage, and 76-100 = the target disintegrates into sand. If the MAG roll is a natural 20, there's a 100% chance the target disintegrates. (Dragon caveat applies.)

Skeleton

You're a skeleton! ...A skeleton who still wants to eat candy for some reason? I guess it's kinda like that scene in *The Last Unicorn*.

Lair: The skeleton's lair can be any safe place where a skeleton might feel at home, like in a tomb or a grave or a particularly cozy and secluded ditch.

Stats adjustments: QUI +3

Starting HP: 9

Starting abilities and weaknesses: Any time the skeleton rolls a natural 1 for any physical task (including attacking), they fall apart. Same if the skeleton is attacked by an enemy who rolls a natural 20. It takes 1d6 rounds of combat (or like a couple minutes if not in combat) for the skeleton to put themself back together — a healing spell could probably do it too. Skeletons are immune to minor wounds that affect the flesh of living things, e.g. snake bites, falling on spikes, paper cuts, getting poked in the eye, etc etc etc. If it can't break or smash a bone, it probably doesn't hurt.

(Magical attacks definitely hurt though! *Boy* do they hurt.) But keep in mind, even if a certain physical attack can't harm you, it might mess up your clothing and possessions.

Skeleton progress per level:

- Level 2: +1 HP
- Level 3: Gain the ability to use your finger bones as a skeleton key; roll QUI to pick a lock, with difficulty modifier at the PM's discretion – if you fail you lose a finger and the lock is permanently jammed.
- Level 4: +2 HP, +1 STR
- Level 5: Gain the ability to continue controlling your parts after they're detached; you can detach parts on purpose if you want. Also: you no longer fall apart on natural 1 rolls.
- Level 6: +1 HP
- Level 7: Gain the ability to rearrange your whole skeleton into any simple shape you want, like a ball to roll down a hill through a group of enemies, or a ladder to help your pals climb over a castle wall. Also: you no longer fall apart on natural 20 attacks from enemies.

- Level 8: +2 HP, +1 QUI
- Level 9: Jaw boomerang – does 1d12 damage and can hit up to 5 targets before returning, all within one round (no multiple strikes on the same target). Roll to attack for each target.
- Level 10: +1 HP
- Level 11: Gain the ability to add other bones into your skeleton, like any ol' bones you find lying around, or even combine your body with other whole skeletons. Get creative with this; extra arms could mean extra attacks, you could try turning you and your skele-friends into a Voltron, etc.
- Level 12: +2 HP, +1 STR
- Level 13: Gain the ability to turn yourself into complex shapes and even boney machinery, e.g. a machine gun with a crank that shoots 4d6 bone bullets per round, doing 1d6 damage each. Combine this ability with being able to incorporate other bones and skeletons into yourself and you can become basically anything, any size at all!

Vampire

You're a blood-suckin' vampire! Lucky for vampire characters in P&D, it's always nighttime. Most of the traits of vampire characters are what you'd expect — they drink blood, they have no reflection, they hate garlic, they may be annoyed by crosses, etc.

Lair: The vampire's lair is a coffin or a crate of earth. (You've... you *have* heard of vampires before, right?) This is in a hidden location like in an old crypt or in the catacombs beneath their ancestral home.

Stats adjustments: Start with 3 points to allocate into any stats you want, but no more than 2 per stat. (Of course you also get the 1 bonus point during character creation that everyone gets.)

Starting HP: 11

Starting abilities and weaknesses: Vampires can drink blood to regain health — 1 HP per gulp, 1 gulp per round. Vampires take triple damage from any sunlight-based attacks. If a vampire turns into a pumpkin in a place where it will get hit by the light of the rising sun, they wake up the next evening (in their lair, of course) with just 1 HP, all stats reduced to -4, no badass vampire powers, and a desperate need to drink blood; they can't do any kind of attack other than biting. Recovery from all this is the same as from a normal pumpkin hangover. Rumor has it that an enchanted stake through the heart will kill a vampire forever — no waking up in your lair the next nightfall, or ever again. Is it true? How about we don't find out?

Vampire progress per level:

- Level 2: +1 HP
- Level 3: Gain the ability to turn into a bat. (For all transformations, your clothing and equipment magically disappear and reappear when you return to your normal form, duh.) Bat bites do 1d2 HP damage.
- Level 4: +2 HP, +1 ATT *or* +1 MAG
- Level 5: Gain the ability to turn into a wolf. Wolf bites do 1d10 damage. Drinking blood (in any of your forms) now lets you regain 2 HP per gulp.
- Level 6: +1 HP
- Level 7: Gain the ability to turn into mist. (Mist bites do no damage.) From now on, drinking blood can let you gain extra HP above your normal total; up

to 150% your normal max. However, these extra HP fade away, 1 per hour, until you're at your normal max again. Any extra HP you have at sunrise are gone when you wake up the next nightfall.

- Level 8: +2 HP, +1 STR *or* +1 QUI
- Level 9: Gain the ability to turn into a whole swarm of rats or bats, 4d20 of 'em, which can move together or split up to perform separate (tiny) tasks. Rat and bat bites do 1d2 damage.
- Level 10: +1 HP
- Level 11: Gain the ability to turn other creatures into vampires; you've just gotta drain 'em and then let them have some of your blood. Drinking blood now lets you regain 4 HP per gulp.
- Level 12: +2 HP +1 ATT *or* +1 MAG
- Level 13: Gain the ability to turn into a big nasty vampire monster, you know, like a huge gross bat thing or a hideous horned demon-type jerk. You can do this once per night for 2d6 rounds. STR, DEF, and ATT all get +3 to your normal stats while in this form. Drinking blood while in this form lets you regain 8 HP per gulp. Also: from now on, the vampire (in all forms) can now only be killed by an enchanted stake through the heart. If the vampire drops to 0 HP as a result of non-stake attacks, they do not die, but their stats all become 0, they lose all their vampire powers, and the only attack they can do is biting until they're healed to half their max HP, or until the next nightfall.

Werewolf

You're a werewolf! You know, like a humanoid-shaped furry werewolf person. (Why am I describing all these?) Anyhow, in P&D there's always a full moon, and werewolves are werewolves all night, every night, baby. Maybe they're human when they're asleep during the day; who knows/who cares?

Lair: The werewolf's lair is any relatively secluded place in nature; a cave, a big hollow tree, maybe even a remote little cabin in the woods; why that sounds lovely.

Stats adjustments: STR +2, ATT +2

Starting HP: 13

Starting abilities and weaknesses: The werewolf's bite and claws do 1d8 damage. Werewolves can leap real high and real far.

When a werewolf is first wounded in battle, there's a 25% chance they go into a rage for the remainder of the battle. When enraged, physical stats other than MAG get +2. However, if the werewolf's friends get too close there's a 50% they attack them too.

Silver weapons do quintuple damage to werewolves — that's right I said *quintuple*. If an enemy rolls a natural 20 while attacking a werewolf with a silver weapon, the werewolf is automatically killed. (Of course they still wakes up in their lair the next nightfall, but with the effects of a killer pumpkin hangover.)

Werewolf progress per level:

- Level 2: +1 HP
- Level 3: Gain the ability to transform into full wolf form; this form can run super fast (+4 to QUI for the purposes of running, as well as +4 to initiative whilst running), and its bite does 1d12 damage. (For all transformations, your clothing and equipment magically disappear and reappear when you return to your normal form, duh.)
- Level 4: +2 HP, +1 ATT
- Level 5: Gain the ability to smash stuff — this requires a successful strength roll, with a modifier from the PM depending on what the material is. Also: from now on, the werewolf heals 1 HP per round.

- Level 6: +2 HP
- Level 7: Gain the ability to climb walls/trees/etc with your claws. Also: from now on, heal 2 HP per round.
- Level 8: +2 HP, +1 STR
- Level 9: Gain the ability to perform an additional attack per round — this can be on a different enemy or on the same enemy.
- Level 10: +2 HP
- Level 11: Gain the ability to turn other creatures into werewolves by biting them. From now on, heal 3 HP per round.
- Level 12: +3 HP, +1 ATT
- Level 13: The werewolf can now only be killed by silver weapons or attacks. If the werewolf drops to 0 HP as a result of other attacks, they do not die, and they can begin healing in 1d8 rounds. While at 0 HP the werewolf's stats all become 0, they can't attack, and they're all sad and whatnot.

Witch-folk

You're a witch-person! In P&D witches aren't really human (there are no straight-up humans in P&D – *or are there??*); they're their own type of witch-folk, usually with green or blue or gray skin and they might have slightly pointed ears or something. They're really, *really* good at magic, and they have some natural magical abilities even if they haven't chosen the character class of magician. You can grow up and be anything you want!

Lair: Any relatively hidden place in the woods: an old shack, a hollow tree, your mom's house (OH SNAP!), etc.

Stats adjustments: MAG +3

Starting HP: 10

Starting abilities and weaknesses: Witches are allergic to water; water-based attacks do double damage to witches. Being submerged in water does 1d8 damage per round. Being splashed with water does damage depending on, like, how much water it is; let's say 1d6 for a bucketful? Getting wet makes the witch slowly melt. This can be reversed with healing magic. Legend has it that if a witch gets turned into a pumpkin at sunrise and the pumpkin falls(/rolls?) into water, the witch is gone, like, *forever*.

Witch-folk progress per level:

- Level 2: +1 HP
- Level 3: Gain an animal companion; you can communicate telepathically with them and ask them to do things, but you don't control them.
- Level 4: +2 HP, +1 MAG
- Level 5: Gain the ability to make a magic broom that you can fly around on; *sweet*.
- Level 6: +1 HP
- Level 7: Gain the ability to magically alter your appearance however you want; you've gotta stay the same relative size and shape, and your stats don't change.
- Level 8: +2 HP, +1 QUI
- Level 9: Gain the ability to make magic candies from your grandma's recipe book; roll 1d100 on the **magic candies** list five times and pick one. You now

know how to make this kind of candy, and on any night you can make a batch of 1d6 of them; this takes about two hours of work and requires some special ingredients (up to the PM) and of course a cauldron.

- Level 10: +1 HP
- Level 11: Gain the ability to turn enemies into frogs/toads/newts — this requires a successful MAG roll; the target turns into a slimy little critter for 1d20 rounds. (Dragon caveat applies.) If the MAG roll is a natural 20, the effect is permanent! Also: learn the recipe for one more candy; roll 1d100 on the **magic candies list** five times and pick one.
- Level 12: +2 HP, +1 MAG
- Level 13: Gain the ability to turn creatures to stone — this requires a successful MAG roll with the target's DEF as a modifier. (Dragon caveat applies.) Also: learn the recipe for two more candies; roll 1d100 on the **magic candies list** ten times and pick two.

Zombie

You're a zombie! You know, just yer typical corpse that's like walking around and stuff. Zombies in P&D don't have to be stupid like in the movies, but you can play them that way if you wanna.

Lair: The zombie's lair is any safe place they can return to and pass the daytime in as a rotting corpse; this could be a grave, a tomb, a drawer in an abandoned morgue, etc.

Stats adjustments: STR +1, ATT +1, MAG +1

Starting HP: 10

Starting abilities and weaknesses: Zombies are the only monster type that doesn't feel pain. They can eat brains to regain health – 1 HP per chomp. Zombies can't die unless their head is destroyed. If an enemy rolls a natural 20 when attacking a zombie, one of the zombie's limbs is destroyed; zombies don't mind this too much so it's really not a huge deal. Of course the next nightfall when the zombies wakes up in their lair, all limbs are intact again.

Zombie progress per level:

- Level 2: +1 HP
- Level 3: Gain the ability to talk to the dead – like crumbling skeletons, roadkill, anybody. Works on dead animals, and works at gravesites too, even if you can't see the buried person. Also: gain the ability to remove your eyes and still be able to see through them; you can put them back in whenever you want.
- Level 4: +2 HP, +1 STR
- Level 5: Gain the ability to turn other creatures into zombies by biting them. Requires a successful attack roll, and does 1d6 damage. The victim doesn't become a zombie right away, but they will once they're killed; you might wanna help 'em along. If they don't get killed, the zombie bite will kill them within an hour or so (unless they get healed). The zombies you make won't necessarily be your friends, but they won't attack you. These will usually be your generic dumb zombies.
- Level 6: +1 HP, +1 ATT

- Level 7: Gain the ability to regrow detached/destroyed limbs in 1d6 minutes — even if you’re just a head, you can grow a whole new body. Also: eating brains now lets you regain 2 HP per chomp. Also: any monster that bites you has a 50% chance of being poisoned.
- Level 8: +2 HP, +1 QUI
- Level 9: Gain the ability to spit a huge geyser of acid and gore on people. Requires a successful attack roll, and does 3d8 damage. There’s a 25% chance this will turn the victim into a zombie later, unless they get healed. Also: plants wither and die at your touch from now on.
- Level 10: +2 HP, +1 QUI
- Level 11: Gain the ability to still control detached limbs — even if you regrow that same limb. Also: eating brains now lets you regain 3 HP per chomp. Also: you can slowly sink into the earth and magically tunnel/crawl underground at about half a meter per round; you can pop back up whenever you want. Of course you can’t see where you’re going so you’d better try to plan this out a bit.
- Level 12: +2 HP, +1 QUI
- Level 13: Gain the ability to summon other zombies out of the ground; 3d10 zombies appear and are under your command for a few minutes until they fall apart. Must be done in a place where there are likely to be corpses, like a cemetery or a morgue, or in a place where bodies are visibly strewn about, like a battlefield. Doesn’t work on skeletons; they gotta have some meat on ‘em. Stats for summoned zombies depend on all sorts of crap, like how messed up they are, whether they have armor, etc; you and the PM can figure it out. Summoned zombies can follow your (very simple) commands, like, “Get that guy!”

Character Classes



Bard

Ha, oh man, you're a *BARD*?! Bards are traditionally, of course, the suckiest class! But they can also seriously be the most fun one! Feel free to really play it up, make up songs, play the character as exuberantly as you can, be a complete ham. Or take it in a totally different direction!

Stats adjustments: QUI +2, MAG +2

Starting abilities and weaknesses: The bard's talents are downright magical, especially as they get higher in level, and the music they play can have a magical effect on creatures who hear it. All the bard's songs require a successful MAG roll in order to take effect. (Dragon caveat applies to all of the bard's songs.)

At level 1, the bard has the ability to play extremely annoying songs. Small monsters and/or monsters with sensitive hearing may be driven away. More powerful creatures may suffer a penalty of -1 everything. Your comrades are unaffected; they're just embarrassed for you.

Bards have a **song modifier** that boosts the effects of their songs. This modifier starts at 1 at and goes up every few levels; see progress table below. This modifier applies to all songs that the bard knows. It's almost like a sixth stat, just for bards. Put it on your character sheet if you want.

Bards can only wear light armor; no more than DEF +1, and they can't carry a shield, but they can wear magic items that increase DEF.

Starting equipment: One decent-quality old-timey musical instrument, and a crappy weapon that does 1d8 damage. Probably a ridiculous outfit, plus a fine-quality Halloween costume. And a pouch; everyone gets a pouch.

Bard progress per level:

- Level 2: Gain the ability play extremely fun/catchy songs. Dumber monsters might be so entertained they forget about attacking you all together and even throw you some of their candy, all clappin' along and hootin' and hollerin'. Smarter monsters may not be amused, although they may be distracted enough to suffer a penalty of -2 everything — your song modifier for all songs is now 2. Also: Gain the ability to learn any song that a higher-level bard shows you; you have to sit with them for an hour or two for this.
- Level 3: HP +1, MAG +1
- Level 4: Gain the ability to play inspiring pre-battle music. Your fellow adventurers gain +2 everything for the duration of one battle. Also: Gain the ability to read sheet music to learn new songs. Also: acquire another artistic proficiency, e.g. acting, puppetry, making exquisitely-crafted Halloween costumes, magical origami, etc — you've been working on this in secret for months and are ready to add it to your repertoire. If you can find a clever way to add a little magic into this, go for it; just work it out with your PM.
- Level 5: HP +1, QUI +1
- Level 6: Gain the ability to play extremely sad songs. Small monsters may be overcome with emotion and just sit and weep. More powerful creatures may suffer a penalty of -3 everything. The bard's comrades are not affected; they've heard it all before. Song modifier is now 3 for all songs. Also: Gain the ability to learn any song you hear another bard play.
- Level 7: HP +1, ATT +1
- Level 8: Gain the ability to improvise any type of song you want; just negotiate the magical effects with your PM. Examples: sleep song, flee song, make enemies fight each other song (like a mosh pit?), song that forces everyone to sing along, etc. If the songs need a modifier, let's call it +4 in your favor or -4 for enemies. Song modifier is now 4 for all songs.
- Level 9: HP +2, QUI +1

- Level 10: Gain fans and groupies who recognize you almost everywhere you go; they'll do just about anything for you. Also: acquire another artistic proficiency that's got a little bit of magic power to it.
- Level 11: HP +2, MAG +1
- Level 12: Become fabulously wealthy and famous, performing for huge crowds of adoring fans. You acquire so much candy so quickly you can jump right to level 13. (Any candy wealth you may choose to share with your fellow adventurers does not go toward them leveling up; nice try.) Song modifier is now 5 for all songs.
- Level 13: HP +2, MAG +1



Cleric

Clerics are warriors who are vaguely holy in some weird medieval-fantasy way, and traditionally their specialties are healing people and messing up the undead. You totally don't have to pick a god and a religion but you can if you want! If you wanna make up a specific religion you can negotiate with your PM about what kinds of bonuses and powers it might impart. Otherwise we can keep it completely generic and adhere to the following.

Stats adjustments: STR +1, MAG +2, HP +2

Starting abilities and weaknesses:

Clerics can cast a healing spell, once

every other round, which heals $(1d4 + \text{MAG})$ HP. They cannot use this ability on themselves.

Clerics can't use bladed weapons; it's important we respect this tradition that has never made any sense. Each cleric character has to make up one additional ridiculous rule they have to observe (at the PM's discretion), e.g. they can't keep any candy they acquire, or they can't ride a horse, or the floor is lava (okay, maybe that one is going too far). This rule should actually affect gameplay and make it at least a little bit difficult or unpleasant at times.

Clerics can wear armor and carry a shield, of course.

Starting equipment: One crappy hand-held weapon (anything that's not bladed) that does 1d10 damage. Clerics start with crappy armor that gives you DEF + 1, plus some sort of holy symbol, and a basic Halloween costume — maybe there's a cool way to combine all of these. And a pouch; everyone gets a pouch.

Cleric progress per level:

- Level 2: Gain the ability to Bless once per night – the cleric can make a successful MAG roll to give their comrades +1 everything for the duration of one battle.
- Level 3: HP +2, STR +1
- Level 4: Bless modifier is now +2. Also: learn one spell from category 1.
- Level 5: HP +1, ATT +1
- Level 6: Gain the ability to Turn Undead – the cleric can make a MAG roll to attempt to repel undead enemies. The degree of success of this roll can determine how well this works; it's up to the PM. Minor success might be freezing one or two undead in their tracks, whereas a natural 20 would totally destroy a whole mess of 'em. (Note: if the cleric is undead him- or herself, and if they roll a natural 1 on their MAG roll to Turn Undead, they fall apart and/or disintegrate; they are *even more dead* now. They're done until the next nightfall, unless their comrades can come up with a clever way to bring them back sooner.) Also: learn one spell from categories 1-2.
- Level 7: HP +2, MAG +1
- Level 8: Gain the ability to Raise the Dead. This can be used on any creature that has been killed during the current night, and it requires a successful MAG roll. Can be used once per night. (If the creature was already undead, it comes back to "life" as still undead.) Also: learn one spell from categories 1-3.
- Level 9: HP +2, QUI +1
- Level 10: Gain the ability to create godly weapons of pure energy. The cleric can only use these his- or herself; no sharing! These can either be: a two-handed weapon that does $1d12 + \text{LVL}$ damage, or a one-handed weapon and a shield ($1d10$ damage + half your LVL rounded up, and DEF +5), or a ranged weapon ($1d10 + \text{half your LVL}$ rounded up). The cleric can choose any of these at any time; you don't have to pick just one. The weapons disappear when not in use.
- Level 11: HP +3, ATT +1
- Level 12: Gain the ability to imbue yourself with godly power and holy (or unholy) light. You are more or less invulnerable and can only be harmed by the strongest magical attacks – at the PM's discretion. Weaker monsters may not even be able to look at you while this power is in effect. The effect lasts for the duration of a battle, or a few minutes. Can be used once per night.

- Level 13: HP +3, MAG +1

Fighter

Fighters are real good at hitting and stabbing and everything! They seriously can't get enough of that stuff.

Stats adjustments: STR +2, ATT +2, HP +2

Starting abilities and weaknesses: Nothin' much, really! I mean, I guess they're probably haunted by all the faces of those they've slaughtered when they close their eyes every night (er, morning). Also: fighters must choose a hobby or interest that surprises everyone and illustrates how not-one-dimensional they are.



Fighters can wear armor and carry a shield, of course.

Starting equipment: One crappy hand-held weapon (whatever you want) that does 1d10 damage, and some crappy armor that gives you DEF +2. One basic Halloween costume. And a pouch; everyone gets a pouch.

Fighter progress per level:

- Level 1: HP +2, ATT +1
- Level 2: Choose a type of weapon to be your specialty; e.g. swords, or axes. From now on you get an additional ATT +1 when wielding that type of weapon.
- Level 3: HP +2, STR +1

- Level 4: ATT +2 with your specialty weapon type.
- Level 5: HP +2, STR +1
- Level 6: Gain the ability to fight a group of attackers (up to 2d4) and somehow they only attack you one at a time.
- Level 7: HP +2, ATT +1
- Level 8: Gain the ability to perform an additional attack per round — this can be on a different enemy or on the same enemy.
- Level 9: HP +2, QUI +1
- Level 10: ATT +3 with your specialty weapon type. Also: achieve complete mastery in your quirky hobby or interest; universities invite you to come lecture on it. (Wait, should I have gone with *boo-niversities*?) Also: your vast experience in battle gives you an additional DEF +1
- Level 11: HP +3, ATT +1
- Level 12: Gain the ability to do a crazy deadly special attack, executed with a spectacular flourish — basically like a fatality! This attack must use your specialty weapon type, and it does 2d20 + LVL damage. You can do this once per night, with no ATT roll required, on any enemy that you've already wounded or who has already wounded you in the current battle. It's recommended you save this for a super dramatic moment!
- Level 13: HP +3, ATT +1



Magician

Man, I've always thought the name "magic user" sounded dumb! Like, why not just call fighters "sword users"; ridiculous. Anyway, I think magician sounds a lot better, but you can also feel free to call yourself a wizard or sorcerer or anything else you like.

Stats adjustments: MAG +2, QUI +1

Starting abilities and weaknesses: The first spell all magicians learn is Zap. It requires a successful MAG roll, it does $1d6 + \text{MAG}$ damage, and it can be used once per round, directed at any enemy within 5 meters or so. You can also pick one other spell from category 1 to start out with.

Magicians are not allowed to wear armor or carry a shield, but they can wear magic items that increase DEF.

You can cast as many spells per night as you want unless otherwise noted. You can generally cast one spell per round.

Most spells cast during combat require a MAG roll, because the pressure is on. Spells cast outside of combat don't necessarily need a roll, because you could probably just keep trying 'til you get it.

Starting equipment: One crappy little hand-held weapon (whatever you want) that does $1d4$ damage. A wand or staff if you want one; that's just a branch, man. One basic Halloween costume. And a pouch; everyone gets a pouch.

Magician progress per level:

- Level 2: Learn 2 more spells from category 1.
- Level 3: HP +1, MAG +1

- Level 4: Learn 3 spells from categories 1-2. Also: gain the ability to attempt to combine two magical candies as often as desired; see **Rules** section for mechanics of combining candies; effects are at the PM's discretion.
- Level 5: HP +1, MAG +1.
- Level 6: Learn 2 spells from categories 1-3. Also: gain the ability to use MAG instead of DEF against *physical* attacks; you're blockin' 'em with magic, or maybe magically shifting yourself out of the way.
- Level 7: HP +12, MAG +1, QUI +1
- Level 8: Learn 3 spells from categories 1-4 — or make up your own that are similar in power, at the PM's discretion. Also: gain the ability to use MAG instead of QUI when rolling for initiative.
- Level 9: HP +1, MAG +1
- Level 10: Learn 2 spells from categories 1-5 — or make up your own that are similar in power, at the PM's discretion. Also: gain the ability to use MAG instead of QUI or STR when rolling for any non-combat physical task (like lifting something, or jumping across a big gap); you're using your magical energy instead of (or along with) your body.
- Level 11: HP +2, MAG +1
- Level 12: Gain the ability to rewind time by 5 seconds, once per night. Also: Gain the ability to try any spell you can think of on the fly at any time. This requires a successful MAG roll with a modifier of -6. If successful, the magician now permanently knows that spell, without the -6 modifier. Example: The party is battling a giant slug. The player thinks, "I bet a salt storm spell would work here," and makes a MAG roll that's high enough to succeed even with the -6 modifier. From now on salt storm is a regular spell that the magician knows. Damage for any made-up spell is up to the PM; but it probably uses the magician's LVL as a modifier. So let's say salt storm does 1d4 (it's just salt) plus LVL, and on a giant slug it would probably do triple damage or something, maybe more.
- Level 13: HP +2, MAG +1, QUI +1

Ranger

Rangers are like noble warrior-type folks who are deeply connected to nature for some reason; basically violent hippies, I guess, like the Manson family? All right, maybe I'm not selling this right...

Stats adjustments: STR +1, QUI +1, ATT +1, HP +1

Starting equipment: One ranged weapon (whatever you want, but c'mon, you know it's a bow) that does 1d8 damage, and one hand-held weapon that does 1d8 damage. Some crappy armor that gives you DEF +1. Probably a cloak with a hood; I think you'll agree this seems obligatory. One basic Halloween costume. And a pouch; everyone gets a pouch.

Starting abilities and weaknesses: At level 1 rangers have the ability of wilderness tracking, as well the ability to move around in the wilderness without making a sound or leaving a trace. You can mimic bird sounds. Normal non-monster animals are pretty nice to you. You know about all the different plants and stuff, and you can tell the temperature by counting cricket chirps.

Rangers are allowed to wear any armor that's not too noisy, so usually just padded leather and stuff.

Ranger progress per level:

- Level 2: Gain the ability to perfectly hide and/or camouflage yourself while in nature; you're invisible if you're not moving. Also works about half as well in, like, not-nature.
- Level 3: HP +1, STR +1



- Level 4: Gain an animal companion. You can't communicate telepathically, but you share a deep bond and will help each other out any way you can.
- Level 5: HP +2, QUI +1
- Level 6: Gain the ability to perform an additional attack per round with your ranged weapon — this can be on a different enemy or on the same enemy.
Also: learn 1 nature- or healing-based spell from category 1. You can only cast one spell per night.
- Level 7: HP +1, ATT +1
- Level 8: Gain the ability to hit your target with precision when using your ranged weapon; you can aim for enemies' unarmored parts so as to (partially?) negate their DEF scores. Unrelated: you also get really good at gardening.
Also: you can now cast spells 3x/night.
- Level 9: HP +2, MAG +1
- Level 10: Gain the ability to magically speak to all animals and plants and ask them to do favors for you. Also: learn 1 more nature- or healing-based spell from categories 1-2. You can now cast spells 7x/night.
- Level 11: HP +2, QUI +1
- Level 12: Gain the ability to commune completely with nature: You can sink into the earth and rise up somewhere else. Cast your nature spells as often as you want. You can call swarms of any kind of animal to follow simple orders. Trees may pull you out of harm's way. Make flowers magically grow wherever you want. Talk to dirt. Ride a moose.
- Level 13: HP +2, STR +1

Thief

Thieves are just what you'd expect — c'mon, this can't be your first RPG (or your first time reading English words). They're real sneaky and whatnot, and maybe not too ethical.

Stats adjustments: QUI +3, DEF +1, HP +1



Starting abilities and

weaknesses: At level 1, thieves can move silently in non-nature-y environments, and they can climb stuff pretty darn well.

Thieves are not allowed to wear armor or carry a shield, but they can wear magic items that increase DEF.

Starting equipment: One crappy hand-held weapon that does 1d6 damage. One basic Halloween costume. A pouch; everyone gets a pouch.

Thief progress per level:

- Level 2: Gain the ability to pick locks (with a successful QUI roll), and the ability to detect traps (with a successful... uh, MAG roll — all right, maybe I should've kept INT or PER).
- Level 3: HP +1, QUI +1
- Level 4: Gain the ability to disarm traps — this requires a successful QUI roll; I'll let you guess what happens if the roll fails. Also: gain the ability to do basic cartwheels and backflips n' whatnot; they may require a QUI roll if being used during combat.
- Level 5: HP +2, QUI +1
- Level 6: Gain the ability to back-stab. This works on an enemy who doesn't know the thief is there. Requires a successful attack roll with an extra +3 modifier representing sneaky thiefiness. If successful, the attack causes triple damage. On a natural 20, the enemy is killed outright. (Dragon caveat applies.)

- Level 7: HP +1, ATT +1
- Level 8: Gain the ability of automatic initiative — your reflexes are so acute that you get the first move in a fight or contest of any kind. (Uh, unless the other jerk has this ability too; then you've gotta roll for it — or, hell, flip a coin.) With such early initiative, you can do basically anything you want before a fight, including flee, jump to higher ground, position yourself for a back-stab, etc.
- Level 9: HP +2, QUI +1
- Level 10: Crazy flippy nonsense — you've become so dexterous and agile you're nearly impossible to hit. Roll QUI or DEF (whichever's higher) to avoid any attack; if your roll (with modifiers) is greater than the attacker's roll (with modifiers) you dodge the attack. You might as well do this every time someone's tryin' to hit ya!
- Level 11: HP +1, QUI +1, STR +1
- Level 12: Gain the ability to *front*-stab — the master thief distracts the target (“gee whiz, is that a pit fiend?”) and stabs ‘em real good, right in the front. d12 + LVL damage!! On a natural 20, the enemy is killed outright. (Dragon caveat applies.)
- Level 13: HP +2, QUI +1, ATT +1

Levels

Let's talk about levels! All characters start at level 1, of course.

The candy you collect during your nightly adventuring counts as experience points that go toward leveling up. The candy counts toward experience *as you acquire it*—what happens to it afterward doesn't matter. What do this mean? Here's an example: You need to acquire 200 candies to reach level 2. You've collected 190 candies so far, and then you spend 10 candies on a crappy shield, leaving you with 180. So, how many more candies do you need to find in order to reach level 2? The answer is 10, of course. You've already found a total of 190, and it doesn't matter that you spent some—you just need 10 more to reach a total accumulated 200 candies.

So this is why you have two spaces for candies on your character sheet: total candies collected, and current candies. The former is like experience points, the latter is like money (and snacks!)

All characters level up at the same candy totals. They are:

- Level 1 – 0, duh.
- Level 2 – Collect 200 candies.
- Level 3 – Collect an additional 300 candies, for a total of 500.
- Level 4 – Collect an additional 400 candies, for a total of 900.
- Level 5 – Collect an additional 500 candies, for a total of 1,400.
- Level 6 – Collect an additional 600 candies, for a total of 2,000.
- Level 7 – Collect an additional 700 candies, for a total of 2,700.
- Level 8 – Collect an additional 800 candies, for a total of 3,500.
- Level 9 – Collect an additional 900 candies, for a total of 4,300.
- Level 10 – Collect an additional 1,000 candies, for a total of 5,300.
- Level 11 – Collect an additional 1,100 candies, for a total of 6,400.
- Level 12 – Collect an additional 1,200 candies, for a total of 7,600.
- Level 13 – Collect an additional 1,300 candies, for a total of 8,900.
- Et cetera.

Players get new stats bonuses and abilities every time they level up; one set from their monster type and one set from their character class. You can refer to the monster

type and character class pages to see these. I only made up stuff for up to level 13, but feel free to keep going!

Characters can only go up one level per night — and your PM is doing something very weird if you’re getting so much candy that this even comes up.

Note: If a player gives candy to another player, or if the players exchange candy, this does not count toward their leveling up! You gotta earn that shit! Although, let’s say a group of five adventurers are fighting their way through a dungeon, and the thief finds a chest containing 100 candies — if she splits it up with the group five ways (either immediately or at the end of the night), then this candy does go toward all of them leveling up (at 20 candies each), because it was acquired by the group while adventuring; this doesn’t count as the thief just giving it to them. They earned it together!

Now, if a stranger gives you candy, that probably means you’ve earned it, even just through good role-playing. That stuff counts.

Levels and lairs

Along with all the stat boosts and abilities characters gain as they level up, two things happen regarding their lairs:

At level 7, adventurers gain the ability to make their own lairs. This means they can move permanently to a new location, as long as they set up the location with the typical amenities that their monster type needs. This is an opportunity for the adventuring party to move to a new land, or to move closer together, or even to set up a big ol’ haunted house (or castle!) for all of them! That sounds so fun!

At level 13, adventurers gain the ability to make a movable lair and acquire followers to take care of it, help with travel, etc. By the time your party has become that powerful, who knows, it’s possible you’ll have encountered creatures who stay awake during the daytime (are such things possible??) and can tend to your lair ‘round the clock.

Candy!

One of the biggest themes of this game is the accumulation of — and enjoyment of — candy! Candy has several uses in P&D:

You can eat it! You can eat it just 'cause it's delicious, and you can eat magical candies to enjoy their magic benefits.

You can spend candy as money; it takes the place of gold for the purposes of buying items in shops, springing for drinks in taverns, hiring people for tasks, etc. There's no normal coins/gold/money/etc in P&D; just candy.

Candy also acts as experience points in the game. More on that in the Levels section.

Acquiring candy

The main ways of getting your greedy mitts on candy in P&D are:

Killing monsters. Lots of monsters have candy, and if you kill 'em it's all yours. Heck, some monsters are even made of candy! Some of it tastes terrible though. When you kill a monster you might find that it's carrying its candy (if it has the means to do so) or the candy might be found nearby stashed in the monster's lair.

Trick-or-treating. In some adventurers you and your comrades may have to (or choose to!) disguise yourselves and go door to door begging for candy; the better your costume the more candy you're likely to get.

Stealing! Good ol' B&E; lots of haunted houses and castles have huge stores of candy hidden away somewhere — but the owners will certainly have taken measures to protect it. You might get a hot tip on this kind of thing from some shady character at O'Lantern's. Which leads us to...

Quests! The players may receive candy in exchange for services.

Magic. There are a few spells that magic-wielding monsters know of that can create candy from thin air.

A lot of the candy in the Pumpkin Realm arrives mysteriously from other worlds, bearing names and packaging that you, the (presumably) Earthling reader, might be familiar with. Whatever your favorite candies are, feel free to put ‘em the game! Also feel free to make up any brands you want.

Magic candy

The vast majority of candy is just candy, but there are a bunch of kinds that are magical, and they do magical things when you eat ‘em, basically like short-effect magic spells. See the **Magic Candy List** for dozens of examples of these.

Candy combos

Monster characters can usually only enjoy the benefit of one magic candy at a time; they normally have to wait until the effects of one magic candy stop before they can eat another. However, once per night, each character can state that they’d like to eat two magic candies simultaneously in an attempt to combine their effects. The results of this are often unpredictable! The PM is encouraged to make up a roll to determine the effects based on how tricky the desired effect is — this could be as simple as declaring a 50/50 chance that the candy combo works as the player hoped, but it could get a lot more complicated if the PM wants.

Packaging

For the sake of clarity, assume all magic candies are clearly and accurately labeled — even if you conjure them yourself, they appear already wrapped. It’s magically impossible to put a fake wrapper on a magic candy — unless you’re wielding some extremely powerful magic that can overcome this rule. So this means it’s very hard to trick people into eating candy that’s bad for them; dumb monsters will probably go for it, and drunks or really careless people might eat unwrapped candy if the person offering is very persuasive (I know I would). The player characters should know better, although it may be an interesting way for them to test each other’s trust.

Magic candy as money?

The players may spend their magic candy as money if they wish to; the PM can assign whatever value they want. Most normal candies all have the same value: 1 c. A few really special normal candies might be 5 c or 10 c. Magic candies could be worth anywhere from 10 c to 100 c a piece. Maybe even more!

Weapons and armor – basics

Here are some very, very basic guidelines for weapons and damage, just to use a starting place; PMs are encouraged to tweak these however they want, make up whatever weapons they want with whatever stats and cool magic powers they want, etc. Check out the **Magic Weapons and Armor** list for, uh, magic weapons and armor!

Damage for typical weapons

- Single-handed sword, mace, axe, flail: 1d10 damage
- Short sword, staff, club*, bow and arrow, big crossbow: 1d8 damage
- Big ol' dagger, small crossbow: 1d6 damage
- Knife, darts (haha), shuriken (badass!): 1d4 damage
- Double-handed sword/mace/axe/flail: 2d8 damage

Remember: all hand-held weapons get the character's STR as a bonus to damage. Bows and crossbows don't get a STR bonus to damage; sorry!

Magic versions of all these weapons would do at least +1 damage, and can harm magical creatures, and may come with other magic powers. There are lots of examples of these in **Magic Weapons and Armor** list to get you started.

Armor and DEF bonuses

- Basic leather armor: DEF +1
- Basic chainmail armor: DEF +2
- Basic plate mail armor: DEF +3
- A basic shield: DEF +1
- A basic helmet: DEF +1

Of course better quality versions of these would offer better DEF bonuses; the sky's the limit, especially when you get into enchanted armor. PMs, feel free to make up

whatever you want! And check out the **Magic Weapons and Armor** list for examples of magical armor, helmets, and shields.

Partial armor?

Like, stats for partial plate mail and all that? Whew, sounds complicated! I'm not getting' into all that here. Feel free to negotiate with your PM.

Prices for goods and services

Here are some very brief guidelines for what things cost in the world of P&D; when in doubt just make it up. (Oh yeah, c = candy.)

Food and drink

- A drink at O'Lantern's Tavern: 2c
- A fancy drink at O'Lantern's: 4c
- Some basic grub at O'Lantern's: 4c
- A quote-unquote “good” meal at O'Lantern's: 10c

Weapons and armor

- A crappy sword: 50c
- A crappy short sword: 40c
- A crappy dagger: 25c
- A crappy knife: 15c
- A crappy mace: 45c
- A crappy axe: 45c
- Crappy leather armor: 60c
- Crappy chainmail armor: 80c
- Crappy plate mail armor: 100c
- A crappy shield: 50c
- A crappy helmet: 30c

Good-quality versions of all these weapons start at double the above prices. You’re likely to find some crappy-quality and some good-quality items in shops in normal towns. Anything that’s extra-fancy-quality or better (i.e. *magic!*) might only be found through adventuring, so it’s harder to put a price tag on those things.

Prices for clothing, accessories, and costumes

- Basic cloak: 15c
- Basic shirt: 8c
- Basic pants: 10c
- Basic boots: 25c
- Basic gloves: 10c
- Basic hat: 10c
- Basic pouch: 2c
- Crappy Halloween mask: 5c
- Crappy Halloween costume: 10c
- Decent Halloween mask: 15c
- Decent Halloween costume: 25c
- Deluxe fancy mask and costume: 100c+

Of course, just like in real life, prices for clothing and costumes could go up to any figure at all depending on the quality of the materials and craftsmanship.

Prices for magic items

Magic items are rarely available for sale, but when they are they should be treated as very expensive. Like, minimum 200c for a simple magic ring that offers +1 something.

Spells

Category 1 spells

- Zap – does $1d6 + \text{MAG}$ damage
- Change appearance – you can look like anyone/anything you want that has the same general size and form, for about half an hour; stats and abilities do not change.
- Nudge/poke/shoulder tap – the tiniest telekinetic effect; can be used to get someone’s attention, distract someone, maybe snuff out a candle, etc.
- X-ray vision – see through walls, inside chests, inside people, etc.
- Breathe underwater – for up to one hour; works in any liquid.
- Telepathy – you can project your voice into anyone’s head, and if they willingly think thoughts back at you, you can hear that too. Lasts for a few minutes.
- Refill – cups/chalices/etc that recently held drinks become magically full again – up to $1d6 + \text{MAG}$ at a time. Doesn’t work on magical liquids.
- Cookies in pocket – conjure delicious, fresh-baked cookies into any pocket
- Scary voice – can be used to scare away small and/or dumb monsters, and possibly the most scaredy-pants-type cowardly people. Success of MAG roll determines how well it works.
- Slip on pumpkin guts – Makes the target fall right on their ass; they must be walking/running/moving when this is cast.
- Invisibility – lasts for like 15 minutes.
- Venus fly traps – $1d4 + 1$ small bitey plants grow up from the ground near the caster (within 1 meter); they’re stationary but can bite for $1d4$ damage (feet/ankles only) and can simultaneously trip people; target can make a QUI roll to not fall down
- Mischief night – allows the caster to magically prank the target with eggs, toilet paper, soap on windows, a flaming bag of poop, etc.

Category 2 spells

- Spider web – Target is entangled in a big spider web for 1d10 rounds, or until they make a successful STR roll with a modifier of your MAG
- Snake hair – If you cast this on yourself, you grow 1d8 + 8 snakes on your head, they're about 30 cm long, you can control them more or less, and you can make them bite very close targets for 1d4 damage each. If you cast this on someone else, the snakes won't bite them but it may be very upsetting for them.
- Telekinesis – move objects weighing up to MAG kg with your mind.
- Freeze – Stops enemies in their tracks. Can affect up to MAG enemies and they're frozen for up to an hour; they can resist the effect with their MAG.
- Snake rope – a very long magic snake that can act like both a snake and a rope; use it for any animated rope-like purpose. It can also bite for 1d4 damage.
- Magic portal, small – not big enough for a person to go through; you conjure two of these and you can put 'em wherever you want; you have to go physically place them. They last for half an hour.
- Heal – restores 1d6 + MAG HP; works on yourself or others, cannot raise HP above normal max.
- Talk to animals – but they might not wanna talk to you.
- Talk to plants – they'll almost definitely wanna talk to you; they don't have much going on.
- Talk to rocks – usually they just want to tell you they think you're spectacular and you're doing great.

Category 3 spells

- Drain life – Does 1d12 + MAG HP damage to a target, and you gain the same amount of HP, even above your normal max.
- Turn into a freakin' owl!
- Costume of Immolation – turns the target's clothing into one of those highly flammable Halloween costumes from the 70s/80s; you supply the match.

- Tree steed –ahaha, *tree steed!* Classic!
- Summon tiny demons – a swarm (2d20) of tiny (~10 cm) cackling winged demons appears and can attempt to perform any one task the summoner desires; they do not have any attacking capabilities on their own but they can lift/move objects, either separately or together as a group
- Curse – when you acquire this spell, roll 1d100 on the curses table five times; pick one and that's now a spell you can cast 1x/night
- Tower of thorns – thick thorny vines grow up out of the ground and surround you, protecting you from almost all physical attacks; only problem is, you might have to ask your friends to help cut you out of there later.
- Banshee's howl – does 1d10 + MAG damage and scares the bejeezus out of all but the most fearless of creatures; brave characters can make a MAG roll and if they fail they have to flee or cower in fear for 1d4 rounds. (This affects the caster's friends as well the first time they perform this, but not on subsequent occasions.)
- Make magic candy – roll 1d100 on the magic candies list five times and choose one; you now know the recipe for this candy and can cook up 1d6 of them per night; this takes a couple hours and a cauldron and ingredients. This spell can be chosen multiple times to add more recipes to your repertoire.

Category 4 spells

- Dragon breath – does 2d20 + MAG damage. Could be fire or just smell real bad; your choice. Range is around 5 meters.
- Magic portal, large – you conjure two of these and put them wherever you want; you have to go physically place them. They're big enough for large humanoid monsters to go through, and they last for half an hour.
- Lightning bolt – summon a bolt of lightning from the sky for 1d20 + MAG damage; can be used on targets very far away as long as they're under open sky.
- Shadow twin – you can detach your shadow and effectively duplicate yourself for a few minutes or for one battle. Shadow is all black, has your stats and equipment, but cannot cast spells or use magical items or abilities.
- Magic guillotine prank – a huge ghostly guillotine appears around the target's neck and chops their head off – hilarious!

- Return to lair (self) — can be used once per night
- Return to lair (others) — whether they like it or not! Can be used once per night.
- Haunt — summon $1d20 + \text{MAG}$ restless, ill-mannered spirits to cause chaos in the summoner's current location; they'll stay forever unless exorcised.
- Invent magic candy —make up any one type of magic candy you want, and you can now make $1d6$ of these per night; this takes a couple hours and a cauldron and ingredients. Negotiate effects with your PM. This spell can be chosen multiple times to add more recipes to your repertoire.

Category 5 spells

- Spirit mech — create an immense semi-transparent robot around yourself using pure magical energy. Stats are just insane; 150 HP, STR 8, QUI 0, ATT 6, DEF 4, can punch/kick/trample for $1d20 + \text{LVL}$ damage, pumpkin cannons do $1d20 + \text{MAG}$ damage, lasts for the duration of one battle.
- Mis-label magical candy — change the packaging of one piece of candy to that of any other candy you choose
- Teleport — to any place you're already pretty familiar with
- Earthquake — destroy buildings, make the earth swallow people up, cause tidal waves. Creatures affected take $2d20 + \text{MAG}$ damage. Buildings, trees, and large solid objects are 50% likely to come crashing down.
- Raise dead — Just like it says; works on any dead creature no matter how long they've been dead or how messed up they are.
- Dark ride — a whole carnival dark ride pops out of the ground, the target is strapped into a little car, and off they go; they're forced to endure all the horrors within — these could include animatronic monsters attacking them as well as jump scares just generally making them crap themselves — target's hair is white when they come out.
- Open hellmouth — an enormous demonic mouth opens up, revealing a cavernous corridor of rock and flames — what's inside?
- Daywalker — Stay up past sunrise???

Pumpkin Master's section

If you're not the PM you shouldn't be reading this! C'mon, no cheatin'!

These rules are just a starting place

I welcome you and your players to make this game anything you want. Feel free to change absolutely anything — the rules for how the world works, the actual rules-rules themselves, anything. Make up new monster types and character classes, let the players play as monsters from the Dastardly Dossier — whatever sounds fun. If you find something that works and is fun for everyone, I'd love to hear about it!

A note on ambiance

I think the spooky/light-hearted feeling of P&D is the most important thing that should hopefully make the game feel different from other medieval fantasy RPGs. I encourage PMs to describe lots of spooky, colorful scenery when they're setting a scene, play eerie music during sessions, and reward players for attempting things that are horror- or Halloween-related in nature. Joking around and not taking life and death too seriously in-game are absolutely fine.

How much candy?

How much candy should adventurers be finding/earning per night? Good question, and while of course it's up to you, I'd recommend thinking of the accumulation of candy for the party in terms of how fast the characters are leveling up; I'd say, you probably don't want to let the characters level up every night, but maybe in the earlier stages you can aim to have them level up more like every two or three sessions of gameplay?

Beyond level 13

I've only included rules for advancing to level 13, but of course you're encouraged to let the characters keep playing and leveling up beyond that; you can just follow the same pattern for candy quantities and levels. Feel free to continue adding stats bonuses and new abilities as you wish.

The reboot gambit

What if the players realize they can effectively reboot situations by killing themselves? If a quest isn't going well for them, of course they can try dying so they'll all wake up back in their lairs so they can (presumably) try the same mission again the next night — of course with all the penalties of having a pumpkin hangover, but maybe they think it's worth a try anyway. Even though it's Halloween every night, time still passes in the Pumpkin Realm, so it's not necessarily correct that the same exact situation will be waiting for the players the next night. For example, if they were assigned the quest from a stranger at O'Lantern's, it's not like that stranger won't recognize them the next night; they will want to know why the heck they haven't succeeded yet. If the players do try the reboot gambit, feel free to make the situation very different and/or harder the next time — including having any monsters they encounter react with "You again!" and remember how best to fight them. This should help discourage the players from relying on this strategy too heavily.

Sample adventures

These are for the PM's eyes only; if that ain't you, get outta here!

Adventuring Party (Like, the Other Kind of Party)

Perhaps due to a case of mistaken identity, the adventurers are hired as event planners for a wealthy noble-person's lavish Halloween ball at their opulent castle. They receive a nearly unlimited budget (PM, don't let 'em steal from it!) to arrange decorations, refreshments, costumes, etc, and then they get to attend the ball, where some battles will certainly break out. Alternate idea: the group is instead hired as security for the ball, and it's sure to be a bloodbath.

A Not-So-Fantastic Voyage

The adventurers get swallowed by a gargantuan kandy kaiju – maybe a whale-shaped kaiju for extra biblical/literary fun, or it could be the good ol' Stay-Chuffed Marzipan Man. The insides of the kaiju are like a super gross organic dungeon, complete with traps and monsters and very slippery floors; the gang might have to make some STR rolls to not puke. Once they've collected themselves, the party will have to find and/or fight their way out. (Or: #lifehack – just wait and be freed, uh, naturally?) Alternate idea: The adventurers have been hired to get swallowed by the kaiju *on purpose* in order to rescue some rich nincompoop who got swallowed earlier.

Trick or Treat

The adventurers learn about a remote village of extremely powerful wizards who are famous for giving out very rare and potent magic candy on Halloween – and sometimes even whole candy bars! These kind villagers are said to be too strong to kill and too smart to steal from, so the adventurers will have to whip up some really swell Halloween costumes and do some good old-fashioned trick-or-treating. (Luckily there's no age limit for trick-or-treating in the Pumpkin Realm.) Just beware of the neighborhood bullies who like beating up innocent trick-or-treaters and stealing their candy – actually, that sounds like a strategy that might be worth considering...

One of the Top Ten Or So Most Dangerous Games

On the way to an unrelated adventure in the high seas (you'll think of something) a violent storm shipwrecks the adventurers on a tiny island where they're found by a mysterious stranger — he helps them out with some healing candies and invites them to dinner in his mansion. One of the party members excuses him or herself and accidentally stumbles into a collection of monster head trophies on the parlor wall; if the team haven't figured out what's coming yet, maybe they deserve to end up on the wall alongside all those heads. (By the way, how the hell are they going to get home before sunrise???) There's a bowl of group teleportation candies in the mansion; are the gang clever enough to find it? Maybe the hunter's long-suffering butler will help 'em out a bit...)

Curses!

An old lady pleads with the adventurers to help get her cat out of a huge tree, tempting them with the promise of candy (including magic candy) — however, she neglects to tell them that the cat has her Wand of Random Curses stuck in its collar, and every round the panicked cat inadvertently curses one of the adventurers. While they're presumably way up in the tree and getting cursed left and right, the lady yells up to them, promising to uncurse them when they get the cat down — she can't do it now because her eyesight is no good and she needs to see who/what she's uncursing. (PM, see the **curses list**. If you roll a curse that doesn't make any sense within this scene, feel free to roll again. Get ready to make up a bunch of arbitrary modifiers for all these curses; I ain't got time for that nonsense!)

Slasher

O'Lantern's has burned down again (don't worry, it'll be back tomorrow night) and the thirsty characters meet a group of friendly, wide-eyed young adventurers out front, who invite them back to their campsite where they've got plenty of drinks, potions, candy, etc. When everyone arrives at the campsite, they find one of the party members who stayed behind has been impaled on a pitchfork! And another is in the woods nearby, decapitated! Say, did anyone else just catch a glimpse of

someone behind the trees at the edge of the campsite? The campers are being stalked by a masked slasher who's picking them off one by one. Just like in the movies, the slasher walks slowly, he seems to disappear after attacking, he appears right behind you no matter how fast you've run away, and he seemingly can't be killed. You know the tropes; the more ways you can find to use 'em the better. The slasher kills most or all of the campers one by one, and maybe some of the player characters too! If any of the players survive and manage to stop the slasher, they might find a bunch of magic candies and stuff at the campsite to help heal and/or resurrect the victims.

Graverobbers

A master thief hires the adventurers to help recover a chest of candy he buried years ago in a grave in an ancient sprawling cemetery. He remembers precisely which grave it's in — until the adventurers dig up the grave and find an angry, zombified Cthulhinoid-type thing instead. If anyone happens to notice the corroded iron sign that's fallen off the cemetery gate, it says "**COSMIC HORROR ZOMBIE CEMETERY**"; oops. After the characters dispatch the beast, the old thief is certain he knows which grave to dig up now. If they go along with it, of course the same thing happens again. (The old thief is way, way too wily and powerful for the players to catch and beat up, by the way, if they get any ideas.) Even if the players decide they don't wanna do any more digging, all this commotion has woken up a lot more unspeakable zombified horrors, and they're quickly digging their way out of their graves...

Drunks n' dragons

O'Lantern's whole staff has been eaten by a dragon (again), so Zack O' needs your gang to cover tonight's shift. It's a chance to earn some tips, and you might have to throw out some unruly drunks — hold on a sec, as Zack was just getting out the front door, did he mumble something about good luck if the dragon comes back?

Pumpkinvania

Count Pumpkula is an ancient pumpkin-headed vampire and also a notorious prick, and he lives in a huge castle full of monsters, traps, and candy (oh yeah, the castle is called Pumpkinvania, was that not obvious?). The villagers have hired your party to take care of him once for all, but it won't be easy, as you've gotta chop him up into pieces and bury him in different places all over the Realm.

All tricks, no treats

A wealthy prince or something from a foreign land where they don't got no Halloween is visiting the Pumpkin Realm so he can take his spoiled brat kids trick or treating, and he's hired your party and lots of other people to pose as townsfolk giving out candy; he rented out a whole village and everything, so you can each get a house to use – other houses will be inhabited by all the other rандос who are in on it too. Here's the catch: participants have to set up whatever decorations/etc they can dream up to scare the crap out of these kids as bad as possible, without harming or killing them. The best scare earns an insane candy bonus.