

Trick-Or-Treat Carta

A solo Trick-or-Treat Game by Dark Jaguar inspired by "Apex Predator" by Peach Garden Games

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It's Halloween and it's time to Trick-or-Treat! You are excited for the candy gathering fun! Your neighborhood has a lot of places that give out candy and also have really nice activities. This is the best time of the year in your opinion and the one night of the year when the town transforms into a magical spooktacular candyland.

The only issue is that there are some places that are haunted by some spooky monsters. There is the creepy house down the block, the creepy shop, the park that has weird things at night, and the cemetery. Every year, you tell yourself that you will overcome your fear and face them! Will this year be different? Go trick-or-treating to collect **Treats** and **Tricks** to increase your **courage** and **supplies** to overcome your fear and beat those monsters once and for all before you have to head home before bedtime!

What you will need

- A deck of playing cards
- A token to act as a marker (could be a small toy, or coin, or a candy still in its wrapper)
- A way to record your game
- 1d10
- Spooky and fun halloween music to set the mood (optional)

You and our Costume

Spend a little time thinking about who your character is and what their costume is. This does not affect the overall game, but it does add a nice touch narratively. Maybe you are 8 or 10 years old, maybe a little older or younger. Your age can narratively affect how you interact with other kids, the types of little games you play, or even the type of accessories you have as part of your **Tricks**.

What type of costume do you have? Are you an astronaut, a ghost, a monster, a witch, something else? The costume won't have any bearings on the game, but it will be nice to think about this ahead of time since it can affect the narrative of how you interact with the elements around you.

You start with **5 Courage Points** in your **Courage Meter** which can increase when you find **TREATS**. You also have the potential to collect **TRICKS** during gameplay depending on which cards you get. The descriptions on the cards have descriptions of the **TRICKS** you can acquire and use in your final show-down with the spooky monster. Incorporate the **TRICKS** to your costume if possible. If you find a stick and you are playing as a child dressed up in a witch's/wizard costume, maybe that stick is actually a one-time use, special magic wand that allows you to have a special advantage to kick that spooky monster's butt. Keep in mind that the point of the game is to have the child-like wonder and glee of Halloween.

Setup

The game is played with a deck of standard playing cards, with the jokers removed. Start by going through the deck and retrieving the **Spooky Monster Card**(descriptions starting on page 14) and the **Ace of Hearts**. Next, shuffle the deck and draw 22 more cards to bring the total to 24. (Or you can draw 14 or 18 if you want a smaller board).

Take this pile and shuffle in the Goal Card face-down. Once this 23 card pile is shuffled, deal out the cards face-down in a 4x6 grid (or 4x4 if you drew 14+2 cards, or 4x5 if you drew 18+2 cards), filling the last place with the **Ace of Spades**, face-up. Place your marker here. This is your house and the starting point for your game.

Playing the Game, Let's Go Trick-or-Treating!

The game is played by moving the marker from one card to an adjacent card, turning the card face-up if necessary, and then following the prompts. You begin with a **5** in your **Courage Meter** . This is what would be considered your "health" in RPGs. This number can increase or decrease depending on the cards that you draw and their prompts.

While there is an end section where you face off with the monster, the important thing is to embody the joy of being a little kid going trick-or-treating and trying to get over your fear of a monster that may or may not be a product of tall-tales and kid imagination.

The Count Down

Each time you flip over a card that is the same suit as the spooky monster you are going to face off, add an hour. Once you have been Trick-or-Treating for four hours, it is almost time to go home, but not before you face off with the monster and once and for all show that spooky monster who is boss. (Four hours is equal to four cards of the same suit as the Spooky Monster Card.)

If you flip over the Spooky Card before you have a total of four hours, it is still not dusk yet. The monster won't be there so you continue to trick-or-treat. If you flip over all of the cards (and there aren't enough of the same suit as the Spooky Card), it is now dusk, the monster will be at their haunting grounds and you can have your show-down.

Facing the Monster

The monster is meant to be mostly like a little kid facing off their imagined fear. But if you want it to be an actual monster they face and have a really high intensity battle, I can't stop you.

When you face the monster, you will roll to see if you are **courageous** enough and if your tricks work. You will roll a 1d10 and add any **Tricks** amount you have. On a 8+, you succeed and whack the monster. Mark -1 to the Monster's Spooky Count. A 7 or less is a miss and you lose -1 on your **Courage Meter** .

If you reach 0 in your **Courage Meter** , you get too spooked and run home. It is now twilight and you have to get to bed soon. You didn't get to beat the monster, but you went on a nice adventure and got loads of candy.

If the monster's **Spook Count** reaches zero, you kick it's butt and get to go home having faced your fear and with loads of candy. It's twilight now, but you get back home just in time for bed.

It is encouraged that you play out the scene and use the **Tricks** that you picked up along the way. Maybe you got a healthy apple and toss it at the Zombie and it gets stunned. Maybe you put the Pop-Rocks on the floor where the Imp is standing and it makes the Imp dance in place from it's feet getting stung. This is completely optional and there are no parameters for this except your own imagination.

Time to go
Trick-or-Treating!



Roaming the neighborhood Houses

ACE of Hearts: This is homebase. You are safe and comfy here. This is also your transformation station where you put on your costume and get ready for the night. You feel powerful as you step out to the neighborhood, old enough to be able to go trick-or-treating on your own. And this year, not only will you get a ton of candy, you are also going to kick some monster butt! Time to go exploring and get that candy!

2 of Hearts: You encounter a friend who is also trick-or-treating. You go to a few houses together and get some candy. Your friend trades you for their favorite candy bar! You now have a candy full of friendship power.

When you land on this card, Gain +1 Treat!

3 of Hearts: There is a house that is giving out candied apples in their yard! You spend some time here celebrating the holiday with a few other neighborhood kids. You end up getting a candied apple. Not a piece of candy, but it is a crisp apple from the orchard with candy coating.

When you get the candied apple, add +1 Trick.

4 of Hearts: The teenagers are around and they are being noisy. So annoying! Why do they have to take the fun out of things? You ponder if you are going to be like this when you grow up and that thought makes you so sad.

As you ponder, roll the dice. If you get 4 or higher, gain +1 Treat. Otherwise, move to another card on the board.

5 of Hearts: You turn the corner to the formidable block and the wind rushes by you leaving a cold chill in your bones. The clouds move ominously across the sky and the moon casts an eerie shadow. It gets eerily quiet and you see that you are alone momentarily.

If you are heading over to the Spooky Mansion, add an additional hour.

6 of Hearts: You knock on one of the elderly neighbor's houses. When they open the door, there is a faint smell of baked cookies, pumpkin spice, and perfume. You smile looking up at the elderly person who is known as the one who is kind to kids year round. They give you a few pieces of candy. When you look in your bag, you notice it is one of those older types of candies.

When you come here, gain +1 Treat.

7 of Hearts: As you walk down the block, there is a magic stand and a magician doing a small street performance for the trick-or-treat passersby. You stop for a little while to see the show! It is so cool! You look carefully and see some of the skills that the magician is using. Did the magician drop a card?

When you stop to see the show, gain +1 Trick.

8 of Hearts: You feel a little tired, but also excited about the candy you have been collecting! You reach into your bag and pick a candy and begin to unwrap it with haste! In your excitement, you accidentally drop your unwrapped candy piece into the gutter. It is slimy and smelly there. You walk away sad for your candy, and with a smell stuck in your nostrils.

When you drop your candy, lose -1 Treat.

9 of Hearts: As you walk to the next house, you look past the rustling trees and see the glistening moon shining beautifully. You feel the magic of the moon on you. You are able to collect some of that glistening moon beams into your trick-o-treat bag.

When you collect the moon beam, add +1 Trick

10 of Hearts: As you walk, you hear the laughter of all the neighborhood kids around you. There are a lot of kids running and playing in candy jubilee. You spot a group of your classmates and run over and say hi. They all turn to say hello to you and you all get into a lively conversation about the tricks and treats of the night.

Even though you are on the block of the scary mansion, the spooky ghost can't touch you because there is too much joy that keeps the spooky out.

J of Hearts: What's that? You could have sworn you saw someone, or something, out of the corner of your eye. Your heart begins to thump a bit faster and harder than you would like to admit. You look over and don't see anything but you are still a little spooked. You begin to wonder if you are going to be able to defeat your fears this year.

Roll 1d10. If the result is 3 or lower, you lose -1 Treat.

Q of Hearts: You reach the end of the block. It is much darker and lonely here. A chill runs up your spine and a sadness that is not yours washes over you. You feel a cold and a sadness unlike anything like you have ever felt. What is this feeling? You hear a soft wailing in the wind and you know the ghost is near.

K of of Hearts: You reach the mansion that is the nightmare of so many of the neighborhood kids. There is a forlorn feeling in the area. Local legend states that the mansion was one filled with life, but mysteriously, the family disappeared. They say that one of the family members haunts the place looking for the rest of the family and protects the house at all cost. You walk up to it in curiosity to see if you can spot any movement. The door slowly creaks open. You step inside and call into the void. Suddenly, you see your breath as the temperature drops.

If it is dusk, the Poltergeist is here.



Passing By The Shops

A of Diamonds: You walk by one of the shops in town and remember that they are having a Spooktacular showcasing! The shop has wonderful decorations and even an electric scary monster outside. The store clerk is dressed up in a silly costume and they look so happy. You run up to them and they recognize you and compliment your costume!

2 of Diamonds: As you walk down the main boulevard in your town, you notice the diner is open! It has cheap, but cute cut outs on the windows, and past the cut outs you notice that there are some families inside eating dinner. There are some folks who are also taking advantage of tonight's special and eating all the pumpkin pie and sweet tarts that the diner put on special sale for tonight only. It looks so warm and cozy inside - you wish you could go in, but you have to finish your trick-or-treating, so you walk past the diner taking in the smells that waft out as someone opens the door to go in.

3 of Diamonds: Walking down the sidewalk, your nose is suddenly filled with the sweet smell of chocolate. You know exactly where you are - you are near kids' wonderland: the local candy store! Not only do they carry the typical candies you would see anywhere, they also make their own specialty candies. You smile and slightly salivate reminiscing about the confectionary goodies found in the store. They are closed for the night, but your mind wanders thinking about the aisles and the showcases found in the store. Images of the artisanal candies fill your mind.

4 of Diamonds: The local general store is participating in Trick-or-Treat! You run over gleefully, along with a few other kids, and yell loudly, "Trick-or-Treat!" The store owner hands out candies to everyone and you wait expectantly to see what you get.

Lucky! You got a specialty candy and it also happens to be one of your favorites! Add +1 Treat to your meter even if you haven't lost any.

5 of Diamonds: Feeling a little gluttonous, you eat one of your candies feeling that the next place will give you even more. When you walk up to the storefront, you see that the treat bucket is empty! Everyone grabbed candy before you did! You are feeling a little disappointed that you won't be able to add to your stash. Wait, is the bucket empty?

Roll and if the result is 4 or less, lose -1 Treat. Otherwise, you found a single piece of candy to add to your bag (but do not add to your Treat marker).

6 of Diamonds: You walk up to your favorite shoppe. They have the best treats and knick knacks. You are always friendly with the owner of the store and they are known to be really nice to the other kids; kids are good judges of character especially when it comes to adults. The owner recognizes you and gives you a special bag of weird and strange flavored jelly beans.

Upon receiving the special edition flavor jelly beans, add +1 Trick.

7 of Diamonds: You stop by the weird shop in town. It has all sorts of funky novelty items that you can't find anywhere else. It has an array of vintage style shirts, shirts with the latest indie artists, cool jewelry, retro toys, and of course, so much candy. You wait in line to your initial annoyance, but you know it will be worth it. The clerk puts candy into your bag and you are excited about what strange and unique candy you get.

You peek in your bag and notice that you got root beer flavored Pop-Rocks. Gain +1 Trick.

8 of Diamonds: The local farmer's market is hosting fun Halloween activities for the neighborhood kids. You run over and see that the orchard stand is hosting. They are bobbing for apples! You normally couldn't be bothered with that right now, but the enticing smell of the crisp, recently harvested apples calls to you.

After a few tries, you catch an apple and it looks like it sparkles a little under the moonlight. Gain +1 Trick.

9 of Diamonds: Passing by an empty store. It looks empty and alone. It is full of stuff inside and you know that it will open up in the morning and be filled with the community members in their weekly shopping. Seeing it closed and still, brings a feeling of tranquility.

10 of Diamonds: As you walk down the block, you see that the local ice cream shoppe is buzzing with energy! It has wonderful Halloween window decorations, lights aglow, and the sweet aroma of sweets wafting around the shoppe. Your eyes glisten as you reminisce about the homemade root beer floats and sundaes. You begin to walk towards the shoppe to see what's going on and see that there are a lot of people around the shoppe. Many are giggling, bantering, and just enjoying the atmosphere of an All Hallows evening.

There are too many gleeful people gathered here dispelling any scary or spooky energy here. There are no monsters here. An hour does not pass.

J of Diamonds: The block of the spooky store is mostly quiet and dark. You knew that coming across this place was bound to happen. You almost get a little upset for being scared, but decide to be patient with yourself and fill yourself with determination to face the spookiness that lies ahead tonight.

Add an additional hour regardless of suit.

Q of Diamonds: You walk up to one of the local proprietaries to continue your Trick-or-Treating. You give your biggest grim and happiest "Trick-or-Treat!" that you can and hold out your bag. The old woman who owns the store tells you with a very sad smile that they just ran out of candy and are so sorry that they can't give you any. You ask her if she had any candy for herself. She smiles and says that she had candy for the children. You feel a tenderness in your heart grow. You reach into your bag and give her a treat! You both are filled with more of the Haalloween spirit.

K of Diamonds: They say that this shop is particularly attractive to the mischievous. They say that it is this shop in which the Mischievous Imp originated from; it is the gate to its world and ours. Legend has it that at the back of the shop there is a hoard of Halloween candy that the Imp has stolen through the ages. To gaze upon it, is to gaze upon greed itself. It wasn't your intention to stop by the store; you got caught up in the bustle of rush of people and energy Halloween and now you are here. The shop is dark and seems abandoned for the night. Did you just see something move out of the corner of your eye?

If it is dusk, the Mischievous Imp is here.



Neighborhood Parks

A of Clubs: You walk past the newly renovated playground and your heart beats faster with glee as you take a look at the new slide and the swing set. They even fixed up the merry-go-round and the seesaw has updated seats. You can't wait to try out the new stuff!

Roll to see how much your heart is filled. On a 3+, you are filled with so much glee that you gain +1 Treat. Otherwise, your excitement leads you to the next card.

2 of Clubs: When you walk past the park, you recall the moment you played with one of the neighborhood kids recently. You both picked up a stick and had the best stick sword fight in the history of epic kid stick sword duels. Your movements were “flayingly” flawless.

When you turn over this card, gain +1 Trick.

3 of Clubs: As you pass the park, you notice the tree that you once climbed up on. You're not actually supposed to climb the trees here, but it's so much fun! You recall what the view of the the looked like from the height you gained on your climb.

Choose a card not adjacent to this one and turn it over.

4 of Clubs: Passing by the little kids' playground, the one with all of the baby swings and low slides and baby park toys, you start to remember the wonderful times you had at the little kids' playground. Your heart is filled with a special peace and nostalgia.

You momentarily forget about the monster as your heart fills with this warmth. Gain +1 Treat.

5 of Clubs: As you cut across the grass, you trip over a vine! You don't fall, but you do feel confused at the sudden appearance of a vine at the park. Upon closer inspection you see that it is actually just a piece of rope. More specifically it is a piece of rope that was used for the recent tug-o-war.

You pick up the rope and you instantly feel stronger with your new acquired tool. Add +1 Trick.

6 of Clubs: The park is every kids' kingdom. You know the in and outs of every swing set, the slides -- heck, even the fences. Even though the monster may hide at night here during Halloween, you have hometown advantage here. You know the perfect spots to hide and when to ambush.

If a Monster Card is face-up, gain +1 Trick.

7 of Clubs: As you walk across the park, you know that the Kid Eating Ghoul is lurking, but you are going to cross the park to get to the other side of town faster to get more candy. Wait. Did the ghoul just go past that tree? It is!!! In a moment of frantic courage, you close your eyes, scream and charge towards the ghoul. You suddenly bonk yourself and fall on the grass. You look up and see that you bumped into a low hanging branch.

During your fall you lost something. Choose one: either lose -1 Treat or -1 Trick.

8 of Clubs: Walking by the parks is dangerous stuff, but walking by here is a short-cut to get to the next set of houses. You plan your course of action and make a sudden dash to get across quickly and safely. You get across and reach the next house earlier, allowing you to get more candy.

Gain + 1 Treat, even if you have not lost any Treats.

9 of Clubs: The playground is your territory. You have this place mapped out. You can weave in and out of here quickly in games of tag. You have a bit longer to trick-or-treat, so you plan your route and dash across the park.

You can choose to move immediately to an adjacent card.

10 of Clubs: You become more and more aware of the monsters lurking through the trees and through the playground as the night goes on. The portals to Earth are open and the monsters are lurking. You know that you will face your fears and this will define the rest of Halloween.

Add +1 Treat.

J of Clubs: You walk by a small green space. You hear some kids scream in fear saying the Kid-Eating Ghoul is out and going to get them. As you watch them run by, you feel the hairs on the back of your neck stand up. You then look at the park and see that there is nothing there, at least right now. You feel upset that this monster is terrorizing others. A sense of courage fills your heart.

Q of Clubs: The other side of the park is lit up with a small ensemble playing spooky music for the passersby. Their passion-filled, soothing music is such a delight to listen to. You think about the Saturday morning Halloween cartoons, the treats, the laughs and this makes you feel even more giddy. It's moments like this that reminds you of why you love Halloween so much.

K of Clubs: The wind suddenly picks up as you enter the park. The swing begins moving on it's own and a creepy creaky sound fills the empty air. You know you should move quickly because who knows what is lurking behind the trees. The park is usually filled with laughter and joy from the numerous children that flock the place. But right now, it is empty except for the long shadows created by the trees and whatever that thing was that leaped from that branch to the other. That must have been a squirrel, but it's a little late for squirrels to be running around. Well, whatever it was, no matter, you need to find your way out and avoid getting too close to the trees because that is where the monster likes to hide to ambush their next meal. In your fear, you step on a dry twig and think that you saw something move swiftly near your direction.

If it is dusk, the Kid-Eating Ghoul is here.



Cemeteries and Graveyards

A of Spades: The cemetery in town is old and some of the tomb stones are dilapidated. There are strange statues and the place is full of stories of local folks. You have mixed feelings about the cemetery, especially on Halloween night. You can't help but think that it is a great place for Halloween spirits to roam in delight.

2 of Spades: As you walk around the neighborhood, you pass the local church and slow down as you look over to the ancient cemetery. You have walked by this church before numerous times while walking around with your family. For some reason, tonight, it looks creepier than it has ever looked. Maybe it is the moonlight shining down through the clouds. Maybe it is the strange fog swishing through the blades of grass. Could be the chill. All you know is that you don't want to stay here too long.

The spookiness is high here and there is a lot of monster energy here. Add 1 monster track - add an additional track if you are fated to face Brain Eater Ooze King.

3 of Spades: Walking by the nearby town lawn, you feel a sudden sadness that leaves you feeling a little empty inside even with all the joy of Halloween all around. This is a sadness that feels foreign to you and you remember the legend of the town. There was a story of a person who died of sorrow. There may or may not be a way to resurrect their body.

You think that it is better not to do that. There is also a town legend on how to keep the body buried. You gain +1 Trick.

4 of Spades: As you cross the street to cross avenues, you pass by the lawn of a local chapel. It is unusually quiet here and you reflect on the silence around the yard. You wonder about the things that people experience while inside the chapel. You slow down a little as you walk by and stare at the empty lawn. Suddenly, like snapping out of a spell, you feel the weight of your candy bag and pick up the pace again to cross the street.

5 of Spades: In the midst of your trick or treating, you get lost in your fun and venture a little too far. You realize that you are now walking along the fence of a local cemetery. Your heart begins to race because you know how creepy and sinister it can get here for little kids. Suddenly a creepy figure runs up to the fence and bangs on the fence. You let out a yell and quickly run back to safety.

Unfortunately, in your haste to return to safety, you drop some of your candy. Loose -1 Treat.

6 of Spades: A giggling group of children run past you. Their costumes glisten in your vision as you admire the awesome costumes. One of the kids is dressed as a pirate and accidentally drops their toy sword. You call out, but the group is too far down the road and their joyous laughter is too loud for your voice to be heard. You decide to add the toy sword to your own costume.

Hey, you never know when you need to bonk a spoozie! Add +1 Trick.

7 of Spades: You pass the cemetery and notice all of the flowers that were left on the tombs. It is kind of sad to see how many people miss their loved ones, but it is also nice that they remember them and bring them nice flowers. You wonder about the meaning of the flowers and the feelings they represent. You then notice there is a flower growing just beyond the gate. You reach in to try to pick it.

Roll your dice. On a 3+, you are able to reach the flower and gain +1 Trick. Otherwise, the flower is too far and you move to the next card.

8 of Spades: In your zeal to get more candy (and also feeling a little anxious about the monsters), you mindlessly walk into a grove of trees. This grove is unlike anything you have ever seen! The roots are overgrown and you can't help but think about zombie hands shooting up from the ground. You trip over a root that was awkwardly sticking out from the ground (or was that a bone?). After a moment of panic, you calmly get up, dust yourself off, and keep on with the night's venture.

9 of Spades: As you walk by the neighbors' houses, you notice a very spooky lot. You have to walk by this dark, forsaken area to get to the next trick-or-treat. The more you stare at it, the bigger it's getting. Your heart pounds fast with the excitement of the fear that you feel in your tummy. You decide the best way to deal with this is to run and zoom past it.

Immediately move your marker to another card near this one. You can move up, down, left, right, or diagonally by one space to another card.

10 of Spades: Some of the neighborhood kids are playing an action game. There are a lot of "pew pew" sound effects, so you hear them coming from behind you. But they are running so fast you can't move away in time! You get caught in the middle of this and they get you. You fall to the ground. A nice witch who saw the whole thing comes over and revives you with her magic spell and magical amulet. (It's a cheap plastic gem found in party stores, but tonight everything is magical.)

She gifts you the amulet so that it may keep you safe on your journey. Gain +1 Trick.

J of Spades: You look at the moon and the twinkling stars above. Your heart is full of determination and your will shall not be shaken! You dash down the street in your fervor, but accidentally scare the neighborhood cat, which startles you in turn. You giggle when you realize it was just Misty the cat.

When you land here, immediately move to an adjacent card.

Q of Spades: As you walk through the graveyard, there is a sense of serenity that comes over you. Out here, there is no noise from the trick-or-treaters, or mischievous loud teenagers. There is an occasional hoot from a nearby owl, some crickets chirping in the bushes. You know that a zombie could be nearby, but this cemetery is so old, that most of the bodies are mostly decomposed and at rest (whatever that means). You feel that your journey tonight has led you here for some reason and even though the Brain Eater Ooze King may be around, the peace of this moment fills you with awe.

K of Spades: Something about the cemetery is both peaceful and eerie. Maybe it's the well kept grounds that bring serenity, the quiet that keeps the place tranquil. Maybe the statues that rise from the ground casting long shadows is what makes the place spookier than it needs to be. Or just knowing that bodies are underneath your feet that makes a chill down your spine. Also, the teenagers are annoying. In either case, you want to cross the cemetery grounds quickly and get to the other side. Every sensible kid knows not to linger for too long, for the Ooze King rises during Halloween night. They say that his smell fills the air before you get your brains sucked out of your skull. As you walk, you think you hear some footsteps behind you. Must be the teenagers. It then begins to smell a bit; those teens must be smelly jocks. It smells really bad.

If it is dusk, Brain Eater Ooze King is here.

THE SPOOKS

Haunted Mansion Poltergeist

Spook Card: King of Hearts

Spook Count: 3

There is an abandoned house on the block. Everyone knows which house we're talking about. There has not been anyone living in the house for quite some time. The grass is overgrown, vines seem to creep and crawl around the outside, and it is perpetually dark. The view into the house is obscured with the trees that surround it as well as by the big bushes that surround the property.

Some say that they have seen apparitions in the windows and movement in the house at night. On Halloween night, these mysterious movements get worse and sounds come from the house. The local lore as told by the story-tellers of the seventh grade, is that there is a ghost trapped in the house and will get vengeance on anyone who so disturbs the place. There have been a few kids who have gone inside and were never to be seen again. If you were to find yourself stuck in the house for some reason, you will feel the poltergeist's chilling presence before you get snatched up.

When you have trick-or-treated for four hours, the ghost is here. You knock on the door and get engulfed by the terror of the place. The poltergeist swooshes in and it is the ugliest ghost you have ever seen. Its wails are ear-shattering. The room is frosted and it takes a lot of effort to dodge its attacks. Watch out! Face off the ghost and face your fear! Or was that just a sheet?

When you win, you find a magical brooch in the mansion that you can use for next year's Halloween. Next time you go trick-or-treating, start with +1 Trick.

Mischievous Shop Imp

Spook Card: King of Diamonds

Spook Count: 4

The shops are always a great place to get extra candy, but with so many people congregating here, it has become a beacon of energy. This is what has attracted the Mischievous Imp! This Imp has been known to knock things over, misplace items, and worst of all, steal candy from the local shops!

The Mischievous Imp has caused headaches to shop proprietaries and enough disappointment to the neighborhood kids. It's fast moving and can jump between spaces at lightning speed with expert agility. It's sneaky snarl is enough to spook even the most disbelieving of adults -- so they say.

The difficulty with the Imp is that it doesn't stay at one place for too long. Though, it is said that it likes to haunt places with plenty of hiding places and hoards of candy. The local confectionary is the perfect place as a final spot for the Imp to land at for the night. When you have reached the fourth hour of trick-or-treating, the Imp will be here. Or was that just a puppet?

When you defeat the Mischievous Imp, you find the Imp's hoard of candy! Next Halloween begin with +1 Treat to your **Courage Meter**.

Zombie Brain Eater, Ooze King

Spook Card: King of Spade

Spook Count: 5

You know better than to go to the cemetery, especially on Halloween night. The local teenagers are always playing pranks here because they don't seem to comprehend the seriousness of Halloween and the Zombie that wakes up tonight. They want to show-off how brave they are, but the little kids know how silly that is. The Brain Eater, Ooze King lurks and is ready to snack on the brains and silly teens are an easy target.

You got mixed up and now you are in the cemetery. The Ooze King rises from one of the graves year after year to satiate its hunger. It is slimy and gross; it also smells really bad. Even though it is a zombie, it is resilient and even somewhat agile. Watch out!

When you win, you walk away a victor. You noticed that another kid had dropped some of their candy when they ran away in fear. Next Halloween, you begin with +1 Treat.

Kid-Eating Ghoul

Spook Card: King of Clubs

Spook Count: 5

During the day, the parks are a child's magical realm and the playground is a haven. During Halloween night, a Kid-eating Ghoul stalks the grounds waiting to eat a juicy, plump little kid. The adults always warn to stay away from the park during trick-or-treating. That didn't stop poor little Billy those years ago. His parents reported him missing and then his bones were found a few days after Halloween, presumably eaten by the Ghoul.

All of the neighborhood kids know to stay away. The Ghoul stands at a startling 7 feet tall with long, lanky but strong limbs. It can camouflage in the trees thanks to its grayish brown skin. What gives its location away are its glowing red eyes. Steer clear from its claws! They are super sharp and can rip you to shreds! So you've heard.

Once dusk hits, the ghoul will be here waiting to eat. There it is! Or was that a tree branch?

When you win, you find a piece of the ghoul (or a twig) and you can feel the energy surge through it. Next Halloween, begin with +1 Trick.