

The Witches Took Wendy

A happy child eating halloween game by Edaqa Mortoray

It's October 31. You've gathered at Wendy's place, putting the final touches on your costume. It's time to grab the pillow cases and hit the streets.

All is going well. It's been a few blocks and the haul is growing. You come to the next intersection, and before heading down the next street, you pause. Something is wrong.

Where's Wendy?

Who's Wendy

Every clique, especially of 10-12 year olds, has that one odd child. In fairness, you're all probably odd, but she's like, really strange. Just kind of tagging along, whether asked or not. You only agreed to meet at her place as you felt sorry for her.

So, do you have any idea what she was wearing? You'll need to figure that out if you intend on finding her.

The GM creates a description lets the players remember on generic thing, like "she was rather green".



Dinner at Midnight

The clock starts ticking from 18:00 the moment you sit down for the session, or rather, the moment you gather at Wendy's house to finish your costumes.

A session will last at most three hours. Each 30 minutes of real time translates to an hour of game time. A few environmental changes happen around certain times.

20:00	All young kids have gone home. A few emo teens appears.
21:00	All children have gone home. Goth teens slither into the night.
22:00	No more trick-or-treating. No more candy!
Midnight	If you haven't rescued her, the Witches eat Wendy.

Candy Power

Candy is the lifeblood of children on Halloween. You collect it, trade it, and eat it. Not all candy is created equal however.

Discount	You know the stuff. It has generic wrappers, odd flavours, comes in big cheap bags. Nobody but the weird kid wants this stuff.
Normal	Store brands, acceptable classics, and mini-packages.
Premium	Ah yes, the name brands. And not just mini-bite samplers, but sometimes a half or even full size chocolate bar or bag of chips.

Candy is representend with tokens of different colors. d6's are ideal, as you'll be rolling them. Place equal quantities of each into a large bag.

At start of game you'll all together draw 70 pieces – each player draws a portion of this amount from the bag. You can share and exchange candy freely, or hoard it.

Each of you draws another piece of candy if you trick-or-treat at a house. That pesky GM is expected to draw out this action to avoid excess candy plundering.



Pretty Little Costumes

Each player creates a costume around one toy item rolled from this table. Write it down and play it!

1	Wand	Makes sparkles and moves tiny items.
2	Handgun	It can shoot, and it really hurts, but doesn't kill.
3	Axe	Sharp, but wielded by a child.
4	Bear Claws	Long, pointy, sharp, but attached to short arms.
5	Ballet Shoes	Silent and dainty.
6	Cape	You can almost fly, 4m at a time.
7	Phone	Your leet skillz let you tap into nearby electronics.
8	Western Hat	A suave cowboy, or cowgirl, is not frightened by anything.
9	Cat Ears	Night vision can be helpful.
0	Flashlight	Your mom's a night guard at the mall and says this is all you'd ever need. At least it doesn't need premium candy to use.

That special power doesn't activate until you find the witches' house. The magic leaks into your toys. At least one premium candy must be eaten to invoke special powers.

Actions

Convincing others to help will require trading candy.

Kiddies (<10ys) d4	Accept Discount candy Have unreliable, inaccurate, or imaginative information
Children (10-13yrs) d6	Accept Normal candy Reliable, but don't always remember what they've seen
Teens (14+) d8	Accept Premium candy Solid sources of info, remembering details, but only if they saw them



Physical actions, or going beyond information exchange, will require a challenge roll. You eat a piece of candy for each d6 you wish to roll – decide before rolling. The total must equal or exceed the opponent's roll. The dice shown in the table above are for those characters.

For obstacles, inventions, cleverness, environment, and other actions the GM will assign a fixed challenge rating to achieve. Multiples of 3 work well, such as 3,6,9 or 12. Always recall, you're bumbling children and everything is hard!

Identify, Infiltrate, Extract

After determing Wendy's costume you'll need to track her down. If the title didn't foreshadow this enough: the witches took her. You'll need to figure out where their house is.

Maybe another kid saw her, or somebody similar, walk into a house and not come out. Perhaps there are tales of an old creepy house. Of course, in a small creepy town, accusations of withcraft run wild.

Once you find the witches house, it's showdown time. Can you get into the house, evade the wretched creatures, find Wendy, and get out again?

Careful, those abominations are tough! They use d12's for their rolls. Any child unable to make a defense roll, due to a complete lack of candy, will be consumed.

They're also terrifying! You're a child, and these are real witches. Minor things become challenges when you're scared. Even walking up stairs results in stumbling when a witch is behind you. The GM will give you opportunity to relive all those annoying nightmare movements and sloppy horror movie scenes.

