

Halloween

**A RIFTS Scenario for
Leprecon 2007**

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Introduction

N.B. HAND OUT THE CHARACTER BACKGROUND PAGES WHEN IT SAYS IN THE SCENARIO.

The scenario is very loose and open to going different ways. As long as the over all story goes from scene to scene then it should run fine.

The basic concept for Rifts is that of a far future earth where trans-dimensional rifts have opened up making the lay-lines visible. This has brought magic and monsters into the hi-tech world.

In this story, the magic of the world has awakened the fairy tales of old. They miss not being part of human society any more. The time of Halloween when the dead come back to visit the living, is perfect for opening peoples minds to other possibilities. By inducing temporary amnesia the 'fairy tale collective' intend to have some people visit them and relive their stories. To connect the stories the PC's will be sent on the forgotten ritual of trick or treating as a way to visit each story. At the end of each adventure they will get their sweets.

Except the witch of the Hansel and Gretel story has other ideas. She wants to really devour the PC's to gain power again. So she has changed the rules of the game and created the 'house of many things'.

The PC's, a Coalition Soldier, a Cyber Knight, a City Rat, a Dragon, Rogue Scholar and a Glitter Boy have been collected. They are not aware of these ancient tales so tell the players to approach each story as new.

Rogue Scholar – Jeb Holson. Came with the city rat(who had a car), and Glitter boy (armour weighted to much) to investigate a new born dragon. Huge advances in human understanding potential just waiting out their.

City Rat – Flash Dave. So hey you had to lay low for a few days, when your offered the chance to see a Dragon. It was only a little bit out of the city and there was a glitter boy for protection. How bad could it be.

Cyber-Knight – Ser Donald. Your senses told you of the great awakening. It must be protected from the forces of evil.

Coalition soldier – Zorn Newbton. You are a scout watching for taint and danger to the Coalition. And boy did you find it. A dragon, rouge scholar and cyber-knight, all on the hit list.

Fire-Dragon – (players choice). So young fire dragon how have your first few hours shaped your personality.

Glitter-boy – Marlon Zas. A soldier from beginning to end. But one with a sense of honour and duty that has brought you in conflict with the Coalition on the side of the underdog.

Opening:

The PC's are suddenly aware of their environment. They have no memory of their past as such. They have a limited awareness of their abilities and a name. The holiday ritual of going trick or treating has been hypnotically suggested. Any attempt to be violent towards the personifications of the fairytales will have to do a difficult mind check first. They are all ready with a costume of some kind and a bag to collect the sweets. (On the PC's character sheet they must invent a silly costume to be wearing) Once they have all described their look they can begin. (For e.g. the Glitter boy could be wearing a sheet to represent a ghost, but it looks wrong with all the spiky bits sticking out)

They are on the suburban road with houses and street lights. Everything looks big and slightly child like. As if they were in a theme-park. No one else is around. The garden of a house is in front of them. If they walk away they become confused and somehow end up back at the same spot. After each scene they walk down the road to the next house. If they try and go somewhere else, they just end up in the same place. They might as well walk up garden number one.

Adventure 1: Goldie locks and the three bears

Up the first path is an oversized house. As they walk in they see a large simple room, which has a mixture of oversized things and a human sized baby chair. At the table is a guilty looking Goldie locks eating the porridge that was just right. The other bowls of porridge might just be right for some of the PC's though. Make some take willpower roles to over come sudden hunger if they don't eat.

Goldie locks goes exploring and falls asleep in the bed. Then the three bears come back all fire and brimstone at the discovery of the eaten porridge. But they soon find it to hard to keep up the act. Overjoyed at being able to meet other people and wanting to do the whole Halloween thing they ask the PC's to go outside and knock on the door and shout trick or treat. Once they do this they bears have regained there gruff attitude. The PC's are told they have had their treat of porridge and now must perform a trick.

Yes all the PC's must do a party trick. These are good honest working folk who want family entertainment. If it doesn't please baby bear he complains. And baby bear must be made to laugh by at least some of the PC's. The ones that do are given extra sweets at the end. Once finished they can move onto the next adventure.

Adventure 2: The princess and the pea

The next garden has a small castle at the end of it. The door is answered by a butler. He is very snobby and up tight but has been expecting the PC's. The family are at the dinning hall. The head of the house is a stuck up lord who has nothing but disdain for them. On his left is a pretty young woman who looks a bit dejected. In front of her is a letter. The lord declares that this woman has come declaring herself to be a princess. So they did the test of putting a hard pea under her bed. The next day when she complained about not having a good night sleep, the matter seemed settled. However they have just discovered another letter telling her what to do. Now the PC's must find another way to test if she is a princess or not.

If asked alone the princess confides she is from a big royal family, so is kind of a princess, just way down the line. And could they help her because she wants to be a special princess.

If no solutions arise then a princess assault course will be suggested. The PC's set up tests of etiquette, history, proper speech etc. They don't have to actually prove she is a princess, they are allowed mess up.

All the lord of the house wants is for some kind of test to be done and a clear result to be shown. No how well they do all they get after is stale peanuts and soft apples.

Adventure 3: Snow White and the Seven Dwarfs

The PC's arrive late in the tale. Snow white has been poisoned by her step-mother and is in a coma. The seven dwarfs have been turned into undead and the prince is crying outside the house. It seems he is a big wus having spent his life learning how to be beautiful and can't fight. His flimsy sabre lies broken by his side. He asks the PC's to help. As they enter the garden they are all stopped by an invisible force. Since the dwarfs have been turned their essence is floating around. Each PC's must choose a type, Doc, Grumpy, Happy, Sneezy, Bashful, Sleepy and Dopy. Since at best there are six players some will have to double up. For e.g. Happy and Grumpy creates someone with a split personality. Sneezy would sneeze in combat and miss roles. All this affects how they fight in combat, use it for maximum comic effect. They can either cut down all the dwarfs or find the evil plaque where the princess sleeps. By breaking that the necromantic spell is broken and the dwarfs return to normal. The prince then gives them loads of sweets to leave so he can appear to be the gallant hero.

Adventure 4: Hansel and Gretel, or the Witch in the house of many things

The mind control ends here, but the PC's have to discover that for themselves. From then on it's the metal endurance of the PC V's witch. Both have to succeed, then difference is calculated. Her charm mind spell D100 each, she gets +25.

The entrance way to this house is at the end of the cul-de-sac. The garden is an overgrown forest and the house is not visible from here. A narrow path leads through the woods which the PC's must walk single file through. After they have moved on the forest rapidly closes behind them. A cautious PC's might discover this.

Once they have left the street far behind the path opens up into a shabby garden. It is lit by tall wooden torches burning here and there in the garden. This creates an uneven glow of the area. A house with a huge apex roof fills the centre. The straight wall at the sides is only three feet high. The front wall is covered in sweets and pastries to suit the palette of the most discerning sweet tooth. The roof is a garbage pile of assorted junk. Each PC will find something of interest to them in the roof. The stuff here is finally a connection to their previous lives.

Let the PC's search for awhile. The door will be locked and no windows are to be found. They all find something that they want, need, can use.

After a few minutes the witch comes walking in from the forest. She has a basket under her arm. 'Greetings my dears. I am so glad you have come. I am so sorry to

have been out. I have been collecting flora of the night. Come inside you must be tired after your night of trick or treating, did you do well?

She will listen and respond to any answers as she takes them inside. A perceptive PC will notice that the two sides of the story are not here, just them and the old witch. If this is brought up she will invent some excuse about them being delayed by the step-mother. She will try to fulfil there every whim, except freedom. She is lulling them to just want to stay here so they can be quietly killed off. But first they must be fattened by providing them with the sense of power.

The witch is breaking the rules of the game and so they are now free to commit violence against her. The witch walks a dangerous path as she replaces the magic that first bound them with her own. Can she convince them to remain docile or will they figure out what is going on.

In the forest the bodies of Hansel and Gretel are buried in a shallow grave. The bodies can only be found after the witch returns as she is off killing them when the PC's arrive. The PC's will not know the significance of this young boy and girl but will know that something is wrong. All it takes is a PC to find them, perhaps the dog looking for a bone, perhaps the psi-stalker on a hunch, or the coalition grunt doing recon of the area, the dragon following the magic used in the ritual of death. The glitter boy tearing up the forest while out for a walk or the Cyber knight sensing a wrong has been done, or the city rat just trying to find a way out.

ONCE A PC DECIDES TO ACT AGAINST THE WITCH GIVE THEM THEIR BACKGROUND PARAGRAPH IN SECRET. TELL THEM THEY HAVE A 'REVELATION'.

The witch will try and play the PC's off each other to keep control. She will also play on the fact that many of the PC's are enemies in the real world. The witch will then try to kill the other PC's and take their spirit to make herself strong again.

Once they have beaten her the world becomes hazy and twirls around. Each PC wakes up in a forest clearing. There backgrounds are as follows. (Any PC's who died in the world die in their sleep. If they all die the witch will turn to the world and wreak havoc.)

(The end)

NPC's

Dwarfs

Int. 12, Mental endurance 17, Mental affinity 12, Physical strength 19, Physical Prowess 9, Physical endurance 16, Physical beauty 11, Speed 5

W.P Sharp (pick-axe) Hand to hand: basic, Body building

The Witch

Int. 20, Mental endurance 17, Mental affinity 10, Physical strength 10, Physical Prowess 10, Physical endurance 12, Physical beauty 5, Speed 5 Charm mind +25%

Coalition Soldier		SDC 19	Hit Points 14	
Int	9			
Mental Endurance	9			
Mental Affinity	10			
Physical Strength	10			
Physical Prowess	12			
Physical Endurance	11			
Physical Beauty	11			
Speed	16			
Skills	Climbing +5%	Concealment		
Radio Basic +10%	Running	Streetwise		
Pilot Hovercraft +10%	W.P Energy Pistol, energy rifle, chain			
Pilot Tank + APC +10%	Hand to hand: expert			
Robot Combat: basic	Communications-laser			
Read Sensory equipment +10%	Surveillance systems			
Body building	Detect ambush			
	Wilderness survival			
	Prowl			

Who are you? A soldier in something called the ‘coalition army’, which fights corruption and toxic influences from the rifts.

Fire Dragon	10 hours old	P.P.E 60	Hit Points 20	Horror factor 12
Int	17	I.S.P 60		
Mental Endurance	17			
Mental Affinity	12			
Physical Strength	13			
Physical Prowess	17	+2 Damage hand to hand		
Physical Endurance	14			
Physical Beauty	21	+55% charm/impress		
Speed	23			
Language Dragonese 98% American 98%	Immune to normal weapons Fly at 80km Nightvision 27 metres Bio-regeneration at 1D4X10 M.D every five minutes	Fire Damage 6D6 Mega Damage		
Maths Basic 98%				
Lore: Demons + Monsters				
Land Navigation				
Track Animals/Tracking				
Detect Ambush				
Fishing				

Who are you? You were just born, some people found you and suddenly you were all kidnapped. Now you are all involved in someone's game. Your genetic memory has nothing like this.

Glitter Boy	SDC 15	Hit Points 17	
Int			
Mental Endurance	+1 save Vs psychic attack/insanity		
Mental Affinity			
Physical Strength			
Physical Prowess			
Physical Endurance			
Physical Beauty			
Speed			
Skills	Computer hacking		
Radio Basic +10%	Mathematics- advanced		
Robot Combat: elite glitter boy, basic general	Mechanical Automotive		
Read Sensory equipment +10%			
W.P Energy Pistol, energy rifle			
Hand to hand: basic			

Who are you? A man in the skeletal supports for power armour, without your basic weapons as well.

Cyber-Knight		SDC 30	Hit Points 19	Permanent base PPE 6D6
Int	13			
Mental Endurance	15			
Mental Affinity	12			
Physical Strength	12			
Physical Prowess	17	Parry dodge and strike bonus +1		
Physical Endurance	15			
Physical Beauty	9			
Speed	14			
Skills	Land Navigation +12%	Saving throw against psionic attack 12 or higher		
W.P Automatic pistol, Auto-semi rifles, sword, blunt	Anthropology +15%			
	Paramedic +10%			
Hand to hand: martial arts	Horsemanship +15%			
Acrobatics	Climbing +10%			
Climbing	Body building			
Swimming	Gymnastics +5			
Literacy +20%	Swimming +5%			
Language American, Drangonese, Elf @ 96%				

Who are you? A man dedicated to justice and equal rights. Who has given his life in pursuit of that goal.

City Rat		SDC 9	Hit Points 16	P.P.E. 11
Int	16			
Mental Endurance	13			
Mental Affinity	14			
Physical Strength	11			
Physical Prowess	12			
Physical Endurance	13			
Physical Beauty	15			
Speed	11			
Skills	Acrobatics			
W.P knife	Concealment +15%			
Hand to hand: basic	Palming +15%			
	Locksmith			
Streetwise +20%	Paramedic +10%			
Pilot motorbike +15%, automobile +10%	Communications +10%			
	Mechanical automobile +10%			
Mathematics: basic	Literacy			
Running				
Prowl				
Boxing				

Who are you? And what the F**k is a wide boy like you doing out in f**king nature anyway.

Rogue Scholar		SDC 17	Hit Points 20	
Int	15			
Mental Endurance	13			
Mental Affinity	114			
Physical Strength	10			
Physical Prowess	10			
Physical Endurance	14			
Physical Beauty	9			
Speed	14			
Skills	Pilot automobile +10%	Track animals		
W.P blunt, knife, automatic pistol, revolver, energy pistol	Land Navigation +10%	Prepare hides +15%		
Hand to hand: basic	Biology			
Literacy +50%	Botany			
Language, Elf @30%	Writing, photography, computer operation, art			
Basic Mathematics	Computer hacking			
Computer operation	Concealment			
	Wilderness survival			

Who are you? You came to find something important. Others were there and now you are here, doesn't make sense?

Rouge Scholar – Jeb Holson.

In this time being educated and teaching is a crime for the coalition. They wish to keep the people ignorant and receptive to one opinion, theirs. You were taught by a Rouge scholar who like many others were killed in the line of duty.

While on a mission to learn new things you discovered that a dragon would be born soon. Hoping to learn about this and dispel the ignorance around these magical creatures you recruited two people to help you. A ‘City Rat’ named Flash Dave and ‘glitter-boy’ named Marlon Zas.

At the hatching you discovered that a hated coalition soldier was their, probably about to call in a small army. A cyber-knight who wanted to protect it, despite being easy meat for the dragon soon after it was born.

When suddenly your minds were taken away. Your mind has just come back into focus. You don’t know who took you, but now you have to make sure the Dragon is not killed by the coalition. Or develop an appetite to kill humans.

City Rat – Flash Dave.

So life is a party in the underbelly of the rotting city, you take drugs, sleep around and be as flash as possible.

Things got a bit to flash and you were talked into seeing the real world by some educated dude. Your car worked but couldn't take much weight and so you went into like a forest for hours and wow did you miss the city. Then there was this stripped down glitter boy for protection.

Then you guys found this dragon and wow was the world cool again. But then like you went into like a major trip and now you remember how like you just wanna get back to the sex and drugs.

There's like all these other crazy people around and they just want to ruin the buzz

Glitter-Boy – Marlon Zas

This must be your greatest challenge. To be stripped of most of your armour and still be a solider. It may define you, but protecting a hatching dragon would be worth the risk, little else would be.

The scholar really turned you on to knowledge you knew was out their. The city rat was a necessity, he had some quick transport. A low tech car that couldn't carry all your equipment.

A crazy cyber-knight has turned up. Could prove useful as a distraction for the Coalition soldier when the fight brakes out. You'd like to kill the two of them, they both make the world a worse place.

Then you all entered a dream world and reality was just gone.

Coalition Soldier – Zorn Newbton

You have hit pay dirt on this scouting mission. All this intel will be a huge boon to command. To take a Dragon out at such a young age will help keep the world safe from such an extreme impurity.

Then the icing on the cake, four other undesirables are their as well. The city rat and glitter are not so important. The cyber-knight and Rouge scholar, with them dead, the Coalition can expand and purify the world.

Then you were all taken by some magic mind control. A new threat that must be dealt with.

All you have to do is call for some back up.

Cyber-Knight – Ser Donald

The way of magic has lead you to this momentous occasion. A Dragon was born today. You witnessed such a glorious event and had the honour of protecting its birth from ones who do not understand.

Some claim to understand. One wants to kill you and the Dragon. But none shall prevail.

Then an ancient and mysterious force took all your minds and magic had a new face.

Fire Dragon – (Players choice)

You are a mere ten hours old. While you have the genetic memory of your bloodline, each Dragon is unique. Shaped by their early existence, how do you think this taking of your minds and contact with humans you have shapped you?