



# CAMP DEATH

A FIASCO PLAYSET  
BY JAMES GABRIELSEN

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## BOILERPLATE

This Playset is an accessory for the *Fiasco* role-playing game by Bully Pulpit Games.

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For more information about *Fiasco* or to download other Playsets and materials, visit [www.bullypulpitgames.com](http://www.bullypulpitgames.com).

If you'd like to create your own Playset or other *Fiasco*-related content, we'd like to help. Write us at [info@bullypulpitgames.com](mailto:info@bullypulpitgames.com).



"When you play, play *hard*." - Theodore Roosevelt



# THE SCORE

KL... KL... KL... MA... MA... MA...

So, here's the deal. Camp Clearwater's been abandoned since some grisly, "unsolved" murders 20 years ago. Or whatever. The new owner probably made that up as some creepy story to tell the campers and scare up business.

What I know is that we've got a couple weeks to get this place set up before any campers arrive, and most of the hard work is already done. We've got enough booze, pot, and distance from authority to make this the greatest summer ever.

What could go wrong?

## MOVIE NIGHT

*Friday the 13th* Parts I and II, *Sleepaway Camp*, *The Burning*, *Madman*, *Just Before Dawn*. Just about any slasher flick from the '70s or '80s is good inspiration. Wikipedia has a good list at [http://en.wikipedia.org/wiki/Slasher\\_film](http://en.wikipedia.org/wiki/Slasher_film).

## READ THIS! SERIOUSLY. READ IT.

Slasher films are notorious for late-movie revelations and plot twists, and Camp Death is no exception. The *Who Is The Killer?* section at the end of this Playset includes a few options for determining the identity of the killer. Before starting the game, take a look at the options and decide which you want to use.

One final note: take care when choosing Relationships in this Playset. Many of the elements, such as those under "Local," assume that only one character will be a camp counselor, and this may result in difficult or impossible combinations.

# RELATIONSHIPS...

## 1 FRIENDS

- ◻ Friends since grade school
- ◻◻ Unlikely friends
- ◻◻◻ Old friends reunited
- ◻◻◻◻ Alpha male/queen bee and sycophant
- ◻◻◻◻◻ Members of the “In Crowd”
- ◻◻◻◻◻◻ Fellow social outcasts

## 2 FAMILY

- ◻ Older sibling and “baby” sister/brother
- ◻◻ Identical twins
- ◻◻◻ Step-siblings
- ◻◻◻◻ Ex-spouses
- ◻◻◻◻◻ Cousins
- ◻◻◻◻◻◻ Parent and child

## 3 WORK

- ◻ Fellow camp counselors
- ◻◻ Head counselor and underling
- ◻◻◻ Forest ranger and camp counselor
- ◻◻◻◻ Gas station attendant and customer
- ◻◻◻◻◻ Bus driver and camp counselor
- ◻◻◻◻◻◻ Dealer and pot head



## 4 ROMANCE

- ◻ Obnoxious public displays of affection
- ◻◻ Once, while drunk, at some stupid party...
- ◻◻◻ Happily engaged
- ◻◻◻◻ Fuck buddies
- ◻◻◻◻◻ Once mutual lust, now mutual disgust
- ◻◻◻◻◻◻ Promiscuous partner and desperate virgin

## 5 SECRET

- ◻ Admiring from afar
- ◻◻ Lovers behind others' backs
- ◻◻◻ Stalker and object of sick obsession
- ◻◻◻◻ Bound by a dark secret
- ◻◻◻◻◻ Peeping tom and eye candy
- ◻◻◻◻◻◻ Not who they appear to be

## 6 LOCAL

- ◻ Fisherman and camp counselor
- ◻◻ Lost hunter and camp counselor
- ◻◻◻ Old hermit and camp counselor
- ◻◻◻◻ Crazy drunk and camp counselor
- ◻◻◻◻◻ Paranoid survivalist and camp counselor
- ◻◻◻◻◻◻ Passing motorist and hitchhiking camper

...AT CAMP CLEARWATER



# NEEDS...

## 1 TO GET LAID

- ... by every girl/guy here
- ◐ ... by your ex
- ◑ ... to prove that you're straight
- ◒ ... to win a bet
- ◓ ... one last time before the end
- ◔ ... to finally lose your virginity

## 2 TO GET AWAY

- ... from your old life
- ◐ ... with the money before anyone realizes it's gone
- ◑ ... from these losers
- ◒ ... with the lie you've been telling
- ◓ ... with murder
- ◔ ... from the cops

## 3 TO GET RESPECT

- ... from the camp owner by running things well
- ◐ ... from the voice in your head
- ◑ ... by sleeping alone in Cabin 13
- ◒ ... as a result of your sexual prowess
- ◓ ... by showing them they shouldn't have fucked with you
- ◔ ... by turning your life around



## 4 TO GET EVEN

- ... with the guy/girl who spurned your advances
- ... by embarrassing him/her in front of everyone
- ◡ ... because why should they be so happy?
- ◢ ... for what they did last year
- ◣ ... with every last one of these motherfuckers
- ⊖ ... by stealing him/her back from that backstabber

## 5 TO GET IN

- ... to his/her pants
- ... tight with this new group of friends
- ◡ ... to their heads
- ◢ ... to the administration office
- ◣ ... to the lock box
- ⊖ ... to a committed relationship

## 6 TO GET OUT

- ... of a stifling relationship
- ... of town and lay low for a while, to let things calm down
- ◡ ... of the way
- ◢ ... of your mind, to get totally blazed
- ◣ ... of the downward spiral your life has been in
- ⊖ ... alive

...**AT CAMP CLEARWATER**



# LOCATIONS...

## 1 THE LODGE

- Big fireplace in the common area
- ◻ Upstairs bedrooms
- ◻ Camp administration office
- ◻ Locked boiler room
- ◻ Gun safe
- ◻ Attic with a pull-down stairway

## 2 THE CABINS

- Twisting, muddy paths to the cabins
- ◻ Cabin 1, the cabin closest to the lodge
- ◻ Cabin 13, haunted according to camp legend
- ◻ Cabin 20, the cabin closest to the lake
- ◻ Supply shed
- ◻ Big fire pit with log benches

## 3 THE LAKE

- Rickety lifeguard tower
- ◻ Docks and boathouse
- ◻ Trails around the lake
- ◻ Small island
- ◻ Secluded cove
- ◻ Marshy east shore





## 4 WEATHER

- ☐ Thunderstorm
- ☐ Thick fog
- ☐ Moonless night
- ☐ Heat wave
- ☐ Cold snap
- ☐ Wind storm

## 5 THE WOODS

- ☐ Lost
- ☐ Secluded cave
- ☐ Mounds of freshly dug earth
- ☐ Small clearing with the remnants of several campfires
- ☐ Hidden, seemingly abandoned shack
- ☐ Dense trees well off the trail

## 6 THE WAY OUT OF CAMP

- ☐ Muddy road to the highway
- ☐ Someone's secret stash by the welcome sign
- ☐ Power lines running to the lodge
- ☐ Highway several miles down the road
- ☐ Gas station on the edge of the nearby town
- ☐ Rusted-out car sunk in the mud on the side of the road

...**AT CAMP CLEARWATER**



# OBJECTS...

## 1 USEFUL

- Keys to the camp bus
- ◻ Master key to the lodge and cabins
- ◻ Map of the area and compass
- ◻ Large flashlight
- ◻ Hatchet
- ◻ Ham radio

## 2 WEAPONS

- Well-used wood ax
- ◻ Unlicensed revolver
- ◻ Rusty machete
- ◻ Old, taped-up oar
- ◻ Hunting shotgun and box of shells
- ◻ Hedge clippers

## 3 SMUGGLED GOODS

- Couple bottles of liquor
- ◻ Several ounces of high-quality weed
- ◻ Porno mags
- ◻ Enough condoms to last the summer
- ◻ Illegal fireworks
- ◻ Carton of cigarettes





# A CAMP NIGHTMARE INSTA-SETUP

## RELATIONSHIPS AT CAMP

For three players...

- \* Family: Older sibling and “baby” sister/brother
- \* Romance: Once, while drunk, at some stupid party...
- \* Work: Head counselor and underling

For four players, add...

- \* Secret: Not who they appear to be

For five players, add...

- \* Locals: Old hermit and camp counselor

## NEEDS AT CAMP

For three players...

- \* To get laid... to finally lose your virginity

For four or five players, add...

- \* To get respect... by sleeping alone in Cabin 13

## LOCATIONS AT CAMP

For three or four players...

- \* The lodge: Attic with a pull-down stairway

For five players, add...

- \* The woods: Hidden, seemingly abandoned shack

## OBJECTS AT CAMP

For three, four or five players...

- \* Information: Crazy drunk’s incoherent warning



# SPECIAL RULES

## STUNT DICE

Before starting, remove two white dice and two black dice from the dice pool, and replace them with four red stunt dice. Then roll them all to kick off the game as normal.

Whenever a stunt die is picked to resolve a scene, someone dies. Usually this will be an NPC, but don't be afraid to kill a PC this way. Just don't *kill* kill the character; do the deed "off-camera" to leave a bit of uncertainty. You never know when someone might make an unexpected reappearance.

Whichever player picks the stunt die to resolve the scene gets to decide whether that die is white or black for that scene.

During the Aftermath, don't roll any of the stunt dice. They won't affect your final outcome. However, they might help determine just who is killing people at Camp Clearwater.

## WHO IS THE KILLER?

Slasher films are notorious for late-movie revelations and plot twists, and Camp Death is no exception. Before starting the game, choose one of the following three ways to identify the killer:

**1. "I always knew there was something wrong with that one."**  
Just play the game as usual. The stunt dice will assure that people are dying, but let the fiction organically determine the identity of the killer. The identity of the killer will probably become obvious as the game winds down.

**2. "Everyone is a suspect."**  
During play, any player who receives a stunt die may no longer appear "on-camera" in any scene with the killer. During the Aftermath, each player with stunt dice should roll them separately. Whoever has the highest total is the killer. If anyone ties, then they were both killers and were working together.

"But," you say, "what if a PC was in a scene with the killer *before* he or she received a stunt die?" Then apparently this slasher movie had a low budget and the mistake wasn't caught until after the film was cut. It wouldn't be the first B-rate horror flick with plot holes.

### 3. “Oh my God, it’s Old Man Withers!”

Immediately before rolling the Aftermath, roll all the stunt dice. Use these dice to create two new relationships, connecting two of the characters to a newly revealed NPC. This NPC is the killer.

Everyone should pitch in ideas for the relationships and identity, but players who ended up with stunt dice get final say on assigning their dice to the relationship details. As in the Setup, the final stunt die is wild and can be any number.

If any players did *not* end up with stunt dice, they get the final say on which PCs those relationships connect with.

Once the identity of the killer has been defined, roll the Aftermath.

