



**CAMP DEATH:
THE FINAL CHAPTER**
A FIASCO PLAYSET

CAMP DEATH: THE FINAL CHAPTER

CREDITS

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BOILERPLATE

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

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

THE SCORE

"WHY WON'T YOU DIE?!"

The killer is back.

Despite bullets, fire, drowning, and dismemberment, somehow the killer is back, and the body count is rising once again. And no matter how far you run, it will find you.

Will you try to stop the rampaging monster?

Or will you just try to survive?

MOVIE NIGHT

The *Friday the 13th* franchise, the *Nightmare on Elm Street* franchise, the *Halloween* franchise, the *Texas Chainsaw Massacre* franchise, the *Scream* franchise, the *I Know What You Did Last Summer* franchise, the *Child's Play* franchise, *Madman*, *Hell Night*, *Prom Night*, *Black Blood and Lace*, *The Burning*, *Eyes of a Stranger*, *The House on Sorority Row*, *Black Christmas*, *Stage Fright*, *Malevolence*, *A Bay of Blood*, *Deep Red*, *Psycho*, *Behind The Mask: The Rise Of Leslie Vernon*.

THIS IS NOT A COMPLETE PLAYSET!

This supplement is a playset add-on—a collection of locations, objects, circumstances, and tropes ready to be plugged into any other playset.

In other words, you'll need another playset to use this one.

HOW IT WORKS

*** Choose a playset and grab some dice as usual**

Pick a playset to serve as the killing grounds for the latest installment of your slasher movie franchise. Gather up the dice as usual—two white and two black for each player.

*** Swap stunt dice into the dice pool, and proceed with the Setup as usual**

Replace two white dice and two black dice with four “stunt dice” of a different color. Then roll them all into a central pile and proceed with the Setup. As usual, only the numbers matter, so the stunt dice don’t change anything yet.

*** Whenever a stunt die is used to resolve a scene, the slasher kills another victim**

Whenever players resolve a scene, they can choose a black or white die for normal resolution, or they can choose a stunt die. If a stunt die is chosen, the slasher intrudes upon the scene and kills another victim. While this is probably bad for everyone involved, the stunt die does not count as either white or black.

*** Use the stunt dice to add a new element to the game**

When the scene is fully resolved, whoever did the resolving should roll all four stunt dice to generate some random numbers. Then select a category and detail from the Camp Death: The Final Chapter table, write them on a new index card, and place the card on the table. When this is complete, return all of the stunt dice to wherever they were before.

This new element works just like a Tilt element—any player can incorporate it into upcoming scenes to add slasher movie tropes to an otherwise mundane playset.

*** Ignore the stunt dice when calculating Tilt and Aftermath**

When calculating the Tilt and the Aftermath, don’t roll the stunt dice. They won’t help you in the end.

A SETTING FOR MURDER

Making “Camp Death: The Final Chapter” a playset add-on allows you to set your slasher film in any setting you can imagine. The elements in this add-on provide key slasher tropes, and the stunt dice ensure a healthy body count.

But which playset should you pair with this add-on? It all depends on what sort of story you want to tell.

A mundane, modern-era playset such as “Flyover,” “Manna Hotel,” or “Town and Gown” would pair well with this add-on as the conclusion of a three-part Fiasco Trainwreck. The story never got too far from Camp Clearwater, and it can easily make it back there if it needs to.

For an off-the-rails series installment (think Jason X), try something like “The Ice,” “Mission to Mercury,” or “Objective Zebra” in a trainwreck or a standalone game. Part of the fun is figuring out how the killer has somehow made it into such an unlikely scenario..

Avoid historical or fantasy-themed playsets, or any that already uses stunt dice. If you think you can make it work, go right ahead, but doing so voids this playset’s warranty. Don’t say I didn’t warn you.

Oh, and remember, no matter how it ends, it’s never really over...

WHO IS THE KILLER?

If you’re playing this playset as part of a trainwreck, you probably already have some sense for who or what the killer is. If not, play through the game, and as your session winds down, the identity of the killer will likely arise organically through play. After the final scene but before the Aftermath, conclusively decide who the killer is (if you haven’t already) and collectively narrate a final “reveal.”

In this reveal, explain how the killer you’ve settled on was behind all of the murders, tying in or retconning any foreshadowing that occurred during play. If you decide one of the PCs was the killer, then that character’s player gets final say on exactly what happens.

Or, if you want a bigger twist ending, try one of the alternate endings from the playset “Return to Camp Death.”

CAMP DEATH

1 FOREBODING

- ◻ Family secret comes to light
- ◻◦ Roughly carved occult symbols
- ◻◦◦ “I told the others, they didn’t believe me. You’re all doomed!”
- ◻◻◦◦ “I’m not sure what, but something here is different.”
- ◻◻◦◦◦ Rash of unexplained disappearances around town
- ◻◻◻◦◦◦ Recurring nightmare starts to come true

2 SUDDENLY...

- ◻ Power outage
- ◻◦ Someone thought dead returns
- ◻◦◦ Window bursts in
- ◻◻◦◦ Storm erupts
- ◻◻◦◦◦ Something vital is missing
- ◻◻◻◦◦◦ Sprained ankle

3 DESPERATION

- ◻ Virginity (and everyone knows it)
- ◻◦ Engine turns over, but the car won’t start
- ◻◦◦ “I think it’s gone. Now’s our chance!”
- ◻◻◦◦ Shrine built around a decomposing human head
- ◻◻◦◦◦ Panic attack at the worst possible moment
- ◻◻◻◦◦◦ “No! You CAN’T be alive!”

4 MURDER

- Well-worn machete
- Corpse found in an unexpected place
- ◐ List of names with several crossed out
- ◑ Blood dripping through the ceiling
- ◒ “We have to destroy the body, or it’ll keep coming back.”
- ◓ Uncontrollable bouts of blackout rage

5 ANSWERS

- Map of the woods with a location marked in red
- 20-year-old projector reel, found in an unexpected place
- ◐ Old, creepy journal
- ◑ Killer unmasked
- ◒ Hidden, seemingly abandoned shack in the woods
- ◓ Flash of insight

6 ENDINGS

- 5-gallon red plastic gasoline canister, freshly topped off
- Musty tome with one page clearly marked
- ◐ Mystic dagger
- ◑ Last escape route is cut off
- ◒ Length of chain and boulder on the shore of Lake Clearwater
- ◓ Bomb dropping

...IN THE FINAL CHAPTER

