



**RETURN TO CAMP DEATH**

A FIASCO PLAYSET BY JAMES GABRIELSEN

# RETURN TO CAMP DEATH

## 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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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

## NEVER ASSUME THE KILLER IS DEAD...

Last summer's massacre at Camp Clearwater rocked Barrow Pines, casting a pall over our sleepy town. Only when the inconclusive police investigation and media circus died down and we tried to put our lives back together did we realize our nightmare had just begun.

Barrow Pines is full of secrets, and the deeper we dig into the mystery, the more questions we unearth. Those of us who have dared look have come to one inescapable conclusion: whatever killed all those people last year is still out there, and it *will* kill again.

To stop the horror once and for all, we must return to where it all started. We must return to Camp Death.

## MOVIE NIGHT

*Friday the 13th, parts II and III; Scream 2; The Ring; The Blair Witch Project; Cabin in the Woods*

## TRAINWRECK MODE

"Return to Camp Death" works well as a standalone playset, but it's best when used as a follow-up to the original "Camp Death" playset using Trainwreck Mode from Bully Pulpit Games' *American Disasters*.

## STUNT DICE

Gather the dice for the game as usual, and then replace two white 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 player chooses to use a stunt die to resolve a scene during play, the killer murders a character. NPCs are the easiest to kill this way, but don't shy away from killing PCs; a murdered PC could still participate in flashback scenes or turn out to have miraculously survived after all. Just narrate the killings "off camera" so neither the identity of the killer nor the exact fate of the victim is clear.

Stunt dice are counted as neither white nor black and should not be rolled when calculating the Tilt or the Aftermath.

# RELATIONSHIPS...

## 1 CAMP CLEARWATER

- ▣ Survivors from last summer
- ▣◦ Haunted survivors from the massacre 20 years ago
- ▣◦ Hermit and townsfolk
- ▣◦◦ Aspiring camp counselor and concerned friend
- ▣◦◦ Two who should have been there last year, but somehow weren't
- ▣◦◦◦ Investor and former camp administrator

## 2 FRIENDS

- ▣ Inseparable BFFs
- ▣◦ Unlikely friends
- ▣◦ Social rivals
- ▣◦◦ Trust-fund wealth and kiss-ass
- ▣◦◦ Hipsters
- ▣◦◦◦ Bound by a dark secret

## 3 FAMILY

- ▣ Deadbeat parent and grown child
- ▣◦ Identical twins
- ▣◦ Bitter exes
- ▣◦◦ Foster siblings
- ▣◦◦ Relatives of the victims
- ▣◦◦◦ Recently discharged war vets

## 4 WORK

- ◻ Police detective and murder suspect
- ◻◻ Doctor and patient
- ◻◻◻ Forest ranger and camper
- ◻◻◻◻ Teacher and student
- ◻◻◻◻◻ Journalist and anonymous, “eye-witness” source
- ◻◻◻◻◻◻ Private investigator and unwitting subject of investigation

## 5 ROMANCE

- ◻ Secret lovers
- ◻◻ Once, while drunk, at a party...
- ◻◻◻ Admiring from afar
- ◻◻◻◻ Fuck buddies
- ◻◻◻◻◻ Once mutual lust, now mutual disgust
- ◻◻◻◻◻◻ Easy lay and desperate virgin

## 6 TOWNSFOLK

- ◻ Nosy kids
- ◻◻ Elderly person and young hooligan
- ◻◻◻ Opposing town council members
- ◻◻◻◻ Regulars at the Woodshed Bar
- ◻◻◻◻◻ Rail yard worker and rail rider
- ◻◻◻◻◻◻ Not who they appear to be

...**NEAR CAMP CLEARWATER**

# NEEDS...

## 1 TO KILL

- ...the monster who started this nightmare
- ...those who made you suffer
- ...somebody's hope
- ...a few brain cells with some backwoods hooch
- ...yourself in a way that everyone will remember
- ...it at your new job

## 2 TO DESTROY

- ...somebody's reputation; possibly your own
- ...Camp Clearwater, by burning it to the ground
- ...yourself, with alcohol or anything else that will dull the pain
- ...somebody's chances
- ...the thing in the police station evidence lockup
- ...everything they ever cared about

## 3 TO GET REVENGE

- ...on the killer
- ...on the one who shot you down in front of everyone
- ...on another's behalf
- ...on the one who ripped you off
- ...on this entire shithole town
- ...by living well despite everything that has happened

## 4 TO ESCAPE

- ...with the money before anyone realizes it's gone
- ◡ ...before your lies are uncovered
- ◢ ...your addictions before they destroy you
- ◣ ...the downward spiral your life has been in
- ⊠ ...civilization and into nature for a while
- ⋮ ...this town before it all starts again, with anyone who will listen

## 5 TO FIND

- ...some friends in this new town
- ◡ ...a way to convince the town council to let you reopen Camp Clearwater
- ◢ ...out what is on those medical records
- ◣ ...your place in history and be remembered forever
- ⊠ ...the source of the evil
- ⋮ ...someone who will believe your story

## 6 TO FUCK

- ...in the Camp Clearwater lodge
- ◡ ...to make them jealous
- ◢ ...anything that moves
- ◣ ...up someone who desperately deserves it
- ⊠ ...to win a bet
- ⋮ ...over your rival

**...NEAR CAMP CLEARWATER**

# LOCATIONS...

## 1 CAMP CLEARWATER

- ☐ Abandoned lodge, still bearing remnants of police investigation
- ☐◦ Camp administration office
- ☐◦ Supply shed, secured by a big iron padlock
- ☐◦◦ Cabins, rundown from neglect
- ☐◦◦ Boathouse and docks
- ☐◦◦◦ Central fire pit

## 2 WILDERNESS

- ☐ Lost
- ☐◦ Rope bridge
- ☐◦ Small island in the middle of the lake
- ☐◦◦ Secluded cave with walls covered in pictograms
- ☐◦◦ Hidden, seemingly abandoned shack
- ☐◦◦◦ Small clearing with the remnants of several campfires

## 3 BARROW PINES HIGH SCHOOL

- ☐ Administration Office
- ☐◦ Locker rooms
- ☐◦ Chemistry lab
- ☐◦◦ Sidelines of Budge Memorial Football Field
- ☐◦◦ Locked, unmarked door at the end of a dark hallway
- ☐◦◦◦ Secluded corner outside where the stoners hang out



## 4 BPPD POLICE STATION

- Jail cells
- Evidence lockup
- Detectives' Office
- ☒ Secure transport vehicle in the rear parking lot
- ☒ Locked drawer in the police chief's desk
- ☒ Bail bond office across the street

## 5 REGIONAL COMMUNITY HOSPITAL

- Surgical wing
- Records room
- Morgue
- ☒ Room 229
- ☒ Air ambulance helipad on the roof
- ☒ Reception area

## 6 AROUND TOWN

- Cunningham Food and Drug, the only grocery store in town
- Rail yard
- Municipal Library
- ☒ The Woodshed, a dive bar on the edge of town
- ☒ Vicky's Diner
- ☒ Kitschy tourist trap

**...NEAR CAMP CLEARWATER**

# STUFF...

## 1 USEFUL

- Swiss Army pocket knife
- ◡ Key ring with several marked and unmarked keys
- ◢ Foxhole shovel
- ◣ The perfect alibi
- ◤ 5-gallon red plastic gasoline canister, freshly topped off
- ◥ Someone's secret stash by the camp welcome sign

## 2 WEAPONS

- Well-used wood ax
- ◡ Revolver with the serial number filed off
- ◢ Jug of acrid, backwoods moonshine
- ◣ SLR camera with telephoto lens
- ◤ Secret you're not supposed to know
- ◥ Bouts of violent, blackout rage

## 3 EMBARRASSING

- Failing business
- ◡ Uncontrollable, intermittent sleep walking
- ◢ Economy-size box of condoms
- ◣ Anxiety medication
- ◤ Virginity (and everyone knows it)
- ◥ Unsavory reputation

## 4 OMINOUS

- Crazy drunk's incoherent warning
- ◻ Corpses of tortured animals
- ◻ Old, creepy journal
- ◻◻ Roughly carved occult symbols
- ◻◻◻ 20-year-old projector reel, found in an unexpected place
- ◻◻◻◻ Rash of unexplained disappearances around town

## 5 INFORMATION

- Police report from last year's massacre
- ◻ Stolen medical case file
- ◻ Rumors among the town youth
- ◻◻ Scrap of paper with a locker number and combination
- ◻◻◻ Anonymous phone call with specific instructions
- ◻◻◻◻ Map of the area with several locations marked

## 6 WEATHER

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

...**NEAR CAMP CLEARWATER**

# A BLOODY SEQUEL INSTA-SETUP

## RELATIONSHIPS NEAR CAMP CLEARWATER

For three players...

- \* Family: Relatives of the victims
- \* Work: Police detective and murder suspect
- \* Townsfolk: Regulars at the Woodshed Bar

For four players, add...

- \* Friends: Unlikely friends

For five players, add...

- \* Camp Clearwater: Survivors from last summer

## NEEDS NEAR CAMP CLEARWATER

For three players...

- \* To kill ...the monster who started this nightmare

For four or five players, add...

- \* To find ...a way to convince the town council to let you reopen Camp Clearwater

## LOCATIONS NEAR CAMP CLEARWATER

For three or four players...

- \* BPPD Police Station: Locked drawer in the police chief's desk

For five players, add...

- \* Wilderness: Hidden, seemingly abandoned shack

## STUFF NEAR CAMP CLEARWATER

For three, four or five players...

- \* Ominous: Old, creepy journal

# SPECIAL RULES

## WHO IS THE KILLER?

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 (think of the final reveals from the *Saw* movies). If you decide one of the PCs was the killer, then that character's player gets the final say on exactly what happened and why.

### TRAINWRECK MODE

If "Return to Camp Death" was played as a follow up to "Camp Death" using Trainwreck Mode, consider the connection of this session's killer with the killer from the previous session. Vengeful family? Possessed by the previous killer's soul? They were the same person in disguise all along? Go with whatever makes the most sense or is the most interesting for your game (and it's perfectly acceptable for the answer to be unclear).

## ALTERNATE ENDINGS

### 1. THE KILLER IS AMONG US

*Use this option if you want the killer to be one of the PCs, but you don't want anyone to know who it is until the final reveal.*

Immediately before rolling the Aftermath, each player with stunt dice should roll them. Whichever player has the highest stunt dice total is the killer. If anyone ties, then they were both killers and were working together. The killer then narrates a final "reveal" scene, explaining how he or she was behind all of the killings, tying in or retconning any foreshadowing.

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

## **2. OLD MAN WITHERS**

*Use this option if you want the killer to be someone connected to the PCs, and you don't want anyone to know who it is until the final reveal.*

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 how they assign their dice to the relationship details. If any players did not end up with stunt dice, they get the final say on which PCs those relationships connect with.

Then, narrate a final “reveal” scene explaining how this character was behind all of the murders, tying in (or retconning, if necessary) any foreshadowing.

## **3. DIRECTORS CUT**

*Use this option if you want to see a few different endings.*

Use the default, “organic” rules for determining the killer, and then roll the Aftermath. This is the “Theatrical Cut” of your horror film. Then select one of the other options, determine the killer anew, and roll the Aftermath again. This is the “Directors Cut.”