

CAMP MURDER

The Game Master's Guide

V1.0



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INTRODUCTION

As the game master, you guide a group of camp counselors through Camp Murder, a one-off adventure based on the tropes of high school camp and slasher films from the 80s, 90s, and early 2000s.

Because of the name (which, if asked, none of the NPCs will understand what it means), most players will already know what they're signing up for and be ready to dive into silly, nonsensical, nostalgic fun.

You can run this one-off any way you choose. The simplest formula for the adventure is that camp counselors start dying, the players investigate, figure out the identity of the killer, and then have a final showdown and/or run away.

A sample adventure will follow near the end of this guide, though you can come up with your own story and just use the setting and characters as a framework. The BBEG (Big Bad Evil Guy) explored in this guide is a slasher, but with some tweaking you can have villains such as zombies, werewolves, cultists, or aliens!

Just remember two important things: (1) have fun and (2) a little decapitation never hurt anyone!

GETTING STARTED

How did we get here?

Do your players fall into a portal and wake up at Camp Murder or are they roleplaying as actual teenage protagonists? Either option can be a lot of fun, but if you're running this as a one-shot, it's recommend you choose the latter.

What are the consequences?

Does player death have any consequences on a larger campaign? The recommended answer is 'no', so players feel free to be as silly as they want. Be sure to define your answer clearly. Also, consider a reward if the players "win".

How do we convert into this world?

This adventure uses the mechanics of Dungeons & Dragons Fifth Edition. Players retain all of their race, class, and background abilities. However, everything that wouldn't fit in the genre of a camp slasher film gets converted, including:

1. Everyone's now a teenager.
2. Class gets converted to a high school archetype (see **CM Player's Handbook**).
3. Items and abilities are converted to fit the setting (example: plate armor and an axe becomes football shoulder pads and a baseball bat).

How are magic and abilities converted?

Probably the hardest part of this setting is making magic abilities fit into a world without magic, but there are a few easy solutions. The first is to use technology, so instead of casting a light spell, players suddenly have a flashlight. Additionally, stretch the boundaries of what an item could do, for instance, you could use a yo-yo to perform the acts of Mage Hand. If you're stuck on how to convert, make it a challenge for your players to figure out!

Do players keep the same race or is everyone a human?

Technically, everyone should be a human to make it fit the world, but as long as camp staff doesn't react it doesn't matter. Remember, the camp is just happy to fill all the camp counselor slots, even if it is with a teenage Dragonborn.

What level of adventurer is this for?

This adventure is likely built for adventurers of level 1 to 5. When designing the villain, it's recommended you consult with the D&D 5E Dungeon Master's Guide section on challenge rating.

To kill or not to kill?

Since it's a slasher film, characters should be dropping like goblins, but a player is much less likely to have fun if they're not playing. It's recommended you not kill players until you're at least 90% completed with the adventure. Instead, obliterate some lovable NPCs to create a sense of urgency.

CAMP MURDER



LOCATIONS PT 1

Camp Murder is located in a dense forest. A main road runs through the camp, cutting through heavy forest and difficult terrain. Some may be able to detect hidden trails between campsites, but any time players stray from the path there is the threat of danger.

Mess Hall - Also known as the "Main Hall" or the "Dining Hall", this large, open room fits every single camper and staff member during breakfast and supper. Expect a lively song and a skit from the camp director and staff as everyone piles in. The open room is filled with circular tables and chairs. Camp flags from years past hang from the rafters.

Kitchen - Connected to the Mess Hall, the serving area of the kitchen looks like a larger elementary school cafeteria with chrome as far as the eye can see. The food is made out of sight from campers, usually ordered in bulk and stored in the walk-in freezer. Some say the food is gifted from army surplus as it's about to expire. Don't eat the mystery meat, everyone regrets it.

Admin Building - When staff aren't making rounds they can be found in this decrepit building behind a desk overflowing with papers. Here's where they control Camp Murder's PA system and where they keep the master keys in case of emergency.

Nurse's Office - In this cozy little building, Nurse Gladys will encourage you to help yourself to apple juice and pretzels while her ancient radio crackles out jazz music. The medical equipment may be a tad out of date and the valuable supplies are locked away in a cabinet.

Waterfront - A few tall lifeguard chairs watch over the swimming area. The sandy shores of the lake are still in the morning unless someone takes the speedboat out for an early hours joyride. Long docks extend out into the buoyed area which gets deep enough to dive into at the far end. Be on the lookout for the legendary giant lake bass!

Boat House - Kayaks, canoes, rowboats, and sailboats can be loaned out to campers who pass the corresponding test. The most coveted watercraft is the WaveRunner 5000, a speedboat that only the waterfront manager has the keys to operate. Half the building is over water, and even though the doors lock, counselors and campers alike have been known to swim under the walls and sneak out with rowboats for nighttime shenanigans.

Bridge - The only way to drive in and out of Camp Murder, this bridge is hastily repaired every season.

LOCATIONS PT 2

Canteen - Officially called "The Bear Barrel", but also known as the "Trading Post", here's where campers gorge themselves on sugary treats and buy essentials they left at home. Don't forget to tap the nose of the stuffed bear head on the wall for good luck!

Campsites - Each of the four main campsites have a nickname: Alpalwa, Bigby, Capertiller, and Elpet. In the center of four camper cabins is a counselor cabin that holds four to eight camp counselors for the summer. Be sure to check the walls and bunkbeds for messages from camp counselors of the past.

Abandoned Campsite - Nicknamed 'Dessirt', four of the five buildings are boarded up and partially reclaimed by nature after being abandoned for twenty years. The remaining cabin, which once belonged to campers, was burned to the ground. A decent amount of hazing takes place here, but more importantly this is where the cool camp counselors hang out. Be on the lookout for hidden stashes of booze!

Staff Cabins - This little cabin community is out-of-bounds for all except staff. Rumors have spread that they have a waterslide and popcorn maker, but no camper has ever been able to sneak inside.

Parking Lot - In addition to holding the camp buses and staff vehicles, there are a handful of golf carts, most of which have working brakes!

Groundskeeper's Hut - A bit of a recluse, groundskeeper Turnip usually works at night, away from the eyes of staff and campers alike. Few have ever seen the legendary hut, but those who have swear the shack is made from old car parts and scrap metal.

Chapel - "We have a chapel? Oh, you mean the library." This run-down building is where you can find all the camp's reading material, including the records from all the past years.

Arts & Crafts - Three faded tents stay up year round and host a variety of fun activities all day. Make sure to store your tools in the proper locker when you're done!

Archery Range - It is advisable to not walk behind the targets...or anywhere near this area. Treading cautiously around the edge of this clearing, you'll find a number of arrows stuck high up in trees.

CAMP STAFF PT 1

Here's a list of potential NPCs to use in your adventure. You can alter them in any way you like, but try to play them as extreme versions of themselves. Two important notes are that no camp staff should understand that "Camp Murder" is a terrible name for a camp, and if they should never take the threat of a murderer seriously.

"We found his body stabbed multiple times...must be that bird flu we've heard about."

"But...he's impaled against the wall with a machete! And there's a note that says 'I killed this person and I will strike again!'"

"You're right...must be swine flu."

Chip Acorns: Camp Director

Most Often Found: Administration building, making something with glitter.

Description: A warm, bubbly man who explodes with so much energy he's never needed to drink coffee. He's a bit on the hefty side and his cargo shorts are usually packed with candy. He is excited about everything and believes 'obstacles are just opportunities!'

Garth Skulky: Assistant To The Camp Director

Most Often Found: Spying on people who are up to no good.

Description: This short, thin, spindly-looking fellow hasn't had a good night's sleep in a decade. He believes in order and likes to punish campers and staff who disobey the rules. A few times a day he'll let out a massive sigh as he reminds the camp director they don't have the budget for his crazy schemes.

Harriet Cosmo: Waterfront Director

Most Often Found: Making sure no one dies in the water.

Description: Tall and muscular, this former navy seal runs a tight ship both literally and figuratively. She manages the boathouse and if you wake up early you might hear her riding around the lake on her pride and joy: the WaveRunner 5000. If there's one thing she loves more than safety procedures, it's that speedboat.

Nurse Gladys: Medical Professional

Most Often Found: Asleep, while showtunes play on her ancient radio.

Description: Very old with a full head of white hair, Gladys has lived too long to be startled by cuts or scrapes or impalings. She likes to talk over people and regale them with stories of how she used to be an exotic dancer with very famous clientele.

CAMP STAFF PT 2

Father Dave: Interfaith Minister

Most Often Found: Around the back of the chapel, tending to his garden.

Description: Young and lanky with a soul patch, this once renowned mathematician had his mind was 'opened' when he took LSD. He became a very spiritual person, but couldn't decide which religion he liked best, so he 'does' all of them. It's unlikely you'll ever see his eyes fully open, especially if he's just come from his secret garden behind the chapel.

Veronica Fletcher: Archery Instructor

Most Often Found: At the archery range, apologizing.

Description: If a stray arrow ever flies overhead, you may hear her a loud "Sorry!" followed by this frazzled redhead bounding past with many dangly bits of jewelry. Somehow no one's ever died at the archery range, but one person's luck can't last forever.

Olive Brass: Kitchen Manager

Most Often Found: In the camp kitchen's, shouting orders with love.

Description: Often believed to be a pirate captain, she has only one eye and a peg leg, but that won't stop her from confidently navigating her crew through a terrifying sea of hungry campers. You may see her with a parrot on her shoulder, but surprisingly it's not hers.

Clydel DéMon: Arts & Crafts Guru

Most Often Found: Staring into the darkness.

Description: No one has ever seen Clydel smile. Her camp uniform is all black and her hair falls in front of her face. She's also incredible at every sort of art and craft, especially papier-mâché.

Turnip: Groundskeeper

Most Often Found: Moving with purpose, carrying a shovel.

Description: This groundskeeper has a toothy smile and looks like they just got back from digging a grave. They like to whistle ominously and mutter about the 'strange creature' that visits at night before walking away into the shadows. He mostly comes out at night, mostly.

Pudge: Camp Dog, Very Good Boy

Most Often Found: Wandering the campgrounds, searching for snacks.

Description: This old, heavysset golden retriever wears a sign that says "Do not feed me!", but he knows exactly where to wander to find food. Pudge is the world's friendliest dog who still believes he's the size of a puppy and will crawl onto your lap accordingly.

NPC COUNSELORS

Beyond the camp staff, there will be camp counselors alongside your party of adventurers. These NPCs will be tools guide the narrative forward. Need players to go somewhere? Have the camp bully forbid them from going there or have them hear a scream in that direction!

Since all your players will be stationed in the same cabin, have these other NPCs be their rivals stationed either at an adjoining campsite or make them share a cabin. For creating NPCs, use the unused archetypes in the **Camp Murder Player's Handbook** and have about **four NPCs** ready. As their camp rivals, make most of them jerks, so we don't feel bad when they die! What a weird statement!

For a bit of extra flavor, consider giving everyone's name an preceding adjective so the name becomes an alliteration, here are a few examples:

Abysmal Arthur
Bubbly Betty
Cold Claire
Doofy Dustin
Edgy Ethan
Fashionable Felicity
Ghoulish Gretta
Happy Hank
Indecisive Ivan
Jealous Jeanette
Killable Kyle
Loopy Liam
Moody Margo
Naive Nathan
Obtuse Ollie
Pretentious Petunia
Rebellious Todd
Silly Sally
Taciturn Theodore
Uncoordinated Uma
Violent Valerie
Wonderful Wanda
Xenophobic Xander
Yappy Yvette
Zesty Zach

THE VILLAIN

Before we lay out this story, we should figure out who the villain is and what they want. You can design your own, but since this is a trope-heavy adventure, our base villain is a **slasher who wants revenge for being killed at camp years ago**. Players will learn more about this as they investigate and find clues. This is the suggested first clue they find:

Clue 01: 20 years ago, a camper named Little Timmy died in a cabin fire.

Now this raises the question, who was that camper was and how did the fire begin? As they ask around, they will learn the next clue:

Clue 02: Most staff members were campers, 20 years ago. Most of them believe the cabin caught fire because of an electrical failure.

With further questioning they will learn these next two clues:

Clue 03: The cabin did not have electricity so it wasn't an accident like everyone believes.

Clue 04: Little Timmy's body was never recovered.

So now you get to decide whether Little Timmy survived the fire and went into hiding OR if he died and the slasher is his evil spirit.

But What Really Happened?

Little Timmy wasn't killed by the fire, he was killed by a camper who is now one of the staff members. You decide who this is and leave plenty of red herrings. In the sample adventure, we'll be using this first twist, but you can use any of the below or your own.

Twist: A few other staff members know about Timmy's death and helped bury his body near the abandoned cabin. Not all the deaths are caused by the killer, but one of them was about to reveal their secret and the others killed them. For players to stop the slasher, they must unmask the staff member(s) responsible and find Little Timmy's body so they can burn it and lay it to rest.

Alternate Twist 01: There is no evil spirit, but a staff member is a serial killer. They were the ones who killed Little Timmy years ago and since then they have dressed up like an evil spirit and killed camp counselors. If this is the case, the ghosts of all the people they've killed should drag them away into the night after they are defeated.

Alternate Twist 02: The slasher was working with a staff member. Little Timmy was accidentally killed by former campers, now staff members. The evil spirit agreed to spare the life of this staff member if they help it kill others.

MAKING A VILLAIN

You have options for what the villain looks like depending on whether or not they're actually a demon. First, a villain should always have a mask to create a sense of mystery. Here are ten options or you can make up your own:

1. Clown Mask
2. Decayed Animal Head Mask
3. Hockey Mask
4. Honey Badger Mask
5. No Mouth Mask
6. Porcelain Doll Mask
7. Pumpkin Mask
8. Rubber Celebrity Mask
9. Stitched Up Face Mask
10. Voodoo wooden Mask

They'll also need some physical characteristics. It's recommended you make them twice as large as any player so they players feel intimidated. Here are ten additional characteristics:

1. Always Wet
2. Covered In Sludge
3. Giant Scars
4. Grey Skin
5. Jaw Ripped Off
6. Large Black Veins
7. No Eyelids
8. Red Eyes
9. Skin Melted off
10. Wrapped in Chains

And finally, in addition to traps and using their surrounding to their advantage, the villain must have a scary weapons they use to kill:

1. Chainsaw
2. Claws
3. Fangs
4. Fire Axe
5. Hook Hand
6. Large Hammer
7. Machete
8. Rusty Chain
9. Scalpel
10. Spears

VILLAIN STATS

The stats of the villain will vary game to game, and it's recommended you consult the fifth edition Dungeons & Dragons Monster Manual when balancing the villain. Here is a working guide of how much XP the villain should be valued at for parties of three to five players from first to fifth level.

For Three Players

	1st Level	2nd Level	3rd Level	4th Level	5th Level
Easy	75 XP	150 XP	225 XP	375 XP	750 XP
Medium	150 XP	300 XP	450 XP	750 XP	1500 XP
Hard	225 XP	450 XP	675 XP	1125 XP	2250 XP
Deadly	300 XP	600 XP	1200 XP	1500 XP	3300 XP

For Four Players

	1st Level	2nd Level	3rd Level	4th Level	5th Level
Easy	100 XP	200 XP	300 XP	500 XP	1000 XP
Medium	200 XP	400 XP	600 XP	1000 XP	2000 XP
Hard	300 XP	600 XP	900 XP	1500 XP	3000 XP
Deadly	400 XP	800 XP	1600 XP	2000 XP	4400 XP

For Five Players

	1st Level	2nd Level	3rd Level	4th Level	5th Level
Easy	125 XP	250 XP	375 XP	625 XP	1250 XP
Medium	250 XP	500 XP	750 XP	1250 XP	2500 XP
Hard	375 XP	750 XP	1125 XP	1875 XP	3750 XP
Deadly	500 XP	1000 XP	2000 XP	2500 XP	5500 XP

Once you know how much XP the villain should reward, an easy way to craft the stats is to find a comparable creature in the Monster Manual and use that as a base. If you don't have access to the Monster Manual, the guide below will help you get started.

Ability Scores

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+3	+2	+2	+1	+0	+0

Hit Points

The best way to calculate the amount of hit points a creature should have is by averaging how much damage your players deal in a round then multiplying that by how many rounds you want the encounter to last. The great thing about having the monster behind the screen is you can adjust the hit points as you go. To get started, consider using the formula $1d8 + \text{constitution modifier per player level} \times \text{number of players}$. For example, if you are playing with four level three players, the villain's health should be $(1d8 + 2) \times 3 \times 4$. This sets our villain's hit points at $12d8 + 24$.

VILLAIN STATS CONT'D

Armor Class

Because the villain has so many hit points, it's recommended you set the armor class at 13 or 14 natural armor.

Speed

Set the villain's speed at five feet slower than the slowest player so the party can run away if necessary.

Actions

Sneak Attack. The villain will try to sneak up on players and make a sneak attack. They may also attempt to use ranged weapons, such as crude javelins, from the shadows.

Multiattack. The villain makes two attacks with their weapon. The stats on this will vary, but have the bonus to hit be the player's level (ex: level five would give the monster a +5 to hit) and the damage of a successful hit should be enough to reduce player hit points by at least half, but not so much as to kill a player in a single attack.

Hide. As a bonus action, the villain may attempt to hide in the shadows and sneak up on players. If attempting to stealth or hide, the villain has advantage. Because the villain has dark vision, it may try to extinguish sources of light so the player's can't see.

Traps. The villain should set plenty of traps, including bear traps, pits with spikes, and tripwires that hoist players into the air. Because there's just one villain, occupying a player with a trap can even the odds.

Magic. If your villain is a demonic force, give them some cool magic attacks which can be found in the Dungeons & Dragons Player's Handbook. A few options are the spells Fear, Cause Fear, Darkness, or Animate Dead if you want to give the villain some minions.

And Remember!

Until the final showdown, the villain attacks from the shadows and it specifically goes after camp counselors who travel alone at night. If players do this, give them a good scare the first time, and attack them if they don't learn from their mistake and do it again.

SAMPLE STORY

Because this is an interactive role-playing game, there's no way to predict what direction your players will go unless you railroad the adventure. And while things on railroads can be fun, like trains and rollercoasters, the real enjoyment of a silly adventure like this comes when players feel like their choices matter. That being said, here's a sample adventure with parts that you may choose to use, as well as several different endings.

Part One: The Adventure Begins

You can use the introduction of the **Camp Murder Player's Handbook** to set the scene. Make sure to include the information that the only way to drive out of camp is over the **bridge**. After players get off the bus and are introduced to director Chip Acorns, they are all guided to the Mess Hall for orientation.

But as they enter, they hear a hissing noise. On the edge of the woods a **honey badger** bares its teeth at them.

As they're guided into the Mess Hall, they'll see fifty years of camp flags hanging from the rafters. The player(s) with the highest perception check will also notice that **one flag is mostly burned**.

Chip Acorns starts a speech about each year they pick an animal to be the camp mascot and they've finally decided on an animal. He announces to a drum-roll that the camp mascot this year is the honey badger. There are murmurs all around and a camp counselor raises their hand:

"Isn't the honey badger the mascot from the year of that fire? When all that evil stuff happened and they found scrawled in blood 'Never use this mascot again or I'll return to seek my vengeance?'"

Chip Acorns takes a moment and then a lightbulb goes off in his mind. "Oh right! Thank you Exposition Eric. I did realize that, but only after ordering these custom uniforms, and since there's no return policy, it's what we're sticking with. Come forward and get your uniforms and your position!"

This is where players are assigned a position (see **Camp Murder Player's Handbook**).

Part Two: The Party Converges

All players are assigned to the same counselor cabin alongside **three or four others** who will become their **camp rivals**. As minor antagonists they'll mock the players for not being cool enough. Giving the party a common enemy is an easy way to make them all want to work together.

SAMPLE STORY

Players are told to get settled and then report to their postings. When they arrive at the campsite they're assigned, they'll receive the **map** of Camp Murder. It's hanging on the wall, however the **part of the map with the abandoned campsite is ripped out**. It's recommended you print out the map provided and rip it up yourself to create a cool prop!

Players can then report to their assigned camp position. Give each player a minute or two to meet the staff member assigned to them and be sure to **hint about a secret cabin** where all the "cool" camp counselors go to drink and hangout at night.

At supper in the mess hall, Director Chip Acorns announces he'll be leading everyone in an hour long musical number to increase camp spirit. Hearing this, **their rivals sneak out**. Players may follow or wait until later that night. The goal is to direct them toward the **abandoned cabin**. A way to guide them there is to have a staff member give them the remaining piece of the map, just make sure they have a good reason to do so (they don't want the party to miss out on shenanigans like they did, they're actually the killer and want to get them into the woods, etc...).

If players make their way through the woods to the abandoned cabin, the last one in the marching order should feel a **clawed hand on their shoulder**, but when they turn back **nothing is there**. They'll hear noise coming from the middle cabin and might find the secret entrance through a hole in the side.

Before the folks from the rival cabin allow them in, they'll want them to prove themselves, probably by having them drink or play a round of truth or dare (get weird with it). If they impress their rivals, one of them will tell them the story of the camper who died twenty years ago, **Little Timmy (Clue 01)**.

During these events **one of the rival counselors leaves**. The excuse can be that the rival counselors are being too mean, or just that they're tired. This person will become the first to die, but everyone won't realize until the next day...when they wake up to discover that counselor's body in the rafters, dripping down blood into the middle of the cabin! Inciting incident!

There's also a word written in blood "**Bundles**".

Part Three: No One Believes Us

No matter what players say to staff and campers, no one believes this could possibly be a murder. Instead, Director Chip Acorns will remind everyone to remember the lyrics to his song about camp safety: "I know you'll see frogs, but you don't wanna kiss 'em. And never walk alone, use the buddy system!"

SAMPLE STORY

Immediately everyone else in camp forgets about the murder and business continues as usual. Players head off to "train" with their designated staff member. Let each character interact with their staff instructor for a minute, before a staff member tells them into the next clue: **most of the staff were campers, 20 years ago**. With a little pressing, most of the staff members believe the cabin caught fire because of an electrical failure (Clue 02).

In addition, most staff will not know what "Bundles" means, but a few will remember that as a staff member's camp nickname from the same year as the fire. For more information they'll be directed to the **camp yearbooks** which are usually stored in the **chapel**. Have all the players meet up at lunch and give them the option to skip further training and go find the camp yearbooks. If players try to do this individually, have a staff member remind them to use the buddy system.

Have them discover that "Bundles" was the nickname of a current **staff member**. Their next step will be to confront or spy on this staff member, but before they get there, let's throw some obstacles in their way!

As they're walking past the lake, have them hear commotion. As they get closer, they'll see everyone cheering as a camp counselor pulls on a fishing pole. There are rumors fluttering around that they've caught the legendary giant lake bass! But as they pull it up, everyone's disappointed that it's **just another dead body**. Everyone goes back to what they were doing and no one seems too phased.

They'll continue to the staff member who they determined was "Bundles" and confront them. They'll have to persuade or intimidate an answer from them, but they'll learn this staff member was there the night of the fire. They'll learn the cabin did not have electricity so it wasn't an electrical accident like everyone believes (Clue 03). They'll also mention that the authorities never found Little Timmy's body (Clue 04), and that's because Bundles and some others buried the body and set the fire to cover it up. They'll also be told that **they can stop the killer if they destroy Little Timmy's body**.

Before they can get any more information, they are attacked by the **villain** who instantly kills the staff member!

Part Four: Close Encounters

It's time for the first direct encounter with the villain (at least they'll think it's the villain)! After killing the staff member, the villain will attack the players.

SAMPLE STORY

This fight will go easier than players expected. If the players get close to killing the villain, it will dive out a window and run away. If the players don't get close to killing the villain, it will still dive out the window, but the excuse for it leaving is that other staff members show up.

As things settle down, the staff members will not listen to the players and they are VERY disappointed that they broke a window. They assume that the dead staff member died of natural causes (even though they're clearly stabbed to death). The players are threatened that if they don't stop all this hooliganism they'll be kicked out of camp before the **big unveiling of the honey badger effigy tonight**. At this point Exposition Eric pops in and says "Oh, you mean the event the killer from years ago swore would never happen and if it did, they would return bigger and stronger and not rest until everyone in camp was dead?" "Yes, I believe that's the one, now we have to prepare for it. Goodbye!"

Have the highest perception check notice that **on the broken window is a scrap of green fabric**. They'll also notice it's from the shade of green that staff wears and can assume that the killer is one of the staff members.

Now that players know one of the staff members is the killer, they'll likely **try to figure out who it is and stop them** OR they'll want to **run away**. If they want to run away, go to the **escape endings** section.

If they want to investigate, give it until dusk before they find which staff is the killer. They can do this by investigating and looking for the staff member with the ripped sleeve. If this happens, the staff member will monologue about how they killed Little Timmy and then **buried his body under a birch tree near the abandoned cabins**. The staff member will then try to kill them and fight ensues. Remember, they aren't fighting the real villain, but they'll think they are. Let the staff member get a few good hits in, but the players should win pretty easily since the staff member is already wounded.

If they succeed, have everyone believe that the camp is saved...but then another body is discovered. Have Exposition Eric say "If I didn't know any better, I'd say that someone posing as a killer has been killed, but the actual demonic spirit is still out there!"

Now that players know the location of Little Timmy's body, they can go dig it up, and light it on fire to lay it to rest. However, as they do this, they will have to fight Little Timmy's demonic spirit, the real villain of Camp Murder! This is the final showdown!

SAMPLE STORY

Successful Ending

If the players destroy the demon, go very corny with the resolution and have Little Timmy's ghost appear and wave to the players before walking into a white light. Have director Chip Acorns show up and congratulate them for lifting the curse and saving Camp Murder. Let players enjoy the moment!

...Then have Chip Acorns tell them they're all fired because the camp has a zero tolerance policy for open flames. Go to **epilogue**.

Escape Endings

Some players will decide that their best course of action is to escape the camp. No matter what method they decide, their first attempt should always be foiled and their second attempt should have several obstacles. The final obstacle before they escape should be a final showdown with the villain. Killing the villain without burning Little Timmy's body won't lift the curse on the camp, but it will allow them to escape.

Escape Method #1 - Drive Out

There are several vehicles in camp, including staff cars, buses, and golf carts. In order for a vehicle to be usable, the players must have keys and gasoline. To exit Camp Murder, there's an old wooden bridge, then five miles of winding rough terrain, then it joins a main road and the closest town is ten miles away.

First Attempt Foil

- They begin to drive over the bridge, only to realize the supports have been destroyed. The bridge collapses and they're trapped in a flipped car.

Potential Obstacles

- The bridge has been rigged with nails to pop tires. On a failed perception check, the front tires will be popped and the vehicle can only drive for a few miles. On a successful perception check, one tire gets pierced, but they manage to get halfway through the rough terrain before they must stop. They can choose to change the tire, or continue on foot. If continuing on foot, see **escape method #3**.
- A huge branch has fallen across the path, when players get out to move it, the killer attacks!
- They come across a flooded river that has grown considerably, they have to ford it and risk getting swept downstream and drowning.
- Heavy rains get the tires stuck.
- Lightning strikes a nearby tree and they must make dexterity saving throws or it falls on top of them.

SAMPLE STORY

Escape Method #2 - Sail Away

Boats can be found at the waterfront and the boat house. Five miles across the lake is a small town where they can call for help. If they choose to take the speedboat, they'll need the key and gas.

First Attempt Foil

- The boat is rigged to explode. The killer locks the doors to the boathouse as fire quickly spreads, trapping the players inside. The party must swim to safety while avoiding fire and falling rubble.

Potential Obstacles

- The boat gets halfway across the lake before it stops working. They can determine the engine was sabotaged or a hole was cut in the gas tank.
- A heavy fog rolls in and suddenly a large boat t-bones their water vehicle and capsizes it. The boat is empty, but then the killer appears behind them!
- Gators, lake sharks, and junior krakens try to attack and destroy the ship.
- Heavy rainfall begins to sink the boat. Lightning strikes the lake or the boat.
- The players spy a boat, from Camp Murder, quickly approaching. It turns out to not be the killer, but a local ranger who heard a distress call and was on their way to investigate. The ranger offers a tow and just as the party thinks they're safe, the ranger is gutted from behind as the killer appears.
- They make it to the dock on the other side of the lake, only for the killer to be waiting for them.

Escape Method #3 - Hike Out

Whether they hike out through the round or around the lake, it's a long ways to the nearby town.

First Attempt Foil

- It's unlikely their first escape attempt will be to hike out when given the option of vehicles, but if they do, have them confronted by several creatures in the woods that attack them.

Potential Obstacles

- They walk into an old bear trap that's chained to a tree.
- They walk across a tripwire that activates a flare and alerts the killer to their position.
- They fall into a covered pit filled with spikes.
- They are surrounded by wolves or bears.
- It begins to rain heavily and they get stuck in the mud.
- Heavy fog rolls in around them and they get lost.

EPILOGUE

Play the song Stand By Me by Ben E King and, in a similar fashion to the movie of the same name, give an epilogue. Make up your own based on character goals and choices, or have everyone roll a d20 to randomly determine what happened to them after camp.

1. _____ moved away, last I heard they got married and opened a series of indoor laser tag arenas.
2. _____ was drafted and killed in the great war of Canada, luckily if you die in Canada you don't die in real life, so they returned home as a war hero.
3. _____ spent the next thirty years as a treasure hunter, only to get stuck in a genie's lamp. They made the best of the situation and now have a television show called Extreme Lamp Makeovers.
4. _____ was abducted by aliens. After years in the fighting pits, they won their way to freedom, but stayed behind after falling in love with alien royalty.
5. _____ learned the ukulele, eventually.
6. _____ fell into a vat of radioactive sludge. They became the superhero known as Captain Fantastamazing, before eventually succumbing to radiation poisoning.
7. _____ united the Trifinity Orbs and now rules over the Plane of Dark Fire with an iron fist. They also recently started a blog about vegan muffins.
8. _____ became president Abraham Lincoln, but was tragically shot in the head before he got to see the ending of the movie Inception.
9. _____ finally got that '65 Thunderbird they were always talking about, but the very next day they took a corner too fast and drove it off the grand canyon. They managed to land safely on the other side, but no one was watching and no one would ever believe their coolest story.
10. _____ became the infamous pirate Sproutbeard, and currently rules over the Et Sea, killing thousands and stealing loot from small businesses.
11. _____ climbed to the top of the charts as a famous musician. At peak of their career, they set a world record for most cocaine done in an hour, only to die on the toilet minutes later.
12. _____ started a cult as a joke and it quickly spiraled out of control. Last I heard, they had called forth the Dragon of Sapphires and it had taken over Boston, Massachusetts.
13. _____ dedicated their life to helping woodland critters. Years later a flood was about to wipe out their town when they were saved by beavers they had previously helped. The beaver dam still stands as a monument to the critter's bravery.
14. _____ became a pioneer surgeon of human-animal hybrids. They were recently in the paper for replacing a young boy's hands with crab claws.

EPILOGUE

15. _____ developed the famous cartoon Garthield which instantly garnered universal fame. After a battle with drugs and alcohol, they released the final Garthield comic strip in which Garthield confesses to murder. Police investigated and found several bodies beneath _____'s house. They're now serving life in a federal prison.
16. _____ Became a crusader in the fight against global climate change. Even though they did so much good for the planet, their credibility was destroyed when they revealed it was all because they believed the ocean was trying to kill them and they didn't want it to grow stronger.
17. _____ won't stop messaging me on Facebook to be part of an essential oil multi-level marketing scheme.
18. _____ created an online prank show. Their time on earth was tragically cut short when they were launched into space.
19. _____ became a celebrity horse groomer. One day, while hunting wild horses, they discovered an actual unicorn. Their impaled body was found a few days later.
20. _____ returned to camp as a full-time staff member, for years they warmly watched the murders continuing to unfold, remembering the great times they had at Camp Murder.

If The Killer Survives

And as for me? Well I kept killing camp counselors and staff for years to come, but I always think back to that summer they got away.

The camera pans back to reveal the killer, much older, writing the note on a dead body in blood. Two smaller killers enter the room.

"Dad? Can we go now?"

"You ready?" The killer replies.

"We've been ready for an hour."

The killer continues to write one last line. It was the best time of my life. They were my best friends.

"Alright kids, let's go get ice cream." The killer stands and leads the kids out of the cabin.

The End

Thank you for reading.

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