

BE PREPARED.

A HORROR GAME ABOUT CAMPING
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THE YEAR IS 1994. YOU are a scout on a three-day bank holiday weekend camping trip. But: the Terror is there, waiting, in the shadows of the trees.

The Terror is ancient; it is brackish and reeking; it is hateful; it is the endless midnight sea and the untracked wilderness. It can twist its roots inside people and turn them against one another.

It wants to eat you. Can you stop it before it does?

ACTION!

When you attempt something dangerous or risky, roll a d6 and consult the following chart:

- 1: Mark 2 stress, and describe how the situation worsens. (FAIL)
- 2-3: Mark 1 stress, but describe a minor benefit. (PARTIAL FAIL)
- 4-5: Mark 1 stress and describe how you succeed. (PARTIAL SUCCESS)
- 6: Describe how you succeed. (SUCCESS)

If you have a relevant badge, proper equipment or favourable conditions, roll 2D6 and pick the highest. If what you're doing isn't dangerous or risky, don't roll dice, and work out a result with the GM based on the fiction so far.

For difficult or extended tasks (climbing a cliff, finding a lost scout in the tunnels beneath the camp, beating someone to death with a mallet), you'll need to achieve multiple successes.

STRESS

Stress is: fear, injury, hunger, exhaustion, trouble, insidious black magic, etc. When you mark 6 stress, your number's up and the cause of death that you rolled at character creation kicks in as soon as it's dramatically appropriate. You die, or are otherwise permanently removed from the story.

COMPANION

Your companion is someone who's important to you at the camp. They're played by the player sitting to your left when they're not playing their main character. They don't ever roll dice or accrue stress or plot points, but each has a random badge. While they're present, you can use their badge as

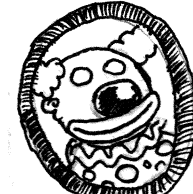
BADGES (3D12)



1. ATHLETICS



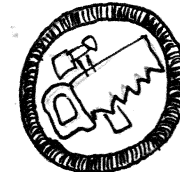
2. CAVING



3. CIRCUS SKILLS



4. CLIMBING



5. DIY



6. EMOTIONAL SUPPORT



7. FIRST AID

though you had it. If you both have the same badge, roll 3D6 and pick the highest when you make a relevant action. You can, if they're present in the scene, declare that your Companion is put in danger - describe what happens - and clear 2 stress from your character. The third time you do this, your Companion dies.

- GAMESMASTER SECTION:
Hey, this game has a GM in it. I hope you enjoy running it!

PLOT POINTS

When you take stress, take a plot point. (Use coins or bottle caps or something to represent them.) You can spend plot points to trigger scenes (see below); cross them off when you use them.

- You can't trigger a specific scene more than once.
- You can pool your plot points with other players to trigger scenes.
- You can't trigger events from an act until all events in the previous act have been triggered.

PROLOGUE (Free)

Establish what normal looks like; go around the table and briefly outline what each character is up to on a regular evening at the camp. Once a player has described their character, give them their first plot point.

ACT ONE (Cost: 1 Plot Point)

Find a secret place. *What if someone finds you?*
Find some exciting contraband. *Who disapproves?*
Find evidence of the Terror's actions. *Is it still close by?*
An NPC delivers a dire warning. *Does it scare you?*

ACT TWO (Cost: 2 Plot Points)

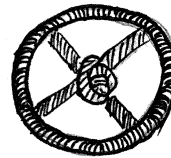
Find an adult the Terror has killed. *How did they die?*
Find a quick escape route. What do you put at risk?
Confuse or stun the Terror. *How did you pull it off?*
Make a location safe for a while. *Are you actually safe?*
Find a loaded handgun. *Do you know how to use it properly?*

ACT THREE (Cost: 4 Plot Points)

Dawn breaks over the camp. *Were you safer in the dark?*
Find the Terror's lair. *Are they inside?*
Learn the weakness of the Terror. *Is it dangerous to wield?*

EPILOGUE (Free)

Demonstrate that the Terror isn't destroyed after all.



8. KNOT TYING



9. LOCAL KNOWLEDGE



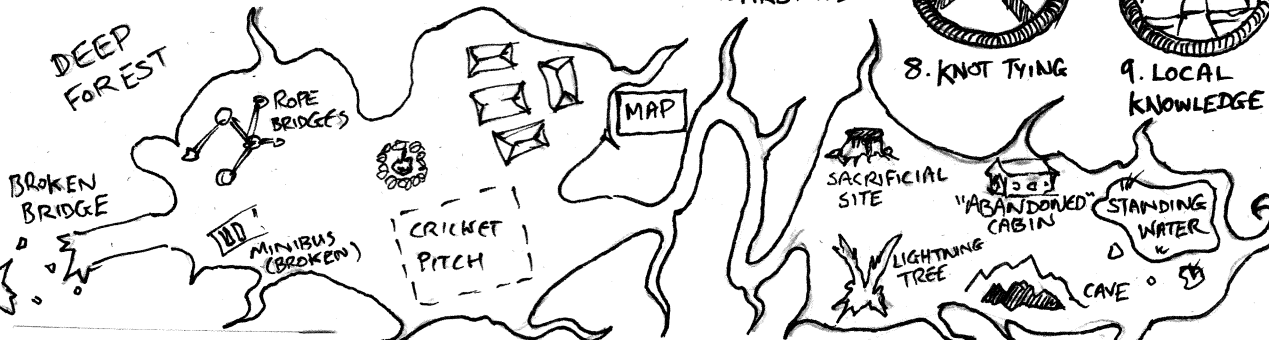
10. MARTIAL ARTS



11. ORIENTEERING



12. SURVIVAL SKILLS



IN ANY GROUP, YOU'RE:

- 1: The Weird One
- 2: The Sensitive One
- 3: The Smart One
- 4: The Well-Behaved One
- 5: The Rebellious One
- 6: The Ringleader

YOUR COMPANION IS:

- 1: A younger kid who looks up to you
- 2: A protective older cousin
- 3: A good-natured rival
- 4: Your crush/someone you idolise
- 5: Obsessed with a shared interest
- 6: A bad influence on you

YOU WILL DIE DUE TO:

- 1: Betrayal
- 2: Cowardice
- 3: Braggadocio
- 4: Insanity
- 5: Incompetence
- 6: Bravery

CHARACTER CREATION:

Roll on these tables once each
And 3 times on the badge table