



A FIASCO IN THE WOODS

CREDITS:

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

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THE SCORE

SETTING IN BRIEF

This playset is inspired by many different types of movies, all of which are unified by a shared setting: an isolated cabin in the middle of nowhere. From time-traveling romance, to undead slashers, anything can happen in the woods.

MOVIE NIGHT

7 Brides for 7 Brothers
A Simple Plan
The Big Chill
The Burning
Cabin Fever
The Cabin in the Woods
Camp Nowhere
Deliverance
Ernest goes to Camp
Evil Dead II: Dead by Dawn
Friday the 13th Part IV: The Final Chapter
The Gold Rush
The Great Outdoors
Grownups
The Hateful Eight
The Ice Storm
The Lakehouse
The Last House on the Left
Meatballs
Misery
Night of the Living Dead
On Golden Pond
The Parent Trap
The Petrified Forest
Pumpkinhead
Secret Window
Sleepaway Camp
The Texas Chainsaw Massacre
The Thing
The Thing... from another world
They Live By Night
Tucker & Dale vs Evil
Wet Hot American Summer
What about Bob?
Wrong Turn

RELATIONSHIPS...

■ FAMILY

- Determined to have the “best family vacation ever!”
- Newlyweds on a romantic getaway
- Trauma survivor and care-giver
- Estranged parent and child, trying to reconcile
- Old friends, reunited
- Long-lost identical twins

■ CRIME

- Would-be gangsters
- A cop and a crook, but which one is which?
- Trying to hide a body
- Pretending that this cabin is a legitimate summer camp
- Fugitives in disguise
- Psychotic yahoos looking to wreck shit up

● ROMANCE

- A camper at another cabin across the lake
- A casual hookup
- A grand romantic gesture
- Mending your broken hearts
- Non-stop PDA
- Somebody’s playing match-maker

🎲 HORROR

- ▣ Cannibal-murder-family
- ▣ Kidnapper and hostage
- ▣ You killed my child, now I swear occult-fueled revenge!
- ▣ An ancient evil haunts these woods
- ▣ A slasher considers you trespassing in their territory
- ▣ Something from far beyond the stars has crashed nearby

🎲 COINCIDENCE

- ▣ Former lovers, reunited by happenstance
- ▣ Our car broke down in the woods, can we stay the night?
- ▣ This surprise blizzard has trapped us in the cabin!
- ▣ Did you know that today is <insert holiday>?
- ▣ The cabin is double-booked with guests this weekend
- ▣ Former rivals, holding a grudge

🎲 FLASHBACK

- ▣ My love is dead, and it's all your fault!
- ▣ Remember that horrible thing that happened LAST TIME
we stayed in this cabin?
- ▣ A secret betrayal returns to haunt us
- ▣ An idyllic memory from last time we stayed in this cabin
- ▣ That crazy party twenty years ago...this very night!
- ▣ This dark secret shall forever be our bond

...IN THE CABIN

NEEDS...

■ TO DISCOVER

- .Where the money is hidden
- .Who is secretly the killer
- ▣ .Who wants to take the train to the bone-zone
- ▤ .What happened in this cabin 20 years ago
- ▥ .The secret to being happy again
- ▦ .The ancient mysteries of life and death

■ TO PROTECT

- .Your child
- .Your lover
- ▣ .Your reputation
- ▤ .Your illicit business
- ▥ .Your money
- ▦ .Everyone from the threat you've stumbled upon

■ TO GET AWAY

- .From the evidence that damns you
- .With the goods
- ▣ .Without anyone realizing why you're really at the cabin
- ▤ .With the lies you've been telling
- ▥ .With your family intact
- ▦ .With MURDER!

TO GET THE TRUTH

- ▣ .About your family
- ▣ .About the creature/killer haunting these woods
- ▣ .About who betrayed you
- ▣ .And make sure it stays hidden
- ▣ .And expose it to the world
- ▣ .And use it like a weapon

TO HIDE

- ▣ .Your secret corruption
- ▣ .Your family from harm
- ▣ .From the killer
- ▣ .Another person's dark secret
- ▣ .Your TRUE motivations
- ▣ .The depth of your love

TO GET REVENGE

- ▣ .On your rival from summer camp
- ▣ .On the one who scorned you
- ▣ .On the members of your gang who left you for dead
- ▣ .By exposing their lies
- ▣ .For the loss of a loved one
- ▣ .On those evil hillbillies

...IN THE CABIN

LOCATIONS...

■ THE CABIN IN THE WOODS

- .In the bedroom
- .In the kitchen
- ▣ .The front porch
- ▣ .The dirty old cellar
- ▣ .The old barn
- ⊠ . Out on the lake

■ THE ONLY ROAD BACK TO TOWN

- .An abandoned pickup truck
- .The road is iced-over or flooded
- ▣ .Downed power-lines
- ▣ .The bridge has been destroyed
- ▣ .A mysterious hitchhiker
- ⊠ Does that seem like a LOT of raccoons to you?

■ THE MIDDLE OF NOWHERE

- .A creepy old shack
- .A romantic view
- ▣ .Surrounded by trees
- ▣ An obstacle course from the nearby summer camp
- ▣ . We're being watched.
- ⊠ .City folk on a corporate team-building paintball exercise

WEATHER

- ▣ Thunderstorm
- ▣ Thick fog
- ▣ Moonless night
- ▣ Heatwave
- ▣ Cold snap
- ▣ Wind storm

EMMETTS LIVE★BAIT AND GAS

- ▣ .Moonshine, and lots of it
- ▣ .A spooky old man, giving omens of your doom
- ▣ .Scary-looking biker punks, looking to cause a scene
- ▣ .The only junk food in 100 miles
- ▣ .Wanted poster, with a familiar face
- ▣ .Creepy banjo-players on the porch

BACK IN CIVILIZATION

- ▣ .The rural sheriff's station
- ▣ .The Relay Station steakhouse, home of the Ole' 76er
(A 76 oz. steak-eating challenge. Finish in 1 hour and it's free!)
- ▣ .They're chasing us! Oh my god, they're right behind us!
- ▣ .Smug yuppies in a flashy car, asking for directions.
- ▣ .Don't worry, you're safe and sound at the hospital.
- ▣ .Are we the only people left alive?

...IN THE WOODS

OBJECTS...

■ OMINOUS FINDINGS

- .Somebody has cut the powerlines
- .Bigfoot sighting
- ▣ .A blasphemous shrine to someone's dead mother
- ▣ .A blood trail
- ▣ .I swear I already killed that varmint...
- ▣ .A path that keeps leading back to the cabin

■ MAGICAL AND OTHER★WORLDLY

- .A mailbox that allows communication through time
- .A recording of ancient Sumerian funeral chants
- ▣ .The book of the dead, bound in human flesh
- ▣ .A candy-obsessed lumpy space alien you've befriended
- ▣ .A legendary catfish named Big Gus, who defies capture
- ▣ .A talisman that can protect one person from evil

■ WEAPONS

- .Chainsaw
- .Machete
- ▣ .Canoe Paddle
- ▣ .A wood-chipper
- ▣ .A revolver
- ▣ .A flamethrower

🎲 WORD ROUND THE CAMPFIRE

- ▣ .Urban legends and folklore about a relentless killer
- ▢ .An overheard private conversation
- ▣ .Gossip about a rash of local disappearances near the cabin
- ▣ . Dozens of newspaper clippings tacked to a wall
- ▣ .An old high school yearbook with a secret message
- ▣ . A poster advertising the annual battle of the rival summer camps

🎲 LIES AND SECRETS

- ▣ .Your business is failing
- ▢ .Your marriage is over
- ▣ .You're still a virgin, and everyone knows it
- ▣ .You're wanted by the mob
- ▣ .I'm not who I say I am
- ▣ .Secret love triangle

🎲 PRECIOUS AND/OR WORTHLESS

- ▣ .A shovel
- ▢ .A duffle-bag full of money
- ▣ .A photograph of happier times
- ▣ .A map out of the woods
- ▣ .A gas can
- ▣ .An engagement ring

...IN THE WOODS

A ★SETTING★

INSTA★SETUP

RELATIONSHIPS IN YOUR SETTING

For three players...

- ★ a Determined to have the “best family vacation ever!”
- ★.b Newlyweds on a romantic getaway
- ★ Old friends, reunited

For four players, add...

- ★ Would-be gangsters.

For five players, add...

- ★ An ancient evil haunts these woods

NEEDS IN YOUR SETTING

For three players...

- ★ **To Discover.** . . What happened in this cabin 20 years ago

For four and five players, add...

- ★ **To Hide.** . . Your TRUE motivations

OBJECTS IN YOUR SETTING

For three or four players...

- ★ A chainsaw

For five players, add...

- ★ I’m not who I say I am

LOCATIONS IN YOUR SETTING

For three, four, or five players...

- ★ The dirty old cellar

TILT TABLE

■ MAYHEM

- An out-of-control rampage
- A frantic chase
- ▣ A dangerous animal (perhaps metaphorical) gets loose
- ▣ Magnificent self-destruction
- ▣ Cold-blooded score-settling
- ▣ Misdirected passion

■ TRAGEDY

- Death, out of the blue
- Somebody's life is changed forever, in a bad way
- ▣ Pain, followed by confusion
- ▣ Death, right on time
- ▣ Confusion, followed by pain
- ▣ Death, after an unpleasant struggle

■ INNOCENCE

- Somebody is not so innocent after all
- A neighbor wanders into the situation
- ▣ The wrong guy gets busted
- ▣ Collateral damage
- ▣ Love rears its ugly head
- ▣ A well-meaning stranger intervenes

GUILT

- ▣ A visit from the (perhaps official) authorities
- ▣ Betrayed by friends
- ▣ Somebody develops a conscience
- ▣ Greed leads to killing
- ▣ Someone panics
- ▣ A showdown

PARANOIA

- ▣ A stranger arrives to settle a score
- ▣ What seems like dumb luck isn't – things are afoot
- ▣ Two people cross paths and everything changes
- ▣ A sudden reversal (of status, of fortune, of sympathy)
- ▣ The thing you stole has been stolen
- ▣ Somebody is watching, waiting for their moment

FAILURE

- ▣ A stupid plan, executed to perfection
- ▣ Something precious is on fire
- ▣ A tiny mistake leads to ruin
- ▣ A good plan comes unraveled
- ▣ You thought it was taken care of, but it wasn't
- ▣ Fear leads to a fateful decision

...IN THE WOODS

SPECIAL RULES

WHO IS THE KILLER?

As your session winds down, one of the players might be revealed to secretly be the killer. If so, the killer's identity 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 "The Cabin" was played as a follow up to a previous game of "The Cabin" 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."