

# BLOODBATH AT CAMP TERRAHORRA

By Steve Johnson

It's that time of year again, and the hormonal counselors at Camp Terrahorra just have a couple of weeks to get everything ready for the campers to arrive. There's cabins to clean, firewood to cut, and of course lots of illegal drugs and alcohol to consume and maybe a even some good old-fashioned premarital sex if you're lucky. You and your friends don't have a care in the world.

Well, except the crazed murderer who's said to stalk *these very woods*, that is. Supposedly a cannibal killer named Ollie Stigers escaped from the mental institution across the river a couple years ago and now lives in the woods preying on lost campers. They say he wears a Guy Fawkes mask and carries a fire axe that he stole from the institution during his escape. But those are just stories, right?

## Running the Adventure

Each scene, there's a chance (called the Ollie Chance, or OC) that Ollie will show up and try to kill/eat the players. If the GM rolls the OC or less on a d20, Ollie shows up. The OC starts out at 12, but is modified by the following factors:

- +1 for each scene without Ollie
- +2 if there are fewer than 4 characters in the current scene
- +2 for each NPC in the current scene
- +2 if Ollie has already made his first appearance
- +1 for each person Ollie's killed.

Additionally, Ollie gets bonuses or penalties when attacking certain types of characters, depending on body count.

Character Types*	Body Count <50%	Body Count > 50%
Sluts & Stoners	+3	+5
Manly Men	-3	+3
Nerds & Comic Relief	+2	-2
Good Girls	-3	-6

If there is only one female character left alive, she gets a bonus to all rolls against Ollie equal to the number of dead PCs.

**Ollie's Stats:** Ollie should begin the game with roughly 150% of the movement, attack roll, and hit points of a normal human. Once he's killed half the party, these are all reduced by half.

**Note:** Modifiers based on a d20 system. Adjust as necessary for the system you're using.

## Map Key

1. Dining Hall
2. Storage Building
3. First Aid Station
4. Showers/Changing Rooms
5. Girls' Cabin
6. Boys' Cabin
7. Activities Building
8. Amphitheater
9. Ollie's Cabin



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