



ADAM VASS
PRESENTS



HELL CABIN



2-4 players.

Each player assumes one of the available Roles:

The Survivor, The Cabin, Friends, and Evil.

Each role has different goals, functions, dice, and methods of play.

If playing with less than 4, decide if you'll share remaining roles, assign them to players, or leave them unfulfilled.

Consult each role's particular rules.

Tell a story together of a hellacious weekend getaway.

The Survivor will dictate when the story ends.

Thank you.

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THE RATING DIE

Whenever any player rolls dice according to their role, they also roll a d4 called **The Rating Die**. This die indicates the extremity of the desired action, typically represented by gore. All roles use this die and consider the results to increase the intensity and/or campiness of the horror at hand.

1	PG
2	PG-13
3	R
4	X

For example, if a character rolls to open a locked case, a 1 could make the lock open uneventfully and a bead of sweat drops from the character's brow, a 3 could mean the lock flies off, the objects inside get scattered about leaving a mess of broken glass, even piercing a nearby character, and a 4 could mean the case breaks open, cutting open the user's hand and coating the objects with gratuitous blood and creating instant danger.

FRIENDS

SETUP

A weekend getaway is just what you needed! This cabin was a steal, all your friends are here, and you don't have a care in the world. Rock the f*** on forever. Tell the other players what you are celebrating!

Take a d6.

Use notecards or scraps of paper to write down a name, pronouns, & archetype (jock, stoner, bookworm, etc.) for each of five characters, then introduce each to the rest of the group. Give at least one of these characters a secret, don't tell the other players who keeps it or what it is.

DURING PLAY

Describe the reckless partying, the backroom smooching, the drunken wrestling, and other revelries of your Friends. Interact with The Survivor when in the same room but feel encouraged to explore new mysterious locales without them. When you act out conversations, ask the other players to temporarily portray some Friends so you're not talking to yourself.

Whenever one of your characters removes any clothing, uses alcohol or drugs, enters an unknown location, or examines a strange or potentially dangerous item, roll your d6.

- If your roll is **lower than or equal to** the number of still-living Friends, you are safe. Continue describing your revelry and exploration unphased.
- If your roll is **higher than** the number of still-living Friends, the character that prompted this die roll will be taken over by the forces of Evil. Describe their gruesome transformation, be it mental, spiritual, or physical. Then, pass the notecard to the Evil player.

END

Continue conversing, exploring, and partying as the story unfolds. Once all but one of your Friends have been taken over, run to The Survivor for help. When your final Friend succumbs to Evil, you may continue playing as an antagonist to The Survivor, implementing flashbacks of better times or pulling at heart-strings to make their escape more emotional.

THE SURVIVOR

SETUP

This weekend getaway was your stupid idea. Little did you know you will be the only one who makes it out alive...or did you know? Either way, it doesn't mean you'll make it out in one piece. Tell the other players what makes you special.

Take a d20.

On a notecard or scrap of paper, write down your name, pronouns, and look. Introduce your character to the rest of your group.

Write down five important items or personality traits that you are afraid to lose in ascending order of importance (least important at the top). This is your **List of Things to Lose**. Number these entries in descending order: 16, 13, 10, 7, 4.

This list should be a mix of real things (like your arm, grandfather's watch, or your boyfriend), and concepts or ideals (like your bravery or your sobriety).

Things to Lose

16 _____

13 _____

10 _____

7 _____

4 _____

DURING PLAY

While at the cabin, you will be pitted against forces of evil in all directions. You cannot die but you are far from safe. Narrate all your actions, converse with your Friends, explore the cabin, and combat or evade Evil.

Whenever you confront a Friend, a force of Evil, or an unknown aspect of The Cabin, roll your d20. If your result is **equal to or lower than** the highest remaining value on your List of Things to Lose, lose the thing at the top of the list.

Ex: You get in an argument with your friend. You roll 1d20 and get a result of 12. Cross off your available 16 and describe how you lose the topmost thing on your list.

END

Continue play until all your Friends are gone or until you've lost everything on your list. Then, narrate your escape. The game is over.

THE CABIN

SETUP

Uncounted years spent alone.
Wooden bones enduring ache.
Pine for sunlight, warmth unknown.
Empty home the soulless take.

Tell the others where you're located
and what state of upkeep you're in.
Take 2d10.

Describe vividly the environment inside & around the cabin. Detail the disconcerting paintings on the walls, the gaps in floorboards and rot in support beams, the punishing weather just outside the cabin's excuse for comfort. Paint with your words the sagging glass of antique windows, the smell of abandoned produce in the long-broken fridge, the feel of the air on a person's skin as they step off the porch.

DURING PLAY

The Cabin isn't inherently good or evil—it affects all players in varied ways for better or worse. When your passive descriptions become active, like a change in weather, or a player wants to explore unrevealed locations, **roll your 2d10**.

One die represents good, the other Evil. *Use different color dice if rolling IRL or simply decide the die on the left is good, the right is evil.* The higher die roll informs the ways in which the environment changes or is revealed.

ex: A good result could reveal a rustic bedroom with a soft queen sized bed and fresh linens. An evil result could reveal a bedroom in disarray with a fractured vanity mirror in the corner begging to be peered into. When your dice elicit an evil result, give d4 points to the Evil player, they'll know what this means.

In the event that your good and evil dice match, describe a sudden act of nature or god: an earthquake, a sudden thunderstorm, a wolf's howl, etc. Bring panic & urgency to the others that compounds the ongoing demonic battle.

END

Continue describing the evolving setting and sensory experiences of the domicile and surrounding area until the game reaches its conclusion.

EVIL

SETUP

Past, present, future, all are one. You know the gate. You are the forces of evil unleashed once more. Write down your true name & burn it before someone sees. Tell the other players what trapped you in this cabin and how you are now awakened.

Take a d8.

Describe acts of evil, subtle at first and increasing in magnitude. Softly stroke the hair of a Friend smoking weed on the porch, beckon The Survivor to a long-untouched relic in the back room, open doors and windows with unseen hands. Your actions always succeed as long as you have enough points to wager. You start the game with 6, write that down somewhere.

Example costs:
1: minor phenomena (flickering lights, cracking glass).
3: influence (speak to creatures in abyssal voices, beckon a character to unexplored rooms).
5: major phenomena (fires, blood, general calamity).

Use your best judgment and the spirit of play to determine the point cost of other actions.

DURING PLAY

Whenever you enact your evil will on another player, roll your d8. If you **roll exactly the amount of points wagered**, you get to keep them. Otherwise, remove the wagered points from your total.

If you run out of points, you must wait, dormant once again in your cabin prison. **Gain d8 points** whenever The Survivor loses something from their list or a Friend is taken. You can have at most 13 points saved.

END

When a Friend is taken, speak through them in infernal tongues. Describe their hellacious actions, blasphemous speech, and methods of tormenting & attacking the remaining Friends and Survivor. Continue collecting Friends, embodying Evil, torturing The Cabin’s inhabitants, and exerting your will until play ends.