

# WELCOME

Welcome to Camp Myth: The RPG, a tabletop roleplaying game that lets you and your friends go on amazing summer camp adventures as the mythical creature of your choice. In this book, you'll find all the instructions and ideas you and your friends need to make unique characters and craft awesome stories.

If you've never played a roleplaying game (RPG), don't worry. Think of your favorite book, then think of your favorite character in that story. Imagine you could become that character and do whatever you want as him or her. As a player, that's exactly what you get to do! Make your character exactly the way you want it and then have fun playing through their story.



# WHAT YOU NEED TO PLAY

- The rules in this book, Camp Myth: The RPG
- A copy of the character sheet in the back of this book
- A pencil and scratch paper to take/pass notes
- Up to 10 white six-sided dice and 10 black six-sided dice
- A great imagination
- A group of 2 or more friends ready to have fun!

# COUNSELORS

One of the players in your group takes the role of the Counselor. The Counselor is the one who tells the story for the other players. Instead of making a character yourself, you become the world and all of its inhabitants (NPCs). This may sound hard, but it's very easy as long as you have an active imagination and are willing to pretend to be everything from the camp bully to a giant Roc to the falling boulder or people needing to be saved. You also get to decide what happens on a good or bad roll to keep the story moving along.

First-time Counselors should begin with one of the sample adven-

tures in this book, which are designed to both guide and teach you how to lead a gaming session. When playing with children, parents are encouraged to take the roll of Counselor first, allowing the kids to get comfortable with the idea of shared storytelling.

Remember that Camp Myth: The RPG is about having fun!

## PLAYERS

Once a Counselor is selected, the rest of the group makes a single character each (often called a camper) who they directly control. You should take time to choose some fun details for the character as well: Do they have siblings? What does he/she think about Yeti? What's his/her favorite food? These details will help you get an idea of your character's personality and quirks. As the Counselor describes what is going on in the story, the players decide how their individual character acts. Role-playing gets to be so much fun when you are playing a great character you made yourself.

## PLAYING THE GAME

In Camp Myth: The RPG, the Counselor and players work together

to tell stories and have fun. A single evening of gaming is called a Session. Generally, these Sessions are filled with adventures that are similar to TV series episodes, or acts within a movie. A single adventure may play out over multiple Sessions or even just one. Sessions last as long as the players are all having fun.

Remember, just like a TV show, the game isn't just about fighting bad guys. There should be times of rest and reflection where the characters interact and get to know each other (or NPCs) and even others of mystery and investigation.

RPGs give numerous options for your character, only limited by your imagination and the abilities you've chosen for your camper. In any given scene, your character might want to:

Listen at a door
Attack a bad guy
Intimidate a large Cyclops
Sing a song
Steer a wild Kelpie
Discover a secret tunnel
Run really fast
Ask a friend for a favor
Search for a clue
Repair an object



# ROLLING DICE

Camp Myth: The RPG uses six-sided dice to decide whether a player's character succeeds or fails at a task. A six-sided die is often called 1d6. So, "roll 3d6" means the player needs to roll three six-sided dice of any color.

Speaking of color, Camp Myth: The RPG uses different colors of d6s - primarily white and black. White dice are noted in this book with a "W" after a number. So, 2W, means the player would roll two white six-sided dice. Likewise, black six-sided dice are noted with a "B". Black and white are used for simplicity, but players can easily use any two dice colors (black and red, blue and orange, or even white and clear). If a player only has dice of one color, they can make two separate rolls - first for the white dice, then again for the black dice.

**Example:** *A camper with Mythic Knowledge 3 tries to solve a Challenge Rating 2 puzzle. That player would grab 3W and 2B dice, then roll them together to determine success. If they only have one color, they could roll 3d6 to represent white and then 2d6 to represent black.*

## Finding Successes

When rolling dice, players are looking for successes. In Camp Myth: The RPG, this means a roll of a 4, 5 or 6 on a d6. A success on a white die works in favor of the player, while a success on a black die hurts the character by cancelling out successes rolled on white dice. A character needs at least 1 success on a white die to succeed at their Task. More on Overcoming Challenges on pg. 48.

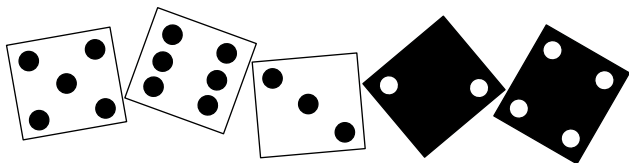
## Who Rolls?

In Camp Myth: The RPG, it is assumed the player performing a task will be the one to roll all the dice, even if it is a Conflict (pg. 54). So a character with Sparring 3 who attempts to break down a wooden door (Challenge Rating 2) would roll the 3 white dice and 2 black dice. A character trying to hide (Concealment 2) from another player's character (Discovery 3) would roll their Skill as 2 white dice and their opponent's Skill as 3 black dice.

If the players and Counselor prefer, each player may roll their own resistance dice, but one player rolling keeps everything quick and simple.

## When to Roll

Rolls need to happen when there is a challenge to overcome, but rolling dice should not get in the way of telling a great story. Many simple tasks can be assumed to happen



automatically. For example, there is no roll for swimming, unless you're doing tricks or trying to swim faster than normal (Sports). There is no roll for talking, unless you're trying to flirt with a cute Dryad (Friendship) or fast-talk a dimwitted Redcap (Bullying).

## YOUR SESSION

Now you and your friends have read through *Camp Myth: The RPG* and understand the rules. Whoever has taken the role of Counselor has probably read the book a couple times too, so they can answer any questions that might come up during the game. You've all agreed on a time and place to play. Someone even brought chips and peanut butter cookies so you can play and eat great snacks at the same time! It's finally time to play. Let the game begin!

The group has decided together that Eloy will be the Counselor, as he is the most familiar with the game. He sits at the end of the table so he can see everyone's faces and can hear them clearly. Bobby is playing Pluck (a playful but tough Leprechaun),

Ellen is playing Eddie (a kitsune with an attitude and a pet cerberus to back it up) and Jill is playing Cassandra (a fast-talking harpy with a razor-sharp tongue). Eloy doesn't have a character of his own, because he's the Counselor. Instead, he becomes the world and everything in it that Pluck, Eddie and Cassandra will have fun exploring.

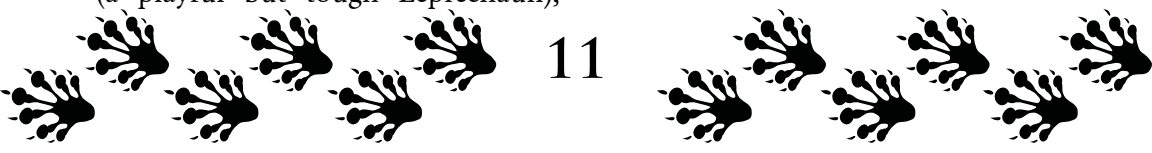
Before the session starts, they take a moment to answer any last minute questions and get to know each other's characters. When everyone has their other small talk and conversations about their week out of the way, they are ready to play and the Counselor begins the game.

**Eloy (Counselor):** When we last played, you all were in the middle of hunting down a feather of a dreaded cockatrice for Eddie.

**Ellen (Eddie):** We need to find one quick. My sister has already got hers and I can't have her one-up me.

**Jill (Cassandra):** We'll get you that feather and that merit badge.

**Bobby (Pluck):** Sure will! Let's do it!



munity, one size does not fit all. Just ask any Leprechaun who has been accidentally issued a Centaur uniform! However, despite these differences, there are three common articles of clothing: a shirt featuring the Camp Myth logo, a pair of cargo pants, and a sash used to display any earned merit badges. Note that, although sashes are considered standard-issue, a camper will only receive a sash after earning their first merit badge.

## The Oath

The official Camp Myth oath is the formal pledge made by campers to respect and honor all members of the mythic community. Camp tradition dictates the oath to be recited at the beginning of any major events held throughout the summer, including the Opening Ceremony, Annual Golem Derby, and Kraken Fishing Tournament.

To perform the oath, a camper first cups their right hand (hoof/flipper/tentacle/etc) to form a “C” shape, then spreads three fingers from their left hand (paw/claw/appendage/etc) onto their right, creating a version of the “CM” logo. After performing this gesture, they must recite the following:

*“Camp Myth,  
Your name we say we pride,  
Our haven from the world outside.  
And when this mountain we descend,  
All Mythic creed we shall defend.”*

## Cabins

There are dozens of cabins spread across the camp grounds, with each playing host to a different mythic race (males and females are required to share separate living quarters). All cabins are specifically designed with their assigned creatures in mind, so there's no telling what you'll find inside! Whether it's a Dryad looking to relax on a bed of mulch, a Minotaur that literally enjoys making his bed every night, or a Centaur in need of a clean pile of hay, their bunks and surroundings will have all the comforts of home.

## Activities

Camp Myth is all about discovery. From meeting new friends to encountering amazing creatures, campers are encouraged to pursue their own interests while living on the grounds. While there is no set schedule to follow, there are always daily classes, seminars, and events to challenge campers both mentally and physically.

Visit the Arts and Crafts building to take a course on Gargoyle Masonry or Golem Building. Head over to Hunter's Haven and try your hand at Cyclopean Archery. Visit the Bestiary and learn how to care for a young Hydra. Maybe you'd rather take a Phoenix Watching hike through the surrounding forest, or spend a day Kraken Fishing on the shores of Le-



viathan Lake. Whatever you decide, it's sure to be filled with fun and excitement!

## CAMP MYTH AREA LIST

### Merit Badges

For a camper, there is no greater honor than to earn an official Camp Myth merit badge. These badges are only given to campers who accomplish specific tasks while on the grounds, and serve as proof of possessing outstanding skill in a specific area of mythic training.

Merit badges that have been sewn onto a sash are not only impressive to look at, but have also been known to grant a small amount of magical power to the wearer. With dozens of badges to collect, a dedicated camper might notice their abilities growing stronger with each passing day!



Built on an mountaintop expanse perched high above the clouds, Camp Myth is designed to accommodate all mythical creatures, regardless of race or background. While this list contains many of the more commonly-visited locations, Game Counselors looking to build a unique camp experience are encouraged to create their own areas for campers to explore.

### The Peridexion Tree

Famous throughout the Mythic community for their ability to ward off Dragons, Peridexion Trees have long served as a symbol of protection. Located in the center of Camp Myth, this massive tree is covered with golden leaves that radiate with magical light.

Along with acting as a beacon to guide incoming Rocs (Camp Myth's official transport birds), it also serves as a protective barrier that shields the grounds from

