

“Castaway Island”
A Call of Cthulhu Adventure
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What is going on?

A year ago POX approved the production of a new reality show, Castaway Island, a blatant rip-off of Survivor. The basic premise is that a number of “castaways” will be taken to an island paradise where they will have to survive. Every few days, they will have a contest for an “invulnerability idol” which will prevent the winner from being “rescued off” the island. The last person left on the island will win 1 million dollars. Obviously, none of this will ever happen.

The producer of the show, Marlin McKillips, has been studying the occult ever since he produced his first show, 'the Shadow Files', three years ago. The show followed two FBI agents as they tried to solve crimes that had occult-ish flavors to them. It was a minor hit and stayed on for a few seasons but was eventually cancelled. During the show’s run, however, Marlin did research into the occult to try and make the show more realistic. He eventually got his hands on some minor Mythos books, learned much of Cthulhu and that which man was not meant to know, and went insane with delusions of power.

About 6 months ago he came into possession of a journal detailing a rite that would “summon he who lives under the sea”. Being familiar with the Cthulhu mythos, Marlin naturally thought this would summon Great Cthulhu and would bring him the power he so desired. He, however, is wrong. Instead of summoning Cthulhu, the spell actually summons Dagon and an entourage of Deep Ones.

Marlin was recently asked to be the producer for POX’s newest reality show, Castaway Island. Since the show would be taking place in the middle of the South Pacific, he saw this as a perfect opportunity for being in an out of the way place with many victims for his ritual. He eagerly agreed to produce the show.

Marlin’s assistant producer, Edmundo Huckabone, has been working with Marlin ever since his Shadow Files days and has become a minor cultist under Marlin. He has long since lost his sanity and believes that the spell Marlin will cast will make him a god, which will then give Edmundo much power. Edmundo doesn’t realize that Marlin is using him and plans to kill him after the ritual is performed.

The first night of the show, Marlin summons and binds a Byakhee. He commands the byakhee to go and kill all of the crewmembers and deposit their remains in the extinct volcano where he will eventually prepare the ceremony. He also instructs the byakhee to capture Alize –an NPC contestant – who he will use as a live sacrifice. As the byakhee leaves to attack the crew members, Marlin and Edmundo cast a spell to summon a storm

that will cover the byakhee tracks. After the spell is cast, Marlin and Edmundo are mentally and physically exhausted and pass out in a cave.

As the storm rages, the byakhee kills all of the crew members and captures Alize. They are taken to the extinct volcano where Alize is bound by rope and hidden within the volcano cave - the same cave that Marlin and Edmundo have passed out in. In the morning, Marlin and Edmundo will begin to reanimate the crew members as zombies to act as guards and such on the island and help in the sacrifice.

At the beginning of the second night, Marlin will instruct the byakhee to attack the remaining contestants and grab another one for another sacrifice. The spell only calls for one live sacrifice, but he figures that two sacrifices are always better than one. The byakhee will attack and, if possible, grab another contestant.

The evening of the third day is when Marlin and Edmundo plan to sacrifice the contestant(s). They will be protected by any remaining zombies and the Byakhee (if it is still alive) and the players will have to fight through them to save their fellow contestant(s). If they succeed and the spell is stopped all should be well. If they fail...

Scenario and Events

Welcome the players with this message:

Congratulations! You have been chosen to be a contestant on POX's newest reality show, Castaway Island! You will be flown to an exotic island in the South Pacific where you will work together with the other contestants to survive. Only allowed to bring one possession from home and forced to use the materials provided, you will have to build what shelter you can and live off the land while in this paradise prison. Every few days, there will be a contest to decide who is invulnerable to being "banished" off the island. A "castaway committee" will then take place to decide who will be "banished" off the island. The last person remaining will win 1 million dollars.

About the Island

The island is a small, unknown island in the middle of the South Pacific. It is slightly circular and about two and a half miles in radius. At the east end of the island is an alcove with a beach, which is where the players will begin their adventure. From the beach, leading west, is a dried up streambed that will lead to a path. This path leads west to the crew camp. From the crew camp, another path leads west and breaks off into multiple paths. One of these paths leads to an extinct volcano on the west end of the

island. The cave entrance to the volcano has been covered by bushes and trees by Marlin to hide its existence.

The volcano has been extinct for thousands of years and is more of a crater now. The western, ocean facing side of the volcano has been washed away from the tropical storms over the years and is now more of a beach in a secluded grotto. It is on this beach Marlin will perform his ritual to summon Dagon. The volcano crater also houses the cave that Marlin and Edmundo hide out in.

First day and the storm

If there are no initial questions, the players are flown in a seaplane to the island in the South Pacific, anchored off shore and go onto the beach via a small rowboat. On the beach will be their few supplies. These supplies are 50' of hemp rope, a large, heavy tarp, an axe, a survival knife, one pan and a pot, a large container of rice and a large container of Ramen noodles (product placement). The players will also have the one item that they brought with them (detailed on their sheets).

Marlin will greet them and introduce himself as the host of the show, as well as the executive producer. The players should be told briefly about the layout of the island (see below) and of the crew camp where first aid and such will be available if needed. He will explain that there will be cameras on them 24 hours a day - both from camera men and from wireless, battery operated cameras in place at strategic points all over the island. The wireless cameras are to encourage the players to walk around the island and explore. The players should be told they are not allowed to go near or enter the crew camp. If there are no more questions, Marlin will bid them good luck and leave down the path to the west.

The players are on their own. There are 2 or 3 camera men hanging around, filming them, but other than that they are alone. The beach they are on is on the edge of the jungle, with a path leading into it. (see Keepers Handout 1) The path is actually a dry streambed that will flood when it rains, washing anything in it out to sea. The beach is in a lagoon on the island, the water a deep azure blue with plenty of exotic fish swimming about. The players are in paradise.

Allow the players attempt to set up camp and try to light a fire (most likely unsuccessfully). This is an excellent opportunity for the players to role play and interact. After a while, it begins to get dark. After night falls, describe the amazingly beautiful scene of the moon hanging in the sky, shining down onto the lagoon. The players, watching the brightly shining stars and tired from the day's work, start to doze off and fall asleep. Have them roll listen checks here. If successful, they think they hear drums beating in the distance.

Without notice, a violent storm strikes the players. The players will only have a few minutes to decide what to do before the winds and the rain become too powerful. If the players were foolish enough to build camp in the streambed, they may have to make a

strength or swimming roll to prevent washing out to sea as it will flood in only a matter of minutes. The jungle is too thick to get too far in, but the players should be able to make it far enough in to feel somewhat safe from the storm.

During the first couple of minutes of the storm, the byakhee has killed all of the crew and cameramen and deposited their bodies in the volcano. It is now coming for Alize.

Byakhee Attack

As the storm rages, have a couple of the players make Spot Hidden rolls. If successful, they see a black silhouette of a large bird against the dark clouds. As it gets closer, they begin to realize that the silhouette is not of a bird but of some type of foul creature. The creature is the Byakhee on its way.

The players should roll SAN checks (1/1d6) for seeing the byakhee. The byakhee will dive down at the players, going for Alize. Marlin has commanded the Byakhee to grab her as he felt she would be the best one for the sacrifice.

If one of the PCs tries to protect her, the Byakhee will not hesitate to attack them. It's purpose is not to kill them, but it will if it has to. After it grabs Alize, it flies off. The attack should be quick and leave the players stunned.

As the byakhee flies off, have the players make an Idea roll. If they are successful, they realize that the byakhee flew off towards the western end of the island.

After the attack, the storm disappears almost as fast as it came. The storm and attack lasted less than 10 minutes. Have the players make a Spot Hidden. If successful, they notice that no cameramen are around.

Daybreak – Day 2

As dawn breaks, the players should see that their camp is in ruin. All their equipment and food will have been washed out to sea, unless the players specifically stated they were grabbing it during the storm. Stress that they slowly begin to realize that they need to find food, shelter and possibly weapons before that creature comes back. Perhaps the crew is at their camp?

Eventually the players should decide to go to the crew camp and will start to trek through the jungle. Call for a few Spot Hidden checks. On a successful roll the players will notice that the wireless cameras are still on and seem to be operating normal. These cameras were built tough and lasted through the storm.

The journey through the jungle should be tense for the players. The jungle is dark and foreboding to the players. Green or red glowing eyes should appear one second and disappear the next. The jungle should be deathly quiet followed by the snap of a branch

just outside of the players' vision. Remember, the jungle is thick and the players will have no light source other than whatever light that filters in through the trees. The path will eventually lead to the destroyed work camp, which is described in another section.

Attack – Night Day 2

Marlin has decided that the players should be eliminated. During the second night, the players will be attacked once again by the Byakhee. No matter where the players are, the creature will find them. It will once again swoop down out of nowhere and attack. If the players attack back, the byakhee will defend itself, this time to the death.

If the byakhee is killed or doesn't return, Marlin realizes what has happened, but is not worried as his insane delusions have convinced him that he is invulnerable and that the players are too weak and pathetic to do anything to stop him.

Ceremony – Night Day 3

At dusk on the third night, Marlin has rested enough and will begin to perform the ceremony. If the players have not yet discovered the cave passage leading to the volcano crevice, start throwing them hints. The players could hear chanting or drums coming from that direction or see Marlin, Edmundo or a zombie on one of the cameras near the cave entrance.

Eventually, the players should make it through the entrance to the volcano's interior grotto. By this time the entrance will be uncovered and no spot hidden rolls will be required to find it. The interior of the cave is a huge, semi-circular crevice. The far western side of the volcano has been eroded away over the years and now opens up to the ocean. This has caused half of the interior to flood with the ocean, making a beautiful beach grotto.

As the players enter they will see a raised, stone altar a few feet into the water. Placed around the interior of the cave are tall, metal braziers burning blue and green flames. The braziers cast an eerie and disturbing light when combined with the setting sun.

Standing in front of the altar, his back to the investigators, is Marlin. He is holding a knife aloft and chanting. Bound and gagged on the altar is Alize. She is conscious, but had a dazed look on her face. Edmundo is sitting off to the side on the beach beating drums. The rest of the crew, now zombies, stand around the beach, swaying hypnotically to the sound of the drums. Seeing the scene before them will cause SAN checks (1/1d4) to the players.

The ceremony is taking place and Marlin will sacrifice Alize in a matter of minutes. The players will have to act quickly.

If the players attack, the zombie crew will attack back. The zombies will attack the players until destroyed. Seeing the crew turned into rotting zombies, many who are missing limbs, will cause another SAN check from the players at 1/1d4. The number of zombies is left up to the keeper, but should not be more than twice the number of players still alive. If the byakhee was not destroyed, it might be here to attack the players. This should be dependant on how many investigators are left, how hurt they are and what kind of mood the keeper is in. There should not be as many zombies if the Byakhee is there.

Marlin will not stop chanting unless directly attacked, but Edmundo will join the fight if he sees it is going poorly. He has a .32 revolver and a machete that he will attack with.

Failure

If Marlin is able to sacrifice Alize his spell will be completed. At first nothing will happen. After a few seconds the island will instantly become eerily still and the only sound that can be heard is of the lapping waves. Suddenly, what sounds like rushing water will come in from the ocean.

If the players look out onto the ocean they will see it has started to violently churn, almost as if it has started to boil. The churning of the ocean is caused by hundreds of Deep Ones coming to the surface, acting as an entourage for Dagon. The churning will start far away but rapidly close in on the grotto. As it gets closer the players will see what is causing the violence in the ocean as Deep Ones begin to appear out of the water. At this point, the Deep Ones will not attack unless attacked first and will move themselves around the edge of the grotto (still in the water), allowing a clear view to the ocean. While there should be no more than 20 Deep Ones in the grotto, it should be obvious to the players that there are lots more in the ocean. This entire scene will cause a SAN check from the players (1d4/1d8).

After the Deep Ones appear in the volcano alcove, the island and ocean will fall silent once more. This should be a tense moment for the players. At this point Marlin will yell out "Show yourself my lord and grant me my power!"

As soon as he finishes yelling there is a loud explosion in the ocean and everyone will see a large, dark shape burst out of the water just beyond the volcano alcove entrance. This explosion is Dagon emerging from the ocean depths. SAN (1/1d10). Dagon will stride forward and grab Marlin in it's hand, crushing him and chewing off his head before throwing his lifeless body to the ground in front of the investigators. SAN (1d6/1d10).

What the players do now is up to them. The Deep Ones will show no restraint now and will rush the beach. They will quickly overtake Edmundo and the zombies, if they are still alive. If the players are foolish enough to attack Dagon or the Deep Ones they will surely die.

If the players run out of the volcano, what occurs is up to the keeper. There are hundreds of Deep Ones still in the ocean coming onto the alcove beach and will pour onto the island in a matter of minutes. Dagon cannot fit through the cave entrance and will slink back into the ocean depths.

The fate of the players is left up to the keeper, but with the amount of Deep Ones appearing, it is unlikely they will survive. A POX helicopter will arrive in the morning, looking for any signs of the crew since there have been no word from them for three days. The Deep Ones will have already disappear back into the ocean by this time, so the players may be rescued by it if they can hide long enough. If they are rescued this way, there should be no rewards and the investigators may be subject to criminal investigation. After all, the entire crew is dead and they are the only ones left.

Success

If the players are able to stop Marlin from sacrificing Alize, they will have stopped the ceremony and Dagon and the Deep Ones will not appear. In the morning, they will be rescued in the morning by helicopters from POX that came because of the lack of communication from the island. They will be taken back and told that there will be no cash reward since the show never completed. However, they will be compensated \$20,000 each and forced to sign an NDA forbidding them to talk about the show. The show is never aired and is instead replaced by "Worlds Scariest Cafeteria Food", hosted by Geraldo Rivera.

Locations

1. Beach Camp

The beach camp is a sandy, white beach sitting next to a lagoon whose water is a deep azure with a cool, refreshing breeze coming in. Exotic fish and other sea creatures can be seen swimming in the water. Along the western edge of the beach is a thick jungle. Walking though the jungle itself is slow and difficult without a machete. A path runs from the northeastern edge of the beach into the jungle. The path is actually a dry streambed that will flood when it rains, washing anything in it out to sea.

2. Crew Camp

When the players arrive at the crew camp it is a complete disaster.

As the jungle path arrives at the crew camp, your hearts sink. The camp which used to stand here looks as though it was bombed. Of the three buildings that are here, one is completely destroyed, with only a partial wall remaining. The second is missing most of its roof and the third, oddly enough, is completely untouched. The only thing wrong with it is what appears to be a large satellite is lying on the ground next to it. You realize as you slowly walk into the camp that it is deathly quiet and no one is around.

As the players walk around the camp, they will have to be careful to avoid some of the debris and glass on the ground. If they are acting recklessly, some DEX checks may be in order. Failing these checks will cause 1d3 points of damage.

The players should make a Spot Hidden roll when they enter. If they succeed, they notice that there are wireless cameras here as well, which may seem unusual since the players were told not to go to the camp.

There are two paths that lead into the camp: one from the east (which the players probably came in on) and one from the south that leads to the volcano.

3. Crew Quarters

The crew quarters building is the first building they come to and is completely destroyed. Only the southern wall remains. The players can try to rummage through the remains of the building, but they will not find any of the crew as they have all been carried off. On a successful Spot Hidden roll, they will find a mag-light that still works, a pocket knife, a Zippo lighter and a hammer. Each requires its own successful roll to find.

A player searching may also find an arm that was ripped off during the Byakhee attack. The arm was not cleanly ripped off and bone as muscle and skin dangle at the end. SAN (1/1d4)

4. Supply Building

The supply building is doing much better than the crew quarters as it only has half of its roof gone. Upon entering the building the players will find that everything is a mess, with most supplies scattered about, some unusable. However, they will find the following items that work and are usable:

- 1 mag-light
- 1 First Aid Kit
- Food and Water
- Cooking knives
- Fishing Net
- matches

If the players make a successful Spot Hidden roll, they will notice a door half-ajar at the northern end of the building that leads down to a basement. There is a light switch next to the door but none of the lights work as the generator for the crew quarters and supply building has been destroyed. A malevolent keeper may call for DEX rolls if the players attempt to go down the debris-covered stairs without the aid of a light. Failure on the rolls will cause the investigator to trip and fall, taking 1d4 of damage.

While the stairs are covered in debris, the basement is relatively clean. The basement is small, perhaps 1/3 the size of the upstairs but has some useful items in it. The basement contains, in cabinets, 3 machetes (20% base hit, 1d6+db dam), a

chainsaw (fully powered) (20% base hit, 2d8 dam), a .30-06 rifle with 10 bullets (25% base hit, 2d6+4 dam), and a 16-gauge double-barreled shotgun with 15 shells (30% base hit, 2d6+2 dam). However, these are locked behind a chain link fence that stretches up to the ceiling. The lock on the fence has strength 8 and must be broken.

5. Telecommunications Building

The telecom building is the last building and is in perfect condition due to its solid construction. On top of the building are four mini-satellite dishes encased in plastic boxes (about the size of a DirecTV dish) and bolted to the roof. Each satellite faces north, south, east and west, respectively. These are the dishes that pick up the signals from the wireless cameras. A successful Idea or Electronics roll from the players will reveal their purpose.

The only damage to the building is the front door, which is hanging on its hinges and the large communications dish, which is lying on the ground next to the building. The players should realize that this means there is no way to communicate with the outside world.

Inside the players will find a large room with many TV's covering the northern wall, all turned on. Each TV is sectioned into four pictures, each of which shows one camera on the island. A large rack on one side of the room contains a large number of digital video recorders, recording everything the cameras see onto DVD. A large map of the island is also on the walls. See Players Handout 3. A successful Idea roll by anyone looking at the map will realize that the path to the volcano is not shown on the map.

At the western end of the room are some stairs that lead to the basement. In the basement is a diesel generator, which supplies the power to the building. The generator is not damaged but is close to running out of fuel. There are a few cans of spare diesel fuel lying here as well. In all, the generator will last another 48 hours provided it is refueled.

Next to a few of the computers are phones. If a player were to pick up the phone there would be dead silence. On one of the computers is a flashing red error message that says, "signal cut". A successful Computer, Electronics or Idea roll will reveal that the computers are networked together, but have lost their outside connectivity.

If the players watch the TV's long enough, have them make a Luck roll. If they succeed, they will see a zombie crew member walk by. At first, the zombie looks normal, but the player will realize that there is a huge gash in the side of the zombie's neck. Seeing this will cause a SAN check at 1/1d4.

The players may look at the recorded DVDs with a successful Electronics, Computer or Knowledge roll. If the players try to look at the recorded DVDs (all the computers have DVD drives in them), there are really only two scenes that will be of

interest. The first is of the byakhee attacking their camp, which they already know about. The second is of the crew camp, which is described below. Each of these scenes take 4 hours to find, although a successful Luck roll would cut the time in half.

As you put in the DVD and watch it start up, you see the crew camp, undamaged. A few of the crew are standing around, smoking and talking in front of what looks to be the intact crew quarters. Everything looks normal.

Suddenly, the men smoking point up at something unseen in the sky and start yelling. One of the men puts his arms up to cover his face and is grabbed by what looks like the same creature that attacked you. The other two men run for cover as the creature, still holding the screaming man, flaps its wings into the air. You can hear screams in the background but do not see anything until something falls to the ground in front of the camera. Gradually, you realize that it is the man the creature grabbed, his head cracked on the ground. With that, there is a flash of lightening and the rain begins to fall.

Seeing this requires a SAN check (1d3/1d6)

A small office sits off of the main room as well. The door is closed, but unlocked. This is Marlin's office. Inside are a desk, a laptop and a filing cabinet. If the players search the cabinet, they will find only papers related to the show and personnel files – nothing of interest.

The desk is covered with papers, but they only talk about the recent ratings projections for the show. The desk does have one drawer locked. There is no key available, but it could be forced open (STR 4 lock). Inside is a journal containing Marlin's notes. The journal begins three years ago and starts out normal as Marlin describes his research into the occult for the Shadow files, but the reader can tell he gradually descends into madness as he is pulled deeper and deeper into the Cthulhu Mythos. An entry dated six months ago details his discovery of the journal and his delusions of power. The entire journal takes 2 hours to read and raises the readers Cthulhu Mythos skill by 3%, as well as requiring a SAN check (1/1d4). See Players Handout 1.

The laptop in the room is turned on. A successful Computer roll by a player will determine the Marlin has been visiting a lot of occult web sites. His email is password protected, but a successful Idea roll will allow the player to guess his password as "power", but only after reading the journal. Marlin has a lot of emails to Edmundo describing what is needed for the ritual, but never goes into detail as to reveal what exactly will occur. See Players Handout 2. One email in particular refers to Alize and how she was specially chosen by Marlin to be "the one".

6. The Secret Passage

The secret passage that leads to the crevice in the volcano is hidden quite well the first two days. It would require two consecutive successful spot hidden rolls to see. On the third day, however, it is uncovered.

7. The volcano crevice

The volcano crevice is described above in the encounters section. If the players somehow find it before then, they will see the crew zombies wandering aimlessly in the crevice. This causes a SAN of (1/1d4). Edmund or Marlin will not be around and a boulder will cover the entrance to the cave containing Alize. The players can only discover this if they are specifically searching for it.

Random Encounters

The following are some random encounters to keep the PCs on their toes.

1. Looking into the ocean, the players think they see a reptilian-type head poke out of the water and then disappear back under the ocean.
2. While walking through the jungle, the player sees some glowing eyes peer at them. A second later, they are gone.
3. Is the volcano really extinct? A rumbling is heard coming from the direction of the volcano.
4. While walking through the jungle, the players come across one of the crew members – now turned into a zombie. The zombie comes at them and attacks.
5. The jungle is inhabited by wildlife. Some of the creatures are not aggressive, some are.

Keepers Notes

There are two non-standard fonts used within the Players Handouts: Cramps and Jenkins v2.0. They can be found at the following locations (or in Google):

Cramps: <http://www.dafont.com/en/font.php?file=cramps>

Jenkins v2.0: <http://www.hudakville.com/cthulhu/JenkinsFonts.zip>

Mythos Texts

Marlin's Journal

This is the journal of Marlin McKillips, a television show producer. The journal was started by him to keep ideas for an occult show called the Shadow Files. However, after the show was cancelled Marlin started to become paranoid and overly obsessive about the occult and Cthulhu mythos. Towards the end of the journal Marlin describes his plans to summon Cthulhu by sacrificing a contestant on a reality game show he is producing in the South Pacific. The entire journal shows his descent into madness quite clearly.

Study Time: 2 hours
Occult +10%
Cthulhu Mythos +3%
Sanity Loss: 1/1d4

Diary of a Sailor at Sea

This is a diary of an unnamed sailor in the late 1890's who was shipwrecked on a South Pacific Island where he came to live with the natives. The sailor describes the exotic religious rituals of the inhabitants of the island and relays how these are performed. Towards the end of the diary the sailor begins to describe blasphemous rituals of human sacrifice to summon an inhuman god.

Study Time: 2 weeks
Cthulhu Mythos +3%
Sanity Loss: 1d4/1d6

Spells: Call to the Master Below (Summon Dagon), Call to His Servants (Summon Deep One)

NPC's

Marlin McKillips – Producer

STR: 12 CON: 10 SIZ: 13 INT: 15 POW: 14 DEX: 12
APP: 17 SAN: 0 HP: 12 MP: 14 db: +1d4

Important Skills: Cthulhu Mythos: 15%, Fast Talk: 45%, Spot Hidden: 20%,
Persuade: 30%, Occult: 45%
Spells: Summon/Bind Byakhee, Alter Weather, Create Zombie, Summon Dagon
Weapons: At ceremony – ceremonial knife 46% (1d4) – Fist 50%

Edmundo Huckabone – Assistant Producer

STR: 14 CON: 10 SIZ: 14 INT: 11 POW: 12 DEX: 13
APP: 13 SAN: 0 HP: 12 MP: 12 db: +1d4

Important Skills: Cthulhu Mythos: 3%, Fast Talk: 15%, Spot Hidden: 10%, Occult:
25%
Spells: Alter Weather, Create Zombie
Weapons: Machete 30% (1d8+1d4) – .32 revolver 35% (1d6) 6 shots – Fist 55%

Zombies (6-8) – (Crew member / Fodder)

STR: 15 CON: 15 SIZ: 13 POW: 1 DEX: 7
HP: 14

Weapons: none – Fist 25% - Bite: 30% (1d3)
Armor: none, but impaling weapons do only 1 pt of damage

Byakhee

STR: 17 CON: 10 SIZ: 17 INT: 11 POW: 10 DEX: 13
HP: 14 db: +1d6

Weapons: Claws 35% (1d6+db), Bite 35% (1d6+blood drain – see Handbook)
Armor: 2 pts
Important Skills: Spot Hidden 50% Listen: 50%
SAN Loss: 1/1d6

Deep One

STR: 14 CON: 10 SIZ: 17 INT: 13 POW: 10 DEX: 10
HP: 13 db: +1d4

Weapons: Claw 25% (1d6+db), Weapon (spear, trident, etc): 25% (1d6+db)
Armor: 1 pt
SAN Loss: 1/1d6

Alize Poindexter, Age 28, Up and coming actress

STR	7	DEX	10	INT	10	Idea	50%	HP	8
CON	13	APP	18	POW	8	Luck	50%	MP	8
SIZ	8	SAN	40	EDU	9	Know:	45%		

Skills:

Cthulhu Mythos: 1%	First Aid: 10%	Persuade: 30%
Spot Hidden: 30%	Listen: 25%	Sneak: 15%
Acting: 15%	Hide: 30%	

Weapons: Fist: 35%

Item brought to island: Makeup kit

Alize is a self-proclaimed up and coming actress and reminds everyone of it, although anyone who spends five minutes with her knows she can't act at all. She is very beautiful and flirts with any man or woman who she thinks can get her a part in the next big TV show or movie. She thinks that being on the show will land her the big break she's been looking for.

Pre-rolled PC's

The following are a number of pre-rolled PC's for use with the adventure. They should be well rounded enough to be used with newbie CoC players.

Castaway Island

Ted Pearson, Age 21, Video Store Clerk

STR	10	DEX	12	INT	17	Idea	85%	HP	12
CON	13	APP	10	POW	8	Luck	30%	MP	8
SIZ	10	SAN	40	EDU	10	Know	50%		

Skills:

Cthulhu Mythos: 2%	Electronics: 40%	Hide: 20%
Spot Hidden: 35%	Occult: 10%	Swim: 25%
Listen: 25%	Sneak: 10%	Dodge: 24%
Computer Use: 45%	Movie Knowledge: 80%	

Weapons:

Fist: 50%	Handgun: 20%	Shotgun: 30%
Knife: 35%	Rifle: 25%	

Item brought to island: Big Book of Movie Reviews

You have worked in the S-Mart Video Store since you were 16, and have no plans to stop now. Sure you spend most of your days playing Everquest on your computer or watching the latest John Woo movie, but it's worth it. Hey, who else can quote such lines from Army of Darkness and Monty Python and the Holy Grail? Besides, when you win the million bucks, you'll be able to buy the video store for yourself.

Castaway Island

Allan Golsion, Age 50, Retired Army Drill Sergeant

STR	15	DEX	14	INT	11	Idea	55%	HP	15
CON	13	APP	10	POW	7	Luck	35%	MP	7
SIZ	14	SAN	35	EDU	12	Know:	60%	db:	+1d4

Skills:

Cthulhu Mythos:	1%	First Aid:	10%	Persuade:	35%
Spot Hidden:	40%	Listen:	35%	Sneak:	25%
Hide:	45%	Swim:	25%	Dodge:	28%

Weapons:

Fist:	75%	Handgun:	40%	Shotgun:	45%
Knife:	45%	Rifle:	65%		

Item brought to island: Army whistle

As a retired drill sergeant, you've lived your life with discipline and know that in order to win this contest, you'll have to make everyone else live like that as well. You may be a little gruff at times, but you get the job done. If the rest of these panty wastes can't handle it, then they'll just have to go.

Castaway Island

Elijah Carlee, Age 35, Accountant

STR	9	DEX	10	INT	15	Idea	75%	HP	10
CON	11	APP	10	POW	12	Luck	50%	MP	12
SIZ	10	SAN	60	EDU	12	Know	60%		

Skills:

Cthulhu Mythos: 1%	First Aid: 10%	Persuade: 15%
Spot Hidden: 15%	Listen: 20%	Sneak: 15%
Accounting: 60%	Hide: 10%	Computer Use: 40%
Swim: 25%	Dodge: 20%	

Weapons:

Fist: 50%	Handgun: 20%	Shotgun: 30%
Knife: 35%	Rifle: 25%	

Item brought to island: Asthma inhaler

This is great! You never thought you'd make it onto the show; after all, you're just a bean counter. A trip to the South Pacific and a chance to win a cool million to boot! That is just too groovy. The guys at the office didn't believe you at first, but just wait! Now, if only your allergies don't kick up.

Notes – Elijah is allergic to an exotic dust pollen found on the island and sneezes occasionally. He also has asthma and wears glasses (although he can see without them, just not far away)

Castaway Island

Judi Branch, Age 25, Kindergarten Teacher

STR	6	DEX	13	INT	14	Idea	70%	HP	7
CON	11	APP	13	POW	10	Luck	50%	MP	10
SIZ	8	SAN	50	EDU	12	Know:	60%		

Skills:

Cthulhu Mythos: 1%	First Aid: 18%	Persuade: 35%
Spot Hidden: 50%	Listen: 45%	Sneak: 20%
Fast Talk: 25%	Hide: 30%	Swim: 25%
Dodge: 26%	Computer Use: 40%	

Weapons:

Fist: 12%	Handgun: 20%	Shotgun: 30%
Knife: 35%	Rifle: 25%	

Item brought to island: Picture of Kindergarten class

Your kids were so excited about the fact you're going to be on TV. They started making pictures of you on the island weeks ago. They are so cute. Hopefully, you'll win the money and you can use it to replace Jerry, the class' hamster that died last week in the freak garbage disposal accident.

Castaway Island

Joey Fairborb, Age 40, Auto Mechanic

STR	13	DEX	12	INT	12	Idea	60%	HP	12
CON	11	APP	12	POW	10	Luck	50%	MP	10
SIZ	12	SAN	50	EDU	10	Know:	50%	db	+1d4

Skills:

Cthulhu Mythos: 1%	First Aid: 10%	Persuade: 30%
Spot Hidden: 45%	Listen: 25%	Sneak: 35%
Electronics: 30%	Hide: 20%	Mechanics: 50%
Swim: 25%	Dodge: 24%	

Weapons:

Fist: 50%	Handgun: 40%	Shotgun: 35%
Knife: 35%	Rifle: 45%	

Item brought to island: Can of grease

God willing, you'll get win this stupid contest and get out of the crap hole you call a job: Bob's Auto Repair shop. Ya right. Bob couldn't fix a hole in his head if he had some duct tape and a map showing him where to put it. You're the only thing keeping that place around. Maybe they'll realize that when you get the million bucks and shove it in his face!

Castaway Island

Cleo Dingman, Age 45, Psychic

STR	8	DEX	10	INT	13	Idea	65%	HP	8
CON	12	APP	11	POW	15	Luck	75%	MP	15
SIZ	8	SAN	55	EDU	12				

Skills:

Cthulhu Mythos: 10%	First Aid: 35%	Persuade: 15%
Spot Hidden: 25%	Listen: 33%	Sneak: 18%
Fast Talk: 20%	Hide: 35%	Occult: 30%
Swim: 25%	Dodge: 20%	

Weapons:

Fist: 50%	Handgun: 20%	Shotgun: 30%
Knife: 35%	Rifle: 25%	

Item brought to island: Crystal

They called you a fake. Hah! So what if your predictions aren't exactly the most accurate? The people on the psychic hotline seem to like you enough to call back. Well, screw them. When you win the money you'll show them! After all, you foresaw you'd win the game and nothing back would happen.

Players Handout 1 - Marlin's Journal

The journal starts about three years ago.

The show seems to be going well, although there have been rumors that it will be cancelled. I guess I just need to make the show more edgy and realistic. I've been doing some research on the internet and have found a lot of web sites dealing with the occult. Some of these sites are pretty intense but they have a lot of information and are giving me a lot of great ideas.

...

Those bastards!!! They cancelled the show. How could they? We were doing so well and the ideas I've gotten from the occult sites have given us a lot of great shows but those idiots in the network have no idea what we have. I'll get back at them. Somehow, I'll get back at them.

...

I've continued my research into the occult in order to try to create a few more episodes of the Shadow Files. Maybe we can get the SciFi channel to renew us. I think in order for us to get back on the air I need to get more edgy. I've started looking for more obscure occult books concerning something called Cthulhu, but it's getting harder. I recently tried to look at a book called the Necronomicon at Arkham University, but they wouldn't let me see it. Those asses at the network must have gotten to them first. I wonder who else is against me. Those in power think they can get me, but they are wrong.

I've heard of a journal from a sailor in the South Pacific who lived with a small tribe of pygmies and recorded their rites. This should give me what I'm looking for.

...

I've found it! the journal IS Mine! It gives me all the information I need! This will give me the power I desire! POWER! POWER!

Detailed within the pages of this journal is a spell which will allow me to summon he who lives under the sea. It must be Cthulhu! Cthulhu will give me the power I desire, no, the power I am owed. The spell requires a sacrifice, but Edmundo and I have an idea. I've been offered a new reality show on a South Pacific Island to produce. I can easily use this to get the sacrifices I need and summon Cthulhu! Ia Cthulhu FHtagn!

The rest of the journal is difficult to read and contains ramblings on various subjects.

Players Handout 2 - Email

Message From: Marlin McKillips (marlin.mckillips@foxtv.com)

To: Edmundo Huckabone (edmundo.huckabone@foxtv.com)

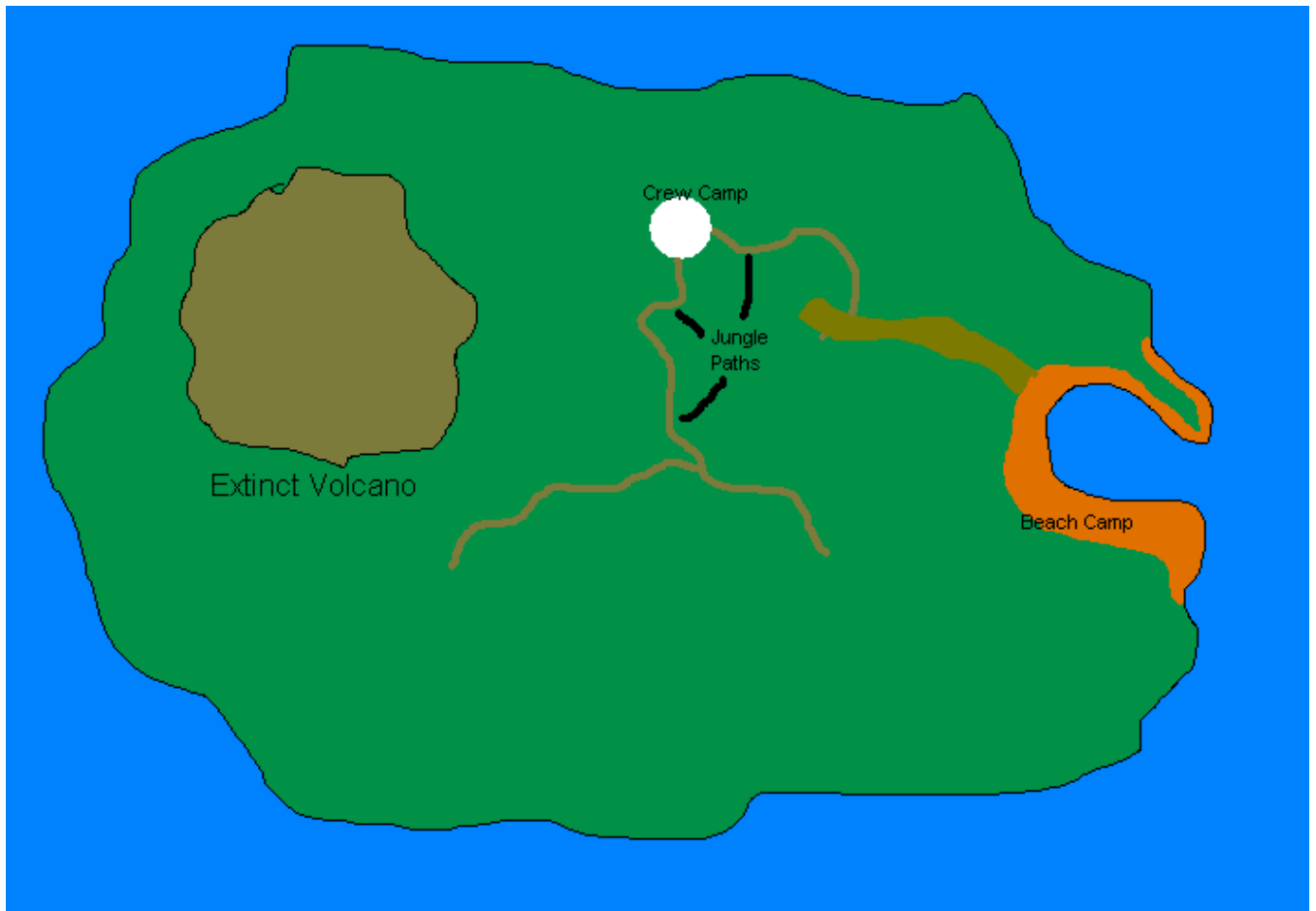
Subject: She is the one

I have found her. Alize Poindexter. She is the one who will bring me my power. She is one of the contestants for the show and is perfect. An “up and coming actress” as she describes but couldn’t act to save her life. She annoyed me greatly but impressed the rest of the network scabs. I will take great pleasure in ending her pathetic existence.

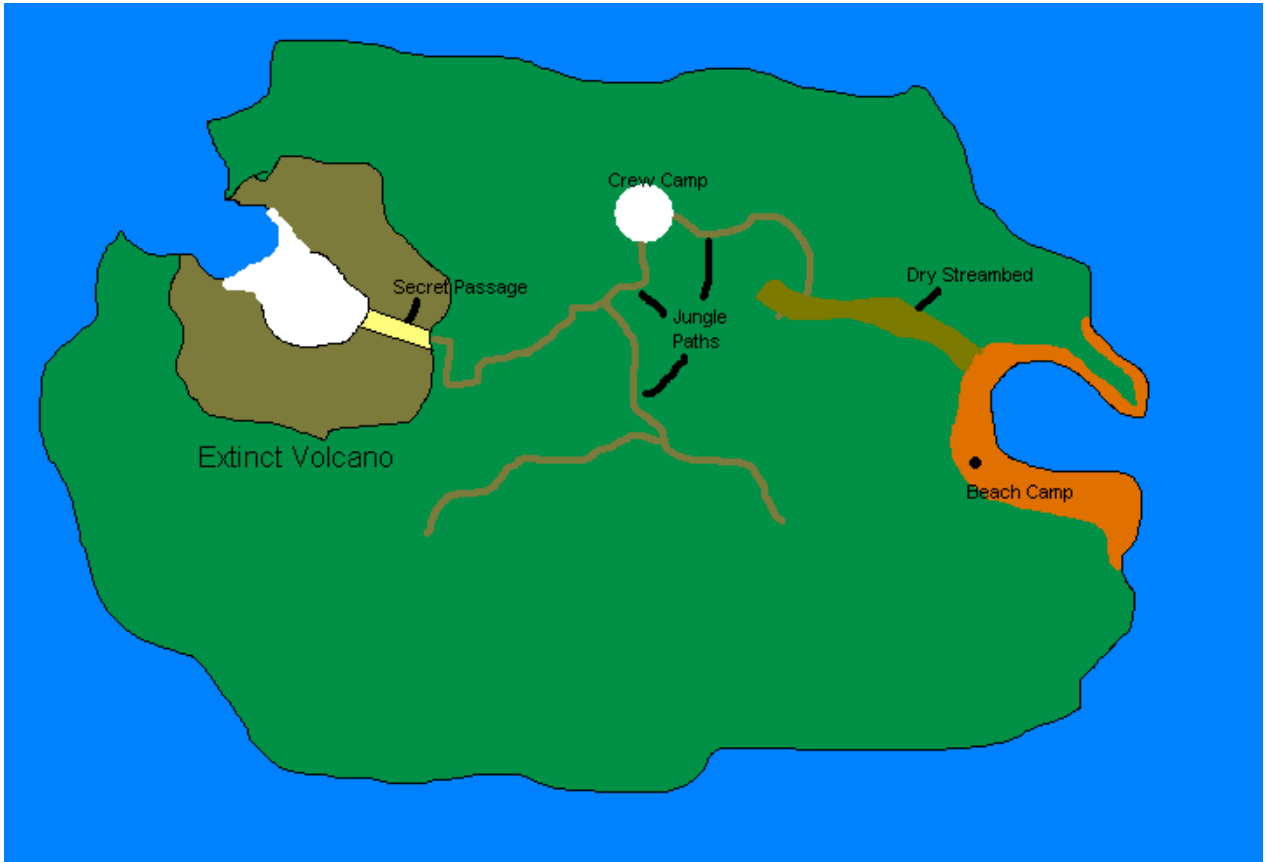
Ia Cthulhu Fhtagn!!!

Marlin

Players Handout 3 – Island Map



Keepers Handout 1 – Island Map



Keepers Handout 2 – Crew Camp Map

