

THE ISLAND OF THE DEAD

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THE ISLAND OF THE DEAD

THE TREE TRUNK CRACKED OPEN LIKE A ROTTING CADAVER AND out of the bark flowed blood-red sap filled with crawling insects. The sound of a branch snapping made her look up into the dark jungle. For a moment she thought she saw the silhouette of a child among the bushes, but when she focused her gaze there was nothing there. She turned around and started to walk back to the campfire and the others. Her sore soles pulsated at every step, sweat pouring down her grimy body. The thought of eating one of the energy cookies for supper for the third consecutive day made her long for the food in Pattaya. A whistling sound stopped her in her tracks. Someone struck her on the shoulder. Surprised, she spun around and stared at a native's ash-grey countenance amid the trees. Then her shoulder started to pound with pain and she saw the arrowhead protruding from beneath the skin. A wave of nausea came over her while she started to hobble towards the others with a high-pitched scream.

DESCRIPTION

The Island of the Dead revolves around a group of people who are marooned on an island in the Indian Ocean after their jumbo jet has crashed at sea. However, the fate of the player characters (PCs) is far worse than they might have at first believed. The island is permeated by the wild boar god Babi Ngepet, one of the Death Angel Golab's many Incarnations, which requires ritual sacrifices of drawn-out suffering from its worshippers. On the island there are rivalling tribes of natives and a cult of sailors who were marooned on the island many years earlier. The many sacrifices to Babi Ngepet have weakened the illusion on the island of Babingepa vis-à-vis the realms of the dead. Here the living can meet the dead and death does not mean the end. To escape the island alive, the characters must figure out the island's dark secret and find a way to escape or vanquish Babi Ngepet while not falling under the dark influence of the Death Angel.

The scenario is inspired by films such as *Cannibal Holocaust*, *Lord of the Flies*, *The Green Inferno*, *Robinson Crusoe*, and *Battle Royale*.

The Island of the Dead can be played at a long game session (5-7 hours), but can also to great advantage be played during several sessions to give the players time to explore the island and its secrets.

PLAYER CHARACTERS

At the outset of the scenario, all PCs in *The Island of the Dead* are heading home on a flight from Thailand to New York. They are complete strangers to each other, but will be knit into a group early on in the scenario.

Premade PCs

Amber Wilson: A young party girl and blogger from New York who has partied in Thailand with her best friend. Amber is sociable, resourceful, and adept at manipulating people.

Simon Wilkes: A newly-graduated technical engineer heading home from a backpacking trip. Simon is intelligent and good at inventing and fixing things.

Wendy Lydon: A middle-aged business woman and mother of two on her way home from a business trip. Wendy is dominant, tough, and intrepid.

Adam Gaulin: A 12-year-old boy on his way home to New Jersey from his summer vacation at his dad's place in Bangkok. Adam is attentive and clairvoyant.

Create Your Own PC

It is possible to substitute the fixed PCs in the scenario for characters that the players create themselves. The fixed PCs all have connections to death or the dead in their Dark Secrets, so this might be a good theme to bear in mind if you are creating your own PCs for the scenario, as the boundaries between the realms of the living and the dead are weakened on *The Island of the Dead*. The fixed PCs all have one Advantage and one Disadvantage. Thus, they are somewhat weaker than Aware PCs and there is a limited number of Disadvantages since *The*

Island of the Dead is already replete with so many threats. The GM may of course increase resistance and the number of threats to balance more powerful PCs.

Change the Campaign Environment

It is possible to relocate *The Island of the Dead* to another part of the world with some preparation from the game-master (GM). The jungles of Babingepa can, for instance, be replaced by a snow-clad forest, leopards by polar bears, and the natives by the Inuit in the Arctic area. Just make sure you adapt the equipment and the PCs to the campaign environment in which the scenario is located.

CENTRAL THEMES

The Island of the Dead revolves around survival, violence, and guilt. These three themes recur in the Dark Secrets of the PCs, the backdrop to the scenario, and the threats and choices that the PCs are faced with.

Survival: What are the PCs willing to do to survive? Will they help others or prioritise saving themselves?

Violence & suffering: Will the PCs yield to the violence on Babingepa or manage to withstand Golab's temptation?

Guilt: Will the PCs seek forgiveness for their sins from the dead who haunt them?

TIPS FOR THE CAMPAIGNER

Interleaved Scenes of Calm and Stress

The Island of the Dead starts with a bang and throws the characters right into a traumatic fight for life and death in a sinking aircraft wreck. As GM it is important to dramatise the key scenes of the scenario, but also to give the players and their PCs time to recover with calmer intermediate scenes before all hell breaks loose again. Therefore, it is important to give the characters time to rest and build relations around the campfire, explore the environments, and chart their way forward on the island. The GM can also describe environments with a hint of a threat where the threats are never materialised.

Scarce Resources

The PCs in *The Island of the Dead* have few resources at the scenario's outset. Ensure that the characters get to value every belonging and save their resources amid the uncertainty that they might need them later. Food and drink may run out and everything on the island appears decayed and corrupt. The first aid kit can only be used a few times and more threats may await tomorrow. The gun only has a few cartridges. Is it worth sacrificing them now or save them for later?

A Creeping Sense of Danger

As GM you can exploit the prepared events of the scenario to initially plan threats, then create a creeping dread by hinting how the threats are approaching, and finally when the PCs least expect it, let the threats appear. There are several examples of this type of threat in the scenario, such as a leopard that stalks the PC, natives who follow their trail, and sailors that are searching for them on the island. You should also exploit the island's distorted nature to give the PC a sense that something is wrong.

Mysticism and Secrets

The island of Babingepa is ancient and reeling with secrets. Places such as the research station and the city of ruins, and events such as Adam's clairvoyant visions reveal that the island is more than it at first purports to be. So who are these sailors? What do the natives want? What is the wild boar god? Give the PCs time to explore the mystery.

Create Your Own Story

It is up to you as GM to decide what events will transpire during the course of the scenario. The events that are listed with each of the scenario's various locations are suggestions that you can use as they are, ignore, or modify as you please. You need not activate all the events during the course of the story.

BACKGROUND – ΒΛΒΙ ΟΣΕΡΕΤ

Once upon a time, a long time ago, on an island in the Indian Ocean, a people created a temple to their god on the island's highest mountain. Around the temple, the people built a city that sparked envy in the chieftains on the other islands. When the warriors of these rival tribes came to steal the treasures of the people, the people turned to their priests to gain the strength to vanquish their enemies. The priests asked their god for help and they were offered powers, but at a grim price. The price of human suffering. People made cruel sacrifices to their god and they were made able to defeat their enemies. Time after time, the chieftains from the other islands met with defeat as they tried to capture the city on the mountain. The chieftains said that the people's god was too strong and that no army could defeat the people as long as their god protected them.

Then there arrived a foreign army led by a gigantic king on hundreds of ships from across the sea. They marched through the jungles of the island, climbed up on its mountain, and invaded the people's city. The people were massacred and the few who survived fled down into

the jungle. However, the king was not satisfied, and wanted to show that not even the people's god was strong enough to oppose him. The gigantic king met the people's three priests on the stone steps leading up to the temple. The king slew two of the priests, but the third priest managed to plunge her dagger into the giant's eye before she died. When the king's soldiers saw their general fall, they fled from the ransacked city and left the temple untouched. Those people who survived never returned to the city on the mountain, and ultimately they forgot who they once were.

In 1992, the fishing vessel *Sudur Havid* foundered outside the same island in the Indian Ocean. The sailors encountered the island's population of what to them were dark, little savages, and after bloody conflicts, they subdued the primitive tribesmen. The deity on the island was actually an Incarnation of the Dearth Angel Golab and required long, drawn-out rituals of torture and suffering to be satisfied. After repairing their ship and sailing out to sea, the fishermen came into contact with Indonesian pirates. Their years on the island had, however, left their captain and his closest circle obsessed with suffering and made them loyal servants of the god, Babi Ngepet. Instead of going home, the sailors purchased weapons and started to attack ships and aircraft, ever seeking to get new victims for their rituals.

THE FIRST SCENE – THE PLANE CRASH

It is late evening and the large aircraft is crossing the Indian Ocean when a rocket suddenly hits one of the plane's wings. The passengers hear the terrible bang. One of the PCs, who is sitting near one of the wings, sees the sheen and how half the wing has been blown away. Then the plane starts to shake violently, while the pilots desperately try to prevent a crash. Choking down tears, flight attendants try to calm the passengers and instruct them on how to pick up life jackets from under the seats, while people call out their terror and fear of dying. Passengers walking through the aisles are tossed around like dolls by the careening plane. Eventually, one of the pilots tells the passengers with a shaky voice to get ready for an emergency landing. Travelling much too fast, the plane tumbles down towards the dark waters of the Indian Ocean.

The aircraft lands with an abrupt impact, which causes the passengers to lose consciousness. When the PCs come to, water is pouring into the plane, people are screaming, some are already dead, while others are badly injured. The hull has been torn apart and it is only a matter of time before it pulls everyone who remains in the plane thousands of meters down to the bottom of the ocean.

Swimming out of the wreck and up to the surface requires **Acting Under Pressure**. The threat is that the PC swallows water on their way up and must **Endure Injury (0)**. On a **(-9)**, the character falls unconscious and may either be picked up amongst the floating bodies by the other characters as soon as they are in the dinghy, or may be washed ashore to awake there, later.



The Lifeboat

When the PC reach the surface, they see burning aircraft debris all around them and witness how the plane's screeching metal hull is pulled down into the dark water. Hundreds of bodies are afloat in the water, but in the darkness it is hard to see whether they are alive or dead. All around them they can hear screams. There are enormous waves on the ocean and it is hard to stay on the surface.

THE DINGHY

One of the PCs finds one of the lifeboats in the water and can make it inflate itself by pulling a handle. The lifeboat is around 5 meters long and 2 meters wide, made of yellow rubber. The other PCs are in the water around the dinghy.

One of the PCs gets hold of a floating plastic box. If they manage to get the plastic box into the boat and open it, they will find basic necessities:

- ◆ Flare gun with four cartridges (Distance: Room/Field, Attacks: Direct hit [2] [-1 Ammo]; Shock [0] [Targets at the impact point are temporarily dazed] [-1 Ammo]. Ammo: 0).
- ◆ A flashlight with batteries for 12 hours.
- ◆ A few days' provisions in the form of 24 food rations packages and 24 half-litre water bottles.
- ◆ A first aid kit (2 uses).
- ◆ A knife.
- ◆ A ten-meter light but robust rope.
- ◆ A roll of duct tape.

BODIES

The bodies in the water around the PCs belong to strangers that either are dead or seriously injured. Someone is covered with burns, another had his arm torn off at the shoulder, while a third has broken both his legs. The PCs can take up ten people in total into the boat before water starts seeping in. There is no way they can save all the people. The screams and bloody bodies in the water can activate Simon's **Repressed Memories**.

THE "RESCUE VESSEL"

While the tall waves drive the dinghy away from the crash site, the PCs can hear the engines of a ship. A bit further away they see the floodlights from a fishing vessel that appears to approach the wreckage site. The dinghy is, however, inexorably drawn away from the ship until they cannot see anything other than its lights from afar.

THE ISLAND OF BABINGEPA — THE BEACH

Eventually, the PCs can see the silhouette of mountains and jungles on a large island. At the ebb tide, the wind takes them to the reefs on one of the beaches of the island where sharp corals cut through the hull of the boat. By carefully wading through the reef, the PCs can make their way to the beach.

High mountains tower towards the sky and all around and upon them there is jungle. The beach is around fifty meters deep before the jungle starts. But here and there, brooks are running into the ocean, appearing to emanate from the mountains. The PCs can see light from the sailors' camp site atop the mountain.

The PCs can make camp here if they wish to rest and recover after the trauma.

On the beach there is driftwood that can be used as clubs and for making fire.

Food & Water

The PCs can survive if they eat at least one cookie and drink one bottle of water per day, but to feel reasonably full and satisfied they'll need three times that number. Every day on reduced rations causes **Stability** to drop **(-1)**.

WATER

The water in the island's brooks and springs is generally undrinkable (it tastes bad when you drink it) and the sea water is too salty and dehydrates the body when ingested. A creative PC such as Simon can invent a simple water purification system through cooking and carbon filtering, if he finds the right parts and can then create drinkable water from the sources on the island. However, the process is slow and takes around two hours for one litre of water.

FOOD

Aside from people and orangutans, only predators, reptiles, snakes, spiders, and insects remain in Babingepta's inland areas. None of them taste good no matter how you prepare them, but the PCs can trap and hunt some edible, if bad-tasting food. Larger prey such as orangutans provide plenty of meat, but it is much more dangerous to hunt them. The shallow waters at the beaches hold surprisingly few edible fish, but at the coral reefs there are little, hard crabs and sundry curious hybrids of plants and animals. Some of them are edible, but they taste really bad and provide scant nourishment.

Events

- ◆ *The girl (Wendy):* The ghost of the girl that Wendy murdered turns up on the beach.
- ◆ *The native:* A scout of the island's natives stealthily stalks the PCs to find out who they are.

- ◆ *The ship:* A few hours after the PCs have arrived at the beach they will hear the ship's horn and glimpse light at sea. It is Captain Harkness, returning with the survivors of the crash who have been taken captive by the cult. The ship appears to be travelling around the island and disappears from view.
- ◆ *The siren:* Every day, a siren wails all over the island. It is the cultists who activate a tornado siren every time a victim has died in Babi Ngeper's honour.
- ◆ **Enhanced Awareness** (Adam): Adam sees how blood pours from the jungle onto the beach. On a roll of **(15+)**, Adam sees an enormous, naked and scarred man with the head of a wild boar standing in the jungle, watching him. In one of his hands he holds a crooked knife.
- ◆ *Torrential rain:* A whipping rain soaks the island. The wet freezes the characters and soaks unprotected food.
- ◆ *Suffocating heatwave:* A sudden heatwave wears the PCs down and makes every physical activity exhausting. The PCs must drink double rations of water to avoid losing **Stability**. All **Wounds** risk becoming infected if not cleaned regularly.

ГОЛАБ'S INFLUENCE

Golab's influence on the island has distorted all animals so they have become sadistic and violent. The Illusion is weakened vis-à-vis Inferno and ghosts of the cult's victims remain captive on the island, where they call out their insanity, desperation and wrath. The thin Illusion causes PCs to be contacted by the dead from their past and unconsciously capture the ghosts along with those on the island.

Enjoyment through suffering: When the PCs kill or torture another creature on the island they recover **+1 Stability**. Describe how the violence fills the PC with a gorgeous sense of euphoria. Make it clear that the emotions are unnatural.

The Island of the Dead: A PC who is killed on the island later wakes up again, healed from her wounds. The PC is now tied to the island and can no longer leave it. If she removes herself from the island (out into the sea) the PC will disappear and wake up in the jungle.

THE ISLAND OF BABINGEPA — THE JUNGLE

The jungle is dense and meandering plants, slippery stones, brooks, and tall trees make it difficult to move forward. There is something rotten and mouldy about the entire jungle. Trees crack open to reveal blood-colored resin with crawling insects, the ground is moist and bones and rotting cadavers are concealed beneath the vegetation. There is an omnipresent stench of death. It is extremely hard to orient oneself in the jungle.

Events

- ◆ **Enhanced Awareness** (Adam): The trees crack open and blood pours out along with pus and larvae. The screams of the dead echo through the jungle.
- ◆ **The leopard**: A **leopard** stalks a PC who has been separated from the group. Describe how the PC senses movements in the vegetation. If it is nighttime, the PC can glimpse two glowing eyes in the darkness. The leopard has picked up the scent of the PC, but does not attack right away, staying at a distance instead.
- ◆ **The orangutan**: A large, male **orangutan** attempts to steal food from the PCs and escapes up a tree.
- ◆ **The orangutan torture**: The PCs hear a group of **natives** torture an **orangutan** that they have strung up with ropes around its arms and legs between two trees. They burn the orangutan with glowing sticks from a fire and pierce it with their spears [can activate **Simon's Repressed Memories**].
- ◆ **The warriors**: A group of the **natives' warriors** lie in ambush for the PCs.
- ◆ **The collectors**: A group of native women collect food in the forest with some young children. They carry their children in skin bags on their bellies and have sacks with bananas, berries, and insects. Around the women, children between 3 and 6 years old run about. The women flee if they discover the PCs. If they are pushed into a corner they form a ring around the children, pronounce guttural oaths, and threaten the PCs with stone knives.

Stressed-out PCs who have previously been attacked by native warriors might mistake the native women and children for warriors. Perhaps they only perceive movements amid the trees and are the first to attack.

- ◆ **The native settlement**: The PCs arrive at one of the natives' settlements. Possibly one of the **survivors** of the plane crash is currently being tortured to death by the settlement's **wild boar priest** [the screams would activate **Simon's Repressed Memories**].
- ◆ **The refugee**: The PCs meet James, one of the **survivors** from the plane crash who has escaped from Captain Harkness' camp on the mountain. James is confused and wounded from having been shot in the shoulder as he escaped. He believes that the PCs belong to the cult and first attacks one of the PCs (club, **1 Harm**). If the characters succeed in overpowering James, he faints from his wound. He needs first aid to survive (**Act Under Pressure**). Under trauma, James can tell them about the fishing vessel that picked up the survivors, how they were brought into a cave inside a mountain, and were later taken through dark passages to a larger cave, where they were locked up in wooden cages. One by one, the prisoners were taken to an altar, where they were tied up and tortured to death by a man with a wild boar's head and dark tattoos. When the hour-long torture sessions were over and the victims had died, the captors set off a wailing siren. James saw Amber's friend Jennifer and Wendy's colleague Bryan among the survivors who were captured.
- ◆ **The cultist**: **Captain Harkness** turns up in the jungle. He tries to win the PCs' trust and lure them up to the mountain. Harkness says that he has a fishing vessel and that he has

saved several of the survivors from the crash. He points out the direction to the mountain and says that if the PCs make their way there, Harkness and his men can help them. Should Harkness be seen through by the PCs, he will escape into the jungle. Harkness' knife could activate **Simon's Repressed Memories**.

- ◆ **Blondie (Amber)**: Amber sees Blondie in the jungle. The **ghost** pursues Amber at a distance and then disappears.
- ◆ **Kerrie (Simon)**: Simon is woken by Kerrie kissing him and asking him to come with her. She leads him firmly into the jungle and disappears if Simon does not follow. Kerrie does not react if he calls her, but just keeps on walking. Should Simon follow, Kerrie's girlfriends Hannah, Ashley, and Alexis, and Andy and his two male friends, will be waiting at a glade in the jungle. They believe that they are still on the island outside Bangkok and wonder where Simon has gone. None of them believe Simon if he tells them what has happened, but they say that they must go to the beach and go back with the Thai fishermen who are to return at dawn. Kerrie and the others are actually dead, but have come to the island through Simon. Should Simon go back to the other PCs, Kerrie and the other ghosts will disappear.
- ◆ **The girl (Wendy)**: Wendy wakes up upon hearing a girl crying. She cannot see the **ghost**, but her sobbing continues through the jungle all night.
- ◆ **May (Adam)**: Adam's vanished nanny, May, comes walking out of the jungle. She cries and gives him a gold-colored amulet with Buddha and Thai inscriptions. She tells him that he must wear the amulet so that the dead cannot harm him and warns him that the boy in the cellar wants to bring harm to Adam. *"The boy in the cellar is not your friend. He wants you in order to be able to live again through you."* May says that she must go and hurries out into the jungle.
- ◆ **The siren**: The siren wails, a long, drawn-out mechanical droning that feels crassly out of place amidst the otherwise entirely natural sounds of the jungle.
- ◆ **The other group**: Another group of **survivors** turn up in the jungle. They are starving, thirsty, and likely have wounded people with them. They ask the PCs for help and might become desperate if the PCs refuse to share their resources. The survivors may be from the plane crash or **ghosts** from previous aircraft or ships that the wild boar cult have shot down. Shocked PCs are able to **See Through the Illusion** and recognize the ghosts' mortal injuries.
- ◆ **Torrential rain**: A whipping rain soaks the island. The wet freezes the PCs and soaks unprotected food.
- ◆ **Suffocating heatwave**: A sudden heatwave wears the PCs down and makes every physical activity exhausting. The PCs must drink double rations of water to avoid losing **Stability**. All **Wounds** risk becoming infected if not cleaned regularly.
- ◆ **Tropic storm**: A storm rips through the jungle and wreaks havoc on the PCs, crushing huts, and causing disorientation. Equipment may be lost and the PCs risk injury when trees break off.

THE NATIVES

The natives on the island are 150 cm tall, emaciated, and dark-skinned, with scar marks and body paintings of white ash. They walk around naked except for penis sheaths of wood and adornments, such as bird feathers (in their hair) and bone fragments (through noses, cheeks, and ears), and file their teeth pointy. The **warriors** are armed with stone axes, clubs, stone knives, and bows and arrows. There are three different tribes on the island from three separate villages. The three tribes fight each other and take prisoners, whom they sacrifice to Babi Ngepet. All the natives are scared of Captain Harkness and his men, but show no mercy to the prisoners who successfully escape down into the jungle from the cult's village atop the mountain. The natives believe sacrifice of "the large" (normally people from the outside) gives greater pleasure to Babi Ngepet and they are particularly ruthless when they torture these victims in their vile god's honour.

The native settlements lie on the outskirts of the jungle on the eastern, western, and southern side. They build tents of palm leaves and each has a sacrificial site in the middle of the settlement where victims are strung up on a pole over a pit of glowing coal with a bridge across it. Victims are tortured to death by the priests of the tribe; the bodies of the victims are eaten by the natives during the rituals and the skulls are gathered on piles around the sacrificial site. Every village is governed by a **wild boar priest**, at present two women and a man. Each wears a wild boar hide as a mantle, and have their faces painted like skulls. The priests have long, age-old, crooked knives with which they torture the victims of the rituals. The knives are remnants of the extinct civilisation that once ruled the island.

THE RESEARCH STATION

In the middle of the jungle, there is an old research station from the 1950s. The small group of researchers were captured and sacrificed by the natives on the island and the research station was left to its destiny. The station is now partly overgrown by the jungle and the radio mast on the ceiling has snapped. The little wooden building is made from local tree trunks and is standing on poles one meter above ground.

Enhanced Awareness (Adam): Adam sees native warriors running out of the jungle. A sturdy white man with a mustache blocks the entrance and shoots down the attackers with a hunting rifle. An arrow hits him in the shoulder and when he lowers his rifle for a moment, he is overpowered by the natives. They pour into the station and from the inside you can hear screams. On a roll of (15+), Adam hears sobbing from inside the building.

Exploring the Research Station

Give the players the direct clues no matter what they roll. On a success with a complication (10-14), a *native* scout can glimpse them and then escape out into the vegetation, on a miss (-9), a direct threat may appear (a *leopard*, *natives*, or *sailors* from the wild boar cult).

Direct clues: The research station is built by civilised people (both the handicraft and the interior clearly show that it weren't the natives who built it). There are traces of a battle inside and outside the research station (dried blood stains, empty shell casings, and primitive arrowheads that are still stuck in the walls of the building).

- ◆ **The hunting rifle:** Concealed by the grass under the radio station lies Raymond Bolton's hunting rifle, which he lost during the last battle with the natives. The rifle needs to be repaired for it to be used (hunting rifle with a scope).
- ◆ **The diary:** Concealed under a loose log, one of the researchers has hidden a diary. In it, Oxford anthropologist Anne Smith describes how she, the ethnology professor William Chainsworth, his modest research assistant Rickard Alderton, and a boastful and loud-mouthed American hunter and survival expert called Raymond Bolton arrived at the mythical island of Babingepa. They came to "the Island of the Dead" with a boat from the island of Pulau Taliabu on April 4, 1951, to explore the myth of a lost civilisation of demon worshippers.

Babingepa does not exist on any maps, so to find their way there, the researchers had to use the tales told by the inhabitants of Pulau Taliabu as their point of departure. They journeyed for three days at sea and were almost forced to turn back because of a storm, but eventually sighted land.

Anne further describes how the researchers built the research station in the jungle and at an early stage made contact with the natives on the island. They did, however, experience the natives as being very aggressive and during the researchers' explorations on the island, Bolton was forced to shoot natives who attacked the researchers.

With the aid of Bolton, Chainsworth charted Babingepa and they discovered that there were three rivaling tribes on the island. Warriors would take members from the other tribes captive, and Anne was there herself to observe how the tribe on the eastern side of the island sacrificed a young woman during drawn-out torture on a pole over a pit filled with glowing coal. The priest of the tribe bore a mantle of what Bolton believed to be wild boar and had their faces painted like skulls.

On the 19th of February 1952, the researchers found the ruins of the mythic civilisation they were searching for up in the mountains. In an old stone city, the researchers discovered bones and relics and a stone staircase leading into a temple inside the mountain. Chainsworth believed that the people who built the city must have been annihilated by another civilisation. Anne wrote that the temple was filled with skulls from thousands of people and that a god statue of a man bearing a wild boar's head filled her with inexplicable fear. However, during the exploration of the temple, the natives attacked and Anne recounted how Alderton was dragged away screaming by natives while the others had to escape.

The diary concluded on February 25, 1952 by Anne describing how natives scouted around the research station over several nights and the

research station's members were afraid to go out, fearing they might be attacked. In the final entry they were merely waiting for the natives, and their greater numbers, to attack the research station and take them prisoner.

Questions:

- ◆ How can I find out more about what I'm investigating?

The investigator believes that there surely is more information about the research expedition if one later gets into contact with Oxford University.

- ◆ What is my gut feel about what I'm investigating?

While the PC is at the research station she is filled with an inexplicable sense of fear and dearth anxiety.

- ◆ Is there anything weird about what I'm investigating?

The research station is in extremely good shape considering it is more than 60 years old and was abandoned many years ago. The canned food is inedible, but otherwise most things in the station seem to have escaped decay, mouldering, and rust, which ought to be impossible in the moist jungle. It is almost as though the research station has been frozen in time.

Objects Inside the Research Station

- ◆ An old radio. It is broken but it is possible to mend it with the right parts, a power source, and if the PCs mend the radio mast.
- ◆ A .38 revolver and a dozen cartridges (revolver), jammed with rust but possible to mend. The cartridges are sufficient for a full drum and an additional reload.
- ◆ A half-finished map of the island. Damaged by water and mould, but still usable to see where the research station is in relation to the natives' settlements and the temple on the mountain.
- ◆ A large backpack for long walks.
- ◆ A pair of walking boots.
- ◆ A machete (chopping weapon). [can activate *Simon's Repressed Memories*]
- ◆ A yellowed photograph of the four researchers: A white-bearded man, a slender man in his thirties with small, round spectacles, a man's man with a mustache and a hunting rifle on his back, and a beautiful, blond woman around 35 years of age. They are dressed in hats and expedition clothes. On the back it says "June 14, 1951".
- ◆ Four hammocks with insect nets.
- ◆ Tins of inedible food.
- ◆ Vacuum-packed coffee. Still possible to use for brewing coffee.
- ◆ A coffee pot.
- ◆ A compass.
- ◆ A first aid kit (4 uses).
- ◆ A box with some rifle cartridges (enough for a full round and 1 extra reload of the hunting rifle).

Enhanced Awareness – The ghost (Adam): Anne's ghost is still there in the research station. The PC feels observed as though someone were watching them in the outskirts of their field of vision. If they explore it further, they suddenly discover Anne's sobbing semblance cowering in a corner inside the building. If the PC approaches, Anne notices them and stretches out her hand. If they take her hand, Anne shares a memory with them:

The PC finds themselves inside a hanging wooden cage in a large cave lit by torches. Suspended from scaffolding at an altar hangs professor Chainsworth. A native with a wild boar's head is skinning him alive while Chainsworth cries, screams, and begs for mercy. Two other natives with their faces painted like skulls watch, along with hundreds of other natives who intone rhythmically in their guttural language. Above the altar there towers a stone statue of a naked man with a wild boar head. On a pole beside the altar hangs the bloody, skinned corpse of a man (Alderton). In a cage beside the PC, Bolton lies unconscious with a bloody wound on his head. The torture continues for a protracted time and Chainsworth loses consciousness repeatedly, only to wake up again and continue screaming. Finally, Chainsworth dies from the torture and the priest cuts out his heart and tears off a bite. The heart is shared with the two other priests, amid loud calls from the natives. Chainsworth's bloody cadaver is lowered and strung up on one of the poles next to Alderton. Then the torturer calls out something and painted warriors advance towards the PC's cage. While the character weepingly tries to resist, they are dragged towards the altar. Their clothes are torn off and while they scream for help in vain, the warriors hang the character naked above the altar. They feel how the knife starts to cut into the skin of their leg and vomit from the pain.

Anne's ghost disappears after she has shared the memory with the PC.

The Radio

If the PCs succeed in mending the radio and the radio mast on the research station, they can try to make contact with the surrounding world.

The Sudur Havid: The strongest signal is from the cult's ship, the *Sudur Havid*. Tucker, one of the sailors keeps surveying the ship's radio in the hunt for other ships and aircraft that are travelling past Babingepa. If Tucker makes contact with the PCs, he will pretend that the *Sudur Havid* wants to help the survivors of the plane crash. He offers rescue to the PCs if they make their way up to the sailors' camp site on the mountain.

The amateur radiographer: The technician Rama, who lives on the Indonesian island of Pulau Taliabu, has a radio of his own that he normally uses to make contact with other amateur radiographers around the world. When the PCs tune into his frequency Rama, is happily surprised. Rama has studied at Bandung Institute of Technology, and speaks English. Rama can help the PC notify the authorities about the plane crash. He can also recount the myth of the island of Babingepa where a lost people are said to sacrifice humans to Babi Ngepet.

THE ISLAND OF BABI NGEPET — THE MOUNTAINS

The mountains on the island tower several hundred meters above the sea and consist of jungle-clad mountain ranges lined with precipices and ravines. To make their way up there, the PCs occasionally have to climb up steep cliffs or take long detours. Here and there, there are waterfalls lined with creepers and trees. The precipices may be upwards of hundreds of meters high but trees and lianas meander down to the mountain walls and can be used as aids when the PCs are climbing.

Events

- ◆ *Sheen from lights:* The PCs glimpse fires from the cult's camp site up in the City of Ruins.
- ◆ *The siren:* The siren wails to signal that yet another victim has been sacrificed to Babi Ngepet.
- ◆ *Spring flood:* A flood rushes down the mountain, forcing trees and debris with it. PCs caught in the spring flood risk injury (**1-2 Harm**) and will probably end up some hundred meters down the mountain.
- ◆ *Cat-and-mouse game:* The PCs whom the *leopard* got the scent of in the jungle is attacked when she is separated from the other PCs. The leopard can jump down on the PC from a tree or attack from out of the shrubbery. It does not kill the PC directly, but wounds them instead to start a cat-and-mouse game where the character may try to escape while the leopard pursues its prey.
- ◆ *The sailors:* A group of five *sailors* armed with axes and knives go searching for the PCs on the mountain. The PCs hear them approach before they are discovered.
- ◆ *Gan (Adam):* Gan saves Adam in a critical situation. Perhaps he drags him into a bush just before a threat arrives, or saves Adam from plunging towards certain death. Afterwards, Gan tells him that he should beware of the man with the wild boar's head if Adam is to be able to leave the island with Gan.
- ◆ *Blondie (Amber):* On one occasion when Amber is alone or vulnerable, Blondie turns up. His head is bloody and he has a mean smile on his lips and a crooked knife in his hand (**2 Harm**). The *ghost* is there to exact revenge by raping and killing Amber. Before he harms her, he wants to frighten and violate her. The only way of getting rid of Blondie is to kill him again.
- ◆ *Kerrie's death (Simon):* Simon sees Kerrie come running, naked and bloody. She cries and is severely shocked. Soon afterwards Simon hears Andy call out, "Kerrie, where are you?", with a mocking and mad tone of voice. Kerrie entreats Simon to save her. Soon Andy arrives, naked and bloody, with a large knife in his hand. He will rape and kill Kerrie unless Simon stops him. In case Simon manages to save Kerrie, she would like to go with him [activates Simon's *Repressed Memories*].
- ◆ *The girl (Wendy):* On one occasion when Wendy least expects it, the Thai girl attacks her with a slicer (**2 Harm**).

◆ *The god statue* [can activate Simon's *Repressed Memories*]: The PCs find a large, circa three-meter-tall and age-old stone statue of the wild boar god (a naked man with a wild boar's head). The statue has recently been splattered with blood. Next to the statue, the PCs find a skinned man strung up by a rope from a tree. The man is not dead, but is a *purgatide* who will pursue the PCs. The purgatide has strayed out from Golab's torture chamber and now he is seeking pain (others' and his own). He refuses to yield until the PCs harm him and then flees laughing into the jungle.

The Fallen Giant's Armor and Weapon

On the ledge of a cliff where a beautiful waterfall cascades down into the jungle, with a view across the island over the sea, sits the body of the lictor that once overthrew the civilisation atop the mountain (see *Enhanced Awareness: The City's Downfall* in the part *The City of Ruins*). It is as though the dead giant is gazing out across the island and the sea. Only the bones remain of the gigantic body, but the lictor's gilded armor and helmet still sit across the bones. The skulls of slain enemies are still attached to the armor, and in one of the skull's eyes sits a sacrificial dagger akin to those the wild boar priests carry. The giant's six-foot-long ornamented sword rests across the knees of the creature. The sword and the armor are artefacts tied to the Archon Netzach. The armor is far too large for a human being to wear.

Enhanced Awareness (Adam): Adam can see how an enormous, grotesquely fat monster with white, almost transparent skin and a great mouth full of sharp teeth, hobbles out of the lush, green jungle, out on the ledge of the cliff. The giant is clad in gigantic armor and bears the long, ornamented sword in its hand. The armor is covered in red blood and fresh, dark-skinned heads from slain enemies are attached to it with metal rings. The giant's pale, bloated face is covered with black blood and the sacrificial dagger is deeply buried in one of its eyes. With gravity, it seats itself with its back to the cliff and with the sword on its knees and gazes out towards the sea where hundreds of ships with square, red sails drift away from the island. Then the giant draws its final breath and dies.

On a roll of (**15+**): When the giant draws its last breath, it is as though a wave of energy moves across the island and causes plants and trees to quiver. Adam can see how all plants lose their lustre and in between the branches of the trees spiders, beetles, and centipedes flee into the sea. The island is cursed.

THE SWORD

A PC who lifts up the sword from the giant's knee notices how the darkness is temporarily dispelled and the jungle seems to be teeming with life again. The other PCs have disappeared and from out of the jungle there emerges a curious female semblance, bowing to the PC before it attacks. It is Netzach's *challenger* whom the PC must defeat to be able to carry the sword for the Archon. During the fight, the PC and the challenger may try to push each other down the waterfall so that the victim plunges into a natural lake fifteen meters below.

Should the PC win the fight through the challenger giving up or being killed, the PC immediately increases **Violence** by +1, acquires the ornamented sword (edged weapon with **+1 Harm**) and has all her **Wounds** healed, but she also becomes bound in a pact to Netzach. The pact makes it easier to defeat Babi

Ngepet and Harkness in the temple (see *The Temple*). Should the PC lose the fight and be slain by the challenger, she will be resurrected later without the sword (thereafter, the PC is a ghost and cannot leave Babinetepa). For the other PCs, it is as though the PC disappears without a trace. If the PC wins the fight by killing the challenger, the PC turns up on the cliff ledge again.

THE CITY OF RUINS

Atop one of the mountains lie the ruins of a vanished civilisation. Stone ruins partly overgrown by creepers and shrubbery bear witness to hundreds, perhaps thousands of people having lived here once, long ago. There are still traces of the civilisation's stone cutting art in the form of staircases chiseled out of the mountain, statues of a male semblance with a wild boar's head (the civilisation's god) and images carved into walls of houses. In and around the ruins, there are bones and mouldered relics made by the people who once lived here. At the cave in the mountain, a big, broad stone staircase has been cut into the bedrock. Giant stone statues of the wild boar god line the sides of the staircase.

The Sailors' Camp

Captain Harkness' men have made their camp in the parts of the stone city that lie closest to the staircase up to the cave entrance into the temple. With tarps and wooden constructions they have made the ruins habitable and built palisades, originally to keep the natives out. Since Harkness became the cult's high priest and assumed power over the tribes, the purpose of the palisades is rather to keep people trapped in the camp than to keep enemies out. In the camp, fires are burning where the cult's members sit when they are not working.

THE REPOSITORY

This bamboo shed is secured with a padlock and watched by the American war veteran, *Jim*, with an old Kalashnikov AK-47 automatic carbine. The key to the repository is carried by the coxswain *Dima*.

Objects: If the *sailors* do not feel threatened by the PCs, the following can be found in the repository:

- ◆ Three additional magazines to the automatic carbine.
- ◆ Six hand grenades.
- ◆ Eighteen handguns and revolvers of various makes and models, as well as ammunition.
- ◆ Lots of clothes and objects that the cult have taken from the people sacrificed over the years.

Should the PCs set fire to the repository where the ammunition is kept, it will cause a major explosion.

If the alarm has been set off in the camp, the sailors who are most loyal to Harkness arm themselves with these guns and grenades.

THE ALARM

If the PCs are discovered, an alarm soon sounds and the *sailors* quickly organise a hunting party to search for the PCs in groups of four men each. The sailors do not want to kill the PCs as Harkness has threatened to replace any dead victims with the sailor who is responsible for the murder. They aim at arms and legs and use close-combat weapons whenever possible.

Events

- ◆ **Enhanced Awareness:** The city's downfall (*Adam*): Adam suddenly sees the city as it must have appeared in its heyday. The sun shines and around the stone city lies the lush, green jungle. Everywhere there are scarred, dark-skinned, bare-chested warriors with small, round shields and spears, or curious, hooked swords fighting a much larger army of fair-skinned, Asian-looking warriors with metal armor and straight swords. The fair-skinned invaders massacre the city's inhabitants and murder the children and women in their houses. Adam can see how several of the metal-clad victors upend a statue of the wild boar god. On a roll of **(15+)**, he sees up on the chiseled-out steps leading up the mountain there stand two men and a woman, each clad in beautiful broadcloth with helmets that look like wild boar's heads and carry crooked knives in their hands. At the sides of the stone staircase, numerous statues of the god with the wild boar's head tower over everything. The high priests intone, "*Babi Ngepet, Babi Ngepet*," again and again while the army of Asian warriors approach the staircase, drenched in blood and dirt from the burning city. They are led by an enormous, grotesquely fat monster, pale as death and yelling orders from a contorted, inhuman mouth. The giant bears a gilded helmet and armor from which hundreds of decapitated heads hang attached by rings, and it holds a man-sized, ornamented sword in its hand. While the army stops and waits at the foot of the staircase, the giant walks up the steps towards the three guardians on its own. The first guard is truncated at the chest by the giant's sword. The second one has his head crushed in the monster's free hand. The last guard is pierced through the belly by the giant's blade, but while the foreign warrior-king lifts up its weapon, already laughing out its victory, she glides down the sword and thrusts her dagger's black, hooked blade into the giant's eye. The giant immediately falls to the ground roaring and crushes the woman beneath. Its enormous body rolls down the stairs and lies motionless before the army. Someone calls out and points towards the gateways of the temple. Then the army flees back through the burning city, past the thousands of bodies of massacred dark-skinned warriors, women, and children.
- ◆ **The mutineer:** The *sailor*, *Jaime*, discovers one of the PCs sneaking around the camp. He holds his hands up in a defusing gesture. Does the PC trust that he means well?
- ◆ **The assault:** The PCs bears witness to how *Dima*, Harkness' right-hand man, burns a young woman, hardly more than a girl, who has been strung up naked at a pole with a smouldering torch across her back. *Dima* appears to enjoy the punishment with a sadistic smile upon his lips while the woman screams and begs for mercy. One of the PCs may recognise the woman from the plane.
- ◆ **The revenge (Wendy):** When *Wendy* attempts to sneak or hide, the murdered girl turns up and reveals her position to the cultists.
- ◆ **A rescuer in need? (Adam):** In a situation where Adam is to be discovered or captured, *Gan* turns up and diverts attention from Adam, or kills the cultist.

THE WILD BOAR CULT

The fishing vessel the *Sudur Havid* ran aground outside the island of Babingepa's north coast during a storm in 1992. Captain Rhys Harkness led the survivors ashore, but as the island was not on the nautical chart they had no idea where they had been stranded. They made camp on the beach and the next day went out on simple rafts to bring equipment and provisions back to the island. At first, the plan was to wait for rescuers, but when no ships turned up and as the sailors lacked communication radio, Harkness decided to explore the island in the hope of finding people.

The mountain with Babi Ngepet's temple lay above the beach where the sailors had arrived and by following natural caves, Harkness reached the sacrificial caverns where he was shocked upon seeing the altar and the bones of thousands of people. Outside the temple, the sailors found the City of Ruins and Harkness decided to make camp there and forge a plan for rescuing his crew back to civilisation.

The natives on the island soon noticed that the sailors had made camp on the mountain, and dispatched warriors to capture the intruders. The encounter with the natives was bloody but, despite casualties, Harkness and his men won the battle with the firearms they had brought from the *Sudur Havid*. The natives that survived the battle were themselves captured and kept in cages in the camp.

Harkness felt an irresistible attraction to the natives' temple. In Harkness' dreams, Golab spoke to him in the form of Babi Ngepet and commanded the captain to sacrifice the natives. During the days, Harkness spent hours in the dark under the statue of Babi Ngepet and slowly Harkness' mind was filled with Golab's ruinous influence. Eventually Harkness succumbed and ordered that the captured natives be taken to the cave hall. With his sailors as spectators, Harkness strung up the natives above the altar and tortured them to death.

The sailors who opposed Harkness' new god were themselves sacrificed above the altar and soon none of the sailors dared antagonize the captain in his insanity. While they participated in the rituals, many of the sailors were themselves influenced by Golab and started to enjoy seeing others suffer.

Captain Harkness led his men towards the settlements of the natives and subdued them with violence. The three wild boar priests were brought up to the temple where they assisted Harkness in going through Babi Ngepet's sanctification ritual. During several days of torture, Harkness' ties to Golab were strengthened. The Death Angel had blessed him with magical powers and the natives' wild boar priests bowed their heads before their high priest.

Harkness soon realised that the natives and his own men would not suffice as sacrifices to keep Babi Ngepet satisfied for long. Over several years' hard work, the sailors and the natives pulled the wreck of the *Sudur Havid* to the island and repaired the ship, so it became seaworthy again. The *Sudur Havid* went out at sea once more, but Harkness no longer really entertained any

thoughts of going home. The ship's new task was now to take new victims to Babi Ngepet. First Harkness took other fishing vessels, which he attacked and defeated, successful through his cunning, ruthlessness, and many years worth of experience at sea. In an encounter with Indonesian pirates, Harkness offered stolen goods in exchange for firearms and a surface-to-air-missile. The unscrupulous thieves saw Harkness as a lucrative trading partner and over the years their collaboration continued. From the *Sudur Havid*, Harkness could now shoot down passenger planes traveling across the sea and take the surviving passengers as prisoners on Babingepa.

Agenda

Harkness' objective is to carry out the sacrifices in order to be filled with Golab's power and become an incarnation of the Death Angel, a demi-god, and the manifestation of Golab's will on Earth.

Escalation:

- ◆ The cult shoots down the aircraft.
- ◆ The victims are fetched from the sea.
- ◆ The first sacrificial rites begin.
- ◆ The cult attempt to capture the PCs.
- ◆ Harkness sacrifices all the prisoners from the plane crash.
- ◆ Captain Harkness is filled with Golab's essence and becomes the Death Angel's Incarnate.

Jaime – THE MUTINEER

Jaime is a sturdy man with a mean, scarred face and black teeth. Despite his crude appearance, Jaime is one of the *sailors* who is opposed to Harkness and what the sailors do to innocent people. Jaime wishes to escape from the island, but does not believe that he can make it alone.

- ◆ Armed with a knife: Stab [2].
- ◆ He can provide the PCs with information if he discovers them in the camp and is also capable of steering the *Sudur Havid*.

Jaime can recount that:

- ◆ He believes the sailors who are not particularly loyal to Harkness will stand up to Harkness' twenty or so closest confidantes, if Harkness is killed or sufficiently weakened.
- ◆ He explains what keeps the men in check is the fear of being sacrificed and the fact that Dima has control of the camp's firearms in the repository at one end of the camp. The repository is guarded by the war veteran, Jim, who is armed with an AK-47.
- ◆ The prisoners from the downed aircraft are kept in wooden cages inside the temple cave and that they are watched by the giant South African sailor, Khumbu.

THE TEMPLE

After one goes up the steps from the City of Ruins, they enter a natural cave path that leads into the mountain. The cave path opens into a large cave where the temple lies. At one end of the hall hang wooden cages with the cult's victims secured by padlocks (the jailer *Khumbu* has the keys). At the other end stands a blood-drenched stone altar under a gigantic statue of *Babi Ngepet*. At the sides of the altar, there are skinned bodies of adults and children strung up on poles, and behind them are thousands of human craniums and bones piled up. Several narrow, natural cave paths lead out from the temple into the mountain. The cave paths twist and turn and combine to form a labyrinth, and in order not to go astray in there, the cultists have marked the correct path with white paintings on the stone walls. If one follows the marked path, they arrives at a large, water-filled cave that opens towards the sea. The *Sudur Havid* s anchored here. Three of Harkness' loyal *sailors* constantly guard the ship. They are armed with guns.

Golab's Influence

In the temple, the Illusion is very thin in relation to Inferno and Golab's Citadel. If the PCs go astray, some of the pathways lead to parts of Golab's Citadel. It's easy to get separated from each other here, and PCs may find themselves on their own without warning while wandering through these tunnels.

The Hall of the Strung-Up: The PCs can see how one of the paths in the cave suddenly opens onto a hall with a curious echoing choir of voices; no words and yet melodic. Only when they enter the hall do they see the innumerable naked and truncated bodies that wriggle on hooks suspended far up in the ceiling.

- ◆ One of the bodies suddenly falls down as the flesh gives way to the weight of the body. The bloody, mutilated man creeps towards the PCs.

The Prison Cells: A cave opening leads towards an endless corridor with rows upon rows of cells behind rusty bars.

- ◆ In one of the cells, a six-year-old girl peers out. She asks the PCs to help her, but if anyone comes near, the girl tries to grasp them with her disfigured fingers, where razor blades have been pressed through the flesh. If the character does not break loose (*Avoid Harm*), the girl slashes the PC's hands and laughs shrilly (*Serious Wound*).

The Torture Chamber: In a filthy industrial hall with razor-sharp machines that spew smoke and oil, screaming and crying people are nailed and chained to the walls and floor while saw blades, hooks, and bone crushers cut, tear, and break their bodies. A giant, inhuman creature of rotten, mangled flesh and rusty steel enters through a doorway on the other side of the hall with a flouncing sack over its shoulder. Over the creature's head, where its face would be, the flayed face of a young woman has been nailed in place.

- ◆ The razide suddenly stops and gazes right into a PC's eyes. Then it opens the sack and pulls out a screaming, crying, deceased relative of the PC and starts to strap her into an empty torture machine (*Keep it Together*).

Events

- ◆ *The sacrificial ritual (Amber):* When Amber enters the temple, *Harkness* is in the process of skinning Jennifer, who cries and begs for mercy while dozens of the cult's members look on. Thus far, he has only had time to skin one of her feet, so many more hours will pass before Jennifer dies from her injuries.
- ◆ *Enhanced Awareness:* *Golab's citadel (Adam):* He can see how the skinned bodies on the poles writhe and scream in a choir of suffering.
- ◆ *Netzach's chosen one:* If a PC has taken the ornamented sword and won the duel against Netzach's challenger, she is now Netzach's chosen one. She sees Harkness' true semblance (with the wild boar's head) and Harkness immediately senses her presence. The PC can see how the statue of *Babi Ngepet* radiates dark energy and feels a strong impulse to try and destroy the statue in order to break Golab's power. The statue can endure **10**
- ◆ **Wounds** before it is destroyed and can only be damaged by explosive weapons or by the ornamented sword. For every **Wound** caused to the statue, an identical **Wound** appears on Captain Harkness' body. If the statue is destroyed, Harkness and the sailors will be freed of Golab's influence. The unnatural darkness over the island is dispelled and all the living dead (even PCs) drop lifelessly to the ground, finally dead. The corpses bear the injuries that they originally died from. Harkness is released from the Death Angel's dominion and falls to the ground weeping when he realises what he has done. The sailors who have been loyal to Harkness so far now mutiny against the captain.
- ◆ *Harkness dies:* If Harkness dies and the statue is not destroyed, Golab tries to find a new servant among the PCs.

He probably chooses Wendy, who already has a seed of sadism in her, unless she is now Netzach's chosen one. Golab reveals himself to Wendy in the form of *Babi Ngepet* and offers her Harkness' sacrificial dagger and Wendy's two bound, naked daughters Liza and Ashley. Should Wendy say 'yes,' she will be filled with Golab's power and must sacrifice her daughters, the other PCs, and the prisoners.

Any PC who becomes Golab's chosen one, gets +2 to *Endure Injury*. Any *purgatides* present in the temple will obey the will of the PC, and the sailors that are bound to Golab now obey the PC as well.

The Prisoners

The cult has taken dozens of survivors from the plane crash to the temple. Over time, a number of prisoners are tortured to death on the altar. The remaining prisoners are deeply traumatised, exhausted, and in many cases injured. The prisoners largely consist of adults who made it out of the water after the crash, but some children have also been saved by their parents. Even if the PCs should succeed in opening the cages, the majority of the prisoners are too exhausted to be able to act rationally and in concert. Some just sit there apathetically, others only consider their own survival, and some have been influenced by Golab after having witnessed the rituals and are now willingly waiting to be sacrificed (or eager to switch sides and join the tormentors if possible in any way).

POSSIBLE ENDINGS

- ◆ Netzach's chosen one destroys the statue and dispels Golab's influence over Babingepa.
- ◆ The PCs are captured and sacrificed by Harkness who becomes Golab's Incarnation.
- ◆ The PCs kill Harkness and flee the island (only the PCs who have not been turned into living dead can leave the island).
- ◆ The PCs kill Harkness and Wendy (or another PC) becomes Golab's new chosen one.
- ◆ The PCs revolt against Harkness, along with the sailors who are not loyal. Jaime (or any other of the sailors) helps them leave the island (only the PCs who are not living dead can leave the island).

NON-PLAYER CHARACTERS

Ghosts

The ghosts on the island assume a physical form, but are not aware that they are dead. The ghosts of those people sacrificed by the cult are often confused and want to escape from the island or save people important to them, who they think are prisoners of the cult. If the characters convince the ghosts that they are dead, they show their semblances at the moment of their death and can share memories from their moment of death by grabbing the characters.

Home: Inferno.

Creature Type: Ghost.

In their physical form, the ghosts assume the semblances of themselves as they were before their death. They are often prisoners of the wild boar cult or the natives, with torn clothes and dirty, and emaciated bodies. Their gaze is desperate and their faces frightened.

See Through the Illusion: Should the characters see the ghosts for what they really are, they can behold the ghosts' wounds at the moment of death.

Abilities

- ◆ *Ghosts:* They cannot die. If one of them is incapacitated, it will re-emerge again later.

Combat [2], Influence [1], Magic [3].

Combat [Novice]

- ◆ Hold someone.
- ◆ Attack someone from behind or by surprise.

Influence [Weak]

- ◆ Ask someone for help.

Magic [Considerable]

- ◆ Disappear without a trace.
- ◆ Emerge out of nowhere.
- ◆ Share memories of their moment of death.

Attacks

The ghosts are sometimes armed with weapons. They can interact physically with their environment on the island.

Unarmed attack: Strike [1] [Distance: arm]; Grab [0] [Distance: arm]; Push [0-3] [Distance: arm, the injury varies depending on the height one falls from].

Knife: Stab [2] [Distance: arm].

*Club: Strike [2] [Distance: arm]. Knock down [1] [Distance: arm, the victim must choose knocked out on a failed **Endure Injury**].*

Harm & Harm Moves

Wounds: OO ☠

- ◆ Knocked out.
- ◆ Dying.
- ◆ Dead. (The ghosts can be 'killed' temporarily, but will soon reemerge).

Leopards

Leopards constitute a threat against the characters whenever they are in the jungle. In contrast to normal predators, the leopards on the island are extremely bloodthirsty and once they have found prey, they follow it with a sinister persistence. Influenced by Golab, they do not eat their prey until they have tormented them over a long period of time. It is common for the predators to release their prey and play with them in a sort of cat-and-mouse game before they cripple them so severely that they're unable to get away.

Home: Elysium.

Creature Type: Animal, servant of Golab.

Abilities

- ◆ *Animal Intellect*: The leopard cannot be persuaded, read or in any other way influenced through social abilities.
- ◆ *Heightened Senses*: The leopard has excellent hearing, sees in the dark and can trace the player characters via their scent. All rolls to hide or flee from the leopard are at -2.

Combat [3], **Influence** [-], **Magic** [-].

Combat [Considerable]

- ◆ Leap attack.
- ◆ Strangle an opponent.
- ◆ Camouflage itself.

Attacks

The leopard attacks with claw rakes and bites. It sneaks up on its prey and often attacks it from ambush with a large leap, trying to knock over and suffocate the prey with a bite around its neck. If it is attacked, it snarls and tries to tear or bite its opponent.

Bite: *Bite a limb* [3] [Distance: arm]; *Suffocation bite* [2] [Distance: arm, the victim must choose *knocked out* on a failed *Endure Injury*].

Claws: *Tear* [2] [Distance: arm]; *Leap attack* [2] [Distance: room, the victim is knocked over and pinned by the leopard], [if done from ambush against an unsuspecting prey* the victim can only *Avoid Harm*].

* Anyone who hasn't either **Observed the Situation** and asked "What should I be on the lookout for?" or "What is hidden from me?", or has explicitly announced that their PC is staying watchful against something coming out of the jungle's dense undergrowth.

Harm & Harm Moves

Wounds: OOOO ☠

- ◆ Just a scratch.
- ◆ The attack mutilates the leopard, causing it to roar in anguish.
- ◆ Escapes wounded into the underbrush and leaves bloody trails behind.
- ◆ Makes a desperate counter-attack.
- ◆ Dies.

Orangutans

The orangutans on the island are afraid of humans. Both the natives and Captain Harkness' sailors often torture and sacrifice orangutans to Baba Ngepet. The orangutans that have survived in the jungle are often emaciated with mangy fur and wild eyes. Larger males (90 kg) might become aggressive if the characters surprise them, and they are astonishingly strong if they attack.

Home: Elysium.

Creature Type: Animal.

Abilities

- ◆ *Primate*: The orangutan is a reasonably intelligent ape, capable of limited communication through body language alone. A character who can get on the ape's good side (e.g., by giving it food or saving its young) can read the ape and maybe even earn its trust and assistance.
- ◆ *Strong*: The orangutan can grab a character and throw her. It is not possible to grapple or pin an orangutan with bare hands.
- ◆ *Climbers*: The orangutan can scurry up the trunks and branches of jungle trees with great speed and agility.

Combat [2], **Influence** [-], **Magic** [-].

Combat [Novice]

- ◆ Crush someone.
- ◆ Throw someone.

Attacks

An enraged orangutan fights with its big fists and inhuman strength.

Fists: *Pummel* [2] [Distance: Arm]; *Grab* [1] [Distance: arm, grabbed until the victim manages to break loose]; *Crush* [3] [Requires that the victim is grabbed]; *Throw* [1] [Grabbed victims only, the victim is launched into the air].

Harm & Harm Moves

Wounds: OOO ☠

- ◆ Flees.
- ◆ Knocked out.
- ◆ Gives up.
- ◆ Dies.

Native Warriors

Home: Elysium.

Creature Type: Human being, servant of Golab.

The natives on the island are 150 cm tall, emaciated and dark-skinned, covered with scar marks and body paintings of white ash. They walk around naked, except for penis sheaths of wood and adornments such as bird feathers (in their hair) and bone fragments through noses, cheeks and ears) and file their teeth pointy. The warriors are armed with stone axes, clubs, stone knives, and bows and arrows.

Abilities

- ❖ Primitive: The natives speak only their own language and come from a culture totally alien to a Westerners' perspective, which means it is only possible to communicate with them with the aid of body language (**Influencing** and **Reading** them is possible but hard, -2 on every roll).

Combat [3], Influence [-], Magic [-].

Combat [Considerable]

- ❖ Call for reinforcements.
- ❖ Shoot a poisonous arrow.
- ❖ Disappear into the jungle without a trace.

Attacks

The natives often lie in ambush and attack with bows and arrows first, then enter into a ferocious close combat with clubs, axes and stone knives. Should the natives be defeated and have their lives spared by an enemy, it is natural for them to regard themselves as the victor's slave.

Stone knife: **Stab [2]** [Distance: arm].

Stone axe: **Chop [2]** [Distance: arm].

Mace: **Strike [2]** [Distance: arm]; **Knock down [1]** [Distance: arm, the victim must choose knocked out on a failed **Endure Injury**].

Bow: **Ordinary arrow [2]** [Distance: field]; **Poisoned arrow [3]** [Distance: field, the victim must choose knocked out on a failed **Endure Injury**].

Harm & Harm Moves

Wounds (lone native): ○○○ ☠

- ❖ Injured.
- ❖ Knocked out.
- ❖ Dead.

Wounds (hunting group): ○○○○○○○○○○ ☠

- ❖ A wounded person.
- ❖ Several wounded.
- ❖ Some dead, many wounded, the group calls for reinforcements.
- ❖ Many dead, the group retreats.
- ❖ Those who are not dead give up and regard their adversaries as their new masters.
- ❖ All dead.

Wild Boar Priest

The wild boar priests are natives who have been chosen by Babi Ngepet to lead their tribe's worship of the god. The lost island civilisation's original rituals have been handed down from one generation of priests to another through oral traditions. In two of the natives' settlements, the wild boar priests are women; in one it is a man. The wild boar priests view all outsiders as good sacrifices to Babi Ngepet, but they respect strength. If the characters can show them that they are strong, the wild boar priests might consider helping them challenge Captain Harkness. For the wild boar priests, strength is above all the ability to endure pain. They have learned bad English after their communication with Harkness.

Home: Elysium.

Creature Type: Human, servant of Golab.

The wild boar priest is naked but for a mantle of wild boar pelt and her face is painted skull-white. Her head is shaven and her body is covered with scars and engravings. Sheathed around her body dangle long knives with curved blades of black metal and golden handles. The blades are covered with golden engravings in the old language of the island civilisation.

Abilities

- ❖ Chosen by Babi Ngepet: The wild boar priest is selected by Babi Ngepet through a painful ritual where only one in ten people survive. After the ritual, the priest becomes Babi Ngepet's mouthpiece in the tribe.
- ❖ Tied to a Higher Power: The wild boar priest is tied to the Death Angel Golab.
- ❖ Masters of torture: The ultimate knowledge of how one, via pain, humiliation, and suffering, can break down someone's will and draw out all shame and all truth. The victims take -2 to their roll to **Keep it Together**.

Combat [3], Influence [3], Magic [3].

Combat [Considerable]

- ❖ Cause extreme pain.
- ❖ Ignore pain.
- ❖ Cut off a trophy from the enemy.

Influence [Significance]

- ❖ Command the natives to do something.
- ❖ Reveal something about Captain Harkness and his cult.
- ❖ Make an agreement with someone.

Magic [Novice]

- ❖ Beset a person and take control of their body.
- ❖ Invoke Babi Ngepet.
- ❖ Heal a person's **Wounds**.

Attacks

The wild boar priests fight without fear of being injured or killed. They know that Babi Ngepet awaits them after death.

Sacrificial dagger: Carve up [2] [Distance: Arm]; **Painful damage** [1] [Distance: arm, **Keep it Together** in order not to lose control]; **Take a trophy** [Serious Wound] [Distance: arm, the priest cuts off a finger, an ear or a piece of skin from the victim].

Death magic: Possess a person [-2 **Stability**] [Distance: room, **Keep it Together** to withstand being controlled for one action].

Harm & Harm Moves

Wounds: OOOO ☠

- ◆ Ignores the injury.
- ◆ Enjoys the pain, laughing insanely.
- ◆ Takes a bite of her own flesh, praising Babi Ngepet as she does so.
- ◆ Gets back up despite having suffered a terrible wound that ought to have killed the priest.
- ◆ Death.

The Challenger

The Challenger is a warrior bound in an age-old pact with the Archon, Netzach. She has the great honour of testing the beings who wish to serve as Netzach's chosen warriors. After every duel, the Challenger springs to life again regardless of how severe the injuries she has suffered are. Her wounds never heal, but remain as a reminder of the Challenger's defeat.

Home: Metropolis.

Creature Type: Human servant under the Archon Netzach.

A pale and delicate woman of Asian origin with a black cloth blindfold over her eyes and long, wavy black hair. She is barefoot and wrapped in a chainmail cloak. She carries a long, hooked sword in one hand and a long, single-edged dagger in the other, fighting gracefully, as though she were dancing.

Abilities

- ◆ **Chainmail cloak:** 1 armor against all attacks.
- ◆ **Fanatical:** Impossible to persuade or reason with.

Combat [5], **Influence** [-], **Magic** [-].

Combat [Exceptional]

- ◆ Move and attack in the same motion.
- ◆ Truncating chop [**Critical Wound**].
- ◆ Nail down an adversary.
- ◆ Topple an adversary.
- ◆ Disarm an adversary.

Attacks

The Challenger fights with lightning fast swirling movements where attacks may come from all directions. She exploits her adversary's own force to topple them and throw them off balance.

Unarmed: Throw [1] [Distance: arm, the victim flies off balance].

Katana (sword): Thrust [2] [Distance: arm]; **Disarming attack** [-] [Distance: arm, the victim loses their weapon]; **Truncating chop** [**Critical Wound**] [Distance: arm, cuts off one of the victim's limbs]; **Leap and piercing thrust** [3] [Distance:

room, the victim is stuck on the sword until they break loose]; **Thrust the sword through the body down into the ground** [4] [Distance: arm, the victim must be lying down, **Act Under Pressure** to break loose].

Tanto (dagger): Pierce [2] [Distance: arm]; **Nail down** [1] [Distance: arm, **Act Under Pressure** to break loose, otherwise take -2 on all rolls].

Harm & Harm Moves

Wounds: OOOO ☠

- ◆ The hauberk is torn off and reveals a naked, sinewy female body covered with hundreds of wounds from all her duels.
- ◆ The blindfold falls and reveals a terrible wound right across the face that has destroyed her eyes.
- ◆ A leg is cut off but the challenger continues to fight while bleeding and crawling on the ground.
- ◆ The challenger bows before the player character and gives up.
- ◆ The challenger's head is chopped off and rolls away while the body is collapsing on the ground.

Survivors

People from the same plane that the characters travelled with. They probably found a lifeboat of their own and drifted ashore on another part of Babingepa. One of the plane's captains might still be among the survivors. In that case, that person considers himself entitled to make decisions. They are, just like the characters, badly equipped, traumatised, and have perhaps been injured in the crash or in events on the island. The survivors do not know the truth about the natives on the island or the wild boar cult upon the mountain, but they may have been attacked and may have seen strange, short natives or have happened upon and battled men from the wild boar cult. The survivors are desperate and if the characters do not wish to cooperate or share their resources, the survivors, when persuasion proves ineffective, might try to acquire them by force.

The survivors are armed with weapons in the form of wooden clubs or stones that they have found on the island.

The gangster: One of the survivors could be a gangster connected to Amber's murder victim, Blondie, in Bangkok. She could have followed Amber on the plane in order to find out more or revenge the death of her lover/brother/boss.

Suggestions for names: Rhonda Daniels, Emily Ellis, Kelly Phillips, Tina Ross, Juan Gomez, Terry Peters, Michael Lowe, Ruby Maldonado, Shen Yang, Kannika Boirirak, Sirikit Angchuan.

Home: Elysium.

Creature Type: Humans.

The survivors from the plane crash are tired, frightened, and ill-equipped for life on the island. Their clothes are tattered and squalid and several of them have minor injuries after the crash. Their time on the island has made the survivors suspicious and desperate. They can bring themselves to commit immoral acts to survive.

Abilities

- ◆ **Group:** part of a group that protect each other and cooperate to attain objectives.

Combat [2], Influence [2], Magic [-].

Combat [Novice]

- ◆ Call for reinforcements.
- ◆ Carry out coordinated attacks with others.

Influence [Novice]

- ◆ Steal something from someone.
- ◆ Offer something or do something with a catch.

Attacks

The survivors are scared and not used to fighting. They give up if they are injured and try to single out and gang up on people as a group. If they are outnumbered, they would rather flee than get into trouble.

Rock/Club: Strike [2] [Distance: arm]; Knock down [1] [The victim must choose knocked out on a failed **Endure Injury**].

Harm & Harm Moves

Wounds: OO ☠ Wounds: OO ☠ Wounds: OO ☠
Wounds: OO ☠ Wounds: OO ☠ Wounds: OO ☠

- ◆ Knocked out/Retreating.
- ◆ Mortally injured.
- ◆ Dead.

The Sailors

The sailors of the cult stem from all over the world. They are all male and obey Harkness of their own volition or in fear of being sacrificed if they appear dissatisfied. As you do not age while on the island, the sailors are as old as they were when they first arrived in the 1990s. Their ages vary from 17 to 60. Of the eighty sailors who once served on the fishing vessel the *Sudur Havid* only fifty or so remain after several sailors were killed in battles with the natives, executed as punishment for mutiny, or died during the storm when their ship foundered in 1992.

Around twenty sailors who are regarded as completely loyal have permission from Harkness to arm themselves with guns when given the signal, while the other sailors are only allowed to carry melee weapons to prevent a mutiny.

Home: Elysium.

Creature Type: Humans, servants of the death angel Golab.

The time at Babingepa has given the sailors emaciated faces, sunburned, weathered skin, and dark gazes. The Death Angel's influence has made them more aggressive and ruthless, which is seen in their hard-set faces and scarred bodies. Their clothes are either torn sailor clothes or stolen from the wild boar cult's victims and occasionally bear blood stains, bullet holes, and improvised patching. Many of the men wear leather straps with teeth, dried eyeballs, and bone fragments as amulets.

Abilities

- ◆ **Islanders:** The sailors are used to orienting themselves on the island. Characters hunting for, or fleeing from, sailors on the island take -1 on their rolls.

Combat [3], Influence [2], Magic [-].

Combat [Considerable]

- ◆ Surround an opponent together with other sailors (-1 to all rolls for the opponent).
- ◆ Lie in ambush.
- ◆ Flee into the vegetation.

Influence [Novice]

- ◆ Know where something is on the island.
- ◆ Threaten someone, either directly or veiled.

Attacks

The sailors are armed with knives, axes, machetes, and automatic rifles. The sailors who are loyal to Harkness fight with fanatical frenzy while the other sailors are more cautious.

Knife: Pierce/cut [2] [Distance: arm].

Axe/Machete: Chop [2] [Distance: arm].

Kalashnikov AK-47: Controlled fire [3] [Distance: room/field]. **Empty the mag [3]** [Distance: room/field, a chance of up to 3 targets being hit, but empties the magazine].

Harm & Harm Moves

Wounds: OO ☠ Wounds: OO ☠ Wounds: OO ☠
Wounds: OO ☠ Wounds: OO ☠ Wounds: OO ☠

- ◆ Knocked out.
- ◆ Mortally injured.
- ◆ Dead.

The Sentinel

A sailor constantly stands guard at a lookout post on a cliff above the city of ruins. The sailors take turns in having a scoped hunting rifle with which they both can discover enemies and thwart threats. The sentinel has a horn that he can blow to warn the sailors in the camp.

Attacks

Hunting rifle: Single shot [3] [Distance: room/field/horizon].

Harm & Harm Moves

Wounds: OO ☠

- ◆ Knocked out.
- ◆ Mortally injured.
- ◆ Dead.

Jim – the Repository Guard

Jim is one of the sailors who is loyal to Harkness and has found meaning in the suffering within the rituals in honour of Babi Ngepet. Jim is a dark-skinned man dressed in a well-worn green cloth jacket with the American flag sewn onto its sleeve. If Jim is attacked, he will not hesitate to kill the aggressors with his automatic carbine. Its very audible gunfire will also alert the rest of the camp.

Attacks

Kalashnikov AK-47: Controlled fire [3] [Distance: room/field]. Empty the mag [3] [Distance: room/field, a chance of up to 3 targets being hit, but Jim empties his magazine].

Knife: Stab [2] [Distance: arm]; Twist the blade [Serious Wound] [Distance: arm, target has to be unbalanced, dazed, prone, or grappled].

Harm & Harm Moves

Wounds: OO ☠

- ◆ Knocked out.
- ◆ Mortally injured.
- ◆ Dead.

Dima – Harkness' Right-Hand Man

Dima is Harkness' coxswain and is unquestioningly loyal towards his master. Dima ensures that the captain's orders are carried out and often oversees less important tasks. He is particularly sadistic and he invents cruel punishments for his men's failures. Dima is not particularly well-liked among the other sailors and there have been frequent whispers of arranging for the little rat to disappear in the jungle. To satisfy his sadistic appetites, Dima usually takes chosen prisoners from the temple, lashing them to wooden scaffolding in the camp, and beating them bloody.

- ◆ Dima has the key to the repository in the camp.

Home: Elysium.

Creature Type: Human, servant of the Death Angel Golab.

Dima is a short, skinny man with sharp features and a malicious gaze. His ginger hair is greasy and lank, and his ruddy, freckled, and scaly face is covered by a thin, patchy beard. Dima wears a dirty, blood-stained coxswain's jacket that once was white, orange tight shorts, and pointed crocodile boots. In a holster at his side, there is a sawed-off shotgun on a belt with a dozen cartridges.

Abilities

- ◆ Cold-hearted: Cannot be **Influenced** or charmed.
- ◆ Sadist: Dima heals **1 Wound** when he causes at least **1 Wound** to a defenseless victim.

Combat [4], Influence [3], Magic [-].

Combat [Powerful]

- ◆ Surprise attack [PCs can only **Avoid Harm**].
- ◆ Belly cut [Serious Wound].
- ◆ Play dead.
- ◆ Call for reinforcements.

Influence [Considerable]

- ◆ Bark orders to underlings.
- ◆ Reveal or offer significant knowledge about Captain Harkness.
- ◆ Force someone into obedience, preferably by brute force.

Attacks

Dima has a sawed-off shotgun that is brutal at short range. He would rather flee than be seriously injured. There is a knife hidden in his boot that he can use to surprise adversaries. Dima does not balk at cheating adversaries and fighting as dishonestly as possible to win.

Sawed-off shotgun: Single shot [3] [Distance: room]; Both barrels [3], [Distance: room, hits up to 2 targets].

Knife: Belly cut [Serious Wound] [Distance: arm]; Repeated stabs [2] [Distance: Arm]; Surprise attack [2] [Distance: arm, surprised victim, PCs can only **Avoid Harm**].

Harm & Harm Moves

Wounds: OOO ☠

- ◆ Flees.
- ◆ Pretends to be knocked out or dead, only to surprisingly attack with his knife.
- ◆ Mortally injured.
- ◆ Dead.

Captain Rhys Harkness

Impulse: To appease Babi Ngepet.

Harkness is a tall (about 195 cm) and forceful man in his fifties with a weathered face, penetrating dark eyes, and a full, white beard. He usually wears a fisherman's hat and a poncho in worn-down leather, boots, jeans, and a large Bowie knife in his belt, but during the rituals, Harkness is naked but for a wild boar pelt and a mask made of a wild boar's head. Harkness' body is covered with symbols carved into his skin from the natives' ritual in honour of Babi Ngepet. In longer conversations with Harkness, the characters may notice minor details that might cause them concern:

- ◆ Harkness appears to drift into his thoughts, the fatherly smile momentarily becomes a cruel grin, until the facade is restored.
- ◆ Under Harkness' nails there is dried blood from the rituals.
- ◆ The character notices the scars from carved symbols through the collar or sleeves of Harkness' clothing.
- ◆ Harkness catches an insect between his fingers, looks at it while it wriggles and crushes it between his fingers with a satisfied smile.

See Through the Illusion: If a PC is able to look at his true form, Harkness' head is twisted like that of a contorted wild boar with a long snout and tusks.

Behaviour: Harkness is a charismatic man who despite Golab's influence can instill admiration and respect in his men. Behind the fatherly smile there is complete ruthlessness and an utter disregard for other living creatures. Harkness views it as an honour to be sacrificed to Babi Ngepet and sees suffering as the only true path to insight for humankind. From Harkness' perspective, he gives his victims a gift that they aren't worthy of receiving. Harkness has no qualms about betraying the characters, such as offering them to switch places with other captives. However, he has no intention of setting anyone free.

Objective: To conclude the sacrifice and become Golab's incarnation.

Home: Elysium.

Creature Type: Human, Death magician, vessel for Golab's incarnation.

Abilities

- ◆ *Filled with Babi Ngepet:* Harkness is suffused in the Death Angel's influence, and well on his way to become an Incarnate of the Lord of Screams
- ◆ *Armor:* Leather poncho [-1 to all Harm].
- ◆ *Slayer:* When a creature is slain by Harkness, he regains **1 Wound**.

Combat [5], Influence [4], Magic [4].

Combat [Exceptional]

- ◆ Disarm an opponent.
- ◆ Attack several creatures at once.
- ◆ Tear off an arm or a leg.
- ◆ Tear a person apart.
- ◆ Display superhuman strength and fortitude.

Influence [Powerful]

- ◆ Give orders to the sailors.
- ◆ Threaten someone, either directly or veiled.
- ◆ See through a lie.
- ◆ Call for reinforcements.

Magic [Powerful]

- ◆ Invoke purgatides.
- ◆ Manipulate the environment towards sadism and insanity.
- ◆ Assume the form of Babi Ngepet.
- ◆ Open a gateway to Golab's Citadel.

Attacks

Harkness fights with fearlessness and terrible force.

Unarmed: *Grab someone* [1] [Distance: arm, **Act Under Pressure** to break loose]; *Tear to pieces* [4] [Distance: arm, the victim must be grabbed]; *Tear off a limb* [Critical Wound] [Distance: arm, the victim must be grabbed].

Bowie knife: *Cut open* [3] [Distance: Arm]; *Impale & nail down* [2] [Distance: arm, **Act Under Pressure** to break loose or take 1 additional Harm]; *Roundhouse slash* [2] [Distance: arm, can affect several opponents at once]; *Disarming slash* [2] [Distance: arm, victim must **Avoid Harm** or lose a hand-held weapon or object].

S&W Model 29 .44 Magnum: *Combat shooting* [3] [Distance: room]; *Overkill* [4] [Distance: room, can affect several opponents at once, empties the revolver's Ammo].

Magic: *Summon purgatides* [-] [Distance: room]; *Open gateway to Golab's Citadel* [-] [Distance: room, unprepared witnesses must **Keep it Together** or panic].

Harm & Harm Moves

Wounds: ○○○○○○○○○ 

- ◆ Ignores the injuries.
- ◆ Enjoys the pain.
- ◆ Survives grotesque damage that ought to have killed an ordinary man.
- ◆ Shows his true form (**Keep it Together**).
- ◆ Knocked out.
- ◆ Dead.

Purgatides

The purgatides are humans who have been connected to Golab's Citadel through Captain Harkness' sacrificial rituals. Only those humans who find enjoyment in torture become purgatides and are permitted to be tortured eternally in Golab's citadel. When Captain Harkness summons the purgatides, a portal is opened to a torture chamber through which purgatides are set loose and rush out towards Harkness' enemies.

Home: Inferno.

Creature Type: Slaves of the Death Angel Golab.

Men, women, and children whose skinned bodies reveal muscles, bones, sinews, and inner organs. The white, staring eyes glow with insanity and the mouths are contorted with mad grins. Most of them are unarmed and attack with their teeth and nails, but a small number of purgatides carry sharpened pieces of metal or improvised slashing weapons

Abilities

- ◊ **Tough Bodies:** Firearms and piercing weapons cause **-1 Harm**.
- ◊ **Insanity:** Impossible to communicate with.

Combat [3], Influence [-], Magic [-].

Combat [Considerable]

- ◊ Attack someone from behind or by surprise.
- ◊ Surround someone.
- ◊ Hold someone.

Attacks

The purgatides fight with no consideration for self-preservation. Rather, they seem to enjoy being subjected to pain and injuries.

Unarmed: Bite [1] [Distance: arm]; Strike and kick [1] [Distance: arm]; Knock over [-], [Distance: arm]; Kick someone lying down [2] [Distance: arm, victim must be knocked over].

Piercing and slashing weapons: Cut open [2], [Distance: arm]. Nail down [1], [Distance: arm, victim must **Act Under Pressure** to break loose].

Harm & Harm Moves

Wounds: OOOO ☠

- ◊ Ignores the injury.
- ◊ Stops and enjoys the pain in ecstasy.
- ◊ Laughs hysterically and tears or cuts open new injuries on itself.
- ◊ Appears defeated, only to arise again later.
- ◊ Dead.

Khumbu, the Jailer

Khumbu, the sailor who guards the prisoners in the temple, is an extremely bulky man from South Africa who is capable of lifting a normal man with one hand and beating him to a pulp with the other. Khumbu often drags female prisoners to the altar to abuse them in between sacrificial rituals.

- ◊ Khumbu has the keys to the padlocks of the prisoners' cages.

Home: Elysium.

Creature Type: Human being, servant of the Death Angel Golab.

An extremely bulky man with skin so dark it's almost black. As the giant charges Babi Ngepet's enemies, his brown eyes glow in defiance of death and his teeth are laid bare in a twisted grimace. His bare chest shows scars from carved engravings. Khumbu is dressed in blue shorts and black rubber sandals.

Abilities

- ◊ **Bulky:** Anyone fighting Khumbu in close combat takes **-1 to their rolls**.

Combat [4], Influence [-], Magic [-].

Combat [Forceful]

- ◊ **Bear hug** [crushes a victim in his arms].
- ◊ **Tear a weapon out of someone's hands.**
- ◊ **Bull rush** into an opponent.
- ◊ **Toss an opponent away.**

Attacks

Khumbu is very strong and capable of killing people with his bare hands.

Unarmed: Punch [2] [Distance: Arm]; Grab [-] [Distance: arm, grabbed until the victim breaks loose: must take **-2 on the roll to break loose**]; Beat to a pulp [3] [Victim must be grabbed]; Tear weapon out of hands [-] [Distance: arm, victim loses their weapon and if the weapon is edged Khumbu takes **1 Wound**]; Bull rush [1] [Distance: room, injures everyone that stands in Khumbu's way]; Toss away [2] [Distance: arm, the victim flies several meters through the air before connecting with a cave wall or jagged stalagmite].

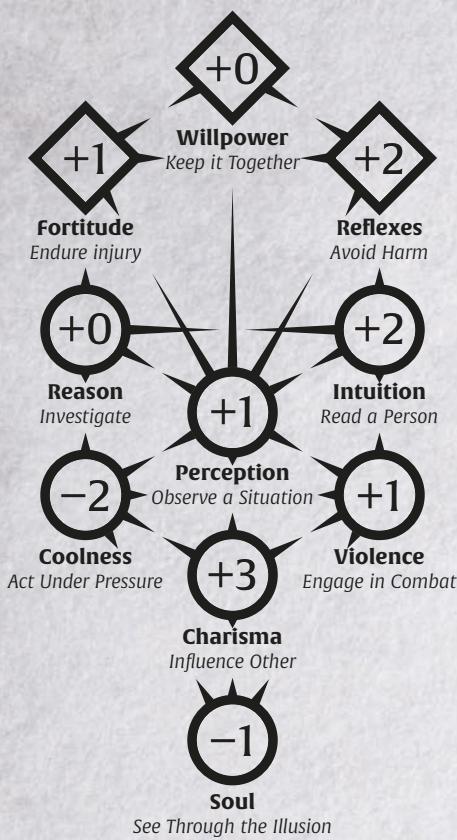
Harm & Harm Moves

Wounds: OOOO ☠

- ◊ Laughs and continues unimpeded.
- ◊ Large, bleeding wound.
- ◊ Disfigured face, momentarily dazed.
- ◊ Rushes bloody and roaring towards the assailant.
- ◊ Dies.

AMBER WILSON

• Attributes



• Wounds

Serious Wounds (-1 ongoing)	Stabilized
Critical Wound (-1 ongoing)	Stabilized

• Stability

<input type="checkbox"/> Composed	
<input type="checkbox"/> Uneasy	Moderate stress:
<input type="checkbox"/> Unfocused	-1 to Disadvantage rolls
<input type="checkbox"/> Shaken	Serious stress:
<input type="checkbox"/> Distressed	-1 Keep it Together
<input type="checkbox"/> Neurotic	-2 to Disadvantage rolls
<input type="checkbox"/> Anxious	Critical stress:
<input type="checkbox"/> Irrational	-2 Keep it Together
<input type="checkbox"/> Unhinged	-3 to Disadvantage rolls
<input type="checkbox"/> Broken	+1 See Through the Illusion
	The GM makes a Move

• Appearance

Amber is tall and fit with long, blond hair, a perfect tan, and intensely green eyes. She dresses in designer clothes that show a lot of skin, a black handbag, high-heeled shoes, and minimalist underwear

• Right now

You are sitting on the aircraft from Bangkok to New York with a painful hangover after partying for the last two weeks. The mini vodka bottle has not eased your headache and your best friend, Jennifer, is sleeping on your shoulder in the seat next to you. You know that it would be best to just sleep your way through the flight, but returning to Bangkok made you think of Blondie. What if someone knows what you have done?

• Who you are

You are a 19-year-old party girl from New York who has been to Thailand with your best friend, Jennifer, to party and screw around for two weeks. In the autumn, you are starting college, but you really want to skip school and go all in for your fashion blog *Fashion Amber*, which has a few thousand followers. You sort of have a boyfriend, Eric, but you are taking a break right now, so the guys you slept with in Thailand don't count. It is important to you that people perceive you as good-looking and urbane.

• Dark Secret

Just over a week ago, you killed a Thai man to defend Jennifer. You were at the popular club Ku De Ta in Bangkok and were invited to the VIP room by a Thai gangster who called himself Blondie. As customary, you were offered drinks and drugs, but this evening Jennifer got totally plastered. When you snuggled with some European celebrity for a while, Jennifer disappeared. You started to look for her and went through the personnel entrance to a corridor where you could hear Jennifer calling for help. In an office, Blondie had tied Jennifer's hands behind her back, raping her while a camera was filming her. The music from the club was loud and the gangster did not hear when you picked up a statue of Buddha from the floor and smacked him behind him. Blondie fell down after the first hit, but you continued to pound him until his skull cracked open. You and Jennifer took the bus to Pattaya later in the morning and you did not return to Bangkok until today's flight.

• Relations

Jennifer – best friend (+2)

• Things in your possession

Handbag with a passport, an extra pair of thongs, condoms, lipstick, make-up, refreshing tissue, Iphone 4, \$180 in crumpled bills.

• Advantage

Seducer

You can consciously make people fall in love with you. Whenever you have an intimate moment with someone, **Roll +Charisma:**

(15+) Choose up to three options, useable any time in the story.

(10-14) Choose up to two options, useable any time in the story.

(-9) Choose one option, useable any time in the story, but you also develop feelings for the person. Increase your **Relation** to them by +1.

Options:

- Give you something you want.
- Reveal a secret.
- Fight to protect you.

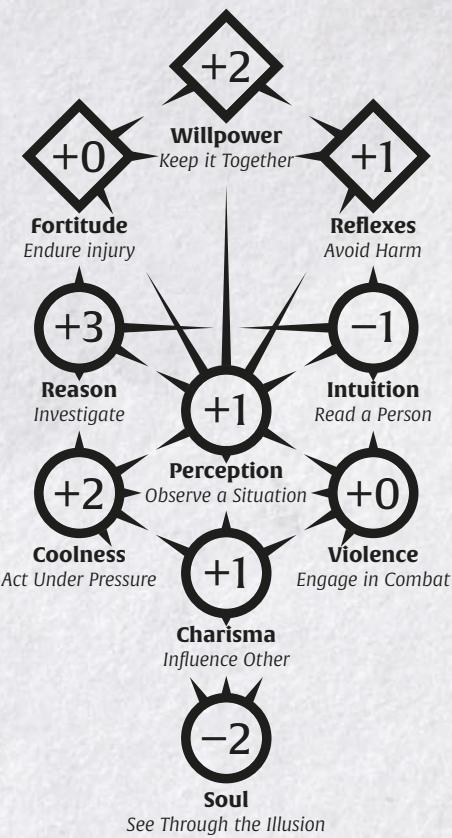
NPCs who fall in love with you cannot oppose you, as long as you haven't expended all your options.

Against PCs, you may only choose the following options:

- Make them feel bad for opposing you (they must **Keep it Together**)
- They feel happy in your presence, and gain **Stability** (+2).

simon WILKES

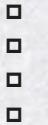
• Attributes



• Wounds

Serious Wounds (-1 ongoing)

Stabilized



Critical Wound (-1 ongoing)

Stabilized



• Stability

<input type="checkbox"/> Composed	
<input type="checkbox"/> Uneasy	Moderate stress:
<input type="checkbox"/> Unfocused	-1 to Disadvantage rolls
<input type="checkbox"/> Shaken	Serious stress:
<input type="checkbox"/> Distressed	-1 Keep it Together
<input type="checkbox"/> Neurotic	-2 to Disadvantage rolls
<input type="checkbox"/> Anxious	Critical stress:
<input type="checkbox"/> Irrational	-2 Keep it Together
<input type="checkbox"/> Unhinged	-3 to Disadvantage rolls
	+1 See Through the Illusion
<input type="checkbox"/> Broken	The GM makes a Move

• Appearance

Simon is around 175 cm tall and slim with dark eyes, brown buzz cut hair, and a few days' stubble on his face. He looks pleasant and has an intelligent gaze. Simon wears a bandana, a frayed t-shirt, knee-long shorts, and sandals.

• Right now

You are sitting on the flight from Bangkok on your way to Boston, full of anxiety in anticipation of meeting your fiancee. You don't know how to explain that you were unfaithful or whether you should even mention the trip to the island. To be able to relax, you have drunk a few mini bottles of liquor and now slightly tipsy, you have tried to watch a movie on your tablet.

• Who you are

You are a 27-year-old technology engineer who graduated from MIT (Boston) in early summer. You have already got a well-paying job at a tech company in the autumn, but went to the Indochinese peninsula to do some backpacking over the summer. You got engaged to your girlfriend, Janet Baker, right before you left, and now after two months of backpacking you are finally on your way home. You have many friends and are often described as a funny, slightly crazy guy who is always keen for new experiences.

• Dark Secret

A week ago you met Kerry, a 22-year-old backpacker from New York who was in Bangkok with her three girlfriends. You gelled nicely and after a drinks competition you ended up in bed together. The next day you had a really bad conscience, but Kerry still managed to persuade you to go along with her, her friends and some European guys on a boat to one of the islands off the coast. You were dropped off at a veritable paradise island and were to be fetched a few days later. An Englishman, Andy, offered you pills that he had bought from a dealer in Bangkok. You took all of them at the camp fire and the rest is a blur. When you woke up on the beach a few days later you were covered with blood and all the others were gone. When the Thai sailors who were to pick you up found you, you had managed to wash off all the blood and change your clothes. They spent some time looking for the others on the beach, but then gave up and drove you back to Bangkok on your own.

• Relations

Kerry – vanished lover (+1)

Andy – an Englishman who was on the island (+0)

• Things in your possession

Sony Xperia Z2 (waterproof smartphone). Pilot glasses. Unopened packet of Thai cigarettes and a lighter. Wallet with a credit card, passport, etc. and 1,800 bath (ca \$50) in cash.

• Advantage

Inventor

Whenever you are about to create or repair something, explain what you are about to do. The GM will tell you what you need to succeed, and once you have collected these materials, you may roll +Reason:

(15+) The construction is successful and you may pick two options from below.

(10-14) The construction has minor flaws. You may choose one option from below.

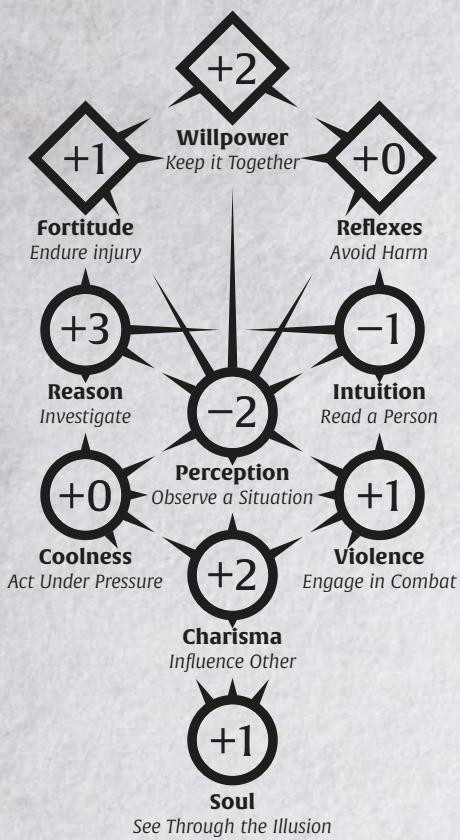
(-9) You complete the construction or repair, but it has significant flaws, some of which are hidden. The GM makes a Move.

Options:

- **Durable:** The construction can be used multiple times and doesn't break easily.
- **Effective:** The construction confers +1 on rolls where it is used for its intended purpose.
- **Lethal:** The construction causes +1 Harm.
- **Protective:** The construction confers +1 armor.

WENDY LYDON

• Attributes



• Wounds

Serious Wounds (-1 ongoing)	Stabilized	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Critical Wound (-1 ongoing)	Stabilized	<input type="checkbox"/>

• Stability

<input type="checkbox"/> Composed	
<input type="checkbox"/> Uneasy	Moderate stress:
<input type="checkbox"/> Unfocused	-1 to Disadvantage rolls
<input type="checkbox"/> Shaken	Serious stress:
<input type="checkbox"/> Distressed	-1 Keep it Together
<input type="checkbox"/> Neurotic	-2 to Disadvantage rolls
<input type="checkbox"/> Anxious	Critical stress:
<input type="checkbox"/> Irrational	-2 Keep it Together
<input type="checkbox"/> Unhinged	-3 to Disadvantage rolls
	+1 See Through the Illusion
<input type="checkbox"/> Broken	The GM makes a Move

• Appearance

Wendy is a late middle-aged, stocky woman of medium height. Her fringed, bleached blonde hair runs down to her neck, her eyes are blue and friendly and her face every so often lighting up with a large, confidence-inspiring smile. She is dressed in a suit and white shirt.

• Right now

You are sitting in the business class section in a plane from Bangkok to New York on your way home from a business trip for the company. Next to you is your colleague, Bryan, a business assistant at Yangzin, laughing boisterously at a screwball comedy. Flight attendants are at your beck and call and while you're smiling towards them you are fuming inside. You wonder whether they see you for the monster you really are?

• Who you are

You are 46 years old and work as a business manager at the pharmaceutical company, Yangzin. You are married to Aron Lydon, who is a surgeon at New York Memorial hospital. You have an expensive apartment in Manhattan and two teenage daughters, Liza and Ashley. People view you as the perfect couple. On the inside, your anger is rumbling. You hate your meaningless job, your marriage largely consists of quarrels, and your daughters seem to despise you. In spite of this, you always have a winning smile on your lips and are the perfect salesperson at the company. It feels as though you are constantly on the verge of exploding and you are always fantasising about tearing apart and battering the people around you.

• Dark Secret

You have long fantasised about harming your daughters, but have naturally managed to control yourself. When you were in Bangkok one night, a young Thai girl came up to you and asked if you wanted company. You encouraged her and asked if she knew some place you could go to be alone. She led you to a filthy hotel where there wasn't even someone watching the reception desk. Once you were up in her room you couldn't control yourself anymore. You stabbed her again and again with the stiletto you'd bought on a whim earlier that night, until she moaned and screamed for mercy. But you continued until she collapsed on the floor bleeding. That night you slept well for the first time in a very long time. But now the anxiety tears inside you. What have you actually become?

• Relations

Bryan – colleague (+0)

• Things in your possession

A handbag with necessities such as make-up, mouth spray, mirror, brush, a jar of sleeping pills, and an Iphone 4S. Wallet with a credit card, driving license, and \$89 in cash.

• Advantage

Rage

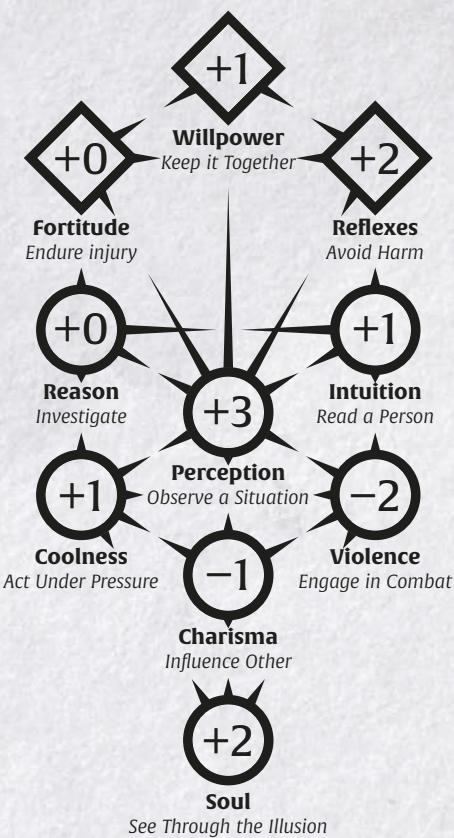
When in combat, you may awaken your inner rage. Lose **Stability (-1)** and mark 1 Rage. Every time you get a **Wound** and every time you defeat a foe, increase Rage (+1). Rage lasts until the end of the combat.

During combat, you may spend 1 Rage to choose 1 Edge:

- **Brutal assault:** take +1 Harm to your attack.
- **Ignore the pain:** take +2 to **Endure Injury**.
- **Lost in frenzy:** Shake off and ignore psychological or supernatural influence.

ΑΔΑΜ ΣΑΥΛΙΝ

• Attributes



• Wounds

Serious Wounds (-1 ongoing)	Stabilized
Critical Wound (-1 ongoing)	Stabilized

• Stability

<input type="checkbox"/> Composed	
<input type="checkbox"/> Uneasy	Moderate stress:
<input type="checkbox"/> Unfocused	-1 to Disadvantage rolls
<input type="checkbox"/> Shaken	Serious stress:
<input type="checkbox"/> Distressed	-1 Keep it Together
<input type="checkbox"/> Neurotic	-2 to Disadvantage rolls
<input type="checkbox"/> Anxious	Critical stress:
<input type="checkbox"/> Irrational	-2 Keep it Together
<input type="checkbox"/> Unhinged	-3 to Disadvantage rolls
	+1 See Through the Illusion
<input type="checkbox"/> Broken	The GM makes a Move

• Appearance

Adam is a 12-year-old boy with brown buzz cut hair and blue eyes. He is around 155 cm tall and rather fit for his age. Adam wears a black t-shirt, beige shorts, and sneakers.

• Right now

You are sitting in the business class section on the plane from Bangkok to New York playing Minecraft on your iPad. All around you there are grown-ups in their costumes and no one seems to care about you. Over the summer you have been living with your father Aron who is working as a manager at the Yangzin company's Bangkok office. Now you are on your way home to your mother, Erin, and her new husband, Sander, to start the autumn term.

• Who you are

You are 12 years old and come from New Jersey. Your mother and father divorced when you were 7 years old and your father then moved to Bangkok. You love to play baseball and computer games and you get everything you point at from your parents. Your mother works as a physician and her new husband is a real estate owner. You live in one of New Jersey's richest areas and go to a private school. In spite of all that you have, you are quite unhappy deep inside. Secretly, you wish that your parents would get back together again and that your father could live in New Jersey. You are used to getting what you want and don't care very much about what grown-ups say.

• Dark Secret

The summer in Bangkok has been quite boring. Your father worked almost constantly and you spent time with a Thai nanny, May, who dared not let you out of her sight. Over the last month you got to know Gan, a Thai boy, who lives beneath your dad's house. It was yours and Gan's secret that he lives there and you snuck away from May and played in the cellar of the house. Gan was a rather odd boy, pale and shabby, but he made you laugh and liked teasing May. One night during your last week in Bangkok, May asked why you had taken her things. When you told her about Gan she called him "Phi Tai Hong" and made you promise not to see him again. The next morning May had disappeared and a new nanny came to the house.

• Relations

Gan – a friend from dad's cellar (+1)
 May – nanny in Bangkok (+0)

• Things in your possession

A packet of chewing gum with various fruit flavours. Waterproof sports' watch with a glowing digital clock. Wallet with a passport and \$40 that your father gave you. Sony Xperia Z3 (waterproof smartphone).

• Advantage

Enhanced Awareness

When you focus your senses at a location where the Illusion is weak, **roll +Soul**. On a success, you have visions about the place and may be able to speak to entities tied to it:

(15+) You can discern clear details regarding the location.

(10-14) You get some basic impressions regarding the location.

(-9) The Illusion tears. The veil is lifted temporarily, revealing an alternate dimension – the GM determines which one. The PC could be sucked into it or something may cross over into our reality. The GM makes a Move.

Adam

The summer in Bangkok has been quite boring. Your father worked almost constantly and you spent time with a Thai nanny, May, who dared not let you out of her sight. Over the last month you got to know Gan, a Thai boy, who lives beneath your dad's house. It was yours and Gan's secret that he lives there and you snuck away from May and played in the cellar of the house. Gan was a rather odd boy, pale and shabby, but he made you laugh and liked teasing May. One night during your last week in Bangkok, May asked why you had taken her things. When you told her about Gan she called him "Phi Tai Hong" and made you promise not to see him again. The next morning May had disappeared and a new nanny came to the house.

• Haunted

You are haunted by supernatural forces. With the GM's assistance, determine the nature of what you believe is haunting you. *In the first session and whenever you are distracted or weakened, roll +0 to see if the entity gains power over you:*

(15+) The entity leaves you alone.

(10–14) The GM takes 1 Hold.

(–9) The GM takes 3 Hold.

The GM can spend Hold to make a Move for the entity. For example, it requests a service from you and threatens retribution if you refuse, the entity possesses your body for the night, or the entity reveals a clue of what it is and what it wants from you.

Amber

Just over a week ago, you killed a Thai man to defend Jennifer. You were at the popular club Ku De Ta in Bangkok and were invited to the VIP room by a Thai gangster who called himself Blondie. As customary, you were offered drinks and drugs, but this evening Jennifer got totally plastered. When you snuggled with some European celebrity for a while, Jennifer disappeared. You started to look for her and went through the personnel entrance to a corridor where you could hear Jennifer calling for help. In an office, Blondie had tied Jennifer's hands behind her back, raping her while a camera was filming her. The music from the club was loud and the gangster did not hear when you picked up a statue of Buddha from the floor and snuck up behind him. Blondie fell down after the first hit, but you continued to pound him until his skull was cracked open. You and Jennifer took the bus to Pattaya later in the morning and you did not return to Bangkok until today's flight.

• Nightmares

You suffer from recurring nightmares, probably connected to your Dark Secrets. *During any scene when you sleep, roll +0:*

(15+) You sleep in peace.

(10–14) The nightmares torment you. The GM may make a Move for your nightmares. For example, you are unable to sleep at all during the night (–1 ongoing until you sleep), something follows you back into reality, the nightmares provide you insight into the Truth, or you are forced to process some trauma (**Keep it Together**) when you wake up.

(–9) The nightmares take over completely. You are trapped in the dream until you find a way to wake up, and everything that happens there also directly affects your sleeping body.

Simon

A week ago you met Kerry, a 22-year-old backpacker from New York who was in Bangkok with her three girlfriends. You gelled nicely and after a drinks competition you ended up in bed together. The next day you had a really bad conscience, but Kerry still managed to persuade you to go along with her, her friends and some European guys on a boat to one of the islands off the coast. You were dropped off at a veritable paradise island and were to be fetched a few days later. An Englishman, Andy, offered you pills that he had bought from a dealer in Bangkok. You took all of them at the camp fire and the rest is a blur. When you woke up on the beach a few days later you were covered with blood and all the others were gone. When the Thai sailors who were to pick you up found you, you had managed to wash off all the blood and change your clothes. They spent some time looking for the others on the beach, but then gave up and drove you back to Bangkok on your own.

• Repressed Memories

You have repressed a particularly unpleasant event from your past, but the memory of it sometimes rises to the surface. It could be a crime or some horrible thing you have done, been subjected to, or witnessed. The GM decides the nature of your repressed memory, usually based on your Dark Secrets. *In situations associated with your repressed memories, roll +0 to determine if the memories resurface:*

(15+) You continue to suppress the memories.

(10–14) The memories partly resurface, taking the form of flashbacks and/or hallucinations. You must **Keep it Together**.

(–9) You are overwhelmed by your repressed memories, completely losing yourself to them. The GM makes a hard Move and you reduce **Stability** (–2).

Wendy

You have long fantasised about harming your daughters, but have naturally managed to control yourself. When you were in Bangkok one night, a young Thai girl came up to you and asked if you wanted company. You encouraged her and asked if she knew some place you could go to be alone. She led you to a filthy hotel where there wasn't even someone watching the reception desk. Once you were up in her room you couldn't control yourself anymore. You stabbed her again and again with the stiletto you'd bought on a whim earlier that night, until she moaned and screamed for mercy. But you continued until she collapsed on the floor bleeding. That night you slept well for the first time in a very long period. But now the anxiety tears inside you. What have you actually become?

• Schizophrenia

You struggle with recurring psychotic episodes and terrifying hallucinations. *In the first game session and whenever you go through difficult experiences, roll +0:*

(15+) You maintain control of your insanity.

(10–14) The GM takes 1 Hold.

(–9) Schizophrenia overtakes you. The GM takes 3 Hold.

The GM may spend Hold to make a Move for your schizophrenia. For example, one of your hallucinations takes on physical form, you view your current surroundings as being hostile to you, you're afflicted by terrifying hallucinations, you're subjected to dark visions (true or false), or someone in your vicinity turns out to not actually be real.

EQUIPMENT CARDS

These cards can be used to keep count of the PCs equipment in Babingepe – *The Island of the Dead*.

Flare Gun with Four Cartridges

Distance: Room/Field.

Attacks

- ◆ Direct hit [2]
[-1 Ammo]
- ◆ Shock [0] [Targets at the impact point are temporarily dazed] [-1 Ammo]

Ammo:



Food Rations



Torch

Distance: Arm.

Attacks

◆ Burn [2] [Risk of fire going out]



First Aid Kit

Uses: 00



Flashlight



Water Bottles



Knife

Distance: arm

Attacks:

- ◊ Cut, slice, and stab [2]
- ◊ Edge at the throat [0] [you are in control of the target until they break free]



Rope

A ten-meter light but robust rope.



Automatic Pistol

Distance: arm/room

Attacks:

- ◊ Combat shooting [2] [-1 Ammo]
- ◊ Overkill [3] [-2 Ammo]
- ◊ Multiple targets [2] [hit up to one additional target] [-3 Ammo]

Ammo: OOOO



Hunting Rifle

Distance: room/field/horizon

Attacks:

- ◊ Aim & fire [3] [-1 Ammo]

Ammo: OOO



Hiking Backpack
A large backpack for long walks.

Hunting Rifle

Distance: room/field/horizon

Attacks:

- ◊ Aim & fire [3] [-1 Ammo]

Ammo: OOO



Duct Tape

A roll of duct tape. Can be used to repair or build things.



Machete

Distance: arm

Attacks:

- ◊ Hack, slash, and chop [2]
- ◊ Momentum [1] [may hit one additional target]



.38 Revolver and a Dozen Cartridges

Distance: arm/room

Attacks:

- ◊ Combat shooting [2] [-1 Ammo]
- ◊ Overkill [3] [-2 Ammo]
- ◊ Multiple targets [2] [hit up to one additional target] [-3 Ammo]

Ammo: ○○○○



Vacuum-Packed Coffee

Still possible to use for brewing coffee. A cup of coffee gives +1 **Stability** each day (max +1/day).

Uses: □□□□□□□□□□□□□□



Hammock with Insect Net

Gives +1 **Stability** per 8 hours of sleep.



Axe

Distance: arm

Attacks:

- ◊ Hack, slash, and chop [2]
- ◊ Momentum [1] [may hit one additional target]



Club

Distance: arm

Attacks:

- ◊ Pummel, maul, and crush [2]
- ◊ Knock down [1] [the target falls to the ground]
- ◊ Knock out [1] [target is knocked out; PCs must successfully **Endure Injury** to avoid getting knocked out]



First Aid Bag

Uses: ○○○○



Compass



Coffee Pot



Bow and Arrow

Distance: Room/Field.

Attacks

- ◊ Arrow shot [2], [-1 Arrow].

Arrows: ○○○○○○○○○○



Stone Axe

Distance: arm

Attacks:

- ◊ Hack, slash, and chop [2]
- ◊ Momentum [1] [may hit one additional target]



The Ornate Sword

Distance: Arm.

Attacks

- ◊ Close combat [3]
- ◊ Momentum [2] [May hit one additional target]



Stone Knife

Distance: arm

Attacks:

- ◊ Cut, slice, and stab [2]
- ◊ Edge at the throat [0] [you are in control of the target until they break free]



Grenade

Distance: room/field

Attacks:

- ◊ Detonation [4] [hits several targets] [-1 Ammo]

Ammo: ○



.44 Revolver

Distance: arm/room

Attacks:

- ◊ Combat shooting [3] [-1 Ammo]
- ◊ Overkill [4] [-3 Ammo]

Ammo: ○○○





A Half-Finished Map of the Island