

Being stranded on a desert island is the least of your worries, here on...

GAVIGAN'S ISLE

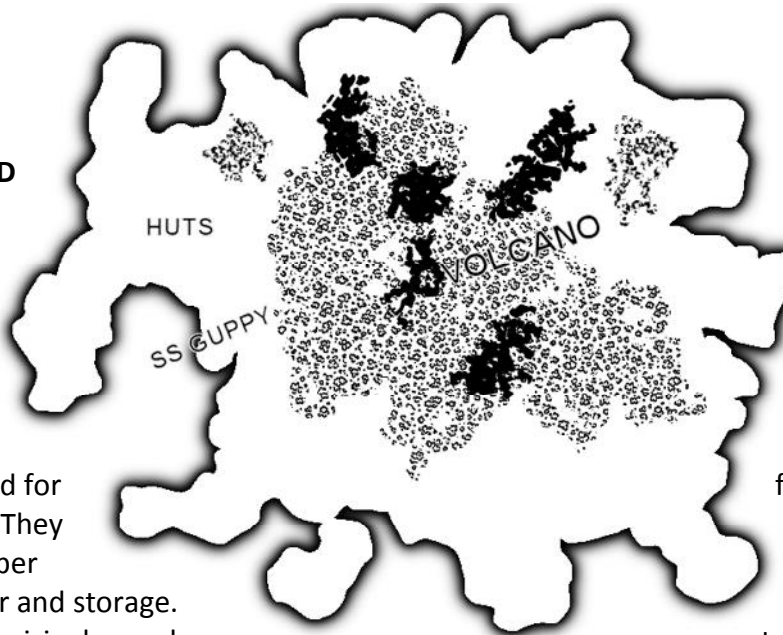
By Guy Hoyle © 2007 RiSUS: The ANYTHING RPG © 2007 by S. JOHN ROSS

PLAYER INFORMATION

- 1) Make up any character that could be found on a cruise ship in the South Seas. (Don't use Sidekicks or Shieldmates.) Be sure to include whatever Tools of the Trade you need.
- 2) Sadly, you're shipwrecked! You lose any Tools of the Trade you had with you, except ones that you can carry along with you while you're swimming for your life. Any Sidekicks and Shieldmates you tried to sneak along are lost, too.
- 3) You awake on the shores of an uncharted desert isle, along with the other player characters, who you may or may not know from the ship.

A TROPIC ISLAND NEST

Surprise! The PCs are not alone on the island! These seven castaways have been on the island for a long long time. They have built a number of huts for shelter and storage. They seem in surprisingly good shape for a group that has been marooned for years. What isn't obvious is that they also suffer from a curse. They betray none of the inhuman nature of their condition at first. . They are, in fact, cannibals, and have lost their taste for any flesh but human flesh. (They do eat a surprising amount of coconut cream pie; even cannibals like coconut cream pie.) They do their best to make their new guests feel welcome at least



until they can get them alone or in groups small enough to overpower. Then they are relentless in their lust for flesh. They are also greedy and competitive, each one trying to get the best prey

for himself.

THE HUTS

There are 5 huts: 1) Storage, locked; 2) Gavigan and Cappy; 3) Doc Huntley; 4) Mr. & Mrs. Moneybags; 5) Cinnamon and Betty Sue. The Doc's hut contains his salvaged books and bamboo-constructed scientific

STARRING...

Gavigan: former First Mate of the **SS Guppy** (4), Well-meaning Accident-prone bumbler (4), Howling, ravenous cannibal (3). *Hook*: Most likely to screw up PCs escape attempts.

Captain Josiah “Cappy” Grisby: Tough Ex-Navy Man (4), Gruff Captain of the **SS Guppy** (3), Howling, ravenous cannibal-thing (4).

Hook: Most likely to resort to force to foil PCs escape attempts. Note: Cappy has, concealed in his hut, a loaded pistol that was taken off a bank robber that fled to the island months ago.

Cornelius Moneybags IV: Jaded Multi-Billionaire (4), Blue-blooded Ivy League alumnus (3), Howling, Ravenous Cannibal-Thing (3), Fugitive from the Securities & Exchange Commission (1).

Hook: Most likely to use bribery and pit the PCs against each other to foil PC escape attempts.

Mrs. Cornelius Moneybags IV (aka “Sweety”): Bored Socialite Accustomed to a Certain Standard of Living (4), Aging Cougar (4), Howling Ravenous Cannibal-thing (3).

Hook: Will put young, handsome newcomers off-kilter by making romantic overtures, with promises of great wealth, until her true motives become apparent.

Cinnamon Starr: Fading Hollywood Femme Fatale (4), Ruthless Self-Promoter (4), Howling Ravenous Cannibal-Thing (3).

Hook: Prefers to use her feminine wiles to seduce hunky newcomers into a compromising (and fatal) position. Also insanely jealous of any potential feminine competitors.

Professor Ray “Doc” Huntley: Celebrated Polymath (5), Renowned Inventor and Scoutmaster (4), Howling Ravenous Cannibal-Thing.

Hook: Most likely to devise traps and inventions to capture newcomers.

Note: Doc created the trapped lock to the storage hut, the crossbow trap, the steam pipes, and the pit traps. He has many more traps located around the island.

Betty Sue Winters: No-Nonsense Kansas Farm Girl (4), Perky Brunette, Howling Ravenous Cannibal-Thing.

Hook: Most likely to lull characters into a stupor with good cooking and down-home hospitality.

gear. Male newcomers can bunk with Gavigan, Cappy, and the Doc; females can

bed down with Cinnamon and Betty Sue. In the common area between the huts, there

is a bamboo table and chairs, a bicycle-powered washing machine, a bamboo pedicab, and a small table built from a salvaged crate. If the crate is turned over, the words “Danger: radioactive” are visible. Bamboo tubing brings steam from geothermal vents.

Nearby, there is a well-tended vegetable patch (with some strange-looking vegetables), a disused bamboo bowling alley, and an overgrown golf course. Appropriate knowledge of botany, agriculture, or radiation can determine that the vegetables are strangely mutated. Eating a vegetable may endow the consumer with a power such as telepathy, super-strength, super-vitality, or some other power for a day or so, but it will also prove fatal without treatment.

The storage hut has a special lock devised by the Doc; if picked or forced, a crossbow trap fires at whoever opens the door. In the middle of the room is a pit trap, concealed under a layer of dirt and a palm mat, containing bamboo spikes coated with human dung. Inside, along with supplies, are the following:

- A collection of butterfly specimens and the notebooks of a famous lepidopterist, Lord Beasley. Included is a perfect specimen of the world’s rarest butterfly, the Pussycat Swallowtail.
- The script and score of a Notes a musical version of *Hamlet*, written on palm frond paper; includes a business card from missing Broadway producer Harold Hecuba.
- An autographed basketball with the “Harlem Globetrotters” logo. The autographs correspond to the members of the team who went missing during a worldwide tour several years ago.

- Several locked bank deposit bags, full of high-denomination bills, taken from a bank robber several months ago.

ISLAND FEATURES

Unless indicated otherwise, most of these features may be placed at the pleasure of the gamemaster.

- 1) Volcano: the source of the Castaways’ geothermal power. Located in the center of the island, the crater contains an ancient obelisk carved with mysterious glyphs, the source of the curse on the Islanders. See the stats for the Obelisk below.
- 2) Mountains: There are several mountains located on the island, full of caves, lava tubes, and a lot of potential rewards and menaces.
- 3) Jungles: The entire island is covered with a light growth of jungle, but heavier jungle is indicated on the map below. Many types of jungle creatures and exotic plants can be found there.
- 4) Abandoned gold mine: shows signs of being worked recently. A surfboard has been stashed in the back of the mine; it has the name “Deke Roberts” embossed on it. (Deke was a famous surfer who disappeared during a tsunami.)
- 5) A deep pit: full of bone shards, discarded clothing, etc., showing sharp tooth-marks. The skulls and long bones have been cracked open and scooped out.

RELICS

Scattered around the island are remnants of past visitors, many of them done in by the Castaways.

- 6) The wreckage of the **SS Guppy**. Despite only a 2-foot hole in its hull, many attempts at repair seem to have failed

(largely due to the influence of the Obelisk).

- 7) A wrecked biplane, evidently sabotaged. Can it be repaired?
- 8) A sunken Japanese mini-sub, also sabotaged. Could this provide a means of escape?
- 9) The smashed remains of several advanced robots. With the proper equipment and enough time, they could be repaired by a skilled cyberneticist.
- 10) Buried pirate treasure. Opening the lid activates a crossbow trap. The crossbow is smeared with human dung.
- 11) Buried caches of human bones, with marrow and brains missing, showing signs of being chewed by human teeth. These are the hapless victims of the castaways, and they could probably be identified with proper forensic equipment and personnel.

NATIVE CREATURES

These are all under the sway of the Obelisk. They can be located in any appropriate part of the island.

- Wild boars. Once a feature of the Castaways' diet, they are no longer hunted because the Castaways only crave human flesh.
- A rare man-sized cave-dwelling species of arachnid, the Black Mourning Spider
- Quicksand. While the Obelisk cannot create it, the demonic entity can conceal it, herd the newcomers towards it with his other servants.
- Stinging insects, mosquitoes, man-eating plants, animated vines, etc.

NON-NATIVES

These animals are not native to the island, and are thus immune to the Obelisk's influence.

- A gorilla who is attracted by perfume. It is fairly intelligent for a gorilla, and might be persuaded to help the newcomers – if he doesn't fall in love with the one with the perfume!

Perfume-loving Gorilla (5)

- A Watubi witchdoctor who knows how to destroy the Obelisk, and the tribesmen who protect him. They will not stay overnight on the island under any circumstances, and will attempt to slay anyone who has fallen under the Obelisk's sway.

Watubi Witch Doctor

Shaman (5), Resourceful Herbalist (3), Foe of the Obelisk (3).

Shieldmates: Watubi Tribesmen (3), Island Spirits (3)

- The Jungle Boy can only mimic human speech. He has been on the island for months, hiding from the Castaways (who tried to befriend and eat him months ago). Somehow, he is immune to the curse of the Obelisk. If the Newcomers can overcome his fear of other people, they can probably befriend him.

Jungle Boy (5)

Hook: Immune to Curse of the Obelisk, can only mimic human speech

THE OBELISK

Mysterious Lemurian Obelisk (6), God of the Island (5), Lord of the Cannibals (4)

is actually an intelligent, malevolent entity worshipped ages ago in Lemuria. It can see whatever goes on upon the island, but can only read and control the minds of its cannibal servitors and any creature native to the island, manipulate the weather. It uses storms to bring new prey to the island, and attacks survivors with nightmares of unrelenting hunger, which can only be assuaged by eating the flesh of the victim's friends and family. After the victim tastes human flesh in his dreams (he loses the days-long combat), he is transformed into a ravenous, howling cannibal-thing, like the Castaways.

Dedicated to the Memory of SherWood Schwartz (1916-2011)

