

# “Volcano Island” - A Leap of Faith Adventure for 2-3 players

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*If you are not the GM, read no further! If you are the GM, then this is your guide to how to run the adventure.*

- 1. Study the scenario! A lot of the descriptions are left purposely vague so that you can tailor it to your players and the immediate needs of gameplay*
- 2. Tell the players the genre and the character creation rules*
- 3. Facilitate character creation*
- 4. Read the introduction to the players*
- 5. Play the Game!*

**Tagline:** The characters are chosen for a Survivor-style TV show, but little do they know the island is infested with demon spawn.

**Genre:** Modern

**Character Creation Rules:** The players must create characters that want to be on a Survivor-style TV show.

**Introduction:** After auditioning to be on a show called “Volcano Island”, you were chosen! You quickly agree to be on the show.

You take a plane to Indonesia, and then set out on a boat trip with the producers and the other contestants. On the boat you meet the other players, the sparse crew of camera/tech guys, and the producer, Mack Johnson.

Also on board is a well-dressed older man who keeps to himself and reads. You ask around and find out he is an anthropologist that is tagging along to study some ancient ruins that were discovered on the island.

When you arrive, the boat drops everyone off on shore and leaves. The anthropologist wanders away down a path as do the crew. The producer stays to explain the rules to you.

Every day, two teams compete in a contest. The losing team has to vote someone off. The last one left wins the grand prize. The Island! He also makes you sign a waiver because the water around the island is infested with Bull sharks. He warns you not to enter the water, because they come right up to the shore.

You will be filmed constantly, but you are also instructed to ignore the cameras and to stay away from the crew camp on the other side of the island.

Each player is allowed to take one personal item that must be approved by the producers. The team also receives a bunch of items to start them on their way. (See the map below). He splits the contestants into 2 teams. (GM: Put the players on the same team, see notes below). Before wandering off down the path he instructs you to create a shelter, because the game starts now.

## Notes + NPCS

- The island is full of jungle, besides the two team camps on the beach, the crew camp, the steep volcano, and the paths on the map
- When choosing the teams for the show, put the players on the same team with Hubert. Populate the other team with a generic mix of sexes
- Let the characters play the game for a little while and go exploring
- When exploring the characters will encounter the natives, who avoid them.
- The anthropologist will explore the volcano area, and eventually will be sacrificed by the natives to start the curse.
- The curse releases the demons, slowly at first but eventually they will overrun the island until everyone is dead. The natives won't be found after this.
- The characters will find the anthropologist's head on a stick at the mouth of the cave, with all his belongings strewn about.
- His notebook will tell the characters the detail of the curse.
- The curse can only be stopped by a virgin sacrifice into the mouth of the volcano
- Once the curse starts, the crew quickly dies and Mack Johnson will be on the boat by himself (docked at the crew camp) with rations and a gun, but no keys. The keys are in the tent, which is surrounded by demons.

**Demons** (Soul-less Fire Skeletons) – Singed skeletons with fire behind their eyes. They are zombie-like, with flaming spears. MOTIVATION: Kill all humans COMBAT: Spears at range, Challenging d8 damage. Claws up close, Daunting d8 damage. Challenging Defense. When hit, they melt into a pool of lava (d4 damage, difficult to avoid)

**Hubert Humpries** (Country Bumpkin) – Farm boy straight out of Indiana. Religious, honest, kind. A virgin and will admit he is saving himself for marriage. Will mostly do what the players say, unless it gets him into trouble.

MOTIVATION: Make friends, survive COMBAT: Will not attack (Hard) unless provoked. Difficult defense.

**Mack Johnson** (Selfish Producer) – Rich jerk, uncaring towards people. Good in front of the camera, insensitive off.

MOTIVATION: Make the show, survive COMBAT: Will not attack (Daunting) without his Gun (d8). Tough defense.

**Sir Walter Hickory** (Studious Anthropologist) – Quiet, friendly bookworm. Will answer all questions honestly.

MOTIVATION: Quietly study the island COMBAT: Will not attack unless forced (Hard offense/defense)

**Crew Members** (Generic Techies) – Young guys/girls who carry camera and microphones. Will not interact with the characters unless forced.

MOTIVATION: Make the show, survive COMBAT: Will not attack unless forced (Tough offense/defense)

**Opposite Team** (Generic Schemers) – Young guys/girls. Attractive and stupid. They are here to throw a wrench in the player's plans.

MOTIVATION: Win the show, survive COMBAT: Will only attack demons unless forced (Difficult Offense/Defense)

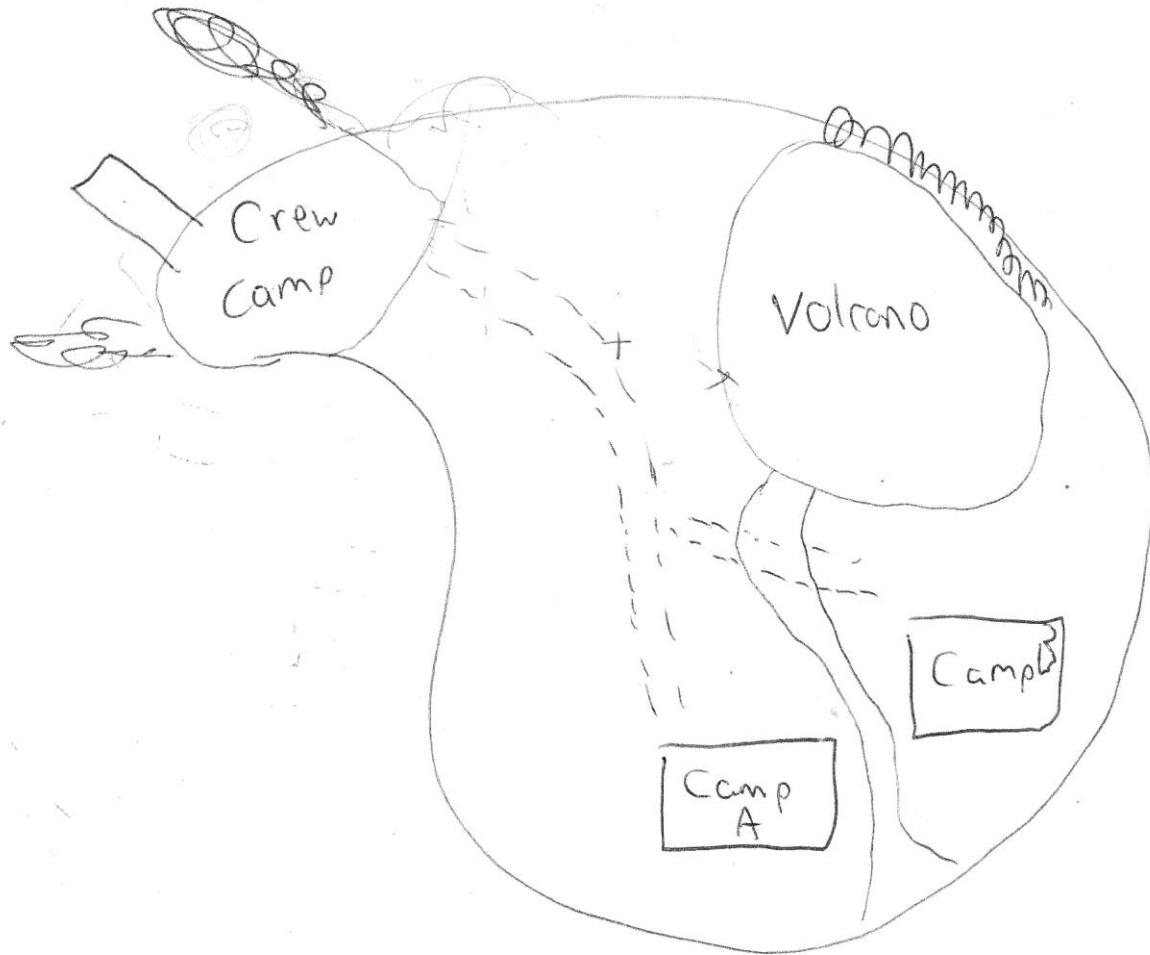
**Natives** (Generic Pygmies) – Reclusive. They are only seen in passing and will not engage the players.

MOTIVATION: Get people off the island COMBAT: Will not attack unless forced (Hard Offense/Troublesome Defense)

## Dead End Breakers

- Before the demons attack, the opposite team can come over to try to make alliances
- At night, the opposite team can come over to try to steal food
- A horribly burnt camera-man can wander into camp. "They're horrible..." and die.
- A terrified opposite team player can run into the water and get killed by sharks
- A stupid opposite team player can believe the demons are TV special effects
- If the players want to sacrifice Hubert, he can get himself into deadly trouble, or a girl will fall in love with him and try to deflower him
- When in doubt, throw Demons at the players

## Volcano Island



Each team starts with: 2 plastic tarps (d4), 1 Box of rations (1 week), 2 plastic bottles, 1 small shovel (d4), 50 foot rope (d6), 1 hatchet (d6), 10 metal stakes (d4), 1 box of matches (d4), 1 large metal pot, 1 map