

The Cold Shore

A 5-player survival horror game

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March, 1870 - the clipper Sea Witch, a week out of Melbourne and bound for England, is caught in a storm in the Southern ocean. In the dead of night, it is driven by the tempest onto sheer cliffs. A handful of survivors drag themselves onto the beach. But while they may have survived the wreck, can they survive what lurks on the cold shore?

This is a survival horror game set on the Auckland Islands. It is based on the stories of the wrecks of the *Grafton* and *General Grant*, styled as action / survival horror, with added cannibalism. The game uses the NEMESIS system, and works best with 5 players.

Précis

The *Sea Witch* is wrecked, its survivors cast upon the shore. After a cold night and some time scavenging the wreckage, and perhaps burying the bodies, they will take the only option available to them and climb the cliff in search of better shelter and fresh water. At the top, their location should become apparent: they are on the Auckland Islands. This means that they can survive by traveling to the other side of the island, finding a depot and using the supplies there.

On the first night they make camp, they will be attacked by half-seen assailants, who will violently kidnap any NPC survivors. This gives them a dilemma – pursue the kidnappers, or continue on the quest for supplies. Pursuit will be fruitless – they have no idea where their attackers have gone – which leaves them with only the option of finding supplies.

Continuing on their journey, the survivors will, as expected, find a series of signposts pointing the way to the depot. Unfortunately, the depot has been looted some time ago. But it does have a map, painted on the wall, showing another depot and a boathouse at the northern end of the island. On the journey there, they find signs of previous castaways, and a journal which reveals the secret of the island's hostile inhabitants. From there, the survivors will either make a desperate run for the boathouse, or try and rescue their kidnapped friends. Either will lead to a final confrontation.

What's really going on

The islands are inhabited by a small band of cannibals, degenerate whalers and sealers who survived their own wreck, turned to cannibalism, and ultimately turned feral (in the process gaining superhuman strength and senses – they are slowly transforming into Ghouls) The degenerates wait for wrecks, then hunt the survivors down one by one. They do this because they enjoy it, and because it keeps the meat fresh.

Rules

This game uses the Nemesis System (downloadable from <http://www.nemesis-system.com/>), a version of the One Roll Engine optimized for modern horror games. A one-page summary of the Nemesis rules is attached as a player reference.

Within the scenario, madness checks are indicated as follows: **(violence 1)**.

The Auckland Islands

The scenario is set in the Auckland Islands, a bleak, windswept, archipelago south of New Zealand. The islands are smack in the middle of the roaring 40's clipper route and were the scene of several shipwrecks in the 1860's. Stories of wrecked sailors dying of starvation and exposure caused the Southland Provincial Government to establish a network of castaway depots on the islands. The depots were stocked with food, clothing, tools, even guns, to allow castaways to survive until rescue. There were also several boathouses, allowing those on outlying islands to travel to the mainland, or risk the four-day voyage to New Zealand to go for help.

The islands themselves are mountainous, and the terrain is a significant obstacle. The western coast of the main island has cliffs up to a thousand feet high in places. The island's spine is a series of mountains two thousand feet high. At low levels there are forests of Southern Rata, twisted by the wind. At higher levels this fades off into tussock and rocks. Visually, think Banks Peninsula with more cliffs.

The other obstacle is the weather. As noted above, the islands are in the middle of the "roaring 40's" – which means incessant gales and frequent storms. When it's not blowing a gale, it's likely to be raining, or at least drizzling on and off. It's also very changeable, so GMs should use the weather to set the tone for a scene.

The islands are inhabited by seals, sea lions, and vast numbers of seabirds, as well as hordes of flies. The former are potential food; the latter a source of annoyance.

Maps

The location of the islands is shown in **Map 1**. The islands themselves, and locations used in the adventure, are shown in **Map 2**. **Map 3** is provided for the reference of the players, once they find the boathouse.

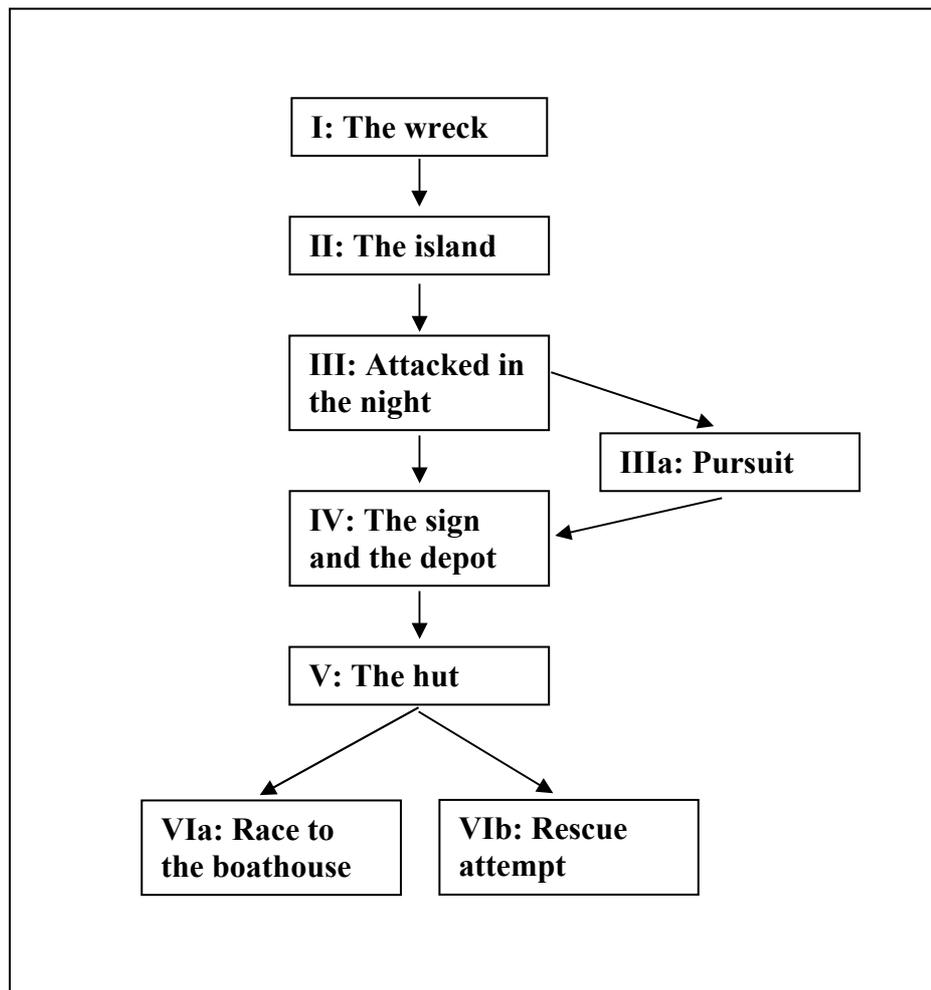
In addition to the maps reproduced here, I recommend GMs download the 1:50,000 scale topographic map from

http://ortho.linz.govt.nz/nz_offshore_islands/auckland_is_high_res.jpg

This is free to use, and it gives a good feel for the terrain as well as showing areas of forest. If you're really keen, you can buy a hardcopy.

Game structure

The game is structured as a series of scenes, which form a nice linear chain, as shown below:



Statistics for all opponents are at the end of this document.

The survivors

Seven pre-generated characters are included as potential PCs:

Lieutenant Roger Parkes (Ship's navigator)

John Gomez (Common sailor)

Patrick Kelly (Self-sufficient Aussie miner)

Jim the cabin boy (Plucky kid)

George Harricot (Doctor)

Mrs Anne Harricot (Snooty lady)

Katherine O'Leary (Non-snooty lady)

Any characters not chosen should be present, to provide kidnapping victims for the first night.

Character sheets for all characters are at the end of this document.

In addition to the survivors, the *Sea Witch* carried 20 other crew members and 2 more passengers. Among the latter was Lizzie, Mrs Harricot's maid. Other members of the crew include Captain Smith, Bosun MacGregor, and Able-Seaman Hamilton. Use these names to add a personal touch to the deaths in the initial wreck or if the PCs scavenge the bodies.

Source material for this game:

- François Raynal, *Wrecked on a Reef, or Twenty Months on the Auckland Islands*. T. Nelson and Sons, 1880, Edinburgh. <http://www.nzetc.org/tm/scholarly/tei-RayWrec.html>
- Maritime Archeological Association of NZ, *The Wreck of the General Grant*.
- Wikipedia, "Auckland Islands" http://en.wikipedia.org/wiki/Auckland_Islands
- Wikipedia, "Castaway depot" http://en.wikipedia.org/wiki/Castaway_depot

Scene I: The wreck

The survivors drag themselves ashore – taking stock – climbing the cliff

The game begins in the aftermath of the wreck. The location is a narrow, rocky beach at the base of a cliff. Tremendous waves pound against the rocks, offshore, there is howling wind and driving rain. The survivors drag themselves from the water, some needing to be rescued by others. Piteous cries from the darkness tell of others still in the water, but the cries fade, or disappear with the waves.

If anyone asks how they came to be here, explain that they'd gone to bed, and were woken by a crash and the ringing of the ship's bell. There was no time to lower the boats; they had to jump overboard and swim for it. Alternatively, this can be done as a short flashback.

Start with one character, who is in the water (*Parkes? Gomez? Jim?*). Someone – an NPC, or another PC who can't swim (*Kelly, Mrs Haricot?*) - is next to them, flailing; do they help them ashore or leave them (**Self 2**)? If the person in trouble is a PC, they (**Helplessness 1**)

Another is lying face down on a flatter, stonier portion of the beach. They are next to a body of a drowned seaman. (**Violence 3**) Have them see another (*Kelly? Gomez?*), who is just dragging themselves out of the water, while a third (*Kath? Mrs Haricot?*) is clinging to a life-buoy (red/white, marked "Sea Witch, London") and could be hauled in. Further out, one may be clinging to a rock in need of rescue.

Another seaman is flailing in the sea, calling for help, but as they watch, he is dashed against the rocks, and his motionless body sucked back, before being pushed forward again to float face-down in a pool. (**Violence 3, Helplessness 1**)

The cries will fade, and the survivors will find themselves soaked on a beach scattered with wreckage. (**Wet, cold, not in shelter – Body + Endurance test or suffer 1 shock to each limb from exposure**) Feeling around will find a small cave or indent, which provides some shelter from the rain, and allows them to huddle together for warmth until dawn. The storm will abate in the night, being replaced by a brisk wind and overcast skies.

Dawn will reveal a beach covered with wreckage and bodies (not all of whom will be accounted for). The characters have no food, no water, and are still wet and cold, and there is little chance of rescue; the ship won't be declared overdue for months (**Helplessness 4**).

The survivors will likely try and salvage what they can from the wreckage, and loot or bury the bodies. Anyone who does either must make a (**Violence 3**) check on seeing the corpses; anyone stealing from the dead must in addition make a (**Self 1**) check.

Among the wreckage:

- Splintered wet wood
- Sailcloth
- Rope
- A ship's provision chest, containing a small amount of hard-tack, tea, and salt beef (2 meals worth)

- A small water cask, half full.
- A few Wooden bowls
- A few blankets
- A wooden case containing a Sextant.
- A hammock
- A few tins
- A wooden case containing a revolver (W + 1 in SK) and six rounds. (Wet and needs cleaning)

On the bodies:

- Clothing (wet)
- Pocket knives (W in S + 1K)
- Scrimshaw and wood carvings
- A small flask of rum
- Needles
- Crucifixes
- A silver pocket watch (wet, not working)
- Money
- A box of matches (wet, needs to be dried)
- A pipe and tin of tobacco
- A Bible (sodden)

As the morning progresses, swarms of flies begin to rise, alighting on every patch of skin and biting. There are also seals living further down the beach; approaching them without stealth will send most them lumbering into the sea, but one bull, an 8-foot brute, will refuse to budge and challenge the invaders, rising to its full height and lumbering towards them with bared teeth.

(Relevant stats: Body + Melee 6d, W+1 in S +1 K, 12 hit locations in torso)

The ground is too hard to bury the bodies, but they could be buried under a cairn; this will take all morning

Looking along the shore, it is cliffs the whole way, with some scraggly trees at the top of them. Seabirds seem to be plentiful. Offshore, many miles away there is a small island.

There is an immediate need for shelter, fire, food, and water. None of these can really be met on the beach. Walking along the beach a way will find a path up the cliff (either a less steep section to the south, or a flat expanse of beech to the north, allowing the survivors to see what the island has in store for them.

Scene II: The island

The island from above – looking for shelter and fire – the fingerpost

At the top of the cliff, the survivors will be able to see the island: a chain of mist-topped mountains. A great arc of high cliffs stretches away to the north and south, broken in a few places by beaches. The lowlands are covered in dense, scraggly, wind-knotted trees; the higher areas tussock with exposed rock outcrops. To the west, there is a small island, about a half dozen miles from the shore. Beyond that, there is nothing but ocean and white-capped waves, as far as the eye can see.

The ships crew will know where they are now – Auckland Island, marked as much further north on their map; the storm must have blown them well of course as well. It is well-known amongst sailors that the Auckland Islands have castaway depots with provisions for shipwrecked sailors; all they need to do is find one and wait for rescue. A crewmember can make a (Mind + Education) roll to see if they remember seeing it on the chart (Norman Inlet), otherwise the best they can do is the East side of the island and that it is signposted.

The survivors will be tired, cold, and hungry. The trees can provide some cover from the wind and approaching rain, and even some dry wood to start a fire (assuming anyone has any matches; otherwise it requires **Mind + Survival** and appropriate tools). There is a stream nearby, so water is available. The survivors have a little respite to take stock of their situation.

The mountains rise in the North but curve away to the south, so the ridge in that direction offers the best chance of getting to the east side of the island. Getting to the top takes an hour of climbing uphill through bush. From the top, a low saddle can be seen which leads to the east of the island. It also offers spectacular views of the vastness of the ocean, flecked with breakers where it crashes on reefs.

Getting down the ridge and into the saddle will take another hour, and then it's another 3 hours through dense bush to reach the shore. It is unlikely the survivors will be able to cover this in a single day, having scavenged the beach, searched for a way up the cliff, and climbed to the top, so they will have to camp somewhere. (If they do not have warmth or shelter, it is another **Body + Endurance test, or take another shock to each limb from exposure**)

Scene III: Attacked in the night

Ambushed! Kidnapped! Or worse!

The survivors will have to spend a night outdoors. At this stage they will be attacked by the cannibals, and one or more of them taken for food.

This is a violent attack, not just a disappearance. The characters (who likely will not have set a watch – what for?) will be woken by screams as one of their number is grabbed and dragged away from the camp by half seen assailants dressed in hooded furs. The number of attackers is uncertain – it is dark, so it's easy to add more if necessary, but four to six should be enough. The victims should be any NPC survivors.

Anyone attempting to resist will be beaten by the attackers. The inhabitants are not afraid of inflicting injury (all part of the fun, and it may slow the group down), and may do so deliberately if someone gives them trouble (beat them to the ground, then hamstring a leg; ouch).

*(Remember Madness checks here: **Violence 1** for injuring someone or being injured; **Violence 2** for shooting at someone, **Violence 3** if someone dies, **Helplessness 3** if held down while your limbs are broken. Anyone getting a good look at the attackers – their grey faces, feral eyes, sharpened teeth and fingers which are slowly becoming claws – will have to make an **Unnatural 3** check)*

This should be a violent, desperate, confused combat scene, ending with the attackers vanishing into the darkness, and the screams of their victim diminishing. In the dark, the survivors have no chance of finding where they have gone, and may run into trouble if they pursue (step in a rabbit hole, fall down a ravine, walk into a branch, be beaten on the head).

The message: the survivors are not alone, and their neighbors are hostile.

Scene IIIa: Pursuit

A futile quest

The survivors will have to wait for daylight to try and track the attackers. Tracking requires a successful **Sense + Sight** test. This will find the attacker's tracks around the camp – footprints, wearing moccasins of some sort – and a trail leading away to the north. Once away from the camp, the attackers will take active steps to hide their trail. Tracking them becomes a dynamic test, pitting the tracker's **Sense + Sight** against the cannibals' **Coordination + Stealth**; the trackers will need to beat the cannibals' height. Remember that people can cooperate on tests, and the cannibals certainly should. Tests should be made hourly.

If the PCs manage to follow the trail, it heads North along the cliff top, then begins to climb the mountains. Tracking will become impossible on the shingle higher up. It's obvious that they were heading for the far side of the island, but the PCs will have no idea where, and there is no sign of any inhabitation from the mountaintops. They can either blunder around hoping to stumble into them by chance, or try and find food and perhaps weapons in a depot.

If they cross over to the other side of the island, have them find a signpost pointing them towards the South, and the depot.

Scene IV: The sign and the depot

A sign - Arrival at the depot – Dashed hopes – Hope restored

At the inlet, there is a fingerboard, pointing to the southwest and marked “castaway depot: 6 miles”. The terrain it points towards is foreboding – a ridge, beyond which are mountains – and climbing the ridge (half an hour) will reveal another one alongside a narrow inlet. Climbing to the end of that one will reveal that the inlet is quite short – only a mile – and at the end is a narrow isthmus, on which is clearly another fingerboard. Getting there requires clambering down the steep ridge to the beach, and then walking for a mile (two hours total)

The second fingerboard points west along the shore of a second inlet and is marked 3 miles. It is clearly pointing towards the head of the inlet, along a relatively easy beach. As they round a bump in the cliffs, the depot is clearly visible through the rain: a low, stone building next to a stream at the tip of the inlet, backed by a small valley and huge cliffs.

The beaches in this area are full of seals, which could be killed for food. Doing so will require either a gun and a headshot, or sneaking up on them and hitting them in the head (**Coordination + Stealth**; the hitting can just be assumed). Note that seal tastes awful – oily and rancid, and the meat is usually tough and difficult to chew. Still, it is food, if the survivors want it.

Two more hours of careful travel takes the survivors to the depot. Seals flee the shore as the survivors approach. From the outside, it is foreboding, a blockhouse a dozen feet square with an angled roof. Above the door is a sign:

*The curse of the widow and fatherless light upon the man that breaks open this store,
whilst he has a ship at his back*

The inhabitants have trapped the door with a brutal swinging spike (7d, W+1K; victim can dodge (**Violence 2 for witnesses**)).

Inside, the depot has been thoroughly looted. Boxes which once held food and clothing lie overturned and empty. A few hardtack biscuits lie crushed on the floor [*humiliation! Who will eat them?*] A rack clearly meant for guns is vacant. Going through the wreckage reveals only a bottle of salt. However, there is a map, painted on the wall of the building, showing where another depot can be found: in Erebus Cove, at the north end of the island. More interestingly, it is marked with a little boat symbol – a way off?

Getting there will require the survivors to retrace their steps and walk across the west side of the island before cutting over.

The depot does at least provide shelter, and the boxes give something to burn. With an improvised cudgel and some stealth, the group could hunt a seal on the shore to eat, though it will be tough and taste terrible and oily. And the door is strong protection against whoever attacked them last night.

If they stay put here for too long: the inhabitants will attack in the middle of the night, flinging a burning brand onto the roof and driving them out.

Scene V: The Hut

A desperate journey – A hut – A journal – The secret of the island revealed – Climbing the cliffs

From the store, the survivors will presumably set out for the boathouse. The easiest way is to retrace their steps towards the wreck, then head north along the clifftop and try and cross the mountains. The alternative – weaving their way along the East coast – would likely take much longer, and in any case is impossible due to the high cliffs around Musgrave Inlet.

On the last beach before the cliffs, directly opposite Disappointment Island, they will come across a lonely hut by the shore. The hut is clearly uninhabited and partially ruined, with a conical stone cairn outside it. There are three more low cairns, overgrown, nearby (these are graves). The hut's contents have been scattered and smashed as if looted or by a struggle. It will provide some shelter, though, and digging in the rubble will find a few bowls if people have anything to eat. There are the remains of a bed (a raised platform with some old dried grass on it), and a stone firepit with a chimney; the walls of the hut are braced against the wind, though the door is smashed in and there is a leak in the roof.

Carved into the wood on one of the walls is a ship's name, and five names. All but the last has been crossed out:

Aquitaine

~~George Allen~~
~~Jacques Sanguilly~~
~~Arthur Caughey~~
William Loughlin
James Ashworth

The cairn outside is a tall cone of rocks, not large enough to contain a body, but perhaps used as a marker. Examining it closely will catch a glimpse of something metal between the rocks. Dismantling it will uncover a metal biscuit tin, rusted closed with the rain. Inside, kept safe from the elements, is a journal.

The journal of Captain Loughlin

The journal is by Captain Loughlin of the barque Aquitaine. It explains how the Aquitaine, bound for Chile was wrecked on the cliffs of the island in the year 1862, and how two officers and seventeen sailors survived the wreck (six dying). The group soon fell to arguing over the best way to survive, and split into small groups, one faction remaining with Captain Loughlin in his hut. It talks about their struggle for survival against the elements, the way they hunted and ate seals and seabirds, and how Allen and Sanguilly died of exposure and starvation while waiting for rescue, leaving him and Caughey alone.

Near the end of the journal, Loughlin tells of how he and Caughey came across Ashworth on a sealing trip; he had gone with one of the other bands, but was running like a man demented. He slipped and fell and injured himself, and so

they took the wounded man back to the hut and gave what aid they could. His injuries were severe – he seemed to have been beaten and stabbed as well as suffered in the fall – but before he died he told of how during the winter some of the others had turned to darkness and begun to prey upon the other survivors, supplementing their diet of seal meat with human flesh. He had found out about this when he had seen a ship wrecked on the shore, and seen some of his former crewmates taking the bodies which washed up; they had seen him and tried to talk him into joining them, explaining that they had a good place, a large cave at Chambres Inlet with plenty of food, even a few kept in cages for later. Eating human flesh made them strong, and Ashworth could see this - but he had been repulsed and fled. Later, others had come after him, to try and take him for food, but he had fought and run.

Captain Loughlin is deeply troubled by this, and after this he and Caughey are on their guard. But one night, the cannibals raid the hut and drag Caughey away, injuring Loughlin in the process. The last he heard of Caughey was his screams fading into the darkness. Loughlin knew that now the cannibals knew where he was, he would be next, so he prepared himself for death, and to take some of his former crew with him. But first, he planned to bury his journal in the cairn in case any should find it...

The question now is what the survivors will do. This should suggest that those kidnapped could still be alive, rather than having been eaten immediately – so they may wish to mount a rescue mission. Alternatively they may want to keep traveling for the boathouse and rescue.

Regardless of which option the PCs choose, they will need to climb the mountain above the bay (Stony Peak) and work their way along the exposed ridgeline (with thousand foot cliffs to their left) for some distance before descending into either Chambres Inlet or Laurie Harbour. This will take around half a day. Depending on the timing, they may need to spend the night on the ridge, which should be unpleasant. Though at least the wind is blowing away from the cliffs.

Scene VIa: Race to the boathouse

Down the valley – Pursued! – A desperate race

From the ridgetop, it takes about 3.5 hours to climb down the valley to the tip of Laurie Harbour. As the PCs move down the valley, they should see that they are being pursued – a group of about half a dozen figures, working their way down the mountainside after them. The cannibals have clearly kept an eye on them, and are trying to stop their fresh meat from escaping.

At the tip of the harbour is a signpost, pointing along the north shore of the inlet and marked “Depot: 2 miles”. It’s a long, flat beach, with a small rise at the end separating it from Erebus Cove. The depot – another stone blockhouse – and an adjacent wooden boatshed are clearly visible from the end of the beach.

The aim of this scene is a dramatic chase along the beach. The survivors have the lead, but the pursuers will quickly gain ground. Towards the end of the beach, it will become obvious that they will catch the PCs. The survivors may try and run together as a group, they may decide that it is every man for himself and leave the stragglers to die, or someone may sacrifice themselves to slow them down. The cannibals will simply ignore injured, slow-moving characters who do not try and slow them down, and will be happy to run on if they manage to cripple a lone defender; they can always come back for them later; their goal is to stop the rest from reaching the depot.

If some PCs abandon the rest and run ahead, they will need to decide what to do: go for the boathouse or the depot.

The boathouse contains a small boat, with a covered section, suitable for a cramped journey to New Zealand. The exterior doors of the boathouse will need to be opened, and the boat launched into the water. Once that is done, anyone escaping in the boat has some chance of immediate safety – the cannibals will not swim after them. However, they will have to worry about food and water for the 4-day trip across the Southern Ocean to New Zealand.

The depot contains food and supplies, and rifles: Winchester repeating carbines (W+1SK, 15 round magazine, range 50 / 150 yards). It will take at least a round of frantic searching to find ammunition for them, after which the survivors can blaze away and likely save themselves. Remember, there is +1 dice for shooting at close range, which counteracts the unskilled penalty; characters can also aim, gaining +1 dice per round. Shooting someone is a **violence 2** check.

If the survivors flee in the boat, the cannibals will loot some guns, shoot at them a few times (possibly holing the boat), then set fire to the boathouse and store. The survivors (if any) should be left sailing into stormy seas, with little food or water, and slim hope of reaching safety.

Scene VIb: Rescue attempt

Down the valley – The cannibals' lair

The descent into the valley above Chambres Inlet is steep, and it takes several hours to reach the valley floor. From there, it takes about an hour following a stream to reach the inlet itself.

The lair is a large dry cave on the north shore of the inlet. There is scrub nearby for firewood, and a large beach nearby which is filled with basking seals. The cliffs have plenty of seabirds which can be used for food as well, and there is a small spring nearby serving as a source of water.

The cannibals have posted no warning signs – no skulls on poles – to deter intruders, because they do not fear them. They do not bother to light the cave anymore as they can see in the dark. There will be a fire for warmth and cooking, but soon they will eschew even that trace of humanity. The cave has some rough piles of bedding – bracken and old blankets, a few rickety tables, and a large and bloodstained butcher's block with a handaxe (W+1K) stuck in it. Near the back of the cave in one corner is a midden containing an enormous number of bones, most seal, some identifiably human. At the back of the cave are some crude wooden cages, some of which may still be occupied by anyone taken.

The cannibals will probably have a watch set because they want to know where the food is; evading them will require a dynamic test of **Coordination + Stealth** vs **Sense + Sight**; if failed, the cannibals will have time to prepare a hasty ambush.

This will inevitably devolve into a fight, the only question is who has the initial advantage. Without weapons, the survivors will likely be slaughtered. If they retreat leaving a few dead, the cannibals will let them go – they have meat now, and want the rest to stay fresh.

The Cannibals

The main antagonists in this scenario are the inhabitants, a group of about a dozen degenerate cannibal castaways. Originally wrecked with the *Aquitaine*, they turned to cannibalism to supplement their diet, picking off and eating their crewmates one by one. Since then, they have eaten several other groups of castaways, while recruiting a few more who saw things their way.

Their diet of human flesh has made the inhabitants stronger and faster, giving a grey tinge to their skin and made their features more feral; unbeknownst to them, they have begun the transformation into Ghouls.

Average stats:

Stats: Body 5d, Coordination 2d, Sense 3d, Mind 2d, Command 3d, Empathy 1d

Skills: Brawling 2d, Climbing 3d, Running 3d, Sight 1d, Smell 4d, Stealth 3d

Damage: Width +2 in S

Special: Special attack (2d), Extra wound box, inhuman biology, Unnatural Intensity 3.

Wounds:

(1) Left Leg 6 5 4 3 2 1

(2) Right Leg 6 5 4 3 2 1

(3) – (4) Left Arm 6 5 4 3 2 1

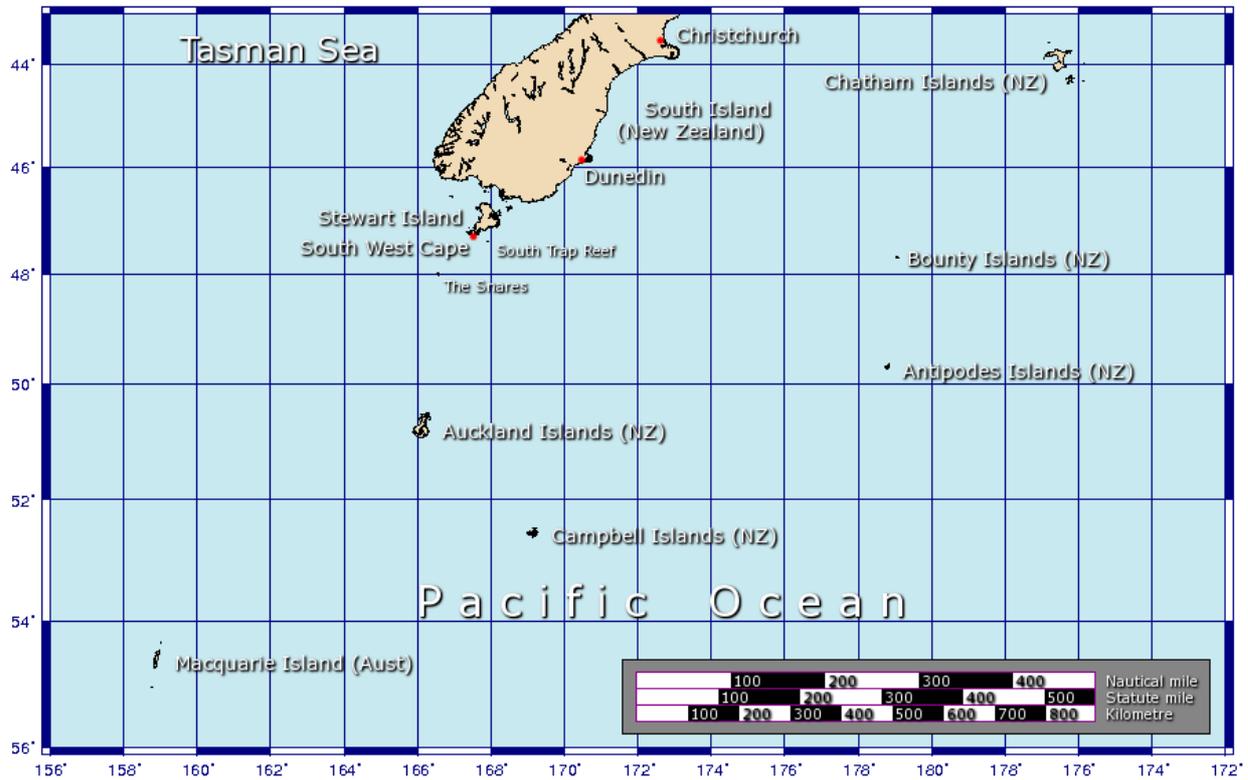
(5) – (6) Right Arm 6 5 4 3 2 1

(7) – (9) Torso 11 10 9 8 7 6 5 4 3 2 1

(10) Head 5 4 3 2 1

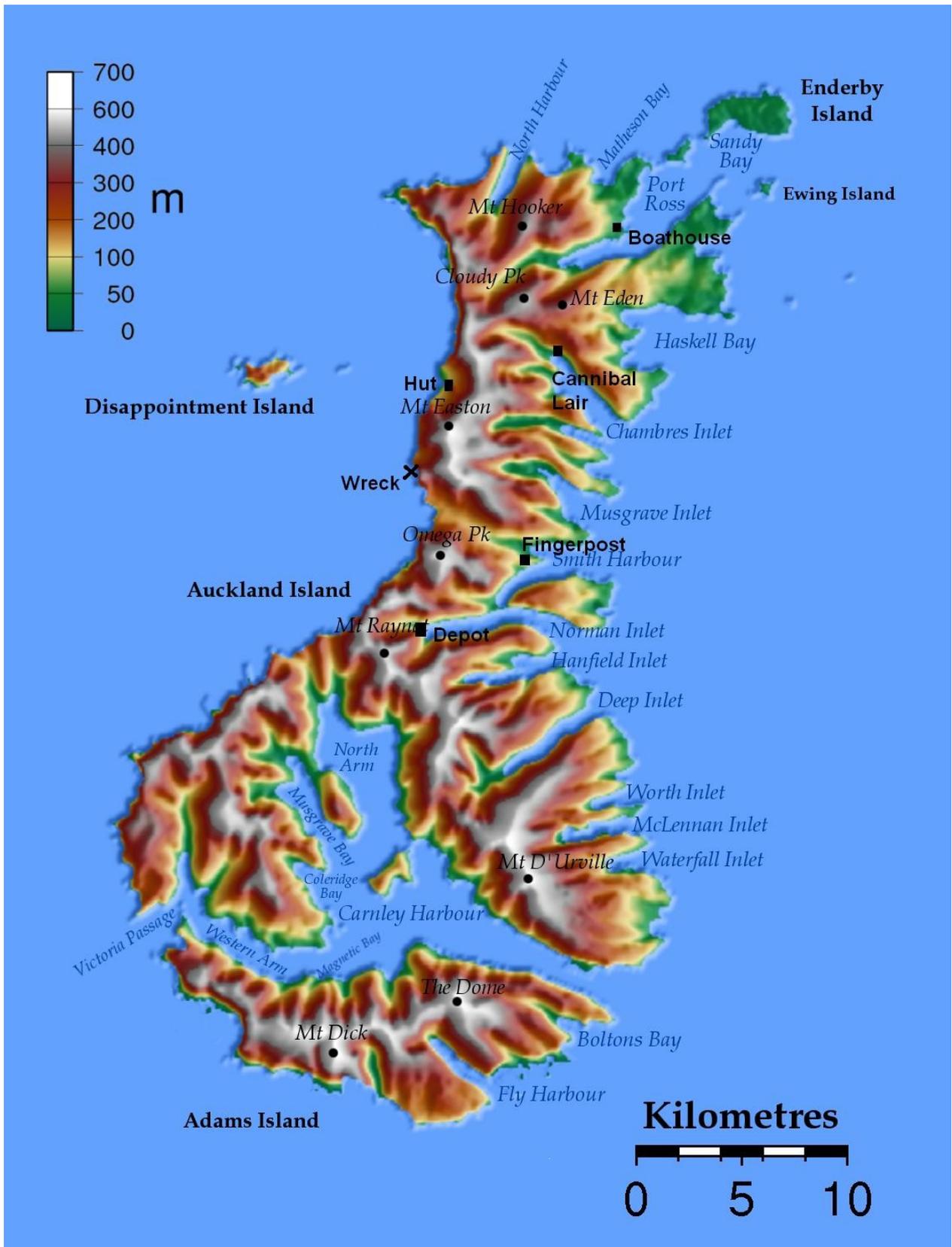
<p><i>Cannibal #1</i></p> <p>Wounds (1) Left Leg 6 5 4 3 2 1 (2) Right Leg 6 5 4 3 2 1 (3) – (4) Left Arm 6 5 4 3 2 1 (5) – (6) Right Arm 6 5 4 3 2 1 (7) – (9) Torso 11 10 9 8 7 6 5 4 3 2 1 (10) Head 5 4 3 2 1</p>	<p><i>Cannibal #2</i></p> <p>Wounds (1) Left Leg 6 5 4 3 2 1 (2) Right Leg 6 5 4 3 2 1 (3) – (4) Left Arm 6 5 4 3 2 1 (5) – (6) Right Arm 6 5 4 3 2 1 (7) – (9) Torso 11 10 9 8 7 6 5 4 3 2 1 (10) Head 5 4 3 2 1</p>
<p><i>Cannibal #3</i></p> <p>Wounds (1) Left Leg 6 5 4 3 2 1 (2) Right Leg 6 5 4 3 2 1 (3) – (4) Left Arm 6 5 4 3 2 1 (5) – (6) Right Arm 6 5 4 3 2 1 (7) – (9) Torso 11 10 9 8 7 6 5 4 3 2 1 (10) Head 5 4 3 2 1</p>	<p><i>Cannibal #4</i></p> <p>Wounds (1) Left Leg 6 5 4 3 2 1 (2) Right Leg 6 5 4 3 2 1 (3) – (4) Left Arm 6 5 4 3 2 1 (5) – (6) Right Arm 6 5 4 3 2 1 (7) – (9) Torso 11 10 9 8 7 6 5 4 3 2 1 (10) Head 5 4 3 2 1</p>
<p><i>Cannibal #5</i></p> <p>Wounds (1) Left Leg 6 5 4 3 2 1 (2) Right Leg 6 5 4 3 2 1 (3) – (4) Left Arm 6 5 4 3 2 1 (5) – (6) Right Arm 6 5 4 3 2 1 (7) – (9) Torso 11 10 9 8 7 6 5 4 3 2 1 (10) Head 5 4 3 2 1</p>	<p><i>Cannibal #6</i></p> <p>Wounds (1) Left Leg 6 5 4 3 2 1 (2) Right Leg 6 5 4 3 2 1 (3) – (4) Left Arm 6 5 4 3 2 1 (5) – (6) Right Arm 6 5 4 3 2 1 (7) – (9) Torso 11 10 9 8 7 6 5 4 3 2 1 (10) Head 5 4 3 2 1</p>
<p><i>Cannibal #7</i></p> <p>Wounds (1) Left Leg 6 5 4 3 2 1 (2) Right Leg 6 5 4 3 2 1 (3) – (4) Left Arm 6 5 4 3 2 1 (5) – (6) Right Arm 6 5 4 3 2 1 (7) – (9) Torso 11 10 9 8 7 6 5 4 3 2 1 (10) Head 5 4 3 2 1</p>	<p><i>Cannibal #8</i></p> <p>Wounds (1) Left Leg 6 5 4 3 2 1 (2) Right Leg 6 5 4 3 2 1 (3) – (4) Left Arm 6 5 4 3 2 1 (5) – (6) Right Arm 6 5 4 3 2 1 (7) – (9) Torso 11 10 9 8 7 6 5 4 3 2 1 (10) Head 5 4 3 2 1</p>
<p><i>Cannibal #9</i></p> <p>Wounds (1) Left Leg 6 5 4 3 2 1 (2) Right Leg 6 5 4 3 2 1 (3) – (4) Left Arm 6 5 4 3 2 1 (5) – (6) Right Arm 6 5 4 3 2 1 (7) – (9) Torso 11 10 9 8 7 6 5 4 3 2 1 (10) Head 5 4 3 2 1</p>	<p><i>Cannibal #10</i></p> <p>Wounds (1) Left Leg 6 5 4 3 2 1 (2) Right Leg 6 5 4 3 2 1 (3) – (4) Left Arm 6 5 4 3 2 1 (5) – (6) Right Arm 6 5 4 3 2 1 (7) – (9) Torso 11 10 9 8 7 6 5 4 3 2 1 (10) Head 5 4 3 2 1</p>

Map 1: the Southern Ocean



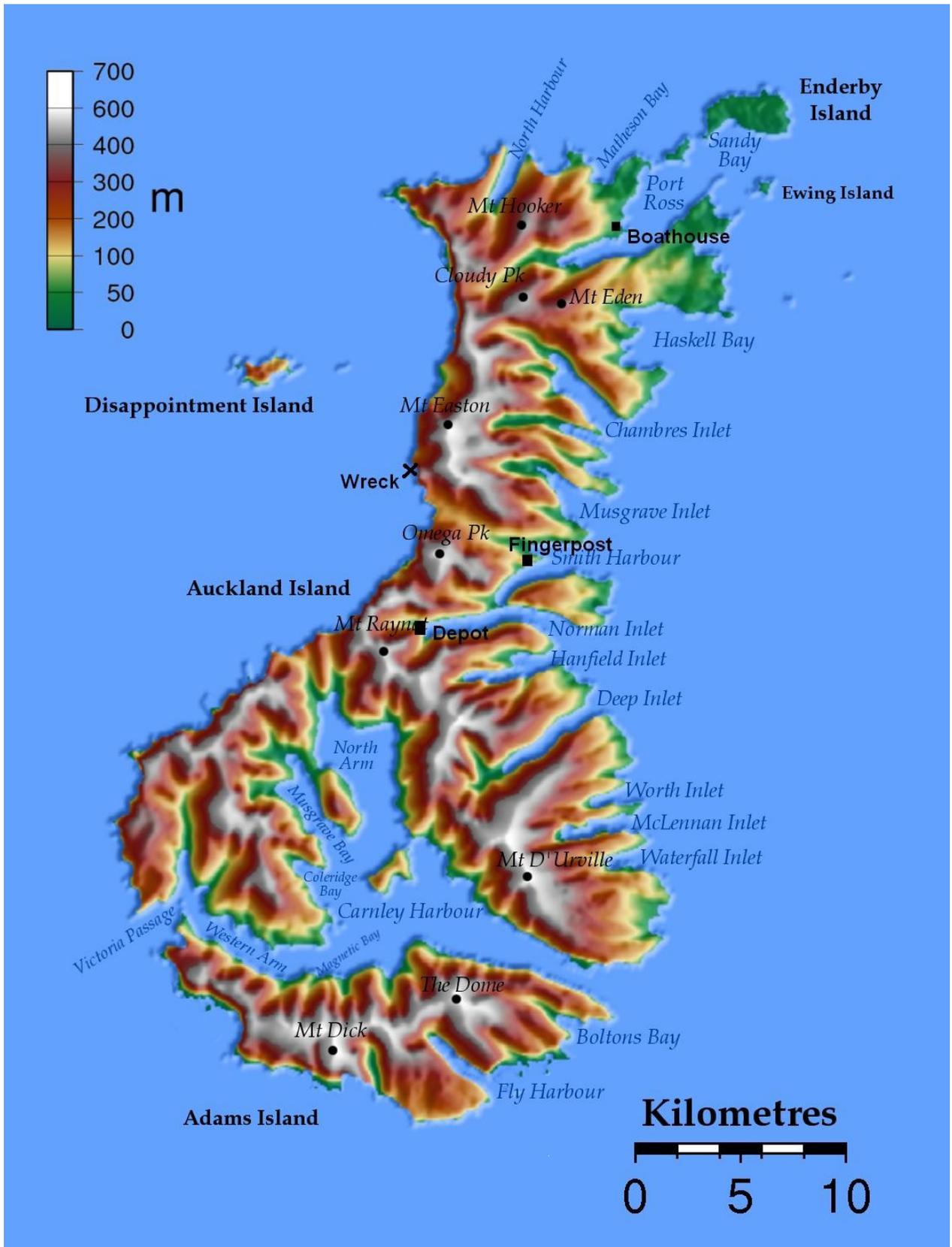
(Map by Johantheghost, via WikiCommons. Used under CC-by-SA licence:
<http://commons.wikimedia.org/wiki/File:NZOffshoreIslandsMap.png>)

Map 2: GMs map



(Original map by Jackaranga, via WikiCommons. Used under CC-by-SA licence:
http://commons.wikimedia.org/wiki/File:Auckland_islands_topo.png)

Map 3: Player's Map



(Original map by Jackaranga, via WikiCommons. Used under CC-by-SA licence: http://commons.wikimedia.org/wiki/File:Auckland_islands_topo.png)

The journal of Captain Loughlin

The journal is by Captain Loughlin of the barque Aquitaine. It explains how the Aquitaine, bound for Chile was wrecked on the cliffs of the island in the year 1862, and how two officers and seventeen sailors survived the wreck (six dying). The group soon fell to arguing over the best way to survive, and split into small groups, one faction remaining with Captain Loughlin in his hut. It talks about their struggle for survival against the elements, the way they hunted and ate seals and seabirds, and how Allen and Sanguilly died of exposure and starvation while waiting for rescue, leaving him and Caughey alone.

Near the end of the journal, Loughlin tells of how he and Caughey came across Ashworth on a sealing trip; he had gone with one of the other bands, but was running like a man demented. He slipped and fell and injured himself, and so they took the wounded man back to the hut and gave what aid they could. His injuries were severe – he seemed to have been beaten and stabbed as well as suffered in the fall – but before he died he told of how during the winter some of the others had turned to darkness and begun to prey upon the other survivors, supplementing their diet of seal meat with human flesh. He had found out about this when he had seen a ship wrecked on the shore, and seen some of his former crewmates taking the bodies which washed up; they had seen him and tried to talk him into joining them, explaining that they had a good place, a large cave at Chambres Inlet with plenty of food, even a few kept in cages for later. Eating human flesh made them strong, and Ashworth could see this - but he had been repulsed and fled. Later, others had come after him, to try and take him for food, but he had fought and run.

Captain Loughlin is deeply troubled by this, and after this he and Caughey are on their guard. But one night, the cannibals raid the hut and drag Caughey away, injuring Loughlin in the process. The last he heard of Caughey was his screams fading into the darkness. Loughlin knew that now the cannibals knew where he was, he would be next, so he prepared himself for death, and to take some of his former crew with him. But first, he planned to bury his journal in the cairn in case any should find it...

Lt Roger Parkes

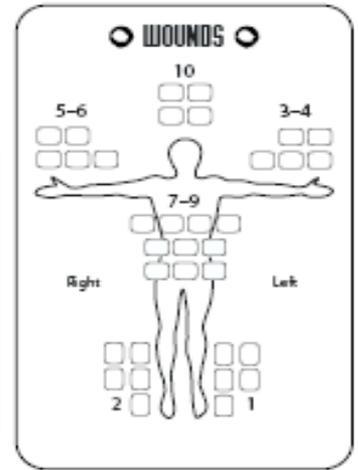
Navigator, *Sea Witch*



Roleplaying in Worlds of Horror

Sex: Male **Age:** 29 **Nationality:** American

Body	2d	Mind	3d
Coordination	2d	Command	3d
Sense	3d	Empathy	2d



Madness Meter

Failed	Violence 5d	Hardened
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Unnatural 5d	<input type="checkbox"/>
<input type="checkbox"/>	Self 5d	<input checked="" type="checkbox"/>
<input type="checkbox"/>	Helplessness 4d	<input type="checkbox"/>

Skills

Brawl (Body)1dFirearms (Pistol) (Coord)2dRunning (Body)2dClimb (Coord)2dHearing (Sense)1dSail (Large) (Coord)2dEducation (Mind)2dNavigate Sea (Mind)3dSail (Small) (Coord)2dEquilibrium2dNavigate Land (Mind)2dSwimming (Body)1d

Background: You grew up in Boston, in a nautical family. You had a good brain and a talent for numbers, which were recognised when you went to sea. You became a navigator, charting the course of ships around the world, selecting the most favourable course and keeping them out of trouble. While this meant promotion to an officer, you were never really very good at command or at holding the respect of the men. You know you will never captain your own ship, but you don't mind – you are happy doing what you do.

Your current berth is the *Sea Witch*, a British clipper plying the route between Australia and Britain. The pay is good, Captain Smith respects your abilities, and the crew are easygoing.

Appearance: Tall and pale, with a bookish look, spectacles, and floppy blonde hair. While other sailors tan in the sun, you burn easily, and are currently sporting a red nose from too much sun in Melbourne.

How it works: NEMESIS uses the One Roll Engine. Add your stat to your skill, roll that many D10, and look for matches. Any match is a success, with quality determined by the value on the dice (the “height”), and speed or damage determined by the number in the set (the “width”). The **Madness Meter** uses the same system, but in addition you must beat the Intensity of the threat to your sanity with the height of your roll. Otherwise, you get a “failed” notch, and must choose one of three reactions: Flight, Fight, or Freeze.

John Gomez

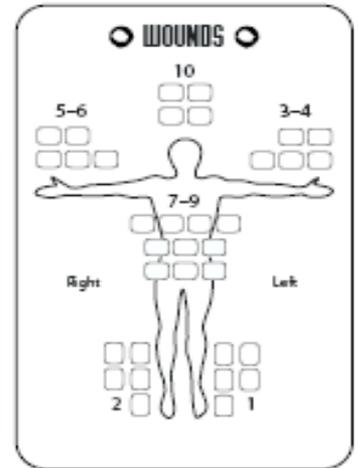
Sailor, *Sea Witch*



Roleplaying in Worlds of Horror

Sex: Male **Age:** 40 **Nationality:** Spanish

Body	4d	Mind	2d
Coordination	3d	Command	2d
Sense	3d	Empathy	1d



Madness Meter

Failed		Hardened
<input type="checkbox"/>	Violence 3d	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	Unnatural 2d	<input type="checkbox"/>
<input type="checkbox"/>	Self 2d	<input checked="" type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Helplessness 1d	<input type="checkbox"/>

Skills

Brawl (Body)3dMelee (Knife) (Body)3dSail (Large) (Coord)1dClimb (Coord)2dMechanic (Boats) (Mind)3dSail (Small) (Coord)1dEndurance (Body)2dNavigate Sea (Mind)1dSight (Sense)1dIntimidate (Command)3dNavigate Land (Mind)1dSurvival (Mind)2dRunning (Body)2dSwimming (Body)2d

Background: You went to sea as a young boy and have spent your life travelling the waves, moving from ship to ship as the fancy took you. You've been everywhere and seen everything – even got yourself stranded on a desert island in the Pacific once, when you were bored and wanted a holiday. But a few years of watching the savages eat each other cured you of that, and you hailed a passing ship and went back to sea. Sailing is all you know, and while it has its tedium, it is the life you want, a life of freedom.

Your current berth is the *Sea Witch*, a British clipper plying the route between Australia and Britain. The pay is good and the officers aren't too bad.

Appearance: Big, bulky, tanned and tattooed, with a short sailor's ponytail and a rough beard.

Equipment: Knife (W in S+1K)

How it works: NEMESIS uses the One Roll Engine. Add your stat to your skill, roll that many D10, and look for matches. Any match is a success, with quality determined by the value on the dice (the "height"), and speed or damage determined by the number in the set (the "width"). The **Madness Meter** uses the same system, but in addition you must beat the Intensity of the threat to your sanity with the height of your roll. Otherwise, you get a "failed" notch, and must choose one of three reactions: Flight, Fight, or Freeze.

Patrick Kelly

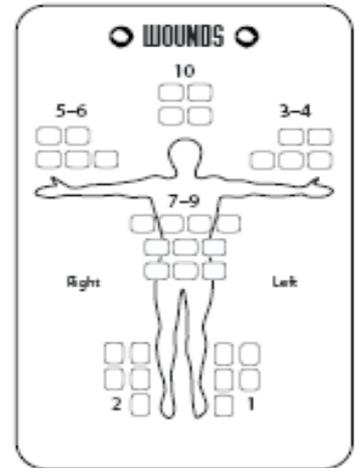
Self-sufficient miner



Roleplaying in Worlds of Horror

Sex: Male **Age:** 32 **Nationality:** Australian

Body	3d	Mind	2d
Coordination	2d	Command	3d
Sense	3d	Empathy	2d



Madness Meter

Failed		Violence 3d	Hardened
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Skills

Athletics (Body)2dFirearms (Pistol) (Coord)3dNavigate Land (Mind)2dClimbing (Coord)2dIntimidate (Command)2dRide Horse (Coord)2dEndurance (Body)1dMartial Arts (Boxing) (Body)3dSight (Sense)2dSurvival (Mind)3dMartial Arts allows you to choose to do either +2 damage, +2 height, or attempt multiple actions without the usual 1d penalty.

Background: You're a self-reliant Aussie miner, and you have spent your life prospecting and panning for gold in the hills of Victoria. Now you've made your fortune, you're headed for London aboard the clipper *Sea Witch* to live the high life.

As an Australian, you care little for stuffy British social custom. In the Bush, everyone is equal – and those that think they're above others quickly get taken down a peg or two.

Appearance: Tanned, muscular, weatherbeaten, with a crooked nose.

Equipment: Large knife (W in K)

How it works: NEMESIS uses the One Roll Engine. Add your stat to your skill, roll that many D10, and look for matches. Any match is a success, with quality determined by the value on the dice (the "height"), and speed or damage determined by the number in the set (the "width"). The **Madness Meter** uses the same system, but in addition you must beat the Intensity of the threat to your sanity with the height of your roll. Otherwise, you get a "failed" notch, and must choose one of three reactions: Flight, Fight, or Freeze.

Mrs Anne Harricot

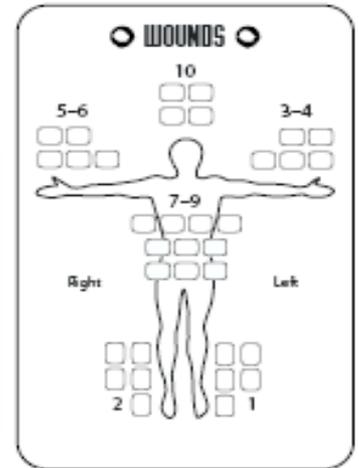
Housewife



Roleplaying in Worlds of Horror

Sex: Female Age: 45

Nationality: British



Body	2d	Mind	2d
Coordination	2d	Command	4d
Sense	3d	Empathy	2d

Madness Meter

Failed	Violence 4d	Hardened
<input type="checkbox"/>	<input checked="" type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Unnatural 3d	<input type="checkbox"/>
<input type="checkbox"/>	Self 5d	<input type="checkbox"/>
<input type="checkbox"/>	Helplessness 3d	<input type="checkbox"/>

Skills

Education (Mind)2d Intimidate (Command)2d Resistance (Empathy)2d Equilibrium 1d Leadership (Command)3d Sight (Sense)2d First Aid (Mind)2d Persuasion (Empathy)3d Swimming (Body)2d Hearing (Sense)2d

Background: While you were born in Australia, you are a proper British housewife. Your father was a senior colonial official in the Governor’s office, and ensured that you were raised in accordance with the values of the British Empire. You married well, to a doctor, and for the past 25 years have run his home and assisted him in his practice. Now you are going “home”, to England, so he can further his career with a position at a medical school in London. You are accompanied on the trip by your maid, Lizzie, who you have promised to take care of.

Your husband, George, is a bit of a jelly, but you are made of sterner stuff. You may have the body of a weak and feeble woman, but you have a backbone of solid steel. You have a no-nonsense approach, and will tolerate no disrespect or misbehaviour from anyone.

Appearance: Matronly, with an upright posture and a steely glint in your eye.

Equipment: Box of matches

How it works: NEMESIS uses the One Roll Engine. Add your stat to your skill, roll that many D10, and look for matches. Any match is a success, with quality determined by the value on the dice (the “height”), and speed or damage determined by the number in the set (the “width”). The **Madness Meter** uses the same system, but in addition you must beat the Intensity of the threat to your sanity with the height of your roll. Otherwise, you get a “failed” notch, and must choose one of three reactions: Flight, Fight, or Freeze.

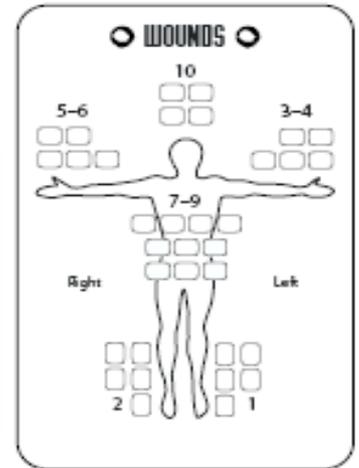
Dr George Harricot

Wealthy doctor



Roleplaying in Worlds of Horror

Sex: Male **Age:** 50 **Nationality:** British



Body	<input type="text" value="2d"/>	Mind	<input type="text" value="4d"/>
Coordination	<input type="text" value="2d"/>	Command	<input type="text" value="2d"/>
Sense	<input type="text" value="3d"/>	Empathy	<input type="text" value="2d"/>

Madness Meter

Failed		Hardened
<input type="checkbox"/>	Violence 4d	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	Unnatural 5d	<input type="checkbox"/>
<input type="checkbox"/>	Self 3d	<input type="checkbox"/>
<input type="checkbox"/>	Helplessness 3d	<input type="checkbox"/>

Skills

Counselling (Empathy)2d First Aid (Mind)4d Resistance (Empathy)2d Education (Mind)3d Inspiration (Empathy)2d Search (Sense)2d Equilibrium 1d Medicine (Mind)4d Smell (Sense)2d

Background: You were born to a good family in Melbourne, and attended medical school like your father before you. For the past 25 years, you have worked as a doctor, initially with your father, then taking over the practice when he retired. Now you have been offered a teaching position at a medical school in London, and are travelling with your wife and her maid to take up the position.

Appearance: Short and grey-haired, with spectacles, a beard, moustache, and large sideburns. Dresses formally.

How it works: NEMESIS uses the One Roll Engine. Add your stat to your skill, roll that many D10, and look for matches. Any match is a success, with quality determined by the value on the dice (the “height”), and speed or damage determined by the number in the set (the “width”). The **Madness Meter** uses the same system, but in addition you must beat the Intensity of the threat to your sanity with the height of your roll. Otherwise, you get a “failed” notch, and must choose one of three reactions: Flight, Fight, or Freeze.

Katherine O'Leary

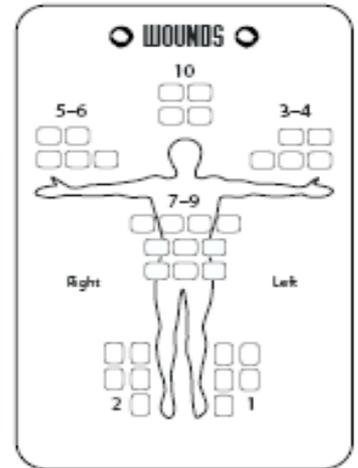
Petty thief on the run



Roleplaying in Worlds of Horror

Sex: Female **Age:** 25 **Nationality:** Australian

Body	3d	Mind	2d
Coordination	3d	Command	2d
Sense	3d	Empathy	3d



Madness Meter

Failed		Violence 4d		Hardened
<input type="checkbox"/>			<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>		Unnatural 3d		<input type="checkbox"/>
<input type="checkbox"/>		Self 3d	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> <input checked="" type="checkbox"/>		Helplessness 4d	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Skills

Brawling (Body)2dHearing (Sense)2dPick Pockets (Coord)3dDodge (Coord)3dInspiration (Empathy)2dSearch (Sense)2dEquilibrium1dPersuasion (Empathy)2dSight (Sense)2dFirearms (Pistol)(Coord)1dStealth (Coord)3d

Background: You were born in the slums of Melbourne to poor Irish immigrants. You quickly fell into a life of crime as a petty thief, and have spent several spells in gaol. It's a fun life, but dangerous. A few weeks ago, after you made a big and unexpected score, it suddenly got more dangerous – word got around, and suddenly the local boss, Big Jim, was wanting “his share”. So, you did a runner, spending the money on a one-way ticket to England instead. You've always wanted to see London, and a girl of your talents should go far there.

Appearance: A bit scruffy, with tangled hair and a rumpled dress; you always have a watchful expression, as if you are sizing people up (which you are).

How it works: NEMESIS uses the One Roll Engine. Add your stat to your skill, roll that many D10, and look for matches. Any match is a success, with quality determined by the value on the dice (the “height”), and speed or damage determined by the number in the set (the “width”). The **Madness Meter** uses the same system, but in addition you must beat the Intensity of the threat to your sanity with the height of your roll. Otherwise, you get a “failed” notch, and must choose one of three reactions: Flight, Fight, or Freeze.

Jim the Cabin Boy

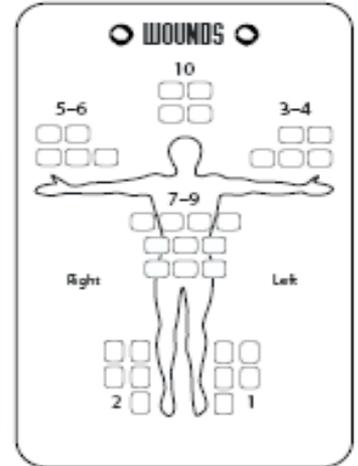
Cabin boy, *Sea Witch*



Roleplaying in Worlds of Horror

Sex: Male **Age:** 14 **Nationality:** Australian

Body	1d	Mind	3d
Coordination	3d	Command	2d
Sense	3d	Empathy	3d



Madness Meter

Failed	Violence 3d	Hardened
<input type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Unnatural 3d	<input type="checkbox"/>
<input type="checkbox"/>	Self 2d	<input type="checkbox"/>
<input type="checkbox"/>	Helplessness 3d	<input checked="" type="checkbox"/> <input type="checkbox"/>

Skills

Climbing (Coord)3dMechanic (Boat) (Mind)1dSail (Small) (Coord)1dDodge (Coord)3dPick Pockets (Coord)1dSight (Sense)2dEducation (Mind)1dNavigate (Sea) (Mind)1dStealth (Coord)2dHearing (Sense)1dRunning (Body)3dSwimming (Body)3dSail (Large) (Coord)1d

Background: You were born to a poor family in Sydney who wanted you to go to school, work hard, and get an honest trade or even a profession like law or medicine. So you ran away to sea the first chance you got. Since then you've worked on the *Sea Witch*, learning the ropes and how to be a sailor. It's a good life, better than boring school; you see lots of interesting places, and meet lots of interesting people; the other sailors look out for you, and you learn lots of interesting things. You've even been learning about navigation from Lt Parkes – and maybe you'll even be an officer one day!

Appearance: Young, with messy hair, wide eyes and an alert expression.

How it works: NEMESIS uses the One Roll Engine. Add your stat to your skill, roll that many D10, and look for matches. Any match is a success, with quality determined by the value on the dice (the "height"), and speed or damage determined by the number in the set (the "width"). The **Madness Meter** uses the same system, but in addition you must beat the Intensity of the threat to your sanity with the height of your roll. Otherwise, you get a "failed" notch, and must choose one of three reactions: Flight, Fight, or Freeze.