

The Most Dangerous Game

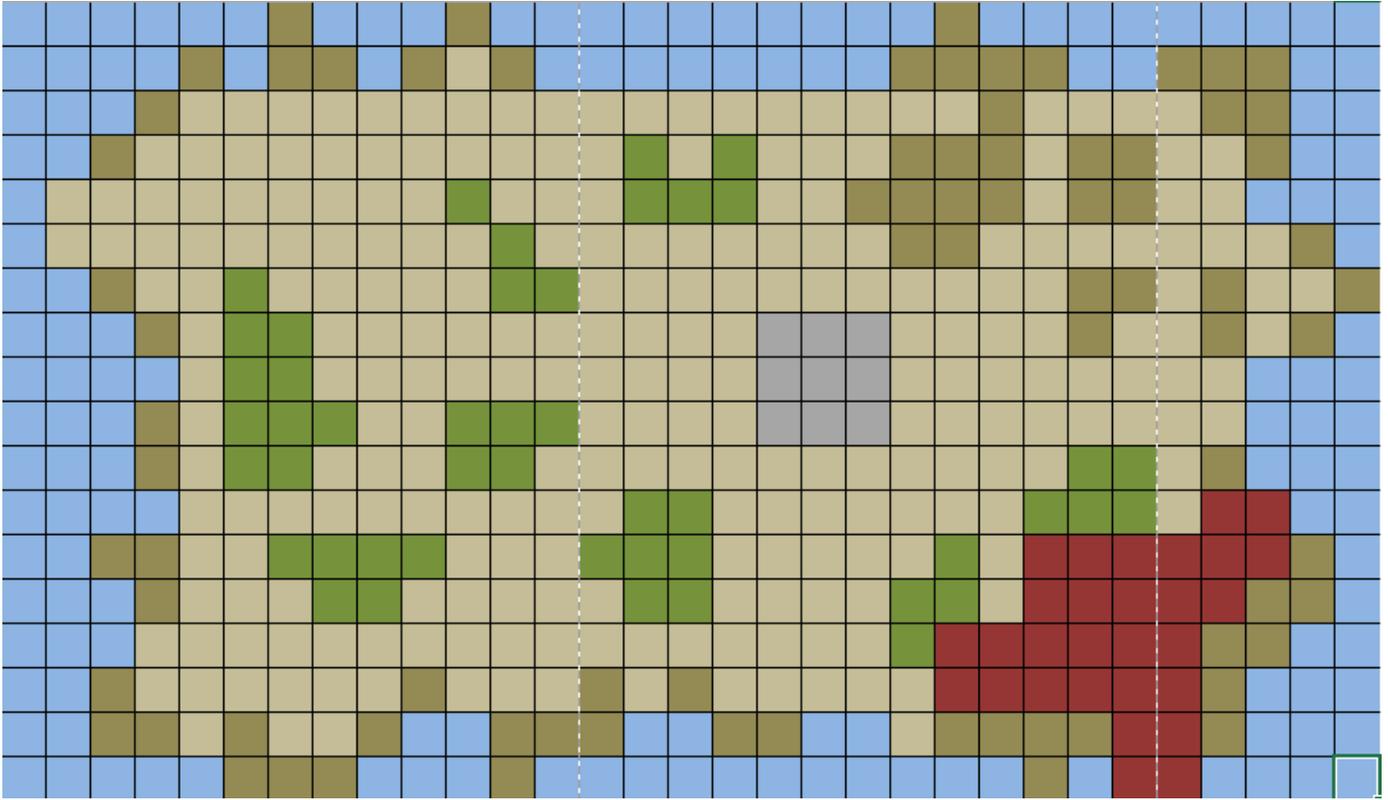
Narrative Introduction: *After your ship capsized, you awake on the shoreline of Ship-Trap Island. It is almost pitch black and difficult to see your surroundings, but you hear the waves crashing around the sharp rocks all around you. The air is humid and heavy as you suddenly recall hearing three gunshots from the island before you fell unconscious.*

Objectives:

- 1.) There are rumors that numerous men have gone missing on this island. Learn as much as you can about the island and its inhabitants, namely a man by the name of General Zaroff.
- 2.) Survive for three days and four nights as you await transport off of the island.
- 3.) If you learn the cause for the rumors of men going missing, do everything in your power to stop the disappearances from continuing.

Timeline:

- *10 Minutes:* Give your students time to explore the island, gather information, and make their way towards Zaroff's house. If they have not yet made it within 10 minutes, don't be afraid to simply inform them that they have stumbled upon the house.
- *10 Minutes:* Day 1 of the hunt. Use the *Wild Animal NPC* and General Zaroff himself to keep your students on the run and in search of somewhere to hide.
- *10 Minutes:* Day 2 of the hunt. Continue along the same plan as Day 1, but try to chase your students into different areas of the map that they can interact with, as discussed under the **Map** section of this template.
- *10 Minutes:* Day 3 of the hunt. Unleash Ivan and the dogs to hunt for your students. Force them to hide as best they can and escape from their pursuers.
- *10 Minutes:* If your students read the story, they know that it is now time to put an end to General Zaroff. Allot this time for combat with the General and close the game with a brief discussion and reflection.



The map for this system is split into six colors, each representing a different part of the environment which interacts with your students in different ways:

Blue: These areas represent water and students must make a **Swim** check in order to travel through these spaces.

Tan: This represents the even surfaces of the island, in which normal movement based on individual Speed is followed.

Brown: These spaces represent the rocks along the shorelines and the various hills across the island. Students will need to make a **Climb** check in order to cross these spaces.

Green: These spaces represent heavy tree populations. Student may choose to make a **Climb** check in order to secure a better hiding place.

Grey: This section represents *Zaroff's* home. For the sake of saving space, this area is not to scale and simply a means to justify orientation. When students arrive at his home, all interactions will simply be auditory.

Red: This section represents the swamp in the south-east corner of the island. Students moving through this section can only move at half their original speed. However, dogs and other animals are unable to follow them.

NPC		General <i>Zaroff</i>			
Description		A tall man just past middle age, with white hair, thick eyebrows, and a black pointed mustache. He is seen as having the face of an aristocrat.			
Health	Armor	Initiative	BAB	Equipment	
30	16	6	4	Pistol, Four Bullets, Journal	
Weapon				Range	Damage
Pistol				20ft	1d8+1

Tips for Interaction with Characters:

When first meeting General *Zaroff*, you may present your students with the provided description, which is taken directly from the story. When they sit down to speak with him, have them roll diplomacy and/or bluff checks to try and gather as much information about the island and *Zaroff's* life in order to complete one of their objectives. This will be an opportunity for you to share important details from the story in order to reinforce comprehension.

It is important that you inform your students that with Ivan and the dogs in the house, they have no chance of defeating him without playing his game. This will help discourage an early and unnecessary *Initiative* round that would only leave them defeated and distract from the telling of the story. If you are unsure of how to deal with situations such as this, simply have Ivan confiscate their weapons upon entering the home.

While your students are attempting to survive three days on the island, their encounters with General *Zaroff* should be rather sporadic. Each night, you may wish to roll a perception check while your students are running and hiding to determine whether or not *Zaroff* notices their presence. If he does, then simply tell them that he lights a cigarette and smiles before walking away. The reiteration of this element of the story will help to reinforce an understanding of *Zaroff's* motives and character traits.

As General *Zaroff* is a self-proclaimed masterful hunter, his capabilities within this game need to reflect his prowess. Because of this, he is given a high Health of 30 and Armor of 16. This should make it rather challenging for your students to face him without working together as a group. Likewise, his high Initiative of 6 means he is more likely to be the first to act during combat. When he does, he is equipped with a high damage pistol that deals 1d8+1 damage and can be fired twice per round.

If your students attempt to fight *Zaroff* before they have won his game by surviving all three nights, simply have him escape through the jungle to treat his wounds in the safety of his own home, just as he does in the original story. Refrain from engaging in actual combat with your students until they have survived all three nights and return to *Zaroff's* home to face him.

If and when your students defeat General *Zaroff*, they are welcome to take his equipment. While taking his pistol could give your students a great advantage in other adventures, they only have access to Four Bullets to use it. *Zaroff* is also equipped with a journal. If your students fail to learn about his life and the island by speaking with him diplomatically, then they complete this objective by obtaining this journal.

NPC		Ivan			
Description		A huge brute of a man with a black beard flowing to his waist. Ivan is deaf and dumb but incredibly strong.			
Health	Armor	Initiative	BAB	Equipment	
20	13	2	2	Revolver, 2 Bullets, Rope	
Weapon				Range	Damage
Revolver				15ft	1d6+1

Tips for Interaction with Characters:

When Students first open the door to *Zaroff's* home, they will be greeted by Ivan and provided a description given from the story. As he is a deaf and dumb, any attempt to speak with Ivan will fail.

The only time your students will see Ivan outside of this first encounter will be on the third night when he accompanies the dogs on the hunt. If your students decide to fight Ivan head-on, he has been built to act in combat as a “smaller” *Zaroff*, with his stats reflecting a much less skilled hunter.

Ivan’s equipment, just as with *Zaroff*, includes a firearm with only a few rounds to force students to think strategically before using it. This weapon can also be fired twice per round. He also carries a rope, which students may find useful when attempting to make climb checks in this adventure or in future ones.

NPC		Dog			
Description		A vicious hunting dog used by General Zaroff and Ivan during the hunt.			
Health	Armor	Initiative	BAB	Equipment	
5	5	2	1		
Weapon				Range	Damage
Teeth				5ft	2

While it is recommended that you use no more than 6-10 dogs during the hunt on the third night of the story, you may choose to use as many as necessary to keep your students on the move and hiding. These dogs will contribute greatly in preventing your students from finding a hiding spot and simply staying there.

While the stats for these dogs are incredibly low, as to not overwhelm students if and when they are attacked, they do have strength in numbers if your students choose to stop and fight them head on.

NPC		Wild Animal			
Description		Can take any shape you choose, including: Tiger, Puma, or Jaguar.			
Health	Armor	Initiative	BAB	Equipment	
10	10	3	2		
Weapon				Range	Damage
Claws				5ft	1d6+1

If you feel that your students are growing bored during their three days of essentially running and hiding, or if you feel that they are not using the Open World stage of the game to its full potential, feel free to throw a wild animal at them. As they are walking about the island, simply tell them that they encountered an animal and need to roll initiative. This will help to both keep them entertained and remind them to use the appropriate Skill and Knowledge checks to avoid unwelcome combat.

As always, be prepared to alter the original story to fit your students' interactions with it. While the ultimate goal is to adhere as much as possible to the original story, straying from the original plot can be addressed via a writing prompt!