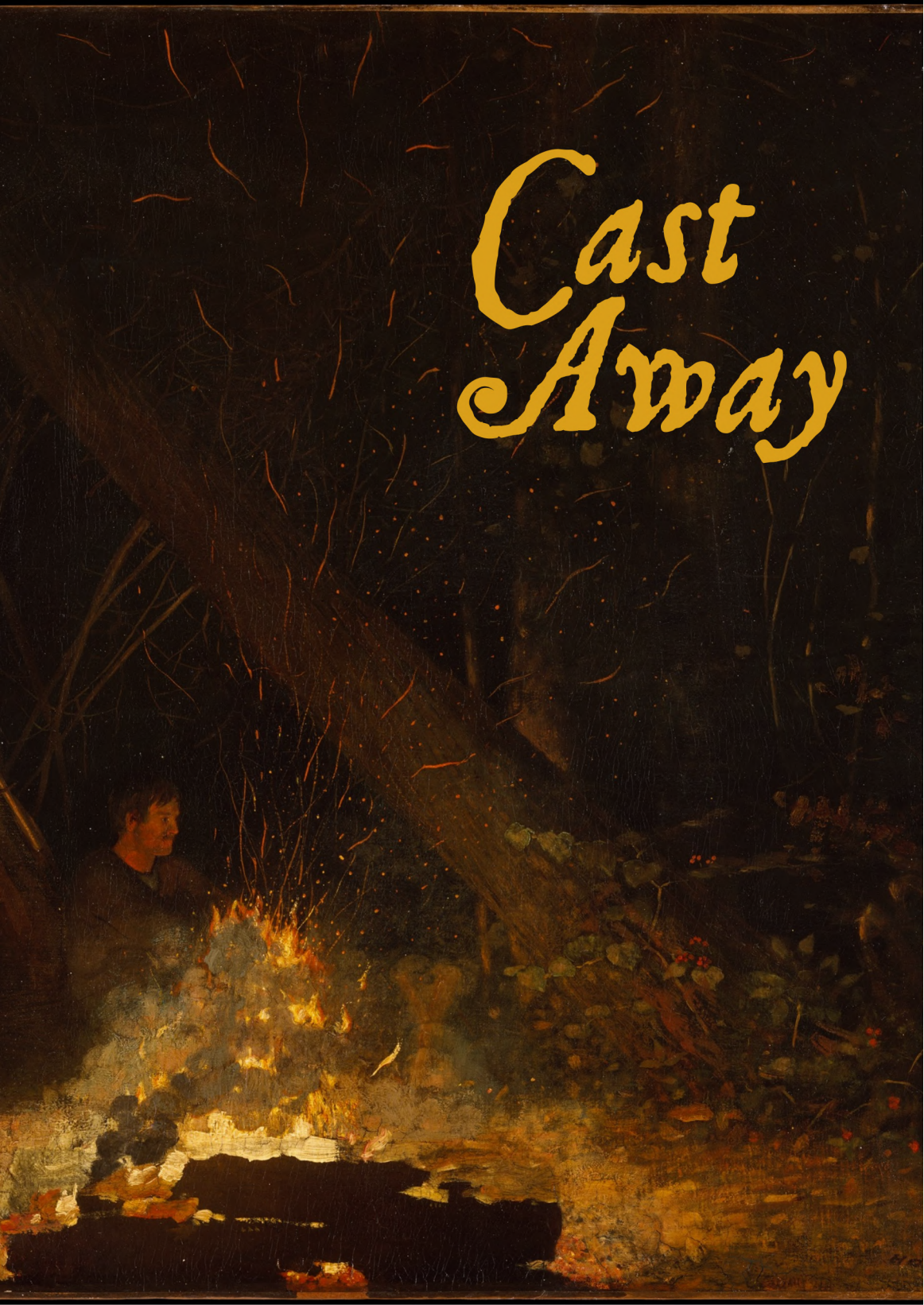


# Cast Away









## *CAST AWAY*

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with Editing Support by Richard Kelly

*Special thanks to:*  
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# INTRODUCTION

Cast Away is a tabletop role-playing game about difficult choices and the toll those choices take on us. To play, you'll want a pencil, character sheet, and a set of polyhedral dice, but stow the D20. You won't be needing that here. Next, you'll need players to create & control characters, called Survivors. If you don't plan on running the game yourself, you'll also need a Game Master - called GM or Navigator.

The Navigator won't often need to take on the role of non-player characters, if at all. Instead, they're asked to breathe life into the natural world, becoming the harsh landscape, bitter weather, and starved wildlife threatening to snuff you out. The Survivors, and by extension, the players, are bound together but will be utterly alone.

This game is about the limits of human endurance, survival, cooperation, and perhaps even betrayal. Consequently, players will sometimes engage with heavy topics. Survivorship is traumatic and Cast Away encourages exploration of deeply personal experiences. You don't have to play the game this way, but know that it might come up naturally. Remember that discomfort is not danger. Even so, stay mindful of your emotional state during the game. Take responsibility for your safety, and the safety of those in your play group. Talk beforehand about any topics your group wishes to avoid and *avoid them*. As always, handle sensitive subjects with the care they deserve.

Characters in Cast Away have Secrets and we've provided a list of examples in the book. Some of them touch lightly on themes of manipulation or addiction. These topics shouldn't be engaged with uncritically. Instead, take this opportunity to respectfully explore people, places, and experiences very different from your own.

We'd love to hear from you. Honestly! If you have gameplay stories, feedback, or secrets to share, feel free to contact us any time at [afterthoughtcommittee@gmail.com](mailto:afterthoughtcommittee@gmail.com)

*\* If you bought this hoping for practical survival tools we don't have much to offer, but the book **is** useful as kindling.*





# Survivor's Guide

## The Survivors:

Each player is responsible for creating a character known as their Survivor. Following five short steps they will generate their Mental & Physical Fortitude scores, roll or choose two Skills, roll or choose their personality, and then develop a hidden story element with the GM that impacts, haunts, or otherwise burdens their character.

## The Dice Pool:

Survivors begin with a Dice Pool of one D12, D10, D8, D6, and D4 each. The largest die in their Dice Pool is their Current Die (CD). Whenever a roll is called for, the Survivor will roll their CD before adding appropriate bonuses.

## Challenges:

Some tasks may be easily accomplished, but most actions a Survivor wishes to take will be challenging. When faced with uncertainty or danger in the wild, Survivors roll CD against a threshold set by the GM to overcome the Challenge. Rolling over this threshold results in success. Meeting the threshold exactly results in success at a minor cost.

## Fortitude:

This is a Survivor's core statistic. Physical and Mental Fortitudes are determined by rolling  $1d4+2$  for each. When meeting a Challenge, Survivors add the relevant score as a bonus to their CD. Physical Fortitude rolls encompass Challenges that involve the body and Mental Fortitude rolls encompass Challenges of the mind.

## Skills:

A Survivor's Skills represent any useful bits of knowledge they might possess. When meeting a Challenge that relates to a Skill, they add +2 to their roll. Skills are determined by rolling  $2D6$  and consulting the lists on the character sheet. Alternatively, players are encouraged to develop their own Skills for variety. Like all things in the game, Skills are open to interpretation. If a player is willing to justify the use of a Skill, they may add the appropriate bonus to their roll.



## Conditions:

Injuries & ailments, known as Conditions, are assigned by the GM, usually as a consequence of failure or poor choices. A Survivor might gain multiple Conditions at once and even the same Condition multiple times. When a Condition is gained, the afflicted removes the largest die from their Dice Pool. This decreases their CD by one size, reducing their effectiveness. Most Conditions may be healed or removed by utilizing resources and overcoming relevant Challenges. When a Condition is cleared, that Survivor regains the die one size up from their Current Die, up to a D12. A Survivor with 5 Conditions that has lost all their dice is *DEAD*.

## Push Yourself:

Sometimes a Survivor will find themselves in a dire position. When the results of a Challenge roll are unfavorable they may Push to earn a second chance, rolling their CD again with a +4 bonus. This always results in gaining a Condition.

## Offering Aid:

Players are encouraged to work together to survive. When doing so, a Survivor may add their CD to another's total before the outcome of a Challenge is determined. Both will suffer the consequences of failure, however, and offering aid takes valuable time away from other tasks.

## Death & Haunting:

A Survivor's death lingers in the minds of their companions. When a Survivor dies, they gain 3 D6 as their Haunt dice. These may be spent to add or subtract from the result of another Survivor's roll before its outcome is determined. Once all three dice are spent, remnants of the deceased fade from memory entirely.



### Supplies & Inventory:

Supplies are an essential part of any Survivor's path to rescue. Anything they might find, carry, or craft is referred to as a Supply. This includes scraps of wood or metal, a set of clothes, a weapon of some sort, or perhaps their most recent kill. Just about everything they can carry has a use.

A Survivor can only carry 4 Small Supplies at a time unless they have a backpack or similar item, which allows them to carry 4 additional Small Supplies. Some Supplies are Bulky and require two hands to carry, taking up two inventory slots. Some are Tiny and don't take up much space, if at all. Some are fragile, consumable, or expendable, rolling a d6 after they're used. On a 5-6, that Supply is depleted, consumed, or destroyed. Food & Water are the exceptions to this rule and are diminished automatically with each use.

### Rescue:

In a typical game of Cast Away the Survivors must facilitate Rescue or perish in the attempt. Rescue can take many forms, including surviving for a number of days, accomplishing a set of goals, or reaching a certain location. It's up to the GM to determine what an appropriate Rescue calls for.

### What's Your Secret? What Haunts You?

Each Survivor begins with a hidden flaw that might take the form of a personality trait, past experiences or deeds, ulterior motivations, interpersonal tensions, or anything else that helps to provide depth to their history in a fun and engaging way. Whatever it is, it shouldn't be obvious to other players or their characters, but it should impact that character and their actions during the game. A strong Secret provides space for growth, serving as a potential obstacle to overcome. It doesn't ever need to come to light.

#### *For Example:*

"I watched my partner die in a terrible accident."

"I haven't spoken to my family in over a decade."

"A business went bankrupt due to my schemes."

When developing a Survivor's quiet burden, personal baggage, or private taboo, we recommend that you discuss safety tools and topics that make players at the table uncomfortable. Entertain a respectful conversation about subjects that the group wishes to avoid and avoid them entirely.






# Threats

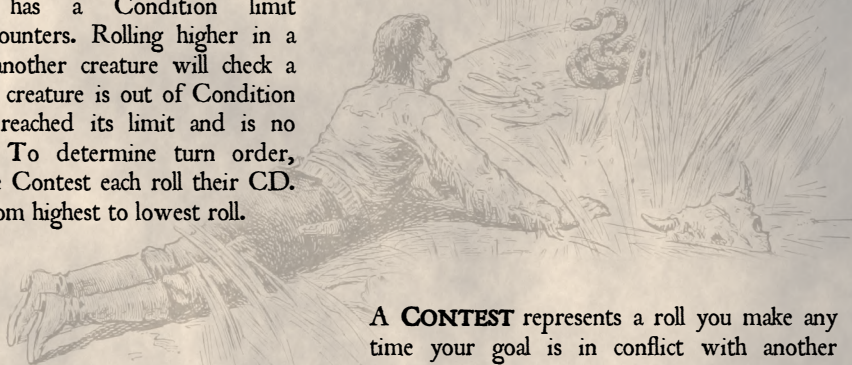
There comes a time when you must fight to defend yourself. We provide basic guidelines for such moments to expand upon if you wish.

Each creature has a Condition limit represented by counters. Rolling higher in a Contest against another creature will check a counter. When a creature is out of Condition counters, it has reached its limit and is no longer a threat. To determine turn order, participants in the Contest each roll their CD. Turns proceed from highest to lowest roll.

## Venomous Snake - d4

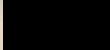
Conditions 

Bite: Inflicts Sickened

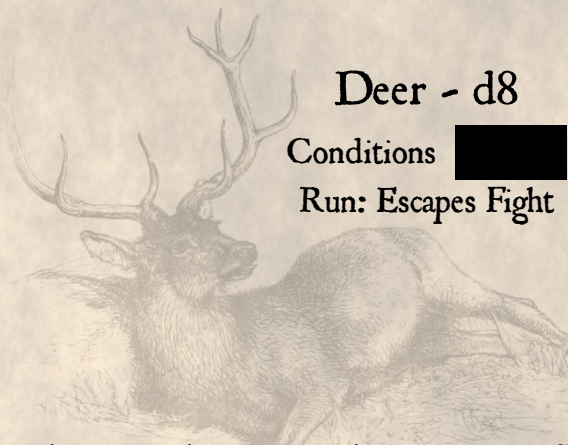


A **CONTEST** represents a roll you make any time your goal is in conflict with another creature. Perhaps you wish to dodge a charging bear? It would roll its CD vs. your CD. There are no Fortitude or Skill bonuses when rolling for a Contest. The highest roll succeeds. A tie results in the defender succeeding at a cost. The bear might catch you if it rolls higher. Conversely, you might evade it for a time, checking one of its counters and dropping its CD level with a Condition such as Confused. Contests repeat in this way until the threat is gone. Notice a snake has only one counter. Succeeding once might allow you to avoid being bitten and narrate its demise. Alternatively, it could result in the snake escaping or somehow becoming trapped.

## Deer - d8

Conditions 

Run: Escapes Fight



Any actions that oppose another creature are determined by a Contest. Creatures may take any reasonable actions not listed here. Should you wish to include more robust mechanics, don't allow our examples to stand in the way.

### *Example of play:*


"You notice the sound first, searching for its source. Finding a large snake lying in wait beside your feet, beady eyes focused, you watch it lash out to Bite you!"

"I'll do my best to keep calm and dodge the strike. If I'm quick enough I can step on it before it bites me."

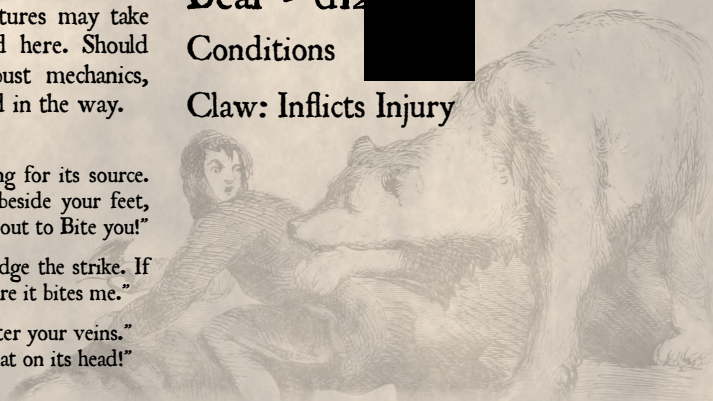
**Fail:** "You feel the sting of venom enter your veins."

**Success:** "You jump & land with a splat on its head!"

## Bear - d12

Conditions 

Claw: Inflicts Injury







### Time & Weather:

In most scenarios, time and weather will be major factors in determining the difficulty of survival. Activities the Survivors undertake require time and effort. Setting up a simple lean-to can be done with branches and leaves in under an hour, though it's little more than a small wind breaker. Setting up a more complex shelter takes significantly longer, requiring more complex materials and therefore more time gathering and crafting. A seasoned survivalist can start a fire with a hand drill in 10-15 minutes in ideal conditions, but the untrained may take hours and still fail. Survivors might help each other with some tasks, potentially shortening the time a task takes, but not without allocating their own time and energy. When offering aid on a time-consuming task, a Survivor is committed until the task they are helping with is resolved.

Like activities, weather conditions are rarely static. A sudden break in the storm may provide an unexpected opportunity, while an approaching hurricane presents a looming threat. Survivors will need to plan their days carefully to avoid being caught out in a storm or trapped far from camp when night falls. The Navigator is responsible for keeping track of time, conveying how much time an action might take, and assigning Conditions such as *Hungry* or *Dehydrated* as necessary.



### Hostile Environment:

Living creatures aren't the only threat a Survivor faces in the wild. The natural world is fairly deadly. Poisonous plants may injure or even kill if ingested. Tree limbs shatter under the weight of a foolhardy adventurer. Heavy stones surrender their grip on the earth, and violent rivers pull even the strongest of swimmers to their doom. In these challenging circumstances Survivors may be asked to react quickly, rolling their CD and adding the appropriate Fortitude + Skill bonuses against a threshold set by the GM. A Survivor who has chosen the "Swimming" Skill may be able to justify adding their Skill bonus to a Challenge involving a violent river, but a Survivor with no relevant training simply adds the Fortitude score that is most applicable to their situation.



### Infection & Disease:

The wilderness contains many vectors for disease, like insects, viruses, or bacteria, which can quickly compound a Survivor's hardships. Infection impacts every Survivor differently depending on what disease they've contracted. While infections may result from a lack of awareness, some threats can't reasonably be avoided. Instead of rolling to prevent it, an infection might be determined by the GM according to circumstance. An infection usually imposes Conditions as a consequence of its symptoms. How those symptoms manifest and are reinforced in the narrative is dependent on the disease or infection in question.



# CAST AWAY

NAME: \_\_\_\_\_

- 1: Roll 1d4+2 to determine Physical Fortitude
- 2: Roll 1d4+2 to determine Mental Fortitude
- 3: Roll 2d6 for, choose, or invent two Skills
- 4: Roll 1d8 & 2d12 to develop a personality
- 5: Work with your GM to develop a secret  
What is it that *haunts* your Survivor?



**Physical  
Fortitude**



**Mental  
Fortitude**

- 1 Cooking ☐
- 2 Crafting ☐
- 3 Hiking ☐
- 4 Hunting ☐
- 5 Shelter ☐
- 6 *Your Choice* ☐

Skills add +2

- 1 Campfire ☐
- 2 Composure ☐
- 3 First Aid ☐
- 4 Foraging ☐
- 5 Navigation ☐
- 6 *Your Choice* ☐

Skills add +2

## You have been stranded.

The world is a dangerous place. Your life is on the line. What will you do to survive?

Check a bubble under the relevant Condition when you become afflicted. Erase it when that Condition is cured. Conditions may proliferate.

<b>Injured</b> 	<b>Hungry</b> 
<b>Exhausted</b> 	<b>Panicked</b> 
<b>Dehydrated</b> 	<b>Other</b> 



## WHO ARE YOU?

- 1 On vacation with your friend/partner
- 2 An environmentalist
- 3 Traveling for work
- 4 A retired hard laborer
- 5 An escaped cultist
- 6 Famous for a foolish act
- 7 A fugitive on the run
- 8 *Your Choice*

## WITH

- 1 A tendency to overshare
- 2 An over-inflated ego
- 3 Unshakeable nihilism
- 4 Chronic sarcasm
- 5 Morbid intrusive thoughts
- 6 The compulsion to lie
- 7 Consistently awful plans
- 8 No confidence in yourself
- 9 Crushing anxieties
- 10 Passive aggression
- 11 Conspiracy theories
- 12 *Your Choice*

## AND YOU'RE

- 1 A hopeless romantic
- 2 Mysterious as an echo
- 3 Naturally inquisitive
- 4 Brilliant as a mirror
- 5 Creative and artistic
- 6 Calm under pressure
- 7 Easygoing and friendly
- 8 A quick-witted comedian
- 9 Vocally optimistic
- 10 Generously charitable
- 11 Protective or nurturing
- 12 *Your Choice*

*You're encouraged to come up with your own answers. Use this sheet as inspiration.*



# ***How to play:***

You must **SURVIVE** until you are **RESCUED**. You have only the clothes on your back.

**Fortitude** represents your general acuity. Add either Physical or Mental Fortitude to a Challenge roll.

**Skills** represent limited training within a narrow domain. Training in a Skill adds +2 to a relevant roll.

They are open to interpretation. Try to discover as many different uses for your Skills as you can.

**Current Die (CD)** refers to the largest die in your Dice Pool. Fortitude is added to most CD rolls.

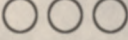
**Dice Pool:** Start with a Dice Pool of one D12, D10, D8, D6, and D4. As your Dice Pool diminishes, so too does your effectiveness. This is not a game about getting stronger. You will fight to stay alive.

**Conditions** represent your struggle to survive the myriad threats of the wilderness. When you suffer a Condition, remove your Current Die from the Dice Pool. Dice are added back into the Dice Pool when a Condition is cleared. If you suffer 5 or more Conditions for any reason, **YOU ARE DEAD**.

**Pushing:** Upon failure, you may Push to roll again with a +4 bonus, suffering a Condition for the effort.

**Contests:** When up against a living threat, roll your Current Die versus theirs. A Contest does not benefit from any Skill or Fortitude bonuses. The highest roll succeeds in advancing their goals. A tie results in a Survivor succeeding at a minor cost. Contest rolls are not restricted to combat scenarios.

**Offering Aid:** If you wish to help a fellow Survivor, you may roll your Current Die and add it to their total. Be warned, however, that a failure will result in consequences for everyone involved.

**Death & Haunting:** Death is not the end. If you perish, add 3 D6 to your Dice Pool   
These are your 3 chances to Haunt another Survivor. Spend a die to add or subtract from their roll.

*What Haunts You?*

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*Supplies:*

1: \_\_\_\_\_

2: \_\_\_\_\_

3: \_\_\_\_\_

4: \_\_\_\_\_

5: \_\_\_\_\_

6: \_\_\_\_\_

7: \_\_\_\_\_

8: \_\_\_\_\_



# Navigator's Guide

*If you're preparing to host a game of Cast Away, the following suggestions might help you navigate an enjoyable survival scenario to fit your play style.*

## Developing Challenges:

The minimum Fortitude score is 3 while the max is 6. When developing Challenges, these tables should help you set an appropriate difficulty. We suggest ignoring trivial and casual rolls until a Survivor acquires Conditions, as they represent tasks a healthy Survivor can accomplish with ease.

## Assigning Conditions:

Conditions are intentionally versatile and left open to interpretation. You'll even need to create your own at times, depending. Some events warrant assigning multiple Conditions, either over time or all at once. Other events may clear one, but earn another. Ingesting poisonous berries might inflict *Poisoned* or *Nauseous*. A Survivor that induces vomiting quickly may cure their nausea, but become *Hungry* having spit up their food along with the offending berries.

## Making Death Matter:

When a Survivor earns their fifth Condition their death is assured, but they don't always pass away immediately. When reasonable, consider offering your players an opportunity to engage with the narrative once their fate is sealed, sharing their final moments before closing their eyes for good.

## Haunting In Practice:

The Haunt dice allow players to engage with the game after their character passes away. It's most successful when justified within the narrative. Hauntings may be interpreted as literal spiritual intervention, or metaphorically, perhaps through memories of the deceased. When a player wishes to Haunt, ask them to explain how their spirit or legacy might affect the living before applying their bonus or penalty. If they struggle with this, try asking the recipient of the effect for suggestions. Relating the outcome of a Haunting to one or both of their backstories, secrets, or personality traits helps to elevate the narrative.

	Avg Roll	Max Roll	Difficulty	Threshold
D12	11	20	Impossible	16+
D10	10	18	Tough	11-15
D8	9	16	Average	8-10
D6	8	14	Casual	5-7
D4	7	12	Trivial	3-5

## Generating Supplies:

When preparing your scenario, consider the time period, environment, and arduous circumstances your players may find themselves in. Ask yourself how difficult you'd like the game to be. More plentiful or useful Supplies increase the odds of survival while harsh weather and consistent threats will quickly break down the most capable group. Determine ahead of time what sort of Supplies might be found and how helpful they'll be.

The least interesting and most powerful Supply is one that directly and/or permanently solves a problem. If a useful item is unlikely to be consumed or destroyed once acquired, keep the ramifications of unfettered access in mind. Locking such items behind narratively significant obstacles or limitations ensures the power feels earned.

## Designing Rescue:

This is best tailored to the specific scenario and length of game you intend to run. Design a few ways for players to facilitate their own rescue. This may come in many forms. For example:

- A radio tower has fallen into disrepair, requiring strenuous exploration to discover parts for a fix.
- The creation and maintenance of a large signal fire might catch the attention of a patrolling aircraft.
- A distant and isolated outpost may be reached, providing food, shelter, and a return to society.

A quick solution could be to roll a set time limit in advance or use percentile dice for a daily prospect beginning once a goal or milestone is met.

DAYS UNTIL RESCUE	DAILY PROSPECT
Casual 1d4+4	Casual 20%
Average 1d6+6	Average 15%
Tough 2d6+6	Tough 10%
Improbable 3d6+6	Improbable 05%





### Crafting a Dramatic Secret:

The personal baggage, hidden predilections, or buried history that a Survivor brings with them into their trials is an important facet of roleplaying in *Cast Away*. A well-made Secret is likely to affect many choices a character makes. Players will often come up with fantastical dark tales. Try to direct their energy toward producing something that helps to characterize their Survivor in play.

Remind players to respect the wishes and sensitivities of others. Redirect them where possible and feel free to say "No" when necessary. Asking a player how a Secret might affect their Survivor, or the group, is a helpful way to check in with them.



Coordinating Secrets can be tricky. Try to keep track of them as characters are created. There may be common themes in Secrets as they are developed. If multiple players converge on the same topic, this could beggar belief if and when their Secrets are revealed. Ask if the players are comfortable working together on a shared history. Perhaps the whole group is bound together by a mutual Secret? If so, take this as an opportunity to create conflict between Survivors.

When players don't want to share a common Secret, privately engage with their development if you aim to keep them distinct from one another. Be warned, sharing you've noticed a common theme among the group's Secrets conveys information they may have wished to keep to themselves. Don't spoil their surprises!

Keep in mind that Secrets are entirely optional and intended to provide fun or interesting elements to a Survivor's personality. If a Secret would make the group uncomfortable, don't allow it.

Some players might suggest they're responsible for whatever mishap stranded the group. This is almost always a good idea. Run with it.



## POSSIBLE SECRETS

I don't want to be rescued. We might as well just stay here **1**

I convinced my frail-minded mother into leaving me everything **2**

I run a highly successful sex dungeon. I tell everyone I'm an actuary **3**

I lost my family and home to gambling then faked my death to escape the debt **4**

I've been faking having a chronic condition for years... It seems silly to stop now **5**

I bought a gun for protection, but it was stolen by a mugger the first time I tried to use it **6**

My friends and I exploited a loophole at work. They fired our team, but I kept the money **7**

Before [redacted] arrested for [redacted] d. Fuck... **8**





### **Crafting a Survival Scenario:**

When preparing the game, it's important to build a scenario your players find interesting. Start by deciding on logistics. Talk with your group. Determine how long your sessions will be, and approximately how many of them you want to have. Ask your players what interests them and avoid topics that don't align.

### **Getting Started:**

You'll need to decide on an environment or circumstance to build on. These are not necessarily the same, though they do overlap. Circumstance equates to the context that surrounds your Survivors: such as their gear, goals, condition, and current predicaments. The environment equates to their physical location and the climate, obstacles, or dangers present.

Starting with this rough outline, you'll want to develop it further, either on your own or by referencing external sources. As you research and design your scenario, preferences may change. Some aspects of a chosen environment might not fit your needs. Circumstances you've outlined might not be able to be overcome believably. Stay flexible and adapt as needed.

### **Asking Questions:**

- What is the weather like outside?
- How many plants & animals live here?
- What sort of Supplies can be found/created?
- Did the Survivors bring anything with them?
- Who & what survived the disaster?
- How far away is the nearest civilization?
- In which ways can the Survivors be rescued?

### **Start Broad:**

Identify the core features of the environment: Weather, temperature, flora and fauna. What makes this place dangerous? Is there anything useful here? How can the environment's obstacles be used to create and relieve tension?

### **Consider The Circumstances:**

Whether you have a specific circumstance in mind, or don't have any idea how the players got here yet, once you know a bit about the environment consider how people might arrive here. Why would they come? What could go wrong that would put them in danger?

### **Feasibility:**

Now that you have an outline, consider how feasible the game you're building seems. Is this something you'd enjoy running? Is surviving this environment even possible? How can the Survivors be rescued? What changes should be made to make things more fun? Are there interesting problems for the players to solve? Most importantly, will everyone enjoy it?

### **Details! Details! Details!**

Finally, develop a few key places, creatures, and objects that players can encounter. Some should be dangerous, and others should provide a much needed relief. Ramp up the tension by trading one problem for another. Perhaps an unfamiliar fruiting plant provides hope for starving Survivors, but they may not realize the fruit's toxicity builds up over time. They might also miss a territorial creature that considers that particular plant their property. By developing interesting locations, Threats and Supplies, you'll be able to navigate a thrilling survival scenario with ease.



## Managing Tension:

The need to gather supplies is a core part of the game and should take a central role in both prep and play. Maintain a sense of scarcity and impermanence. A Supply with questionable efficacy is often more interesting than one in perfect condition. Lighters are dying, crowbars are bent and rusted, bandages are waterlogged. Survival is predicated on taking risks. Keeping this in mind, we'll show you how we might prepare a scenario. Fill in the details if you like.

## Example Setting/Setup:

In the mid 70's, foolhardy skiers travel to the Swiss Alps. After convincing a greedy pilot to travel in indimate weather, their transport will inevitably crash, depositing our injured Survivors into the snow miles from civilization.

## Time Period (Historical 1970's):

There may be electronics and radio, but there are no cell phones, laptops, or wifi hotspots.

## Environment (Swiss Alps):

The average temperature might be anywhere from 23 to 46 degrees Farenheit. Snow will slowly fade into Water, and Poplar or Oak trees will grow, at lower elevations. Pine or Spruce trees grow at higher elevations, and Brown Bears, Wolves, Hares, & Lynxes could be found almost anywhere. Death is everywhere

## Mode of Transportation (Plane or Helicopter):

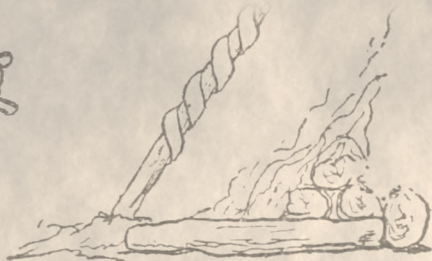
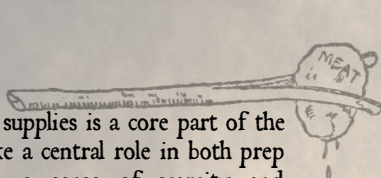
Amid the wreckage, you might find: Radio, Fuel, Fuselage, First aid kits, Corpses and personal belongings, Skis, Cold Weather Clothing, Rudimentary Camping Supplies, Sticks, Stones, Edible Plants, and Snow.

## Immediate Threats:

Exposure to the cold, losing your way, indimate weather, falling or becoming trapped due to unstable terrain, sudden avalanches, or opportunistic wildlife. All prime examples of what might kill or injure straight away.

## Long-Term Threats:

Starvation, Illness and Infection are the most likely Conditions that will multiply. If curing them is not prioritized, death is certain.



*Now that we've outlined some core Supplies and Threats that might be present, we'll begin crafting locations and encounters for our unlucky Survivors.*

## Building Scenes:

Scenes are locations with memorable terrain inhabited by useful or dangerous things (the best Scenes contain both). When making a Scene, there should be a reason the Survivors are drawn there, as well as something for them to do, learn, gain, or avoid.

## Incorporate Conditions:

They tend to feel worse than they are, but it takes a lot to kill a Survivor. Recovering from Conditions is as important to the game as applying them. Make the Survivors feel pressured early. In our example, the crash injures each of them in some way. Access to critical Supplies should be difficult. Perhaps the fuselage broke up, and obtaining the first aid kit or camping gear requires a dangerous climb up an unstable slope. With Conditions, Survivors will need to choose carefully between harvesting Supplies or treating their wounds.

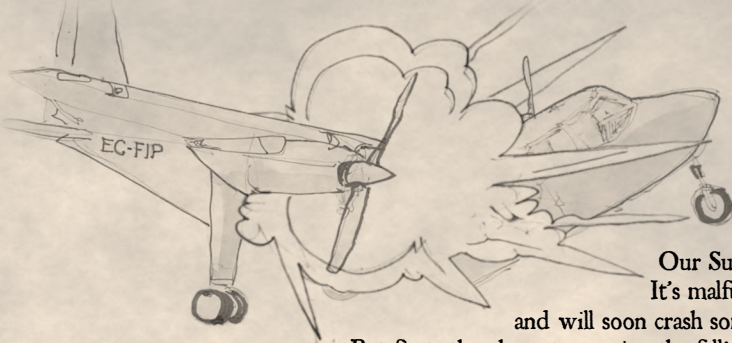
## On Lethality:

A party of 4 players playing for 4 hours will need to gain 1 Condition every 12 minutes to be killed. Decreasing the CD is equivalent to, on average, subtracting 1 from a roll.

## Should You Track Time?

Time can be useful tool to track, especially when locations are far apart. It's not critical to make a map or to know precisely how far apart your locations are; though both are helpful and your players will appreciate it; but having a rough idea of how long a journey might take and holding the Survivors accountable for how long they spend doing things can increase tension. This is doubly true if another Survivor is injured, or nightfall is particularly treacherous.





# WET SEASON

Our Survivors catch a plane in the late 70s. It's malfunctioning amidst a torrential storm and will soon crash somewhere in the Amazon rainforest.

But first, they have to survive the fall! Perhaps a quick-witted player will grab something useful? Walking away from the crash unscathed requires a Phys Challenge (11). Failure results in a Survivor gaining their first Condition: Injured. Decide how this manifests as appropriate.

Once the Survivors hit the ground, use the following information to impose Challenges to overcome.

## CLIMATE - ROLL D6 DAILY

The Rainforest is one of the most biodiverse areas in the world. With temperatures in the 70's and 80's, the climate is rarely cool and always humid. Unfortunately, its natural beauty is tempered by the unyielding rain that comes with the wet season.

- 1 \
- 2 \ Torrential
- 3 / Downpour
- 4 /
- 5 Brief Reprieve
- 6 Ray of Hope

## SOURCES OF TENSION

- Supplies left accessible might attract wildlife... or betrayal.
- An unlucky Survivor may prove a burden on the rest.
- Resources are often lost or destroyed by natural causes.
- Signs of life might be a chance at rescue, however scarce.
- Their loved ones were on the plane. Now they're gone.

## AQUATIC THREATS

**Piranhas** (d10) Dangerous when starving, swarms may not kill a Survivor right away, but will bleed them out in time.

**Electric Eels** (d6) These common fish deliver electric shocks strong enough to paralyze, drowning their victim if they're in water. Repeated shocks can even cause heart failure.

**Candiru:** This tiny translucent fish is attracted to urine, lodging into the urethra of its victims with sharp barbs to gorge on their blood. Once it climbs in, it won't come out.

## TERRESTRIAL THREATS

**The Bullet Ant** has an enduring and painful bite and the **Wandering Spider** is the most venomous spider in the world; so-called because it doesn't build webs, instead preferring to roam the jungle floor in search of its prey.

Multiple flowers contain toxins that can paralyze or asphyxiate. **Angel's Trumpet** even induces lucid dreaming.

**Castor Beans** have seeds containing a poison called ricin. Even as few as six chewed seeds may prove fatal.

**Yellow Oleander** secretes a milky sap that can cause painful rashes when touched, inducing much worse if ingested.

**Manchineel** is a flowering plant that secretes a white latex, quickly blistering the skin on contact. This plant has a broad canopy, and if used as cover from the rain, may pour its sap down onto an unsuspecting victim.

**Wild Boar** (d10) Hardy and territorial, this hefty herbivore can easily injure or maim a careless hunter.

**The Jaguar** (d12) is a rare discovery in the Amazon rainforest. This stalk-and-ambush predator has a powerful bite.

The jaguar is an efficient climber, surprisingly clever, and an overwhelming foe when inclined to strike.

## IMMEDIATE THREATS:

Human beings can go some time without food or shelter, but water is crucial. The first few hours of action make all the difference between life and death as their bodies and minds are pushed to the limit.

**Dehydration:** Survivors must secure clean water within the first day, if not immediately, & every day.

**Exposure:** Torrential downpours are abundant in the wet season. Lengthy exposure will pave the way for illness and rot, not to mention make fire impossible.

**Wildlife:** Corpses and exposed food are likely to attract hungry wildlife, and eventually, disease.

**Infection:** Open wounds are ripe for infection. If they're bad enough, they may even cause death.

## LONG TERM THREATS

**Shelter:** Finding or crafting a stable shelter is a must. As is storing Supplies safely. If the poisonous plants, venomous insects, and starving jaguar don't kill the Survivors, the loss of food, water, and warmth will.

**Disease:** Animals, plants, and filth can be vectors for disease. Perhaps most terrifying are the tiny microbes and viruses that might cause illness without warning.

**Starvation:** Failing to find any food has serious effects after only a few days. Though death may be staved off for weeks, paranoia & lethargy come quick.



## CRASH SITE

The crash has scattered debris, bodies, and whole chunks of fuselage along a 200 meter stretch of jungle canopy. Some useful bits like the ELT have been flung further afield, found through precarious exploration.

### Keen Survivors might discover:

**Metal clips** bolted to charred plastic

A badly dented **fire extinguisher**

**Newspapers** and **magazines**

Pre-packaged **snacks** near expiration

Contaminated mid-flight **meals**

**Boots** in multiple sizes and styles

A pack of **cigarettes**, crushed

A dying **lighter** wrapped with hemp

A lengthy **novel** soaked with whiskey

A punctured tank of evaporating **fuel**

## THE OOZING TREE

A large tree provides shelter from the ever-present rain. It has purple and black sacks of ichor running the length of its trunk. Strange and foreboding to the uninitiated, this is actually the **Jabuticaba**, a kind of edible grape tree whose fruiting bodies grow all over its trunk. Insects are drawn to the odor, but they're harmless. A delectable yet sickening mold thrives here.

## THE OVERHANG

This is a three-meter-high cliff that juts out over a murky swamp. At its lowest point, a root-gnarled overhang drips toward the marshes below. A mature **Anaconda** calls this roost home. It may appear frightening, but only a starving anaconda would prey on a human being without being provoked.

## COMMON SOURCES OF FOOD

**Pirarucu** (d8) This freshwater fish can weigh up to 300 lbs and is a major source of protein. It isn't the easiest fish to catch, however.

**Tapir** (d10) Among the largest animals in the amazon at up to 350 lbs, felling one of these massive herbivores will mean food for weeks.

**Capybara** (d6) A staple food for the predators of the amazon. Averaging 100 lbs, they are a terrific food source, if they can be caught.

**Nuts & Seeds** are abundant, but how will you differentiate the edible from the toxic? A Survivor skilled in Foraging might be able to tell.

**Palm Trees** produce edible fruit such as dates, but some produce only toxic fruits and all are very high up. Beware the falling coconut!

## EMERGENCY LOCATOR TRANSMITTER

A tall palm tree a few hundred feet from the Crash Site has something caught in its branches. Hanging by a strap is the Emergency Locator Transmitter (ELT), a mandatory aircraft emergency signaling device. Unbeknownst to the players, it hasn't activated yet, but if they can figure out what it is, they might try and turn it on to signal for help.

## THE RIVER

This is a steady source of fresh water and food, but any Survivors who linger here too long will learn of the **Jaguar** that claims this stretch of river as its own. Bathing in the water may prove a grave mistake as many kinds of catfish live here, including the slippery **Candiru**.

### Keen Survivors might discover:

Edible **larvae** and other harmless insects

**Fish, fungi,** and **fauna** are plentiful here

**Poison Dart Frogs** paralyze on contact

An old & broken **canoe** lies underwater

Fibrous plants & vines to craft a **rope**

Thin sticks, reeds, and other **kindling**

**Tayuya**, an anti-inflammatory vine

**Cinnamon** trees provide a flavorful spice

Medicinal sap of a **Croton Lechleri** tree

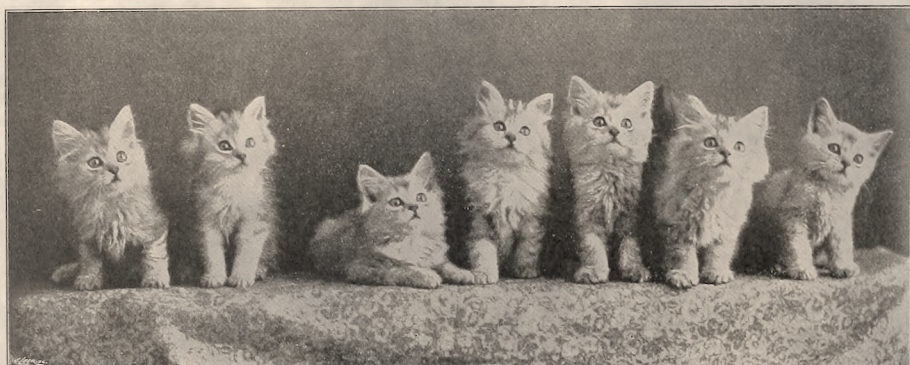




# THANK YOU!

CAST AWAY MADE POSSIBLE THANKS TO:

Mama Qyote  
Luke W. Howitt  
The Rollers of R'lyeh: John Hall & Tatiana, Queen of Darkness  
Karin Bish  
Kyle Collett - @krcdub  
Matthew Nevers  
The Squadfather  
Isaiah Galaviz  
Steven Barrett  
Nicole Lizbeth Williams  
Medric A. Riley  
Shyam Sridar  
Paul and Xavier Carey  
Svend Andersen  
John Eternal  
Niko & Maci Welch  
& Alt J. (not the band) sucks





## Optional Mechanics:

### Haunting Expansions:

#### *Additional Haunts*

Instead of 3 d6, each player gets 5 d4.

#### *Nature's Spirit*

A player may spend any number of Haunt dice to create an appropriate creature with that many Condition counters. They might determine the animal's mood and circumstances, or even control the animal outright.

#### *Boons & Mishaps*

Rather than Haunting a living Survivor, they may spend 1 Haunt Die to roll on the following tables:

#### MISHAPS

- 1-2 An important Supply is lost or destroyed in some way
- 3-4 A severe weather event occurs
- 5 An existing Condition worsens
- 6 Gain a Haunt Die and roll again

#### BOONS

- 1-2 A potentially useful Supply is found or uncovered in some way
- 3-4 The weather improves for a day
- 5 An existing Condition recovers
- 6 Gain a Haunt Die and roll again

### Keeping Time:

Divide the day into segments. When the party attempts a major task or moves the plot forward, cross off segments to progress time accordingly.

### Character Progression:

#### *Gaining Skills*

A) When a Survivor succeeds in a task, they might gain a relevant Skill.

B) At the end of a session, players may roll their CD and gain a relevant Skill if the result is the die's max value.

C) A skilled Survivor may spend time teaching what they know. Both players roll against a DC set by the Navigator to pass on the new Skill.

#### *Increased Skill Bonus*

When a milestone is reached, all survivors Skill Bonus increases by 1. (They now add +3 to a Skill roll)

### Advanced Combat:

#### *Turn Order*

Each participant rolls their CD to determine turn order, with the highest result going first. In the event of a tie, the opposing Threats go first.

#### *Weapons*

Supplies used as weapons might add a +1 modifier to related Contest rolls.

#### *Advantage*

If a combatant has the upper hand over another, they may roll their CD twice and use the higher result.



A TABLETOP SURVIVAL GAME BY  
THE AFTERTHOUGHT COMMITTEE

