



Return to the Island of Dr. Moreau

By Brandon Chappell

Credits

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Based on the novel *The Island of Dr. Moreau* by
H.G. Wells

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The Keeper's Secret:

Dr. Moreau survived his encounter with the Puma Woman due to having cast a spell upon himself that delays death; a spell that he often used to aid in his research. He retreated to a secret cave with his large bull-people where he has built a new operating room and occasionally manages to do experiments. Some of the first was grafting pieces of his former assistant onto his own body to replace the parts that were badly damaged.

Premise:

The investigators are asked to travel to a small island in the South Atlantic that was formally under the nominal possession of Dr. Moreau. The expedition has been conceived following the release of the journal of Mr. Prendick, who claims to have been forcibly landed and subsequently saved from the island. The expedition is being sponsored by a prominent member of the Royal Geographical Society or Professor of Anthropology from Miskatonic University (or some other prominent individual suited to your campaign). The intention of the expedition is to:

1. Verify the validity of Prendick's claims I
2. (If true) recover whatever notes, photographs, and specimens that remain.

If the players are unfamiliar with the book *The Island of Dr. Moreau*, then here are some of the highlights: (*note: handout #1 is an exact copy of this section; feel free to distribute a copy to each player before the game begins*)

- Moreau was assisted by Dr. Montgomery, an alcoholic medical doctor
 - Moreau practiced "uplifting" or using surgical experiments to combine animal parts to make the beasts more human like
 - The beast people that he created had a tribal society based around certain "laws" introduced to them by Moreau
 - Some of the beast people included: wolf people, pig people, dog people, ocelots, oxen, apes, and finally one puma woman
 - After being stranded on the island, Prendick was reluctantly taken in by Moreau and Montgomery
 - Moreau was found dead in the jungle by Prendick after trying to chase down a puma woman that he had been experimenting on
 - Following Moreau's death, several of the beast folk began to abandon their pretense to humanity and began behaving more like wild animals
 - Montgomery was later killed during a drunken brawl with some of the beast people
 - Prendick began to fear for his life (after weeks or months of living on the island) and used a lifeboat to leave the island, risking the open ocean (after burning the Doctor's compound), where he was eventually rescued
 - After returning to England, Prendick became increasingly uncomfortable with human society, seeing reflections of the beast people in it, and moved into semi-retirement in a remote rural neighborhood
- A man named Prendick was abandoned on a remote island occupied by a Dr. Moreau and his assistant while the ship he was aboard (the *Ipecacuanha*) was making a rare delivery there (Prendick had quarreled with the drunken captain)
 - Dr. Moreau was a vivisectionist that relocated to the remote island for his experiments

Before the Island:

There are two problems to overcome before leaving for the island. The first is that the exact location is not mentioned in the journal. The second is that the island is not located on any regular trade route, so the investigators will need to hire special passage.

1st Problem: Location

There are two main ways to find the location of the island.

The first is to ask Prendick, who lives a secluded life in the countryside of England. If the investigators take this route then they learn that Prendick lives outside of London in Camberley, Surrey. This information can be obtained at the publishers who distributed the journal, George Herbert Publishing and subsequent inquiries in Camberley to find the exact location of his lodgings. He isn't secretive, just retiring. Upon meeting, if they get on friendly terms with Prendick, he will confide that he did once calculate the location but a morbid temptation to return stole over him and in horror he ripped up the calculations, made alterations to his own journal, and forced himself to forget. If the investigators think of it, then Prendick can be successfully hypnotized and while so can remember the location.

The second way to find the location is to find the ship that dropped Prendick on the island in the first place. The ship was called "Ipecacuanha" and was owned and captained by a man named John Davis. It was based out of Africa and Callao, Peru. Davis has since drank himself to death and the Ipecacuanha fell into the possession of his 1st mate, George Herbert who renamed it the Cast Away. Since they were both British citizens, the ship was registered in England and thus information about it can be found at the Ships Registry Offices. As luck would have it, the ship is currently in drydock in Poole. Herbert will not take them himself since his ship is being repaired, but is not difficult to convince him to go through the old ship's logs to find the location.

2nd Problem: Transportation

Transportation will be difficult. The island is about a day or two off of the closest trade route and is not

entirely charted, so the investigators will have to find a ship that is willing to go there and return. Of course they can pay, but they should be charged a substantial fee to cover the extra fuel, time, and danger (as well as build up the suspense of the island as an isolated and sinister location). Bear in mind that ship captains are rarely the ship owners. If the investigators want to go through the owners, then they should have a better than average credit rating or notable background (such as a university professor or minor nobility) in order to secure a meeting. A ship's captain will be easier to get an interview with but will be more difficult to convince since they (the captain) would have to operate outside of their instructions. As such, they would require extra payment or a greater success rating. This should not be a pass/fail check about getting to the island, but instead it should be about finding a reputable ship that will take them. If they fail in their attempts then they still find transportation, but the captain or the company that employs him is disreputable. If this is the case, then the captain may try to steal the investigator's provisions, especially if the investigators have stockpiles of weapons. Additionally, he will not return for them at the end of the scenario. Obviously this is not information that you should give to the players, so instead, if they fail, simply charge them an exorbitant amount and make additional searches for transportation more or less impossible.

The Island:

Location 1: The Beach

The investigators will be landed here. There is a rudimentary harbor dug into the sand that creates a decent landing spot for a small row boat.

Additionally, any punishments that are carried out by the beast people are carried out here, generally by drowning.

If the investigators decide to establish their camp here then they will likely be visited at nights by curious, nocturnal beast people and may awaken to find their things rummaged through or even stolen. Any firearms they may have brought that were not specifically kept on their persons will have been flung into the sea. Otherwise, they will not generally be harmed.

From the beach, the investigators can see the compound just inside the jungle line slightly to their right, and a path leading deeper into the jungle about 100 yards to their left.

Location 2: The Compound

This is the burned out remains of a walled compound. Most of the buildings burned to the ground or collapsed, though the main vivisection room actually managed to remain largely intact. Old and rusted tools (saws, clamps, knives, etc) lay scattered about and are mostly useless. A Hard spot hidden check will note that there are definitely more spaces for tools than there are tools present, indicating that some have been removed. A successful Language (own) check will allow the investigators to find a legible (though barely) set of Moreau's notes which is one of the key goals of the expedition. Additionally, a successful Occult check will show that there is a magic formula included in the book that helps prevent a subject from dying even under intense vivisection (this is also a clue that Moreau is secretly still alive). (see Handout #2) If any of the investigators have any Language (Hindi) then they gain access to the Lingering Agony spell. Otherwise, they'll need to have it translated, however the spell only functions if read aloud in Hindi.

If the investigators decide to establish their camp in the burnt out compound then they will be left completely alone by the beast people, with the exception of occasionally being watched from a distance by the ocelot man. No beast person will approach the compound willingly under any circumstances and will scream and fight even to the point of wounding themselves if forced within ten yards of the place.

From the compound the investigators can see the Beach of course, as well as an overgrown path that appears to be much more overgrown within ten yards of the compound than beyond it, though it is still passable. Additionally, with a Hard Survival check, they can recognize a smaller path running around the jungle side of the compound that appears to parallel the larger path. In contrast to the main path, this secret one seems to be uniformly cleared all the way to the compound but clearly hasn't been used in a long time. This small path is parallel to the main path all the way to the village but then continues past it to Moreau's secret cave. It is, in fact, Moreau's personal path to and from the compound which he and his attendant beast people used when he first took up residence in the cave and still needed things from the compound but didn't want to be noticed by the increasingly feral villagers or Prendick, prior to the latter's escape.

Location 3: The Path

The main path between the other three locations. The first time that the investigators enter this area with the intention of continuing onward to the Village, have them startle a pair of pig people, one of whom panics and runs toward the village on all fours. This panicked pig person has reverted to their feral state at this point and is completely incapable of understanding human speech. The other begins running as well but upon two legs and may be prevailed upon to stop with a successful charm or psychology check. If so, they mention that their friend is going to be punished.

From this location the investigators can travel to the village, the compound, and the beach. As mentioned, the path is somewhat overgrown and has several bends and turns so that the other locations remain largely out of view until the investigators arrive at them. The secret path is also noticeable since it largely parallels it, but only with an Extreme Spot Hidden success.

Location 4: The Village

The beast people have reformed their tribal society and reinstated the Laws. By the time the investigators arrive within visual range, the villagers have captured the feral pig person and are passing judgement on it. One of the ape-people has the title Sayer of the Law (a sort of village elder). The Sayer will recite the Laws before the pig-person is taken off for punishment:

The Laws

Not to go on all fours; that is the law.
 Are we not men?
 Not to suck up drink; that is the law.
 Are we not men?
 Not to eat fish or flesh; that is the law.
 Are we not men?
 Not to claw the bark of trees; that is the law.
 Are we not men?
 Not to chase other men; that is the law.
 Are we not men?
 His is the house of pain
 His is the hand that makes.
 His is the hand that wounds.
 His is the hand that heals.
 His is the lightning flash.
 His is the deep, salt sea.
 His are the stars in the sky.

The intention of the villagers is to take the feral pig person to the beach and drown them in the ocean. If the investigators do not try to prevent this then the beast people do not become hostile toward them although they do insist that the investigators accompany them to the beach to witness the event (obviously this assumes that they are aware of the investigators). If the investigators are on the secret path then they get an advantage die to their stealth roll.

If the investigators decide to accompany the villagers to the beach, then they are surrounded along the way. However, at the beach all of the villagers will become distracted by the execution and reciting the Laws. This distraction should afford the investigators the chance to slip away. Have them roll stealth checks. They manage to leave even if they fail, but they will be noticed and followed by the ocelot man, who serves Moreau as a spy. He will tail them, especially if they try to walk past the village toward the secret cave.

If the investigators remain with the villagers, then they will subsequently follow the procession back to the village and then even further as they go to their atonement place. Here they will place the lifeless pig man's body on a crude altar. This atonement place is located between the village and the secret cave which is located a little ways up a cliff side nearby.

Once the villagers decide to leave, they begin to ignore the investigators. A successful spot hidden or survival check will alert the investigators to either a small ledge overlooking the scene or the overgrown pathway that leads up toward it respectively. This is the secret abode of Dr. Moreau.

If the investigators decide to talk to the villagers, then they have a few options. The first is actually a small monkey-like creature that wants to show the investigators that it has five fingers like they do and refers to itself as a 'five-man'. This seems to be a source of pride for the little animal since most of the beast-people have fewer fingers per hand. The Sayer of the Law may also speak with the investigators. Most of the others are too uncertain to do so, though they may be able to charm one of the dog-people since they were made from domesticated dogs as opposed to the others that were created from less domesticated creatures.

Most of the beast-people know that HE watches over them, even though he is dead. They believe Moreau is a spirit being that watches their misdeeds. They eat only fruits and vegetables which are pretty abundant. They do not approach the compound because that is the House of Pain. They are loath to talk about it and no check will convince them to go there. Additionally, they may know about the puma woman that escaped years ago. Moreau supposedly killed her, but she survived and ran into the jungle where she lives. If the investigators want to enter the jungle they may come across her. The villagers are afraid to journey into the jungle, relying on the fruits that grow near the village and along the beach. This is why they have never found either the secret cave or secret path.

The Sayer of the Law can give a general retelling of the original story in addition to everything else. The 'five-man' knows about the secret path but is afraid to talk about it or go to it. The dog-people will admit that sometimes when they are on the main path they can smell the ocelot-man but they cannot see him.

Location 5: The Jungle

The jungle is full of various tropical animals, vegetation, and fruit. Additionally there are many rabbits running about that were introduced by Moreau's assistant Montgomery years before as a source of meat for himself and Moreau (the beast people were meant to be vegetarian). There is also fresh water. A small stream passes out of the jungle and through the village. The investigators may also come across feral wolf men/women and even the puma woman. There are feral swine people but they will run away instantly. The others will fight until they fall below half hit points.

Location 6: The Secret Cave

Moreau lives and works in this cave along with his four, large, bestial porters and the small but agile ocelot man. The cave network has three main chambers: Moreau's sleeping chamber; Moreau's rebuilt laboratory; and the main entrance chamber that also serves as the sleeping quarters of the porters and ocelot man.

If the ocelot man has managed to spy out the investigators's approach, then Moreau is prepared with a loaded pistol and has cast his protection spell. If not, then the porters are asleep in their chamber and Moreau is in his chamber writing in his journal. His pistol is loaded and near at hand but he will not have time to cast the spell.

Following his near death and the trouble he had with Prendick, Moreau has become paranoid, especially toward other humans. As such, he absolutely forbids that they be allowed to leave the island alive. However, he is still brilliant and will try to lull them into a false sense of safety if possible before having his porters seize and restrain them.

Moreau survived his battle with the puma woman by having cast the Lingering Agony spell upon himself as a precaution before chasing the unfortunate beast. After lying in silent agony for hours (during which time Prendick found him and assumed him to be dead) some of the porters also found him and brought him to this cave where he had secreted away supplies should the beast-people become insurrectionists. He managed to save himself and once his former medical assistant was killed actually managed to cannibalize some of the man's body parts to heal himself further. If he and his porters manage to capture the investigators, then he will take some

body parts from the one that most closely matches his physical stats. He doesn't need anything vital; a new ear, a few fingers and toes, maybe an eye if you really want.

If captured, then let the investigators try to plan an escape. Each escape attempt will cost one day and Moreau will remove some body part each day for himself, the eye being on the third day (he will need to do fingers before hand).

As mentioned before, Moreau does not trust other people and doesn't want to allow the investigators to leave. As such, if they do not find his secret cave, then he will come to them with two of his porters. He will come along the Secret Path and attempt to either capture the investigators or kill them if he must.

Conclusion:

If the investigators are captured by Moreau and fail to escape after three attempts, then it is assumed that they are completely lost and will eventually become part of Moreau's various experiments. If they do escape then Moreau will pursue them if he is still alive and attempt to kill them outright.

Once Moreau is dead and if any of the investigators are still alive then they simply have to wait for their ride home. If they found a reputable ship then it arrives as planned, otherwise they will have to either roll a Luck at Extreme Difficulty (if they want to stay on the island) or at Hard Difficulty if they put out to sea in the small dinghy in which they were landed.

If they stay on the island to make these Luck checks, each player can make a Luck check, but only one at a time and each investigator must make one before anyone repeats their check. Each check constitutes one month of time during the first round of checks. Each subsequent round of checks becomes 6 months between checks. The island has plenty of food and water so they can live on the island for years.

If the investigators decide to risk the open seas, then they all make a Luck check at the same time. Everyone that fails the first check becomes ill and will need medical attention when rescued. As long

as one person succeeds on the check however, then everyone is picked up. If no-one succeeds during the first round, then they make the check again. This time, anyone that fails this time start to become delirious and must make a Sanity check, losing 1d6 sanity points on a fail. A third check is required if there are no successes. Anyone who fails this third check dies, even if someone else succeeds. If anyone lost sanity during the second round but survived during the third round, then they make one additional sanity check, losing 1/1d6 sanity. If they fail this second check then they have resorted to cannibalism on any investigator that did not survive.

NPC's:**Ocelot Man**

Str 35. Con 50. Siz 35. Dex 70. Int 40.
 Pow 35. HP 8. Move 9 (12 all fours)
 Damage Bonus -1 Build -1
 Fighting (bite): 50% (25/10); damage 1d6-1
 Dodge: 42% (21/8)
 Listen: 75% (37/15)
 Stealth: 60% (30/12)

Bull-women/men (Moreau's Porters)

Str 100. Con 65. Siz 100. Dex 50. Int 30
 Pow 50. HP 16. Move 7 (10 all fours)
 Damage bonus +2d6 Build 3
 Fighting (brawl): 40% (20/8), damage 1d3+damage bonus
 Dodge: 25% (12/5)
 Armor: 2 (natural hide)

Wolf-women/men

Str 65. Con 50. Siz 40. Dex 65. Int 40
 Pow 50. HP 9 Move 9 (12 all fours)
 Damage Bonus 0 Build 0
 Fighting (bite): 50% (25/10); damage 1d8
 Dodge: 32% (16/6)
 Track: 90% (45/18)
 Spot Hidden: 60% (30/12)
 Armor: 1 point (natural)

Puma Woman

Str 95. Con 50. Siz 80. Dex 95. Int 40
 Pow 65. HP 13. Move 8 (10 all fours)
 Damage Bonus +1d6 Build 2
 Fighting (bite): 60% (30/12); damage 2d6
 Climb: 40% (20/8)
 Dodge: 25% (12/5)
 Stealth: 40% (20/8)
 Track: 25% (12/5)
 Spot Hidden: 50% (25/10)
 Armor: 2 point (natural)

Dr. Moreau

Str 40. Con 60. Siz 75. Dex 55. Int 80.
 App 50. Pow 70. Edu 100. San 50. HP 13
 Damage bonus: 0. Build: 0. Move: 4 MP: 14
 Fighting (Brawl): 25% (12/5), damage 1d3
 Firearms (Handgun): 40%, damage 1d10; range 15 yards; 8 mag Luger; 1(3) uses per round; malfunction 99

Dodge: 30% (15/6)

Spell: Lingerin Agony

Cost: 8 Magic Points & 1 San

Casting Time: 1 hour

This spell is meant to extend the suffering of a victim by keeping them alive much longer than normal while being tortured. Moreau found the spell useful in preserving the life of his experiments long enough for him to complete his vivisection and apply medical attention.

For the duration of the spell (six hours), the target cannot die though they are left in a state of extreme weakness and vulnerability. It also forces them to remain conscious for the duration. If an appropriate medicine check isn't made by the end of the spell then the target dies as normal.

Handout #1

The Island of Dr. Moreau

- A man named Prendick was abandoned on a remote island occupied by a Dr. Moreau and his assistant while the ship he was aboard (the Ipecacuanha) was making a rare delivery there (Prendick had quarreled with the drunken captain)
- Dr. Moreau was a vivisectionist that relocated to the remote island for his experiments
- Moreau was assisted by Dr. Montgomery, an alcoholic medical doctor
- Moreau practiced “uplifting” or using surgical experiments to combine animal parts to make the beasts more human like
- The beast people that he created had a tribal society based around certain “laws” introduced to them by Moreau
- Some of the beast people included: wolf people, pig people, dog people, ocelots, oxen, apes, and finally one puma woman
- After being stranded on the island, Prendick was reluctantly taken in by Moreau and Montgomery
- Moreau was found dead in the jungle by Prendick after trying to chase down a puma woman that he had been experimenting on
- Following Moreau’s death, several of the beast folk began to abandon their pretense to humanity and began behaving more like wild animals
- Montgomery was later killed during a drunken brawl with some of the beast people
- Prendick began to fear for his life (after weeks or months of living on the island) and used a lifeboat to leave the island, risking the open ocean (after burning the Doctor’s compound), where he was eventually rescued
- After returning to England, Prendick became increasingly uncomfortable with human society, seeing reflections of the beast people in it, and moved into semi-retirement in a remote rural neighborhood

Handout #2

From the Journal of Dr. Moreau

October 23

Returned to use of all components of "the spell" today. My previous assumption that the mere admixture of the alchemical elements would suffice to produce the desired effect failed. I am still unconvinced of a supernatural element. Perhaps there is a vibrational harmonic in the recitation of the chant that alters an unknown crystalline structure in the mixture. I'll have to order a new light microscope next time I send Montgomery out.

In any case, the discovery of "the spell" has been such a boon to my work that, whatever its nature, I am fortunate to have acquired it. I recall how scornful I was of Montgomery's accounts of his observations of its use. However, the results speak for themselves. With the aid of this mysterious and rather ridiculous ritual, I have found that my window for operation has expanded in some cases by nearly four hours and increased my overall success rate to approaching 100% survival. For the time being I shall refrain from deviations and simply apply the various elements as indicated in the paper. Fortunately, my Hindustani is nearly sufficient to correctly recite the chant without Montgomery's assistance.

More later.

Handout # 3

The Laws

Not to go on all fours; that is the law.
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Not to suck up drink; that is the law.
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Not to eat fish or flesh; that is the law.
Are we not men?
Not to claw the bark of trees; that is the law.
Are we not men?
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His is the house of pain
His is the hand that makes.
His is the hand that wounds.
His is the hand that heals.
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His are the stars in the sky.

Spell: Lingering Agony

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