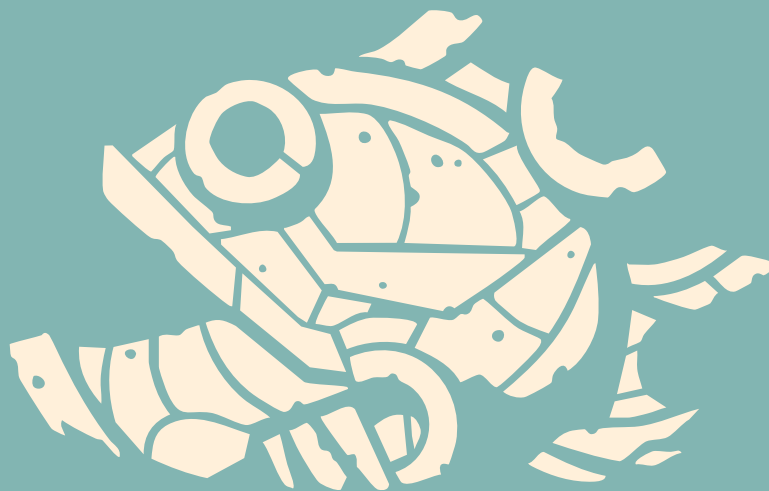




ON HOSTILE SHORES



A Starter Scenario for
Call of the Sea: The Everhart Expedition

ShadowLands







ON HOSTILE SHORES

Author: Carlos Ferrer Peñaranda

Editing and correction: Marta de la Serna and Francisco Javier Valverde

Translation: Jay Noden

Illustrations: Out of the Blue and Alberto Martínez "Kisama"

Layout: Laura Faílde

Playtesting: Andrés García, Danny "Darofar" Fonseca, Enric Muraday, Pau "Blackonion"

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C/Pere IV, 51, 4º 4ª, 08018 Barcelona

<https://shadowlandsgames.com>

info@shadowlandsgames.com

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CALL OF THE SEA

ON HOSTILE SHORES

CARLOS FERRER

A starter scenario for
Call of the Sea: The Everhart Expedition

CALL of
CTHULHU

A vibrant, stylized illustration of a tropical island. In the background, a massive, jagged mountain rises, its face dominated by a large, dark, diamond-shaped rock formation with a smaller diamond hole in the center. A waterfall cascades down the left side of the mountain. The sky is a clear, bright blue. In the foreground, a sandy beach meets turquoise water. Lush green vegetation, including several palm trees and dense bushes, covers the island. Small red flowers are scattered along the shoreline. The overall style is reminiscent of a video game or a children's book illustration.

ON HOSTILE SHORES

“On Hostile Shores” is a short adventure for *Call of Cthulhu*, which can be played independently or as a prelude to the events from a *Call of the Sea* campaign.

After being attacked by a mysterious sea creature, the player characters are shipwrecked, their boat left stranded on a reef close to the shoreline. Their survival depends on them reaching the shore and entering some intriguing ruins, where they can find refuge before the monster strikes again. But to gain entry, they must figure out the workings of a baffling mechanism, designed by the lost Naacal civilisation.

BACKGROUND

It's 1930 in French Polynesia. The Frogiers, a wealthy French family, are returning to Tahiti after holidaying on the atoll of Rangiroa. They are travelling on a 82-foot wooden yacht called the Blue Coast, which has no sail and relies on a diesel engine for its propulsion. It has cabins and a luxurious art deco lounge, along with other spaces like a wine cellar, engine room, cockpit, cabins for the crew and a galley.

Shortly after leaving port, the yacht encounters a fierce storm and is blown off course. Battered by wind and waves, the engine stops working and the captain and another crew member are swept from the deck. The tender is also swallowed up by the raging sea.

After a week adrift, they spy an island on the horizon towards which they drift with the current. Unknown to them, this is the remains of the mythical lost continent of Mu, home thousands of years ago to the Naacal civilisation. Since it sank into the water, the place has been revered by the deep ones.

Now living in the underwater cities that were once Mu, these beings guard the island against its discovery by humans. One such guardian is a creature known as Tikarei, created by the Naacal. Tikarei has seen the characters approaching and is readying itself to pounce.

The adventure includes six pre-generated investigators. If you play with fewer than six players, the extra pre-gens can be non-player characters, enriching the plot and lending additional drama to the situations that arise.



THE ATTACK

Once the events leading up to the scenario have been explained to the players, the adventure begins with the sighting of the island, towards which the yacht is slowly drifting. Under a leaden, sunless sky, as the drizzle starts to fall, the island looms into view, buried in a wild jungle and with a mountain rising from its centre. The Blue Coast is carried towards some reefs near the sandy shoreline.

Suddenly a knocking can be heard against the boat's hull, before something rams into its stern propelling the vessel towards the rocks. It all happens in an instant: there's no time to wait. Someone has to take hold of the tiller and try to steer. With a **Pilot (Boat)** roll the force of the impact can be reduced and the boat can be run aground without suffering excessive damage. The others can try to save themselves. If the Keeper deems their strategy to be a good one, the collision will cause no damage.

If the yacht suffers the full force of the impact, then the rocks split open the hull and the Blue Coast begins to sink, ending up half-submerged in the water. Anyone who hasn't made it to safety or isn't secured to the vessel suffers 1D6 damage.

Moments after the impact, a huge articulated arm covered in fine hairs and resembling that of a crustacean, emerges from the water. It writhes about in the air, a pincer at its end opening and snapping shut and clearly looking for something (**SAN** 0/1D6). The pincer belongs to Tikarei and is guided by smell. At this point, the investigators can state their course of action.

If there are investigators on deck, the pincer hurls itself at whoever has the greatest **Size**, with a hit chance of 40%. If they can't dodge the attack, the victim is held and suffers 1D3 crushing damage. On the next round, the monster can carry them back into the water, where the character begins to drown and continues to suffer damage on each round. They can break free with an Extreme success on a **Strength** roll or if someone wounds the arm, in which case it recoils and returns to the water.

If the investigators are searching for something specific in the boat, from a weapon to a can of diesel, the Keeper can use their common sense to decide in which part of the boat it can be found. If they see fit, they can ask for **Luck** or **Spot Hidden** rolls.



THE REEFS

The investigators are now stranded on the rocks, with a deadly creature prowling in the water. The drizzle turns to rain and claps of thunder can be heard in the distance. The beach is roughly 150 metres away. Swimming to shore requires a **Swim** roll and prevents characters from carrying any items in their hands. If an investigator fails the roll, they lose a valuable item or 1D4 Hit Points from exhaustion or being battered by the rocks. In any case, once on the beach they are safe from Tikarei for the time being.

They can also cross the rocks to get to the shore. This is especially complicated and requires a Hard success on a **Jump** roll. If they fail, the investiga-

tor is wounded and suffers 1D6 damage, as well as losing anything carried in their hands. In any case, the rocks eventually come to an end and sharpened wooden stakes appear in their place, clearly the remains of an artificial construction. From here, they can swim to the beach without making a roll as the water is only waist deep.

Fumbling or failing a pushed roll means Tikarei emerges from the water (**SAN** 1/1D10) and pounces on the unfortunate character. The investigators have one round to react. If they run deeper into the bay, the creature is unable to attack for the moment, although it launches itself at the rocks in an effort to get past them. At this point, if the investigators are watching they see the monster's entire body.

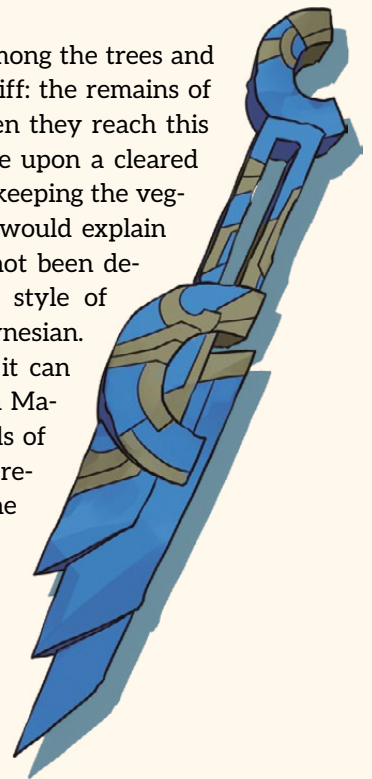


THE BEACH

The beach lies in a bay of white sand, with dense jungle vegetation growing at its edge. 50-foot-high walls of rock at its top end cut the beach off from the rest of the island. In theory these cliffs could be climbed, but under the rain and without the right equipment this requires a Hard success on a **Climb** roll, and if the investigator fails they fall 1D10+5 metres.

On the beach itself, where the sand meets the vegetation, a carved stone Polynesian tiki stands roughly three feet in height. It is of a man with a fish head and huge, gaping mouth. If this is examined more closely, an unusually crafted, basalt knife can be found in the mouth, not of Polynesian origin. Besides its ritual use, if the weapon is brandished at Tikarei, the creature hesitates and takes no action for one round.

Stone ruins can be found among the trees and bushes, at the foot of the cliff: the remains of columns and masonry. When they reach this place the investigators come upon a cleared area. Someone is obviously keeping the vegetation at bay here, which would explain why the construction has not been devoured by the jungle. The style of the architecture is not Polynesian. With an **Archaeology** roll, it can be linked to the city of Nan Madol, in Micronesia, thousands of miles away. The **Occult** skill reveals it is associated with the mythical Naacal civilisation, which once inhabited the continent of Mu, according to pseudoscientific theory.





THE RUINS

The Door

The construction's stone, filigree-covered door stands 10 feet tall and is adorned with glyphs produced by an unknown culture (**Occult** reveals it was made by the Naacal). There is no keyhole or door knob and there appears to be no way of opening it.

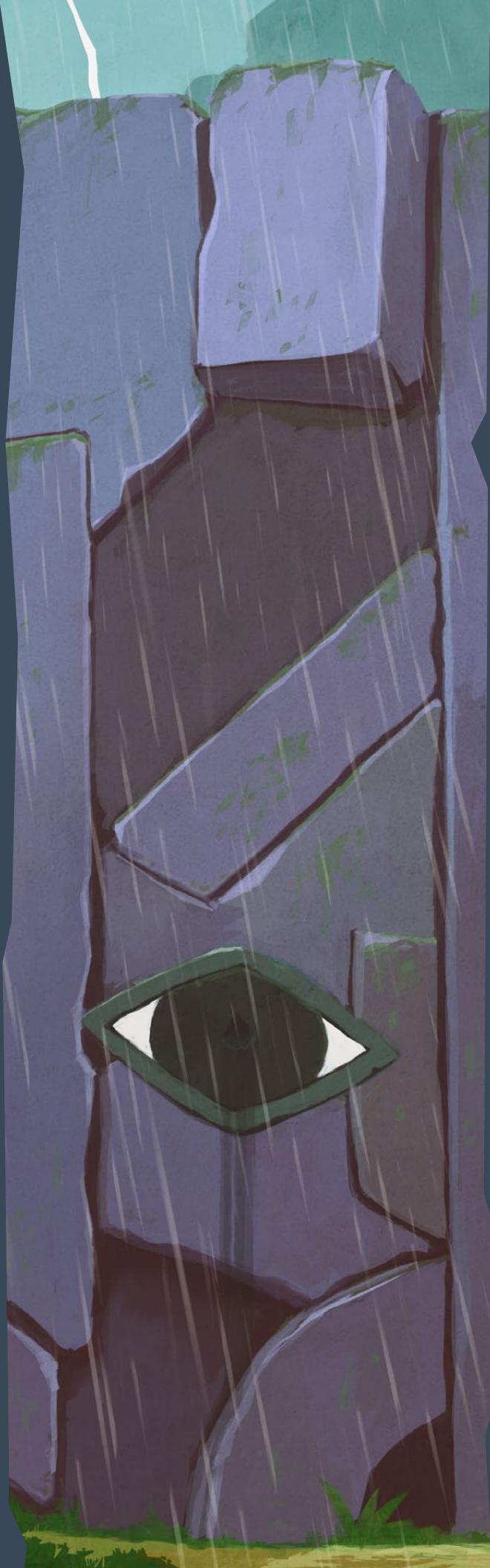
The door can only be activated when a fluid is poured into the fish mouth (see "The Eye"). Then a clicking sound can be heard and it slowly opens by itself, as if by some eldritch power.

The Reliefs

There is a masonry stone wall covered in Naacal style murals. These show people dressed in ceremonial attire pouring a liquid over a naked man in a pit (**Handout 1**). The adjacent reliefs reveal the same scene, only the man in the pit has been replaced with a tentacular being with arms and legs, which bears a striking resem-

blance to the monster that attacked them on the reefs, assuming they saw all of it (**Handout 2**). Next to this, a procession of warriors and priests surrounds what, judging by the scale, must be an enormous figure with multiple mouths and eyes. The priests appear to be using recipients to collect a liquid that is pouring from the being. At the centre of this creature there is a vertical opening measuring some two inches in length (**Handout 3**).

The basalt knife fits perfectly in the opening and, when placed there, activates a spring of black fluid somewhere else (see "The Eye"). When the blade is removed, the fluid stops flowing. Any similar object measuring over 6 inches long can produce the same effect, such as a conventional knife or piece of wood cut to measure. A small branch would fit in the opening, but would break before the mechanism is activated. The investigators must use their ingenuity or make something that serves the same purpose as the knife. This might require skill in **Mechanical Repair**, **Survival** or **Art and Craft**.



The Eye

Another wall stands just at the foot of the cliff, formed by a single, immense block of basalt embedded in the rock. An eye the size of a watermelon has been engraved in the basalt, the pupil of which is an orifice that penetrates deep into the stone, giving off an indescribable organic smell. Lined up along the foot of the wall are five small sculptures standing around a foot high. They all represent creatures with a deranged expression looking upwards with their mouths open. Their jaws reveal orifices that lead to some kind of pipe. The sculptures are of a bird, a fish, a turtle, a bat and a lizard.

When the knife is placed in the aforementioned opening (see “The Reliefs”), a viscous black liquid begins to pour from the eye. The liquid trickles down the wall without falling on any of the sculptures, eventually disappearing down a drain in the floor.

To activate the door, some of this ooze must be poured into the figure of the fish, a choice that can be deduced from the tiki on the beach or by smelling the sculptures; the fish is the only one that gives off a smell similar to that of the pupil in the eye.

The investigators must find a way to guide the stream of black fluid to its destination. The easiest way to do this is by using a branch or ribbed leaf. Focus here on whether or not any of the characters touches the liquid. If they explicitly try to avoid doing so and you believe their strategy requires skill, you can ask for a **Dexterity** roll. If they fail to protect themselves or are unable to successfully complete their task, describe how drops fall onto the investigator’s skin. The liquid stings and stains their skin with greenish streaks. This is significant for the adventure’s conclusion.

If black fluid enters the wrong mouth, a jet of liquid suddenly springs from the eye spattering all those present.



THE RETURN OF TIKAREI

Ideally, while the investigators are examining the ruins, the prospect of being trapped between the cliff and the sea monster will rack up the tension. Tikarei will be arriving at the beach before too long hungry for victims, so a confrontation is inevitable sooner or later.

If the investigators fail a roll and, as a result, you decide their task takes too long, or you feel they are wasting a significant amount of time, Tikarei emerges from the sea and comes up onto the beach. It lets out a blood-curdling howl and begins to scuttle towards them using its hands and feet. The second time they fail a roll or waste time, the monster reaches the ruins or wherever the investigators are at that moment.

In the event they have taken some course of action to distract or hold up the creature, they may gain a little extra time, assuming you think their idea effective. A decoy made from their own clothing, for example, would serve the purpose.

When Tikarei sees the investigators, it will automatically pick out any that are wounded, thanks to the powerful allure of the smell of fresh blood. With a **Climb** roll, characters could shin up a tree or scale an overhang of rock to safety. If the creature cannot reach its prey, it gives up and goes for the next closest character. Since it is guided by smell, there is little use in trying to hide. However, body odour can be disguised using diesel oil, for example, or by making blood decoys to distract it.



CONCLUSION

Once opened, the investigators step through the door to see a tunnel on the other side made from large blocks of cut stone. Near the entrance there is a lever on the wall. If activated, the door can be opened and closed.

The passageway ends in a cavern with a subterranean river flowing through it. Moored to a small wooden jetty is a boat similar to those used by Tahitian fishermen.

If any of the investigators have been stained by the black fluid, they must now make a **Luck** roll. If successful, they feel sick and notice in horror how the green streaks have spread across their skin. They need help walking, but that's as serious as it gets - in this adventure at least.

If they fail the roll, they fall victim to a strange psychosis: they begin to empathise with the monster they are being hunted by and see the island as their home. They also view their companions as strange beings that

must be annihilated. The character's player should be informed of their new objectives, which they must try to accomplish to the best of their abilities. In such a scenario, remember that being attacked or betrayed by a fellow investigator requires a 0/1D4 or 1D6 **Sanity** roll, depending on the closeness of the relationship.

They must take the boat to get away from the island, untying it from the jetty and floating away on the current. They drift through a cave and soon reach the sea through a narrow strip of water between rocks and two rows of sharpened stakes. A **Pilot (Boat)** roll is required to make it to the open sea without incident. Failing this means everyone must make a **Strength** roll. The character with the lowest score topples out of the boat and disappears beneath the waves.

Presently, the storm abates and rays of sunshine begin to filter through the clouds. The adventure can end here, with the surviving investigators leaving the island behind them, on their way to a more heartening horizon.



CREATURES



TIKAREI

This creature was created by the Naacal from a human being exposed to the black blood of Tserenz, as can be deduced from the murals. The deep ones took charge of it and others of the same race, and have since been using them to protect the island from outsiders.

Tikarei has the appearance of a gigantic orange crab, the front of which consists of a great human torso with a bald head and no eyes. Its only recognisable feature is a mouth lined with teeth. One of its arms is human, albeit oversized, and the other is a massive articulated and extendable pincer, which can stretch out to over 30 feet in length.

In combat, it can use its pincer to trap its victim. Failing to dodge this means being held and suffering 1D3 damage on each round until the character breaks free with an Extreme success on a **Strength** roll.

Tikarei is blind and guided by smell and sound. Small hairs that cover its body serve as natural sensors. It is strongly attracted to blood, whether human or animal.

If it loses half of its Hit Points, it retreats back into the sea, although it will return later after healing. It regenerates 1 Hit Point per hour.

STR	80	CON	90	SIZ	140	DEX	60	INT	10
APP	-	POW	50	EDU	-	SAN	-	Move	6

Hit Points: 23

Damage Bonus: +2D6

Build: 3

Dodge 30%.

Pincer 40% (20/10), damage: prey+1D3

Crush 35% (17/7), damage 1D3+2D6.

Skills: Spot Hidden 50%



INVESTIGATORS


GUILLAUME FROGIER

Civil servant, 50 years old.
Tough, with moustache and glasses.

Mr Frogier was stationed in Tahiti as vice-governor in 1920 and has since been working on the island for the colonial government. He belongs to Marseille's upper class and is a steely, conservative man who served as an officer during the Great War. An enthusiastic hunter and fisherman, he considers it a blessing to have been stationed in French Polynesia. He has recently allowed himself to purchase a yacht, the Blue Coast. He maintains a secret relationship with Poerava, the nanny of his children, although he is not in love with her.

STR	60	CON	70	SIZ	75	DEX	60	INT	70
APP	70	POW	75	EDU	80	SAN	75	Move	5

Hit Points: 14

Damage Bonus: +1D4

Build: 1

Luck: 30

Skills: Climb 30%, Dodge 50%, Fast Talk 45%, Firearms (Rifle 50%, Handgun 40%), Intimidate 50%, Jump 30%, Listen 60%, Natural World 50%, Persuade 50%, Pilot (Boat) 35%, Psychology 45%, Science (Biology 30%), Spot Hidden 60%, Stealth 30%, Survival (Tropics) 45%, Swim 50%.

Gear: Pipe, tobacco, matches, hip flask.


BLANCHE FROGIER

Dilettante, 40 years old.
Blonde and freckled.

Mrs Frogier is a lover of the arts and, thanks to her family fortune, she has amassed an impressive collection. This has continued to grow during her new life in Tahiti, only now enriched by the native art, which Blanche has a particular fondness for. Its influence can be seen in her most recent paintings. Unlike her husband, Blanche has a cheerful and dreamy disposition, and happily mixes with people from lower social classes and the Polynesians.

STR	50	CON	70	SIZ	55	DEX	65	INT	75
APP	60	POW	85	EDU	80	SAN	85	Move	6

Hit Points: 12

Damage Bonus: 0

Build: 0

Luck: 50

Skills: Archaeology 30%, Art (Painting and Sculpture) 80%, Fast Talk 50%, Dodge 40%, Jump 40%, Listen 40%, Natural World 50%, Persuade 50%, Psychology 60%, Spot Hidden 60%, Stealth 30%, Swim 40%.

Gear: Silver pendant with Caravaca cross, small mirror, magnifying glass, sketchpad and charcoal.



MARGOT FROGIER

Student, 18 years old. With glasses and hair in a ponytail.

The eldest daughter of the Frogiers, Margot has never been at ease with life in Tahiti and misses France and her friends and family in Marseille. Her response to this situation is to disappear into her books and records, which she has shipped over. Dour and reserved, yet cultured and gifted, she is the intellectual one of the family. When her father bought the yacht and they began to go sailing at the weekends, she struck up a friendship with the native cabin boy, Heimana. Unaware of how it began exactly, she has embarked upon a passionate affair with him. She tries to keep this secret, as her father would kill her if he found out.

STR	60	CON	65	SIZ	55	DEX	70	INT	80
APP	75	POW	75	EDU	70	SAN	75	Move	9

Hit Points: 12

Damage Bonus: 0

Build: 0

Luck: 60

Skills: Archaeology 40%, Art (Sculpture) 40%, Charm 75%, Dodge 40%, Fast Talk 40%, Jump 30%, Listen 50%, Natural World 50%, Occult 25%, Persuade 40%, Psychology 40%, Science (Biology) 25%, Spot Hidden 50%, Stealth 30%, Swim 60%.

Gear: Personal diary, fountain pen, glasses.



ALPHONSE FROGIER

12 years old. Blonde and freckled.

The youngest son of the Frogiers, he was barely two years old when his parents moved to Tahiti and he has grown up in the mixed colonial society, attending a French school but in contact with the native culture. Perhaps that explains the distance he feels from his parents and everything they represent. His privileged circumstances make him feel uncomfortable. Alphonse is a troublesome child, given to getting into fights and pulling pranks. On more than one occasion he has run away from home, driving his parents mad with worry. He completely ignores his sister, is condescending towards his mother and is constantly coming to blows with his father.

STR	55	CON	70	SIZ	50	DEX	75	INT	65
APP	70	POW	65	EDU	60	SAN	60	Move	9

Hit Points: 12

Damage Bonus: 0

Build: 0

Luck: 40

Skills: Charm 40%, Climb 60%, Dodge 50%, Fast Talk 60%, Fighting (Brawl) 50%, Jump 45%, Listen 50%, Natural World 35%, Persuade 30%, Psychology 30%, Spot Hidden 60%, Stealth 40%, Survival (Tropics) 30%, Swim 50%, Throw 40%.

Gear: Slingshot, marbles, knife.



HEIMANA

Cabin boy, 16 years old. Dark-skinned and athletic build.

Heimana is the son of a Tahitian fishing family who had the good fortune of being taken on as a cabin boy for the Blue Coast. He loves the sea and dreams of one day captaining a great motor boat, like this yacht or the ferries that connect the islands. Heimana has a noble heart and ingenuous nature. He enjoys learning about French culture and will quite happily fumble his way through a conversation in this language. Margot, his patrons' daughter, offered to teach him to write in his free time, which led to the love affair that both of them try to carry on in secret. Heimana is madly in love, although he doesn't have high hopes for their future.

STR	75	CON	75	SIZ	65	DEX	70	INT	60
APP	75	POW	60	EDU	40	SAN	60	Move	9

Hit Points: 14

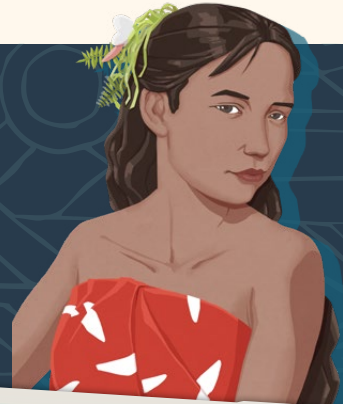
Damage Bonus: +1D4

Build: 1

Luck: 30

Skills: Charm 40%, Climb 65%, Craft (Wood) 50%, Dodge 40%, Fast Talk 30%, Fighting (Brawl) 50%, Jump 30%, Listen 60%, Natural World 40%, Navigate 50%, Persuade 40%, Pilot (Boat) 50%, Psychology 40%, Spot Hidden 50%, Stealth 30%, Survival (Tropics) 40%, Swim 60%, Throw 60%.

Gear: Hunting knife, shark-tooth necklace, compass.



POERAVA

Nanny and maid, 35 years old. Dark-skinned, tall and slim.

Poerava is a Tahitian woman, native to Papeete, the island's capital, and educated in a French Catholic school. She has always earned her living as a maid for wealthy colonial families and has been working for the Frogiers for five years now. Among other tasks, she takes care of their two children, whose respect she has earned both from imposing her authority and offering them her trust. Not daring to refuse him, she is unwillingly having an affair with Guillaume and has recently discovered she is pregnant. Being unmarried, this is a cause of great shame. Mr Frogier has not found out yet.

STR	60	CON	60	SIZ	60	DEX	65	INT	70
APP	60	POW	75	EDU	60	SAN	75	Move	8

Hit Points: 12

Damage Bonus: 0

Build: 0

Luck: 60

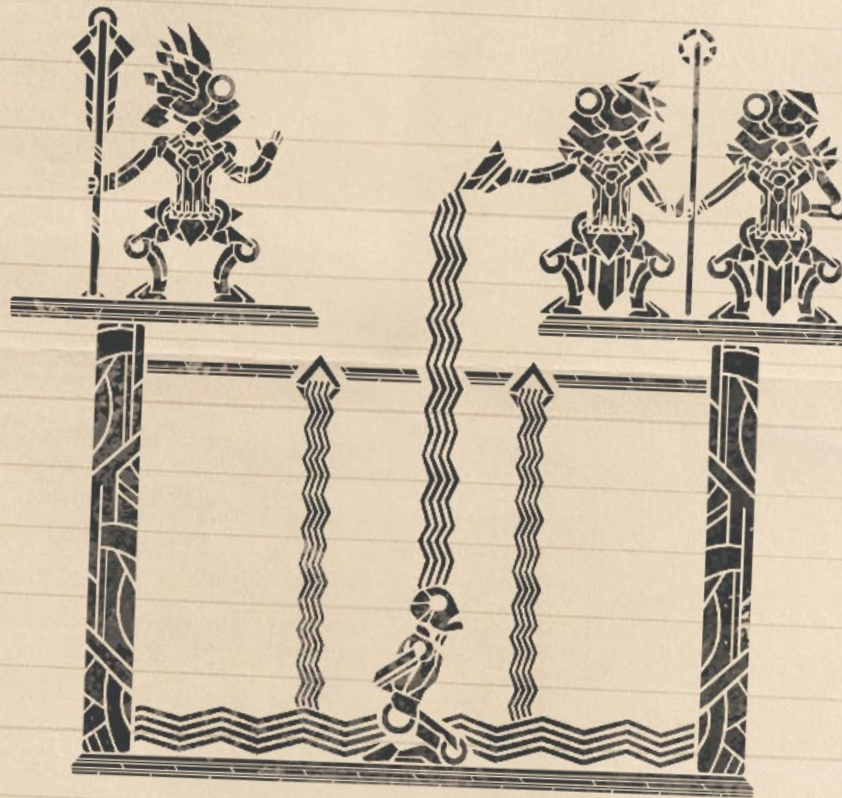
Skills: Charm 70%, Craft (Wood) 40%, Dodge 40%, Intimidate 50%, Jump 30%, Fast Talk 40%, Listen 50%, Natural World 50%, Persuade 45%, Psychology 60%, Spot Hidden 60%, Stealth 50%, Survival (Tropics) 35%, Swim 40%.

Gear: Sewing case, flask of perfumed monoi oil.

HANDOUTS

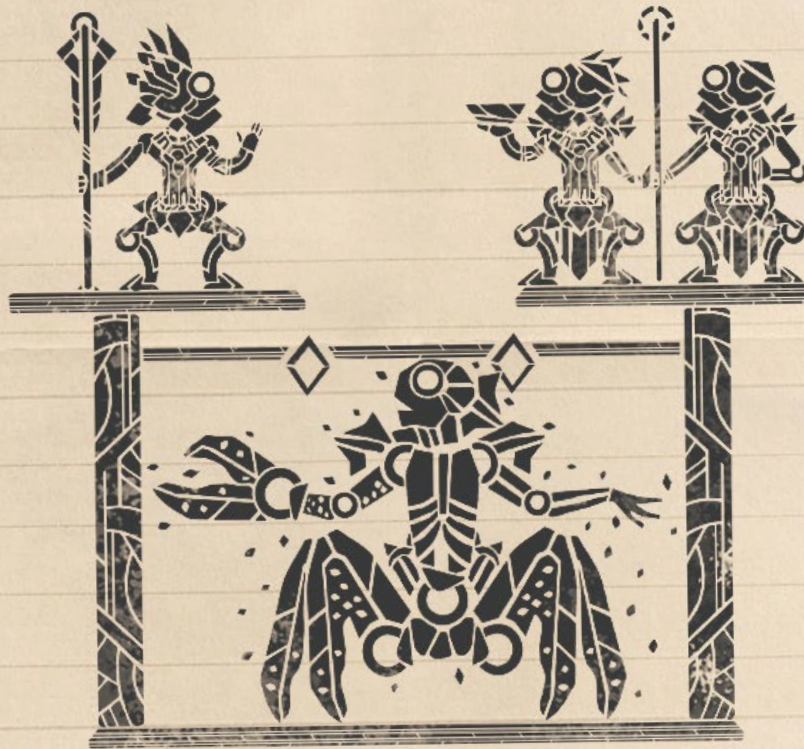
HANDOUT 1

first mural



HANDOUT 2

Second mural



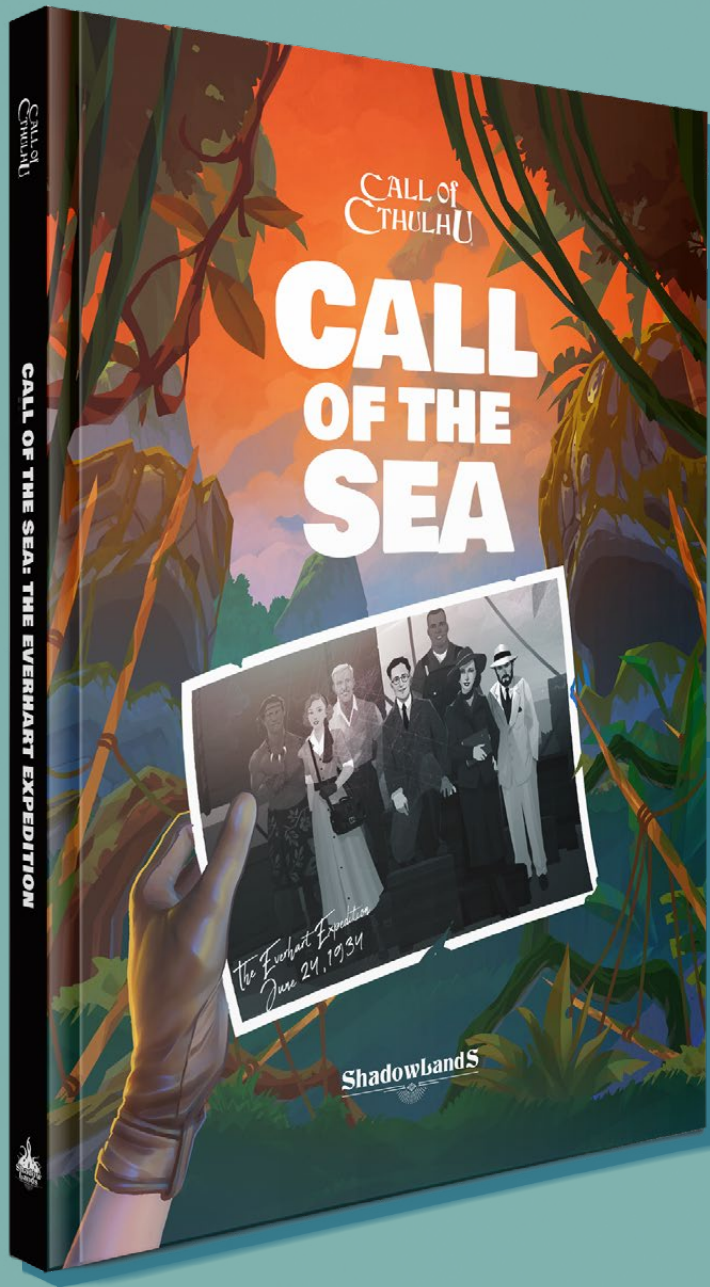
HANDOUT 3

Third mural



CALL OF THE SEA

THE EVERHART EXPEDITION



A new campaign for
Call of Cthulhu

**AVAILABLE AT
BACKERKIT ON
22 APRIL**





A Starter Scenario for *Call of the Sea: The Everhart Expedition*

Sailing home from a relaxing vacation in French Polynesia, the Frogiers' yacht is unexpectedly attacked by a monstrous creature. With the boat shipwrecked and stranded on a reef, reaching the safety of the nearby island might be their only hope... Although they could be heading straight into a trap.



la llamada de
CTHULHU

CALL OF THE SEA

22 APRIL ON BACKERKIT