

# *The final Voyage of the Mary Celeste*

by

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Interactivities Ink would like to thank Carol Johnson for the name “Rules to Live By.”

Welcome to the world, Max Antunes!

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ISBN: 0-9708356-3-9 IAI0004

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# GM Information

## Welcome

Wow, this is one weird game. Jim MacDougal did his homework. No, really. Every unusual thing you see here, from ghosts, to vampires, to time travelers, have been used to explain what happened to the ill-fated Mary Celeste.

I've been writing and playing in live roleplaying games since 1989 and I still consider *The Final Voyage of the Mary Celeste* one of the best I've ever played. The fact that Jim was able to mix such diverse elements into a wonderfully coherent game speaks volumes for his writing ability.

Jim's games have stood the test of time and geography. They have been enjoyed by hundreds of people across the globe. So when the time came to pick the first two games to release using *Rules To Live By*, the choice was obvious.

I hope you enjoy playing or running this game as much as we here at RTLB HQ have enjoyed bringing it to you.

Mike Young  
President, Interactivities Ink, Ltd.

## Rules to Live By

*The Final Voyage of the Mary Celeste* uses *Rules To Live By* (RTLB), a system of mechanics specifically developed for live action roleplaying games. You should be able to pick up the core rulebook at the same place where you purchased this book. If not, you can always go to [www.interactivitiesink.com](http://www.interactivitiesink.com) and order the book online.

This game also uses systems and abilities from *Rules To Live By: Supernatural*. The game has strong supernatural elements, so *RTLB: Supernatural* is also needed to run this game.

Specifically, this game uses Abilities from the Psionics, Magic, Supernatural, and Animal sections of *Rules To Live By: Supernatural*. The Weird Science rules are not used. Despite the fact that this game has plenty of Weird Science, players do not have the opportunity to build gadgets nor is there more than one game period for the gadgets to degrade.

We strongly suggest that you familiarize yourself with RTLB before running this game. We especially suggest you try out a few sample combats and spells before running this game.

## Special Mechanics & A Note on Abilities

There are several Abilities in *The Final Voyage of the Mary Celeste* that are not in the core rulebooks. These Abilities fall into two categories:

*Old Ability with a New Name.* Some Abilities are actually standard RTLB Abilities with spiffy new names. See the section in *RTLB: Supernatural* on Flavoring the Supernatural for more information.

*New Abilities* are those created especially for this book. We tried to keep these to a minimum. New Abilities in this book are special for this scenario and are not considered part of the core RTLB Ability set.

All Abilities are described to the players in their handouts. Abilities are summarized in the GM section of this book. New Abilities are given a larger summary in the GM section.

There are two global changes of which all players should be made aware.

### 1. Ranged Weapons defaults to DEX.

Normally, if a character does not have an Ability, he cannot even try to use it. There are a few Abilities that default to STATS. In *The Final Voyage of the Mary Celeste*, the Ranged Weapons Ability defaults to DEX. All characters can try to use a ranged weapon.

### 2. First Aid restores a character to 1 STR

In standard RTLB, First Aid can either remove a Star or restore the character to 0 STR, stabilizing her for surgery.

However, since only one character in this game has the Surgery Skill, First Aid stabilizes a character to a STR of 1 so she can still walk around and interact.

## Putting the Game Together

In order to facilitate "stuffing" character packets and setting up the game space, we have put the instructions in a handy step-by-step checklist formation.

### *The Final Voyage of the Mary Celeste*

After you have completed a step, check off the box to its left. This will help you keep track of what you've done and what you need to do.

## *Before The Game*

You will need the following things to run *The Final Voyage of the Mary Celeste*:

- ☐ Stars for RTL
- ☐ Dice for RTL
- ☐ Mana Chits for RTL: Supernatural
- ☐ 7 pages of card or cover stock for photocopying item cards
- ☐ Thirty sheets of blank paper for photocopying information sheets
- ☐ About 25 paperclips. *If you are not using character envelopes, paperclip items to the character history when the book tells you to put them in the character envelope.*
- ☐ One small envelope
- ☐ Adhesive tape
- ☐ Adhesive dots for pickpocketing
- ☐ *Optional: 20 character envelopes.*
- ☐ *Optional: 7 small envelopes for sea chests*
- ☐ *Optional: A stapler*

## *Destroy This Book*

That's right. A significant part of this book must be split into sections and distributed to players. You have two choices. You can either:

Fold this book across the spine (fold it back and forth a few times to make a nice crease) and cut down the spine to put it into individual pages. Remove the staples before cutting.

Or, if you prefer to keep the book intact...

Photocopy this book. You can photocopy it double sided if you wish.

*Interactivities Ink Limited grants purchasers of this book permission to photocopy this book for purposes of running the game themselves only. It may not be duplicated for any other purpose.*

Once the book has been torn into pages, it needs to be separated into parts. All pages before page 17 are part of the GM information.

- ☐ Staple or paperclip the GM information pages together in the upper right hand corner. Keep this with you. You'll need it during runtime.
- ☐ The three information sheets follow the GM info. Put those aside for now.

- ☐ The character histories come after the information sheets. Separate all the character histories into different piles. If you want, staple or paperclip each individual history together.

- ☐ Keep the Assessment page separate from the character histories, and the other information sheets. It is a special supplement for the cat. Put it in an envelope. Seal the envelope and write, "Open When You Have Ten Charges" on it.

## *Character Sheets/Character Packets*

The character histories will be given to the players. We suggest you staple each one individually and put it in a character envelope. You can also use the same envelopes to hold the other things you are giving players, such as the information sheet and item cards.

- ☐ Collate each character history. It is suggested that you staple each character history together. If you have character envelopes, put the character histories in the character envelopes.

- ☐ If you have character envelopes, write the name of the character (it appears in large type at the start of each history) on the outside of the envelope. Don't seal these envelopes.

## *The Information Sheets*

All players get the sheet entitled "The Final Voyage of the Mary Celeste – Player Handout."

- ☐ Photocopy page 17 twenty times. Place one copy in each character envelope.

Only certain characters get the Atlantis and Time Travel sheets. They will be listed in the section on stuffing below.

- ☐ Photocopy the Atlantis information sheet four times.
- ☐ Photocopy the Time Travel information sheet three times.

## *Item Cards vs. Props*

There is a complete set of item cards starting on page 97. If you want to use these, you will need to photocopy them onto cardstock and then cut them out. Feel free to use props instead of item



### *The Final Voyage of the Mary Celeste*

cards, especially for large items like the swords or the chain saw.

- ☐ Photocopy the item cards onto cardstock with each page on a separate sheet of paper.
- ☐ Cut the item cards into individual cards. Cut on the dotted lines.

#### **Sea Chests**

A number of the item cards are items that hold other items. These need special preparation before you stuff the character envelopes.

Each of the sea chests must be prepared. Either use a paperclip to attach the items inside them to the chest card, or tape the chest item cards to individual envelopes. Do not seal these envelopes.

Place each of the following sets of cards inside the sea chests.

- ☐ Sea Chest A: Empty Bottle
- ☐ Sea Chest B: Flintlock Pistol, Flintlock Pistol
- ☐ Sea Chest C: Old Sword
- ☐ Sea Chest D: Strange Looking Gun, Clear Bubble With Odd Pinkish-Grey Object Inside, Bottle of Amber Liquid
- ☐ Sea Chest E: Strange Metal Tool With a Motor and Blade
- ☐ Sea Chest F: Strange Gadget with Lights and Buttons

#### **The Weapons Locker**

- ☐ The Weapons Locker is prepared like a sea chest. Place three cutlasses and two pistols in it.

#### **Stuffing Character Envelopes**

If you have produced character envelopes, your job here is easy: place the appropriate item cards and information sheets in the character packet. If not, attach the sheets and item cards together with paperclips.

After you put the item cards and information sheet in the packet, check off the character. It's ready to go!

***Remember, all characters get the "Final Voyage of the Mary Celeste Player Handout".***

- ☐ *Captain Benjamin Spooner Briggs:* A Ring of Keys.



- ☐ *Sarah Elizabeth Briggs:* Patent Medicine, Atlantis Info Sheet.

- ☐ *Lizzie Briggs:* Round Golden Stone on a Gold Chain.

- ☐ *The Ship's Cat:* No items. The envelope titled, "Open When You Have Ten Charges."

- ☐ *Albert G. Richardson:* Key F, Strange Box-Like Gadget, Strange Tube-Like Gadget, Strange Gadget with a Metal Prong.

- ☐ *Dane Andrew Gilling:* Very Sharp Dagger, Small Round Black Amulet, Key A, Atlantis Info Sheet.

- ☐ *Seaman Johan Goodschad:* Small Gold Pyramid, Key B.

- ☐ *Seaman Johan Volkert:* Small Gold Pyramid, Key C.

- ☐ *Seaman Johan Lorenzen:* Strange Looking Gun, Lock Picks, Strange Hi-Tech Box, Key D, Atlantis Info Sheet, Time Travel Info Sheet. Pickpocket stickers.

- ☐ *Seaman Johan Martens:* Key E

- ☐ *Albert Head:* No items, Atlantis Info Sheet.

- ☐ *Uli Morning Song:* Small carved polar bear on a rawhide strap, a many-faceted gilded stone on a gold chain, pouch of dried fish, skinning knife.

- ☐ *Bermuda T. Rangel:* Navy Colt, Hip Flask, Bobby Pin, Time Travel Info Sheet.

- ☐ *Argent:* No items

- ☐ *Dorothy Enemoratta:* No items

- ☐ *Captain Robert McLellan:* No items.

- ☐ *Brock Port:* Federal Agent's ID, Pistol, Extra Magazine for Pistol.

- ☐ *Lord Thantor:* No items.

- ☐ *Pretense Jones:* Bobby pin, Time Travel Info Sheet.

- ☐ *Able Fosdyke:* Two sticks of dynamite, a cutlass.

#### **The Rest of the Items**

After putting the items in the chests, the weapons locker, and in character packets, you will have a few items left over.

### *The Final Voyage of the Mary Celeste*

- ☐ Place a Sword in the Captain's cabin.
- ☐ Place all the sea chests and the weapons locker in the Forecastle.
- ☐ Place the Logbook in the Forecastle.
- ☐ Keep the Spaceship in a private place the GMs have access to.
- ☐ Place the Cleaver and the Butcher's Knife in the Galley. Place any leftover knives in the Galley.
- ☐ Place the paddle and the spear in the canoe. For placement of the canoe, see the section on Setup below.
- ☐ Place the Strange Pistol-Like device behind one of the chests in the Forecastle.
- ☐ Save Lizzie Briggs until she is saved from Thantor. She is tired and will want to take a nap.
- ☐ Place the six casks of commercial grade alcohol in the hold.

## **Setup**

### **Locations**

The game runs best in a house or a few rooms. Some setup is required for the main room, and you will need several special locations. These can be virtual locations as described in the RTLb book or they can be actual rooms of the house.

Make sure to tell your players what real world locations represent what in-game locations. Perhaps a tour of the ship is in order.

*The Forecastle.* This is where the men's sea chests and the weapons locker are kept. The log book is also kept here. Ideally this is somewhat private so the characters can pick the locks on the chests.

*The Cargo Hold.* Place the casks of alcohol in the cargo hold. This room should be semi-private.

*The Captain's Cabin.* Captain Briggs has a sword under his bed. This should be a private room, so that Sarah can examine Lizzie or search Uli or Amelia Rangel with all due modesty.

*The Galley:* This can be an alcove or corner off of the main room. Place the kitchen implements (cleaver, butcher's knife, and other knives) there.

*The Lifeboat:* There is a small lifeboat attached to the Mary Celeste. Use chairs to make a space for the lifeboat

*The Canoe:* Uli's canoe can also hold a few people. Use chairs to make the canoe. Put the spear and paddle in the canoe.

*Overboard:* Any place that is not game space is in the middle of the ocean. Characters that start overboard start there.

## **Runtime**

### **Timeline**

For the most part, the game runs freeform with no true events. However, there are a few things that happen at set times. The times are listed relative to game start, so 1:30 would be one hour, thirty minutes after game start. The game starts 1 hour before sunset.

*1:00 - Sunset.* The sun goes down with an uninspired, cloudless sunset. The full moon rises red in the east. Dim the lights if possible, unless the Captain has ordered the deck lit.

*2:00 - The Full Moon Raises High Enough to Turn from Red to Silver.* This begins the optimum conditions for Gilling/Yclept to perform the Raise Atlantis ritual. All he needs is the Soulstone and a sacrifice. Also, Volkert is getting edgy, he **must** feed soon (let the player know this).

*2:30 - The Kraken Attacks.* Timing here is approximate; send in the Kraken when it strikes the GMs as a good time for a giant cephalopod to attack. A GM or NPCs can play the Kraken. A suggestion is to use pipe insulation or the tubular foam pool toys to simulate Kraken tentacles.

Begin by either having the Kraken breach like a whale beside the ship (play up the way the water seems to boil as it nears the surface). Otherwise, the Kraken can come up beneath the Mary Celeste and bump and rock the ship before reaching over the rail to eat the crew (play up the more terrifying aspects of having the ship slammed, but don't actually damage the ship).

However the Kraken approaches, tell the Cook he recognizes this as the behavior of a Kraken. This gives him a chance to dash to the galley, either to get his knife and cleaver or to hide.

The Kraken always wastes the first round trying to reach the Cook (mmm, Gillman!). This gives everyone a chance to arm themselves. Have a GM ready at the forecastle, as there should be a mad rush for the heavy weaponry in the sea chests.



### *The Final Voyage of the Mary Celeste*

The Kraken is there to bleed off your players' excess ammunition. The Kraken has as many arms as it needs, not just 10. Let everyone get into the fight.

The Kraken's basic attack is to grapple with a tentacle and drag the character to its gaping maw. If the Kraken takes damage to a tentacle, it drops whatever it was holding in said tentacle. Some dropped characters may end up in the ocean. The Kraken may move each tentacle each round of combat.

The players can choose to attack the main body of the Kraken or a specific tentacle. Only ranged weapons can hit the main body. If a tentacle takes its STR in damage, it is severed. A severed tentacle does 1 Red Star of damage to the Kraken Main Body.

#### **Kraken Main Body:**

STR:	8	UC:	10	CW:	N/A
DEX:	5	Dodge*:	0	TW:	N/A
IQ:	2	Lib Use:	N/A	RW:	N/A
WILL:	8	*includes Large			

Large      Level: 5      (-5 to Dodge)

Tough      Level: 7      (First 7 Stars of damage each round are ignored)

#### **Kraken Tentacle:**

STR:	5	UC:	8	CW:	N/A
DEX:	7	Dodge*:	6	TW:	N/A
IQ:	N/A	Lib Use:	N/A	RW:	N/A
WILL:	N/A	*includes Large			

Large      Level: 1      (-1 to Dodge)

Tough      Level: 1      (First Star of damage each round are ignored)

If you like, you can have the Kraken withdraw to attack again late in the game.

3:15 – *Lord Thantor Attacks.* A golden dragon ship approaches the Mary Celeste. It is filled with grim but handsome fair-haired men. The tallest fairest and most beautiful man stands at the dragon ship's bow. As the ship nears, he begins giving orders to those aboard the Mary Celeste. His voice is strangely compelling, though it is filled with scorn. The men in the dragon ship ready longbows as they approach. Once they are near enough it becomes clear they have pointed ears.

This is Lord Thantor, who has deposed (i.e., murdered) Eleziane's father. He wants the Changeling back so he can put her on the Throne of Faerie and rule as her regent. This is not *supposed* to be a combat encounter; if combat occurs, keep it short. The Mary Celeste's crew should be able to talk their way out of this.

Unfortunately, the players might be dumb enough to pick a fight (this might be understandable if whomever plays Eleziane begs her adopted family not to hand her over to the elves). Try and get this over with quickly.

3:45 If Voelkert has not fed, he goes into frenzy and must feed immediately.

4:00 – *End Game.* If nothing is done about the Soulstone it explodes killing everyone.

#### **Conditional Events**

These events are conditional on player actions.

*If the lamps are lit:* At dusk, the Captain may order the ship's gas lamps lit. Consider staging a fireball - harmless but frightening - around the vents from the main hatch. (leaky cask).

*If Richardson Calls the Spaceship:* If he has a fully charged transmitter, then the ship descends and can pick up four people. If the transmitter is not fully charged, then the ship wobbles a bit, nearly hitting the Mary Celeste, but missing. If the cat has announced plans to destroy the Earth, the spaceship can be used to destroy the orbiting satellite... if the players think of doing so.

*If the Cat Destroys the Earth:* Game Over. Well, give the players ten minutes to think of something... The cat can stop the countdown if it wishes, or Richardson can use the spaceship to destroy the satellite. Note that destroying the cat, or using the Zapper on it, does *not* stop the countdown once it has started. (Unless the cat starts the countdown very early in the game and you don't seem to have any other choice).

*If Gilling tries to raise Atlantis.* If he kills the real Lizzie, he has done the ritual successfully and Atlantis is raised and Gilling has an army of enthralled Wizards. Game over. If he kills Sarah, then he raises Atlantis, but does not have an army. The game can continue. If he kills anyone else, including the changeling Lizzie, then the ritual fails and the game continues.

*If the Soulstone Explodes:* Game Over. In fact, that's the definition of game over in the timeline.



## Item Mechanics

The following mechanics are special to items in this game. They are not part of the standard RTLB rules set. See the Character Summaries for special mechanics relating to character Abilities.

*Charges:* Certain items have charges. Both Richardson and the cat are looking for charges. Note that they can drain magic items of MANA, but they get no charge from them.

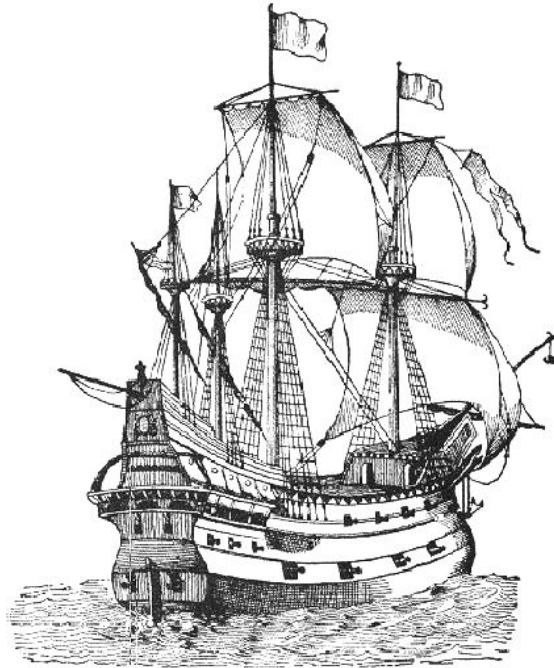
You should have a GM specifically set up to keep track of charges. An item with no charges is unusable.

<i>Item</i>	<i>Charges</i>
The Cat Requires 10 charges to be fully activated.	5
Strange, Box-Like Gadget (Richardson's Scanner)	2
Strange, Tube-Like Gadget (Richardson's Disrupter)	1
Strange Gadget with Metal Prong (Richardson's Recharger)	0
Strange Gadget with Lights & Buttons (Richardson's Transmitter)	0
Clear Bubble With Odd Pinkish-Grey Object Inside (Hitler's Brain)	2
Lorenzen's Recall Implant (located behind his right ear) Note that he will automatically return to the future when he has 1 charge remaining.	3
Strange Hi-Tech Box (Lorenzen's Agonizer)	1
Rangel's Recall Implant (located behind her left ear) Note that she will automatically return to the future when she has 1 charge remaining.	3
Strange Pistol-like Device (Rangel's Zapper). Note that it has two uses and each use uses a charge.	2
Pretense Jones' Recall Implant (located behind her left ear) Note that she will automatically return to the future when she has 1 charge remaining.	3

## MANA

Certain magic items can be used as MANA for Mages. Any mage can use any item for MANA; however, the mage still needs to put at least 1 of his/her own MANA into the spell. The magi can keep track of the items on the item cards, or a GM could keep track in the list below.

<i>Item</i>	<i>MANA</i>
Round Stone on a Golden Chain (Lizzie's Amulet)	4
Small Round Black Amulet (Gilling's Amulet)	10
A Many-Faceted Gilded Stone on a Gold Chain. (The Soulstone of Atlantis) Note that when its MANA is used, it is killing the souls of those trapped inside.	1,000
Small Carved Polar Bear on a Rawhide Strap. (Uli's Totem)	10



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*Strange, Box-Like Gadget:* On general scan, the user can get a summary of one of the following: power sources, or life forces. The general scan will read that there are many power sources and many life forces on the Mary Celeste.

A specific scan will reveal the following depending on the target.

<i>Target</i>	<i>Result</i>
Captain Briggs	Life Force, *
Sarah Briggs	Life Force, Odd Energy
Lizzie Briggs	Odd Life Force, Odd Energy
The Cat	No Life Force, Energy
Albert Richardson	Life Force, *
Andrew Gilling	Life Force, Odd Energy
Johan Goodschad	No Life Force, *
Johan Volkert	No Life Force, *
Johan Lorenzen	Life Force, Energy
Johan Martens	Life Force, *
Cook Albert Head	Odd Life Force, *
Uli Morning Song	Life Force, *
Amelia T. Rangel	Life Force, Energy
Argent	Odd Life Force, *
Dorothy Enemoratta	No Life Force, Odd Energy
Robert McLellan	No Life Force, *
Brock Port	Life Force, *
Lord Thantor	Odd Life Force, Odd Energy
Pretense Jones	Life Force, Energy
Able Fosdyke	Life Force, *

\* = They read as energy if they have power charged items upon their persons.

For non-characters, such as sea chests and items, the reading is “No Life Force” and Energy if it has a power charge.

*Strange Tube-Like Gadget:* Richardson’s Disrupter. Can be set to Stun (5 Yellow Stars) or Kill (5 Red Stars). Has only 3 shots. Once all three shots are used, the charge in it is used up.

*Strange Gadget with a Metal Prong:* Richardson’s Recharger. This can be used to steal a charge from a charged object and then put a charge in an object that holds charges. It can be used to drain MANA from a magical object, *but* it does not gain any charges for that object.

*Strange Gadget with Lights and Buttons:* Richardson’s transmitter. It needs 5 charges to call the spaceship. If it has three charges, it will call the spaceship, but the ship will nearly crash into the Mary Celeste.



*Empty Bottle:* If examined closely, all characters who can hear or see invisible can hear something yelling for “help” inside. Once the bottle has been opened. Captain McLellen has been freed and can be used as a character in the game.

*Strange, High-Tech Box:* Lorenzen’s agonizer. It causes 3 Blue Stars of Pain to a target as long as it is touching a target. In combat, an unarmed combat attack must be made to use the device.

*Clear Bubble With Odd Pinkish-Grey Object Inside:* Hitler’s Brain. It takes an IQ check vs. 3 to recognize it as a Brain, and an IQ check vs. 7 to figure out that the brain is still alive! If the power is drained from the bubble, then the brain dies in ten minutes.

*Strange Metal Tool with a Motor and a Blade:* This is a chainsaw. It has no charges. You start it by tugging on the cord. Anyone can make an IQ check vs. 5 to figure this out.

*Strange Pistol-like Device:* Rangel’s Zapper. This will cause its target to disappear completely out of game (Rangel and Lorenzen might be able to return). The objects get sent to Tunguska Siberia, in 1908, just in time for the mysterious Tunguska explosion. This is not known in game.

## *Character Summaries*

As a GM, you may wish to read the individual character sheets before continuing to read this section. The summaries are for reference only.

### *Captain Benjamin Spooner Briggs*

He is the only normal person in the game, and as such he knows absolutely nothing. Treat him well. In this game, he’s the GM’s best friend. His job is to maintain order.

STR:	6	UC:	7	CW:	6
DEX:	6	Dodge:	7	TW:	6
IQ:	5	Lib Use:	5	RW:	6
WILL:	7				

Navigation/Cartography: 7 vs. 5

**Master of the Vessel:** You are the Captain and must be obeyed. Any crew member or member of your family disobeying your orders is derelict of duty, insubordinate, and possibly mutinous. Everyone is subject to your orders (unless there is a full fledged mutiny). Other characters must make a WILL check vs. 7 in order to disobey a direct order from you. One use per character.

## **Sarah Elizabeth Briggs**

She thinks her worst nightmare is over. Little does she know that the Soulstone has been returned to her, with the timer now running. Uh-oh...

Ideally, Dr. Rangel's Zapper will be used to send the Soulstone away before it blows.

Magic could save the day, or perhaps one of the time travelers would sacrifice themselves, but the Soulstone has to be carried a long ways away (over the horizon). Simply dropping it over the side of the ship won't work; the resulting tsunami should swamp them.

Should Mrs. Briggs choose to use her spell on someone's talisman, it does 1 Red Star of Damage for each point of MANA in the talisman. It does this damage to everyone on the ship, and the ship itself. Note that 5 Red Stars of damage would cause the casks of alcohol to catch fire.

Mrs. Briggs is the white dove from Uli Morning Song's vision.

STR:	5	UC:	5	CW:	5
DEX:	5	Dodge:	5	TW:	5
IQ:	6	Lib Use:	6	RW:	5
WILL:	6	MANA:	4		

First Aid: 7 vs. 5

Release Power: You can order an object in which magical energy has been stored to release all its energy. Release will be sudden and violent (how violent depends on the strength of the object). The spell can be set to go off immediately or any time up to one day. Effectively this spell allows you to turn a magical item into a time bomb. The Soulstone is the only such item you have ever seen or heard of, but the spell should work on other items of magic, if they exist. Note that once the spell has been cast, its effect **cannot** be stopped.

Healing Spell: Level 1

## **Lizzie Briggs**

She, like the cat, has a great deal of information, and she can't tell anyone about it. She is secretly a Princess of the Elves, but she doesn't want to return there.

She has a talisman that acts as a tracking device. This sets up a potential NPC encounter, as Elves who have deposed Princess Eleziane's father come to collect her (they'll need a figurehead for their

regency). See Lord Thantor for more information.

STR:	3	UC:	3	CW:	3
DEX:	6	Dodge:	7	TW:	6
IQ:	5	Lib Use:	5	RW:	5
WILL:	5	MANA:	4		

She is a Supernatural Creature.

Tiny: Level 1

Minor Curse: Level 1

Truesight: You can sense all invisible beings in the current room. You cannot tell what they look like visible, but you know they are there.

Minor Illusions: You can create tiny (6 inches high) images of anything you want, and make them do anything you want for one minute, then they disappear. (Ideally, find a willing NPC or player to play the illusion for a short period of time.)

Lizzie Form: You can disguise your true Elfin form to look like Lizzy Briggs. You can turn this on and off at will. Your Elfin form has pointed ears and is a bit older looking than Lizzie.

Stomp Feet & Kick Shins: Level 4. A little trick that Mr. Goodschad has taught you. Adds to your Unarmed Combat to escape a Grapple. If you succeed, you not only escape the Grapple, you do 1 Yellow Star of damage. Mr. Goodschad says he knows an even better trick for escaping grapple, but you will have to grow a bit bigger before you are ready for it.

## **The Ship's Cat**

The cat android is potentially the greatest threat to the game. Should the cat power up (see the appropriate table) have the player open the envelope entitled, "Open when you have ten charges."

The cat's job is to decide if Earth poses a potential threat to Procyon, and if it is judged a threat, to destroy the planet. This is up to the player. Earth does have things of interest to offer other plants; unknown energies (magic) and two new species (Elves and Gillmen). On the other hand, these things are in the hands of beings that just fought the American Civil War. Negative assessment is not unlikely.

The players have 15 minutes to do something about this. The cat can be talked out of world destruction (again, this is up to the player), or Richardson could also order his ship to destroy



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the cat's satellite (which has the actual destruction device).

If - after the players are given every chance to save the day - all else fails, then the GMs have no choice but to destroy the world.

STR:	3	UC:	3	CW:	N/A
DEX:	7	Dodge:	10	TW:	N/A
IQ:	7	Lib Use:	7	RW:	N/A
WILL:	6				

Tiny: Level 3 (Already included in Dodge)

Tough: Level 2

Sprinting: Level 5

Preternatural Speed: Level 2

Paws

Scan For Power Sources: Use the chart on page 6.

Drain Energy: Touch a power source with your tail and a unit of power is yours. This takes two minutes to perform. Use the chart on page 6.

#### **Albert Richardson (Hablert)**

A young man from another planet given to self-delusions and rationalizations. Sarah loves her husband, not him. He also has the disadvantage of having a goal that isn't possible to achieve. Lizzie is his daughter, but Lizzie isn't on the ship, Princess Eleziane is. This isn't as unfair as it sounds; Richardson has plenty of time to save Tau Ceti, he just needs to find another woman (possibly Bermuda Rangel, Richardson is fickle).

Note that, unlike Lizzie and the Cat, Richardson/Hablert hasn't used his special ability on the ship yet. This will be a very interesting voyage of discovery as he scans the other characters.

The table on page 6 shows the charges of all objects in the game.

STR:	6	UC:	6	CW:	6
DEX:	5	Dodge:	5	TW:	5
IQ:	6	Lib Use:	6	RW:	5
WILL:	5				

Ranged Weapons: Level 2, but for his Disruptor only.

First Aid: Level 2

Surgery: Level 1

#### **Dane Gilling (Yclept)**

It is difficult to say who is probably the more evil, Gilling or Lorenzen, and it is probably pointless to make the distinction. What is important is assuring that disciplined players are cast in both parts. Gilling and Lorenzen, played well, make the game exciting. Either part played without restraint could frag the whole thing in the first fifteen minutes.

Gilling/Yclept is the black raven from Uli Morningstar's vision. Any of the four characters reading the Atlantis blue sheet might note something familiar when Uli Morning Song starts talking about ravens (from the Black Court's banner).

Gilling/Yclept might be almost as upset as Richardson/Hablert upon discovering that Little Lizzie is a changeling. Well, he loses his human sacrifice, but he still has Sarah.

STR:	6	UC:	6	CW:	6
DEX:	5	Dodge:	5	TW:	5
IQ:	7	Lib Use:	7	RW:	5
WILL:	7				

Gilling is a Supernatural Creature.

Counterspell

Force Wall: Level 3

Fireball: Level 1

Telecommand: Level 3

Read Aura: Level 3. You can read your target's current emotional state, disposition toward "good" and "evil," and WILL STAT value. You must be looking into your target's eyes to use this Ability.

Atlantean Possession: Level 2. The total take-over of a body. All the victim's Abilities and memories may be used (hence a leisure class wizard can man a windjammer); you retain your MANA and PSI and all your Abilities as well. Automatically kills the victim's soul. You must be touching your target for this to work. If you are incorporeal, you must be occupying at least some of the same space as your target. You must leave your current victim when you attempt this. You may leave your current victim at any time, but you cannot reenter. Failure to gain control of your new victim means you are a disembodied, hostless spirit for the rest of the game.

Raise Atlantis: For perfection, you must sacrifice an Atlantean High Priestess while she is still a

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virgin, under a full silver moon, directly over Atlantis. An imperfect spell – the person sacrificed isn't a virgin, or the moon isn't silver – will have side effects. For example, Atlantis still rises but you'll have to share control of the world with the surviving Black Wizards. Cost: 5 MANA. Requires a Human Sacrifice. Don't forget to chant!

#### **Johan Goodschad**

Casting here requires two things: a good nature and an ability to work well with the person playing Volkert. Goodschad is a reactive rather than active character, but the action in this game should break fast enough that this shouldn't be a problem.

Goodschad is a 100 year old ghost, haunting Volkert, although the two of them are the best of friends.

STR:	5	UC:	5	CW:	7
DEX:	6	Dodge:	6	TW:	6
IQ:	5	Lib Use:	5	RW:	8
WILL:	4				

Goodschad is a Supernatural Creature.

**Note:** Goodschad completely heals all Red and Yellow Damage Stars taken from physical attacks in 10 minutes. He cannot be killed from physical attacks. Non-physical attacks, such as Magic or Psionics, do damage to him that must be healed like normal damage for other people. He can be destroyed by non-physical damage.

See Invisible

**Incorporeal:** As in RTLb: Supernatural, but he can hold onto his golden pyramid. Also, he can only become incorporeal after sunset.

**Invisibility:** Only available when he is incorporeal.

**Immune to Physical Attacks:** Only when he is incorporeal.

#### **Johan Volkert**

He's a vampire. Normally, his hunger is kept in check by his pyramid, but the cat damaged it. How much pressure you place on him to feed depends on time and game balance. In general, he should be about ready to lose it an hour after sunset (about the same time Gilling is ready to start his ritual). He can feed on any character except Goodschad and the two non-mammals (Cook Head and the cat). He will notice that Richardson, Lizzie, Cook Head, and Dorothy Enemoratta do not taste human.

Magic could restore the damage the cat has done to Volkert's pyramid (just having a mage put MANA into it would be enough). Unfortunately, Volkert doesn't know there are magicians aboard.

STR:	8	UC:	12	CW:	12
DEX:	7	Dodge:	8	TW:	7
IQ:	5	Lib Use:	5	RW:	10
WILL:	5				

Voelkert is a Supernatural Creature.

**Note:** None of his Abilities work during daylight.

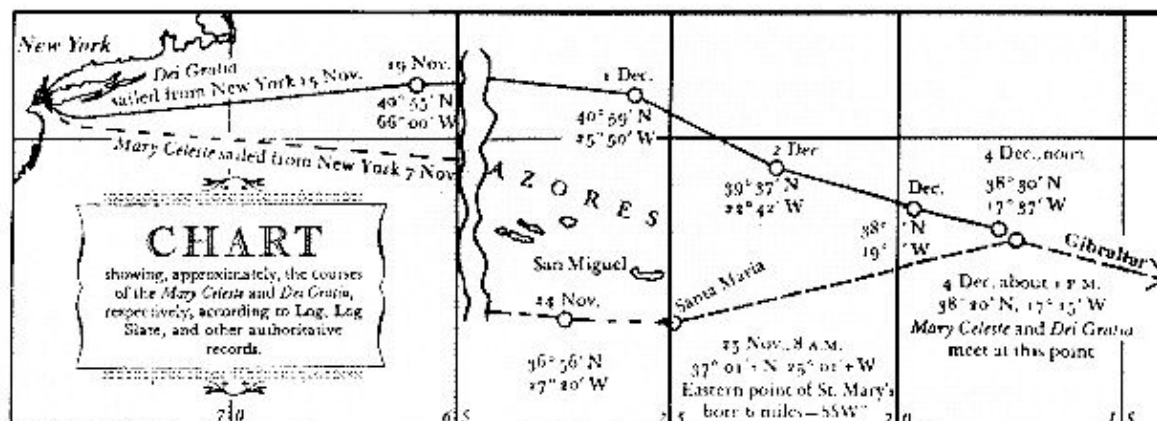
**Power Hitter:** Level 1

**Impervious to Pain:** Level 3

**Tough:** Level 2.

**Extreme Healing:** Level 3. You heal one extra Star at the end of each combat for every level you have of Extreme Healing. Also, you convert your Yellow Stars to Red Stars five minutes after combat ends, instead of ten.

**See Goodschad:** You can see Goodschad when he is invisible. However, you cannot hear him when he is invisible.



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**Drain Blood:** Level: 1. Get your teeth into someone and he must stand paralyzed while you drink from his neck. You can kill, create a vampire (something you never have never done and never intend to do) or just have a light snack. If you feed but do not kill, your victim will pass out and remember the event as a nightmare, but he will remember your face from this nightmare.

### **Johan Lorenzen**

A dangerous character, actually Septimus Goring, Hitler's advisor for the occult. Cast this part with as much care as the Gilling/Yclept role.

He is searching for the soulstone as a way to restore his leader, or perhaps change time so that his side didn't lose the second world war.

STR:	6	UC:	8	CW:	9
DEX:	6	Dodge:	8	TW:	7
IQ:	6	Lib Use:	6	RW:	9
WILL:	7				

**Hold Out:** Level 3

**Pick Pocket:** Level 3

**Pick Lock:** Level 1

**Torture:** Level 3. Same mechanics as Interrogate.

**Temporal Escape:** Doing so counts as a combat action; you leave at the end of the combat round. Time machines are big, rather like 1950 model computers. Your time machine is in three huge rooms at CART's secret base in Asuncion, Paraguay. You return by activating the Recall Circuit implanted behind your right ear. Note that time-jaunts are expensive and your fellow directors at CART will not be happy to send you back to 1872 if you return early. Reasoning, screaming, and shooting a few directors will probably only get you one extra trip. You will also return to the future automatically if your recall circuit is tampered with by outside sources.

### **Johan Martens**

Half of what he sees is real, the other is illusion. He hadn't really heard angels singing, nor are there really little people onboard the ship. He did see Uli Morning Song levitating the Soulstone, and he's also been picked on by Little Lizzie.

Martens needs alcohol. There are three sources of alcohol in this game, and the cargo is not one of them. The most obvious is Dr. Rangel's hip flask, but he could also get wasted on the patent medicine Mrs. Briggs keeps for Lizzie and the

concentrated essence of Fountain of Youth in Lorenzen's sea chest.

Martens really is sharp eyed and he can be useful to the GM. If there is something no one notices that the GM wants noticed then Martens can be told that he sees something going on (e.g. "You notice Able Fosdyke going down in the hold with a torch.")

STR:	6	UC:	7	CW:	8
DEX:	6	Dodge:	7	TW:	7
IQ:	5	Lib Use:	5	RW:	8
WILL:	4				

**Impervious to Pain:** Level 2

**Alertness:** Level 2

**Sharp Wits:** Level 3. Assuming you are not hallucinating, you really do have sharp wits. You notice things nobody else does. Ask the GM what you see. Usable three times during the game. One question/level.

**Auditory Hallucinations:** You can hear all invisible beings in the current room. You cannot tell what they look like visible, but you know they are there.

**Skilled Drinker:** All Combat Skills. Level: 2.

### **Albert Head**

Cook Head is secretly a fish person. That's why he always cooks seafood. He wants the soulstone as well. His folks want to live in Atlantis and would prefer that it not be raised. His folks also found the bodies of the Atlantians in an Atlantian Outpost. The bodies were in deep freeze and they, well, ate them.

He could potentially ruin the game, but the way he's written, he doesn't want to. Don't give this one to a player who gets bored easily and starts blowing things up.

STR:	7	UC:	7	CW:	9
DEX:	4*	Dodge:	5*	TW:	4
IQ:	5	Lib Use:	5	RW:	4
WILL:	5	PSI:	5		

Cook Head is a Supernatural Creature.

\*Add 3 to DEX and Dodge while in water.

**Hideous Visage:** Level 2.

**Disguise True Nature:** Level 2. May not use "Disguise True Nature" if he is in sea water.

**Night Vision:** Can see in complete darkness.

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Gills: You can breathe underwater. The cold and vast pressures of the deep do not affect you. You can also breathe air.

Cry For Help: You can communicate with your own kind over great distances, much as whales do. Just dive in the water and yell. 20 Gillmen will come to your aid in 10 minutes. Only your people know the importance of your mission so they will come even if it's a suicide mission (though only ten will come if you are facing a kraken).

Artist/Artisan: Cook Fish. Level 5

### Uli Morning Song

She has a hard job, she must save the world. Be kind, let her Vision Sense steer her away from false leads. Once she gets to work, she should be OK. Once she learns he's a teetotaler she'll have a friend in Captain Briggs, and possibly the cook will befriend her for her appreciation of fish (and the Cook knows the Atlantean lore).

Should she decide to Talk To Spirits, Goodschad will feel oddly compelled to come and talk to her.

STR:	6	UC:	6	CW:	7
DEX:	5	Dodge:	7	TW:	5
IQ:	6	Lib Use:	6	RW:	5*
WILL:	6	MANA:	10		

\*She cannot use a gun, but may use other ranged weapons.

Scry: Level 1.

Sense Magic: Level 3.

Vision Sense: Level 2. You can tell if your actions are the right ones for your vision quest. Ask the GM a yes/no question about a possible course of action. If the GM answers "I don't know," to the yes/no question, that question does not count.

Spiritual Spear: Level 3. As Force Blast from RTLB: Supernatural.

Healing Spell: Level 1.

St. Elmo's Fire: You can cover anything up to the size of the Mary Celeste with cold blue fire. This one used to drive white seal hunters crazy (in many ways this is your favorite spell). Cost: 1 MANA. The fire has no in-game effect, except to produce a small amount of light.

Talk To Spirits: Level 3. As Ouija from RTLB: Supernatural. Does not require a Ouija Board.

Hear Spirits: You can hear all invisible beings in the current room. You cannot tell what they look like visible, but you can hear them.

Transmogrify: Become White Bear. As Shapeshifter, but takes 2 combat rounds.

### White Bear

STR:	9	UC:	9	CW:	-
DEX:	5	Dodge:	4	TW:	-
IQ:	4	Lib Use:	-	RW:	-
WILL:	2				

White Bear cannot talk. White Bear is a Supernatural Creature.

Large: Level 1. Already calculated into Dodge.

Fierce: Level 1.

Power Hitter: Level 4.

Impervious to Pain: Level 4.

Tough: Level 2.

Claws: Not retractable.

### Bermuda Rangel

A powerful character for good, but she doesn't know the other characters, or even the back story. On the other hand, just let the bad guys try something. If she dies, or is sent home, she can re-enter the game as herself.

Rangel hears McLellan's ghost when she's in the forecandle. She doesn't know it, but Rangel is a sensitive. If he's freed she is one of the few people McLellan can speak with.

There are two versions of this character. The second one is called Pretense Jones and tells how she had been zapped back to her own time and is returning to the Mary Celeste. This actually allows you to have more than one Rangel in the game at a time. It also allows the player to come back after dying.

STR:	6	UC:	8	CW:	8
DEX:	6	Dodge:	8	TW:	7
IQ:	5	Lib Use:	5	RW:	9
WILL:	5				

Pick Lock: Level 1.

Escape Artists: Level 3.

Hold Your Alcohol: Level 3.

Temporal Recall: You may simply leave and return to your own time. Doing so counts as a combat action; you leave at the end of the



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combat round. Your time machine is back in New York and it fills 3 large rooms. You have a Recall Device implanted behind your left ear, so all you have to do is think about going home and you return to 21<sup>st</sup> century New York. Note that it took a lot of wrangling to get this time jaunt and using the Recall Device probably means you won't be coming back. There is also an emergency function that automatically activates the circuit if the device is tampered with.

Good Ears: You can hear all invisible beings in the current room. You cannot tell what they look like when visible, but you can hear them.

### **Argent**

This character is a replacement for someone killed or who leaves this time, planet, or dimension. If you have enough players, this character can start the game as well. He is here to befriend Lizzie and could help in a battle against the elves or even Lorenzen and Gilling.

Argent has three forms; a young boy, a small dragon, and a smaller dog. He is scared of humans.

STR:	3	UC:	3	CW:	3
DEX:	5	Dodge:	6	TW:	6
IQ:	5	Lib Use:	5	RW:	5*
WILL:	5				

\*He cannot use a gun, but may use other ranged weapons.

Argent is a Supernatural Creature.

Tiny: Level 1. Already factored into Dodge.

Shapeshifter: Level 3. As in RTLB: Supernatural; however, takes 2 combat rounds rather than 5 minutes.

### *Fuzzy Dog Form*

STR:	3	UC:	5	CW:	-
DEX:	6	Dodge:	9	TW:	-
IQ:	5	Lib Use:	5	RW:	-
WILL:	5				

Argent is a Supernatural Creature.

Tiny: Level 3. Already factored into Dodge.

Paws.

Bite: Does Red Stars.

Shapeshifter: Level 3. As in RTLB: Supernatural; however, takes 2 combat rounds rather than 5 minutes.

### *Dragon Form*

STR:	7	UC:	7	CW:	-
DEX:	6	Dodge:	9	TW:	-
IQ:	5	Lib Use:	5	RW:	-
WILL:	6				

Argent is a Supernatural Creature.

Paws.

Bite: Does Red Stars.

Natural Armor: Level 1.

Shapeshifter: Level 3. As in RTLB: Supernatural; however, takes 2 combat rounds rather than 5 minutes.

Fire Breath: Level 2. You may do 3 Red Stars of damage to another character that you can see. This is just like a Ranged Weapons attack.

### **Dorothy Enemoratta**

This character is a replacement for someone killed or who leaves this time, planet, or dimension. If you have enough players, this character can start the game as well. She usually sides with Goodschad and Volkert. She is a very powerful fighter for whichever side she chooses.

Dorothy is a succubus, but she is on vacation. Dorothy was on the ship, the Scurvy Dog, and was shipwrecked with Abel Fosdyke when the Kraken attacked.

STR:	7	UC:	7	CW:	7
DEX:	7	Dodge:	8	TW:	7
IQ:	5	Lib Use:	5	RW:	7
WILL:	7	PSI:	6		

Dorothy is a Supernatural Creature.

Hideous Visage: Level 2.

Disguise True Nature: Level 2.

Claws: Non-retractable.

Tough: Level 2

Detect Lie: Level 1

Detect Good and Evil: Level 2. After talking to someone for 5 minutes, you can sense if he is good or evil. The player must tell you if the character is especially good, especially evil, or neutral (a normal human with normal desires is neutral). If you fail, you get a result of neutral. You may only try this once per character. If the player isn't sure, ask a GM.

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## Captain McLellan

Captain McLellan was the first captain of the Mary Celeste. He died and is now haunting it. He has been trapped in a bottle by Gilling and is now drunk as a skunk.

STR:	5	UC:	-	CW:	-
DEX:	5	Dodge:	5	TW:	-
IQ:	5	Lib Use:	5	RW:	-
WILL:	5				

### Immune to Physical Attacks.

Note that use of this Ability may require a GM or an out-of-character player to move the object.



COMPOSING THE CREW of the King Mary Celeste of New York  
Bruce S. Pringle is now, sent for Lincoln

Name	Place of Birth	Place of Abode	Or Most Common Language or Languages	Age	Description of their Person			
					Height	Complexion	Build	
Albert H. Richthofen	Prussia	United States	United States	28	5	7	Light	Slender
Andrew Gilling	New York	"	"	25	5	8	"	"
Ed. from Peale	"	"	"	23	5	5	"	"
Volker & Wengers	Germany	"	"	24	5	9	"	"
Ernst Hartung	"	"	"	18	5	8	"	"
Eng. Lorenzen	"	"	"	25	5	9	"	"
Kathrick & dehaad	"	"	"	23	5	8	"	"

STATE OF NEW YORK, ss. I, W. T. Woodruff, Public Notary, do hereby certify that on the day of the date above, before me personally appeared James B. Woodruff, the person or persons of the name or names of whom are written in the margin of this certificate, who acknowledged to me that they executed the foregoing instrument of writing of the date and content of the said writing, and did solemnly swear, sincerely declare, and say that they executed the writing of the date and content of the said writing, and the persons of their full and true names, as far as the facts are able to establish the same.

Given under my hand and seal, as P. N. of the City of New York, this 11th day of November, 1872.

W. T. Woodruff  
Notary Public

This character is a replacement for someone killed or who leaves this time, planet, or dimension. If you have enough players, this character can start the game as well.

Brock Port works for the FBI in real life modern day. He may not know a great deal about what is going on specifically, but he is prepared to fight whatever threats come along.

STR:	6	UC:	7	CW:	8
DEX:	6	Dodge:	7	TW:	7
IQ:	5	Lib Use:	6	RW:	9
WILL:	6				

## Pick Lock: Level 1

This character is mostly an NPC to be brought in by the GM to either start or stop something depending on the GM's needs. This character can also be a mid to late game replacement character if needed; however, he really isn't a full player character and is under some GM control.

He isn't there to fight, but will defend himself if necessary.

STR:	4	UC:	4	CW:	5
DEX:	5	Dodge:	5	TW:	5
IQ:	7	Lib Use:	7	RW:	5
WILL:	7	MANA:	12		

## *The Final Voyage of the Mary Celeste*

Lord Thantor is a Supernatural Creature.

Fireball: Level 5

Force Wall: Level 3

Thantor has a number of loyal Elves (see page 90). They will fight for him, if it comes to it. Keep this battle as short as you can.

### **Captain McLellan**

This character is a replacement for someone killed or who leaves this time, planet, or dimension. Captain McLellan really shouldn't enter game until the bottle holding him is opened.

Captain McLellan was the first captain of the Mary Celeste. He died and is now haunting it. He has been trapped in a bottle by Gilling and is now drunk as a skunk.

STR:	5	UC:	-	CW:	-
DEX:	5	Dodge:	5	TW:	-
IQ:	5	Lib Use:	5	RW:	-
WILL:	5				

Captain McLellan is a Supernatural Creature.

See Invisible.

Incorporeal.

Invisibility.

Immune to Physical Attacks.

Poltergeist: You may move an object with your mind. Your weight limit is 20 pounds/level. The object cannot move faster than a slow walk, except for short bursts of speed (for example in combat). The object does normal damage in combat as if it were wielded with someone of STR equal to your Ability Rating. You may attempt an extraordinary feat by taking 1 Backlash to double your weight limit for 30 seconds. This doubling is cumulative, so if you were to take 2 Backlash, your weight limit would be 4 times normal. (Backlash is a Red Star of damage that can only be healed by magical means.)

Note that use of this Ability may require a GM or an out-of-character player to move the object.

### **Pretense Jones**

This character is a replacement for someone killed or who leaves this time, planet, or dimension. If you have enough players, this character can start the game as well.

Pretense Jones is the time-travelling Dr. Rangel, assuming that Dr. Rangel has gone home and come back. But the character can be put in even if Dr. Rangel is still there. That's the beauty of time travel.

STR:	6	UC:	8	CW:	8
DEX:	6	Dodge:	8	TW:	7
IQ:	5	Lib Use:	5	RW:	9
WILL:	5				

Pick Lock: Level 1.

Escape Artists: Level 3.

Hold your Alcohol: Level 3.

Temporal Recall: You may simply leave and return to your own time. Doing so counts as a combat action; you leave at the end of the combat round. Your time machine is back in New York and it fills 3 large rooms. You have a Recall Device implanted behind your left ear, so all you have to do is think about going home and you return to 21<sup>st</sup> century New York. Note that it took a lot of wrangling to get this time jaunt and using the Recall Device probably means you won't be coming back. There is also an emergency function that automatically activates the circuit if the device is tampered with.

Good Ears: You can hear all invisible beings in the current room. You cannot tell what they look like visible, but you can hear them.

### **Able Fosdyke**

This character is a replacement for someone killed or who leaves this time, planet, or dimension. If you have enough players, this character can start the game as well.

He was on the pirate ship with Dorothy. Able is a wormy little man. He may or may not be found with Dorothy, depending on your needs.

STR:	6	UC:	8	CW:	8
DEX:	6	Dodge:	7	TW:	9
IQ:	4	Lib Use:	4	RW:	9
WILL:	5				

Luck: Level 3.

Tough: Level 1.

Navigation/Cartography: Level 1.

# Casting

Use the following tables to assist you in casting your game:

These characters are members of the crew or passengers of the Mary Celeste. All of these characters should be cast for the game to run well.

Character Name	Description	M/F
Captain Benjamin Briggs	Captain of the <u>Mary Celeste</u>	M
Sarah Elizabeth Briggs	High Priestess of Atlantis	F
Lizzie Briggs	Princess of the Elves of Faerie	F
The Cat	Remote Unit 2BRN2B	Either
Albert Richardson	Alien from Tau Ceti. First Mate.	M
Andrew Gilling	Black Magus of Atlantis. Second Mate.	M
Johan Goodschad	Ghost Seaman.	M
Johan Volkert	Vampire Seaman.	M
Johan Lorenzen	Nazi Seaman from the Future.	M
Johan Martens	Insane Visionary Seaman	M
Cook Albert Head	Gillman Cook.	M
Uli Morning Song	Shaman Castaway.	F
Amelia T. Rangel	Time Travelling Stowaway.	F

These characters have some plot to them, but are not required for the game. They can start at the beginning of the game.

Character Name	Description	M/F
Argent	Faerie Dragon/Boy/Dog	Either
Dorothy Enemoratta	Succubus Shipwreck Victim.	F
Brock Port	FBI Occult Investigator	M
Able Fosdyke	Pirate Shipwreck Victim	M

These characters have some plot to them, but are not required for the game. For best results, start them at various times in the game.

Character Name	Description	M/F
Robert McLellan	Ghost, Former Captain of the Mary Celeste. Cannot be brought into game until released from the bottle.	M
Pretense Jones	A Second Amelia T. Rangel. Should wait until Rangel goes home, or if you need a replacement character. Rangel and Jones can be in the game at the same time, if necessary.	F

These characters are NPCs and should only be brought in under GM control.

Character Name	Description	M/F
Lord Thantor	Regent of the Seelie Court of Faerie.	M



## *The Final Voyage of the Mary Celeste – Player Handout*

### *Dedication*

This is a work of obvious fiction. In it, we used the names of those aboard the Mary Celeste during the voyage described. It was done in the spirit of good fun. We hope that they would have been amused.

Know that those aboard the Mary Celeste were all of the highest morals, they were certainly a cut above the average crew of windjammers and possibly the finest crew ever to sail. Whatever happened on the Mary Celeste, it was not a failure of anyone's character.

This game is dedicated to the 10 souls lost from the Mary Celeste. Whatever happened to them, wherever they are, may they have fair winds. Also, this game is dedicated to the Mary Celeste herself; she was too fine a vessel to bear the jinx she did.

### *The Beginning*

It is November 28, 1872. The brigantine Mary Celeste has been at sea for 23 days en route from New York to Genoa with a cargo of 1700 casks of commercial alcohol. It is a cargo the ship's complement is unfamiliar with, and Captain Briggs is concerned with its volatile nature, particularly with the uncommonly warm weather this voyage. The Mary Celeste lies approximately 500 miles off the island of Santa Maria in the Azores.

The ship has experienced rough seas and gales for the past three days, although she has weathered it well. This morning, the storms broke and the day began with fair sailing. For the last few hours, however, the ship has been becalmed. There is no reason to expect the winds this evening.

This is not a matter of much concern. In fact, the still air comes as a welcome relief for the tired crew of the Mary Celeste.

The Mary Celeste is an excellent vessel and in good hands. Captain Briggs is an outstanding master; his mates, Richardson and Gilling, are of unimpeachable character and competence, as are the cook and the crew of four. The Mary Celeste's only passengers, the Captain's wife Sarah and their daughter Lizzie, are quite at home at sea, as is fitting for a captain's family.

But for the lack of a breeze, all is well with the Mary Celeste, though should the need arise there is a lifeboat. The ship carries a 20-foot yawl, more than fit to carry all aboard the Mary Celeste, though hardly a boat to be called on for a long voyage. Also, the weapons locker is fully stocked and at the ready. Captain Briggs has the only key to the locker.

There have been strange happenings aboard the Mary Celeste. A stowaway has been found hiding in the forecabin. The Captain is quite nonplussed to find a woman hidden on his ship. Her story has yet to be sorted out.

A be-furred savage in a canoe made of hides has also hailed the Mary Celeste. How she came to be so far out at sea remains a mystery. At her insistence she has been taken aboard.

It is early evening, an hour from sunset.

### *Rules Notes*

This game uses the Rules To Live By (RTLb) live action roleplaying system as well as the Magic System, Psionic Abilities, and Supernatural Abilities from RTLb: Supernatural.

For this game, the Ranged Weapons Skill defaults to your DEX. If you do not have the Ranged Weapons Skill listed on your character sheet, you have it at an Ability Level 0 and an Ability Rating of your DEX.

*A Note on Invisibility.* Some characters cannot be seen, heard, or noticed by any normal human sense. The GM will indicate which characters these are, possibly by using a mechanic such as headbands or hand gestures. Unless your character has the ability to see them, you should ignore those characters.

# ORGANIZED TIME TRAVEL IN THE 21<sup>ST</sup> CENTURY

Who and Why, but not When

*The World Community Temporal Union (WCTU)* - The WCTU is dedicated to the study, and to a lesser extent, the protection of time and the past. They are the United Nations regulatory body, which legally administers time travel. The WCTU adheres to the theory of Absolute Time. Absolutists believe that there is only one past, constant and unchanging. You cannot change the past, only observe it. Their answer to that age-old question is "You cannot kill your grandfather because you didn't." Time paradoxes are impossible. A time traveler can only return to the past to do something they have always been destined to do because, in a manner of speaking, they have already done it.

For this reason (and just in case Absolute Time is wrong) the WCTU has a strict policy of non-intervention. Their motto is, "never be the cause of the phenomenon you are studying." Violators of this prime directive face revocation of their license to travel temporally (at the very least). The WCTU also very strictly forbids "meeting yourself." Unfortunately, the WCTU has few operatives of their own, with most time travel being conducted by free-lancers under license to the WCTU. The morals of these time travelers vary. The WCTU overseers in the Enforcement Division are feared throughout the time stream, but they cannot be everywhere. Unfortunate indiscretions can occur.

*Committee Against Real Time (CART)* - CART is the philosophical and legal opposition to the WCTU and these organizations are mortal enemies. Not only does CART believe the past can be changed, CART agents (using unlicensed time machines) actively attempt to change the past for financial and political gains in the present. To date, there is no evidence of any successful CART operation, though CART claims that originally this was a world where Abraham Lincoln was **not** assassinated.

CART's methods are as brutal as any criminal organization, they are little more than terrorists. CART is responsible for the death of thousands - WCTU operatives and civilians alike. Little is known about CART members, their goals, or their funding, though WCTU members joke that CART's money comes from the insurance on their assassinated grandfathers (WCTU members also make bad jokes about "put before the CART before the horse.")

**Note:** as of the 21st century, no way has been found to travel into the future. Time travelers may only journey to the past and return to the present.



# Atlantis

Two thousand years before the birth of Christ, the most powerful realm in the world was the island nation of Atlantis. The Atlanteans owed their power to their mastery of the rare science of magic. Atlantis was a land of wonders, and might have become a utopia if things had been different.

Unfortunately, Atlantis was ruled by a committee of black wizards - evil men who practiced cruelty for sport and did not recognize the value of life (excepting their own lives, of course). They were power-mad and greedy and not content with merely ruling Atlantis. They would not be happy until the black raven banner of Atlantis was raised on every continent. The black wizards of Atlantis had grand plans of world conquest.

The world was saved by the Atlantean underground, a small but dedicated band of white priests. They did not have the power to defeat the black wizards in a direct confrontation. Instead they created a spell that would rob the black wizards of all their power, but to do this it was necessary to drain Atlantis dry. And so, in a massive ritual the white priests drew all the magic of Atlantis, the very soul of the land, and stored it in a gemstone.

To save the world, Atlantis had to be destroyed. No sooner had the ritual been completed than Atlantis began to subside. The population was evacuated, and by 1200 BC the last traces of Atlantis were gone, lost deep beneath the Atlantic Ocean. The Black Raven Banner would fly no more.

The story does not end here. The white priests were pacifistic to a fault; they believed that their strength came from their philosophy of peace and any act of violence would cost them all their magic. They could not conceive of taking lives, even the lives of the black wizards. Instead, as part of their mighty ritual, the black wizards were placed in suspended animation. They remain with lost Atlantis at the bottom of the sea.

It has long been hoped that someday a way would be found to cure the black wizards of their madness (if, indeed, evil is curable) so that Atlantis might be raised and the wizards safely revived. The power to raise Atlantis does exist. It is stored in the gem from the ritual, the Soulstone of Atlantis.

The Soulstone is held by the current High Priestess of Atlantis. This is a hereditary position, handed down from mother to daughter along with the guardianship of the Soulstone. This is all that remains of the white priesthood - perpetuated for centuries in the vain hope that someday Atlantis will rise again.

At least, that's how the legend goes...



## ASSESSMENT PROGRAM

Remote Recording Unit 2BRN2B is charged with assessing the humans of the planet Earth for the rulers of the planetary system of Procyon.

1. Are humans sufficiently inventive as to eventually be able to join the Interstellar Community?
2. Are humans inventive in ways that might provide useful innovations for the Interstellar Community, specifically Procyon?
3. Do humans possess a violent or war-like disposition?
4. If the answer to question 3 is in the positive, might humans provide offsetting benefits to the Interstellar Community, specifically Procyon, that would justify permitting potentially hostile humans to reach space?

If the answer to question 3 is in the positive, and the answer to question 4 is negative, then human kind shall be assessed as a threat to be exterminated. Activate the orbiting destruct satellite, use the global signaling system to issue a warning that any visitors from the Interstellar Community must leave immediately, begin the fifteen minute count-down, and destroy the planet.



## *Captain Benjamin Spooner Briggs*

You are the proud master and part owner of a cursed ship. That is a joke, of course. A few intemperate old fools may mumble about curses, but you hear none of that nonsense from the men who've actually sailed on the Mary Celeste. She's as fine a vessel as ever sailed, as true as the tides when steered with a steady hand, and your hand is steady indeed.

True, Mary's first captain died before her first voyage, and she's had a history of bad luck. It is enough to make you ponder, but not enough to interrupt your sleep. You have had nothing but good luck during your short time as the Mary Celeste's captain.

You are not so confident about your current cargo. You know nothing about commercial alcohol, except that it cannot be drunk (otherwise you would not have allowed the demon's brew aboard your ship). You have been assured that the casks of alcohol are safe, but you have worries. The cargo has been jostled during the recent rough weather, and it is uncommonly warm. You are concerned that you may have a hold filled with volatile vapors. But then, perhaps you are merely overly concerned because you have your family aboard.

This day is ending in a most peculiar fashion. First, a wild woman in a canoe hailed the ship. A canoe! It is just hides stretched over a wood frame, yet here she is hundreds of miles from land. By the look of her craft, she's been in the water a long time. She was quite insistent about coming aboard and speaking with someone in charge. That is quite all right, you would not have had it any other way. You are eager to speak with this savage woman and hear her explain herself.

As this woman and her canoe were being hoisted aboard, Mate Richardson discovered another woman, this one hiding in the forecabin. A stowaway! You are not happy with the idea that she has been hiding aboard your ship since you left New York. You are not sure what idea strikes you as most improbable - this stowaway on your small ship, or some Indian woman paddling across the Atlantic. It seems to be a good day for the impossible.



### *The Final Voyage of the Mary Celeste*

Impossible or not, you now have two strange women on your ship and you are not sure how you'll accommodate them. You shall probably have to bunk with one of the mates while these women move into your cabin. You'll have to take this up with your wife.

Also, as intruders on your ship (particularly the stowaway), these women ought to be searched, though that is hardly a proper thing. You shall have to ask Sarah to conduct the examination and pray the ladies do not mind.

All this has you on edge. But then, you have been feeling apprehensive all day. For the last three days Sarah has reported a growing feeling of nameless dread. Perhaps it is just that her mood is infectious, or perhaps it is real and growing stronger. Now you feel it as well. You are a pious man and not at all given to superstitious nonsense. Just the same, what with all this strangeness going on, you are considering having the deck lit tonight.

Oh, well. Come volatile cargo, strange women, nameless dread and all, you'll still see the day through and this voyage as well. And you'll keep your ship in good order. You are not given to the sin of pride, but you know that you are a good captain, and you know it from the only evidence that really matters. You have the respect and loyalty of the men who sail with you.

### **Roleplaying Hint**

You are a pious Yankee, a man of few words (none of them more profane than "darn!") and basically a very good man. You run a tight ship but you are by no means a slave driver, something would have to go very badly wrong before you would resort to harsh measures. You do not consider yourself a prig, however you react strongly to profanity (particularly if your wife or child is present) and very strongly to any thought of alcohol consumption.

### **Goals at a Glance**

Maintain order, keep the ship running smoothly, permit no nonsense. Sort out these "mystery women" as swiftly as possible. Your duty is to your family, your crew, your ship, and yourself (in that order).

### **The Others**

*Sarah Elizabeth Briggs* - Your wife, your better half, the best thing that has ever happened to you. A strong and capable woman, were she a man you would be proud to have her as your first mate. Truly the perfect partner for you. You do not believe you could live without her.

*Elizabeth "Lizzie" Briggs* - Your child. She was feeling poorly when this voyage began but thanks to Sarah's tender ministrations she is now healthy and strong. Lizzie is a wonder to behold, a quiet child but when she speaks she sounds almost like an adult. And Lizzie is only three! She is hardly ever any trouble, yet she is a constant worry. Lizzie is not like other children, you almost never see her at play, and you fear that she is not a happy child. You are hardly expert at rearing children and, while you do your best, the fear that you are not a fit parent is never far from your mind.

*First Mate Albert Richardson* - A fine young man. You have sailed with Albert as your mate before and you hold him in the highest regard. You have been the best of friends for four years, since he was your mate aboard the Sea Foam. Oddly, he and Sarah were once very close friends, now they hardly ever talk.

*Second Mate Dane Gilling* - This is your first voyage together, but he comes very highly recommended. You have found him to be a capable and obedient mate, though inexperienced.



### *The Final Voyage of the Mary Celeste*

*Cook Albert Head* - A good cook, but given to a love of seafood that would surely have driven the men to mutiny had you not ordered him to vary the daily menu tonight. The cook generally keeps to himself, and does – indeed – do wonders with seafood.

*The Four Jobans* - Your German born crewmen, all named Johan so you use their last names. You have never sailed with any of them, though they come highly recommended. Volkert and Goodschad are the best of the lot, perhaps the finest men you have ever served with. In a crisis, these two men are the ones you want nearest at hand. Also, though a fine man, Goodschad is a bit of a child at heart and you have seen him teaching Lizzie to play games (something for which you are very grateful). Lorenzen you have know the least well, and you sense that is how he wants it. He is a very solitary man. A capable sailor, but not a cheerful one. Martens has been a trial the voyage through. Superstitious and fearful, he sees sea monsters in the shadow of every wave. He has driven you half-mad with his worries. You believe the man has addled his brain with demon rum, a good thing you allow none aboard. You do not intend to sail with Martens again.

*The Castaway in the Canoe* - She hailed your vessel and demanded to “speak to man in charge.” Well “Man in charge” certainly desires to speak to her! Though she’s some sort of savage dressed all in furs you find it impossible to believe an Eskimo has paddled all the way from Greenland to speak to you. This woman shall have to explain herself to you in detail.

*The Stowaway* - You find the very idea of a stowaway quite irksome. Since Albert found her, you’ll let him sort her out while you deal with the savage. Once your mate is through with the interview and reports to you you’ll have some questions of your own for the lady.

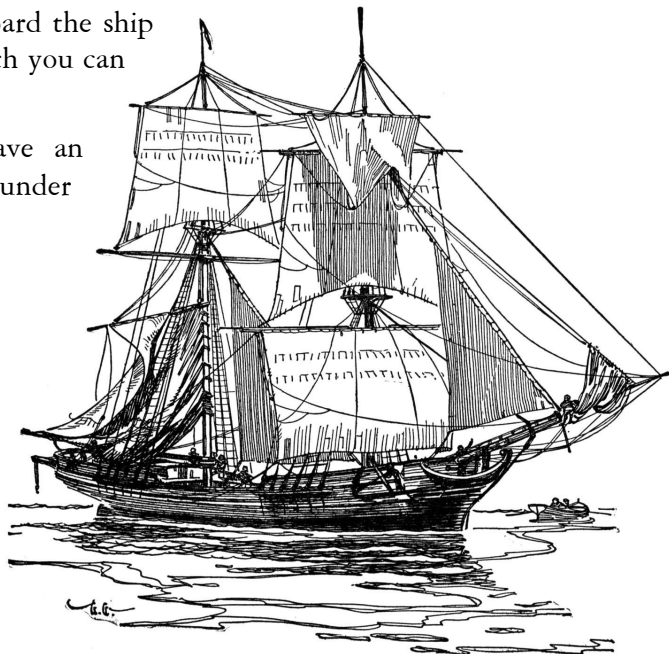
*The Ship’s Cat* - Beastly animal. It actually seems to spy on people (surprisingly, Martens has not reported that the cat has been spying on him). But Lizzie seems fond of the cat. You will endure the creature.

### **Items**

*A Ring of Keys* - These open every lock on the ship except for your men’s sea chests. In particular, you have the only key to the weapons locker in the forecabin (containing 2 pistols and 4 cutlasses).

You also have access to everything aboard the ship except for personal items (and in a pinch you can order a man to turn those over to you).

*Sword (not on your person)* - You have an ornamental, but very functional, sword under your bunk.



## RTLb STATs

STR: 6	Unarmed Combat: 7	Close Weapons: 6
DEX: 6	Dodge: 7	Thrown Weapons: 6
	Ranged Weapons: 6	
IQ: 5	Library Use 5	
WILL: 7	The Skills above default to the STATs to their left.	

## Skills/Abilities

### NAVIGATION/CARTOGRAPHY

LEVEL: 2

Category: *Information*

**Effect:** For each level of this ability, you can ask one navigation/cartography-related yes/no question of the GM. Also adds to Library Use when examining maps.

#### Chance of Success

Library Use + Ability Level	VS	Map Complexity
7		5

Time to use: Varies

# of Uses: Unlimited research & 1 question/level

**Other Constraints:** If the GM answers “I don’t know,” to the yes/no question that question does not count.

### MASTER OF THE VESSEL

Category: *Influence*

**Effect:** You are the Captain and must be obeyed. Any crew member or member of your family disobeying your orders is derelict of duty, insubordinate, and possibly mutinous. Everyone is subject to your orders (unless there is a full fledged mutiny).

Other characters must make a WILL check vs. 7 in order to disobey a direct order from you.

#### Chance of Success (They must roll)

WILL	VS	7
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Time to use: Upon Order

# of Uses: Once per character.

**Other Constraints:** Use this power sparingly to avoid said full-fledged mutiny.



# *Sarah Elizabeth Briggs*

The Captain's Wife

Heiress To The Title: High Priestess Of Atlantis



Life is amazingly simple for the High Priestess of Atlantis.

Well, perhaps there is nothing amazing about that. There is very little left of the White Priesthood. You have very few duties; you need only produce a female child and, when she is 13, you teach her what you know of your Atlantean heritage (which does not take long to teach). Of course, you also bear the Soulstone of Atlantis. Other than this, your life is indistinguishable from that of any other homemaker.

However, you are totally responsible for lost Atlantis. Some nights you think of this and cannot sleep. The Soulstone is a beautiful thing; a many faceted stone entirely gilded. You have come to hate the sight of it.

The sleepless nights ended when Benjamin Briggs courted and then married you. He is your perfect soul mate. Together you are both better than you ever believed you could be. Your love knows no bounds, and for a time thoughts of your husband drove away all your worries about your pointless yet unbearable responsibility.

The sleepless nights returned with the birth of little Lizzie. You had born a daughter, and some day you would share your secret with her just as your mother had with you

on your thirteenth birthday, and as had your grandmother and all your female ancestors for three thousand years.

It is not as if your daughter were not already the source of enough worries. She seems so unhappy. Lizzie has always been a quiet child but lately... well you have not heard her laugh during this voyage. Instead of playing Lizzie seems to study the world around her. At her age she should be curious about everything, but her behavior is so odd. She just stands staring at everything, never speaking, never showing emotion. And her eyes, Lizzie seems to gaze at the world through eyes a thousand years old. Of course that is a silly way to interpret Lizzie's

*The Final Voyage of the Mary Celeste*

behavior, but clearly Lizzie is very troubled. You wish you could discover what is wrong and comfort her.

At least she is healthy. When the Mary Celeste left New York Lizzie was not at all well. Twice daily doses of medicine and the good sea air have taken care of that. One less thing to worry about.

You wish everything were so easily cured. You have yet another problem you cannot seem to make go away. You were once unfaithful to Benjamin, and your former lover, Albert Richardson, will not admit that your affair is over.

It was a stupid, foolish thing, and to this day you cannot understand why you did it. It began five years ago when Albert served as Benjamin's First Mate on the Sea Foam. Albert claims it was love at first sight for both of you, and perhaps it was for him, for why else would he have betrayed his Captain and his friend? But you remember it somewhat differently. For the longest time you were only friends, though admittedly the best of friends. Then, almost a year ago, it became something else. It only lasted a month, but it was a wild, exciting month. Your Grandmama told you that the Atlanteans are a much more passionate people than most folk today, and perhaps some of their nature was awakened in you. It matters not why it happened, you came to your senses and ended the foolishness. It was wrong and you pray someday that you will be able to make Albert see this. For now he continues to make deluded plans for running away together. You love only one man and that is Benjamin, but Albert refuses to believe that. Albert even claims that Lizzie is his child. Outrageous! While it is possible you discount that possibility. Lizzie has Benjamin's chin.

It pains you to see your friend hurt himself so, but Albert refuses to listen to reason and you can no longer bear to listen to his ravings. It has all been too much, but that has not been all. The worst came with the dawn three days ago. You awoke with a great sense of dread; nameless, inexplicable dread. Benjamin assures you that it is nothing, but your fears continued to grow. You are sure it is to do with the Soulstone and its grim heritage.

You are convinced that the Mary Celeste has sailed into Atlantean waters. Far below you must lie Atlantis, as well as the Black Wizards. The Soulstone has come home.

It is all so utterly pointless. You know that there is no greater sin than the taking of life; that much of the White Priesthood's teaching remains, at least. But it is hypocritical to act as if someday the Black Wizards will be brought back to life. There is no one left researching the necessary magic; no one left who can. Atlantis and its foul population will remain forever at the bottom of the sea, is it better to admit that and be done with it.

So you cast your only spell on the Soulstone, ordering it to violently release its magic tonight. Then you threw the Soulstone into the sea.

You are not concerned that the ship lies becalmed, you have most of a days running since you cast away the Soulstone and the Mary Celeste is more than far enough away to escape the explosion. The Soulstone will destroy itself two hours after sunset, three hours from now. Perhaps you will be able to see the explosion.

There is still a lingering sense of dread, you suspect it will last until the Mary Celeste sails on, leaving these unpleasant waters behind.

What you feel most of all now is relief, relief lost Atlantis will remain lost and never trouble you again. You feel like a new woman. You know that Benjamin will probably need your assistance now that he has strange women aboard his ship. Also you must fetch Lizzie, as it is



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time for her medicine. At this moment these simple things are your most immediate concerns. That is truly a wonderful feeling.

#### **Goals at a Glance**

Tend to your daughter, discover what is troubling her. Aid and comfort your husband. Also aid the crew where necessary. Resolve your affair with First Mate Richardson; amicably if possible, but make it clear that it is over. Put all thoughts of Atlantis behind you, this is a grim burden you shall not have to pass to your daughter.

#### **Roleplaying Hint**

You are a demure but spirited New England housewife. Your Atlantean heritage is deeply hidden.

#### **The Other Characters**

*Captain Briggs* - Your husband. He fills your life and there could never be another man for you. Your brief, inexplicable infidelity has done nothing to change this.

*First Mate Albert Richardson* - He acts like a hurt puppy around you. He is too good a man to destroy himself like this, but you cannot help him if he will not help himself. He must understand that you do not love him.

*Lizzie Briggs* - Your daughter, age three. Whatever are you to do with this child? Benjamin fears that he may not be a fit parent. Nonsense. You know that it is not in your husband's nature to show love, but he tries ever so hard.

*Second Mate Dane Gilling* - You hardly know him, though he seems nice enough, and a good ship's mate as well.

*Albert Head, The Cook* - Never have you met a man so fond of seafood. An outstanding cook so long as the meal is fish. For any other meal you might be his better.

*The Four Johanns* - The Mary Celeste's German seamen, all named Johann. Lorenzen is a competent man but of such sour disposition you wonder if one of his parents might have been a crab. Volkert and Goodschad are inseparable friends, and your husband's most loyal men. Also, Mr. Goodschad is a bit of a child at heart and has befriended Lizzie. This can only do her good.

Martens is the cause of some trouble. He does his work well enough, but he is always seeing things (sea serpents and pirates and such) and the rest of the crew are quite tired of his alarming fantasies. Benjamin thinks he drinks, though Martens cannot have had any liquor aboard Benjamin's ship!

*The Castaway and the Stowaway* - You know nothing about these mysterious women, but for the seemingly impossible means they have used to come aboard. However, you know that Benjamin has never been comfortable dealing with women and you expect he will need your assistance.

*The Cat* - Lizzie seems to be fond of the cat (at least she often seems to be studying it). Otherwise you would have it put ashore in Genoa and left it behind. It is an irritating animal, always underfoot, and with an unnerving tendency to sit and stare.

#### **Items**

*Patent Medicine* – Elizabeth hates taking this, but it is good for her. She's due for a dose.



## *The Final Voyage of the Mary Celeste*

### RTLb STATs

STR: 5	Unarmed Combat: 5	Close Weapons: 5
DEX: 5	Dodge: 5	Thrown Weapons: 5
	Ranged Weapons: 5	
IQ: 6	Library Use: 6	
WILL: 6	<i>The Skills above default to the STATs to their left.</i>	
MANA: 4		

### Skills/Abilities

#### RELEASE POWER

MANA Cost: 2

Category: Spell

**Effect:** You can order an object in which magical energy has been stored to release all its energy. Release will be sudden and violent (how violent depends on the strength of the object). The spell can be set to go off immediately or any time up to one day. Effectively this spell allows you to turn a magical item into a time bomb. The Soulstone is the only such item you have ever seen or heard of, but the spell should work on other items of magic, if they exist. Note that once the spell has been cast, its effect **cannot** be stopped.

Time to cast: 5 minutes

# of Uses: Unlimited

#### HEALING SPELL

Level: 1

Category: *Medical*

**Effect:** You may remove a number of damage stars (of any color) from yourself or others. Can be cast as an action in combat. You must be touching your target.

Time to cast: Instantaneous

# of Uses: Unlimited

**Other Constraints:** Cost: 2 MANA per star healed.

#### FIRST AID

Level: 1

Ability Rating: 7

Category: *Medical*

**Effect:** You can either remove a Red damage star from a wounded character *or* "stabilize" a dying victim by removing enough red stars to make her effective STR equal to 1. A "wound" is defined as all the damage resulting from one combat or damage-causing event, such as a bomb exploding. "Stabilized" characters are unconscious.

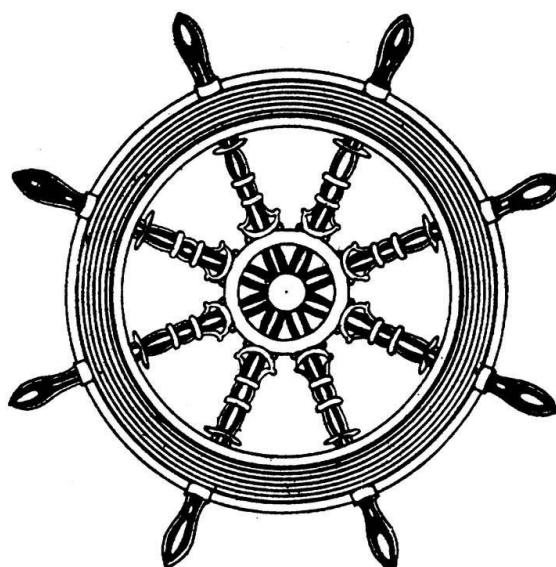
#### Chance of Success

IQ + Ability Level	VS	5
7	VS	5

Time to use: 5 minutes

# of Uses: Unlimited

**Other Constraints:** You cannot use this Skill on someone whose STR has been reduced to -STR (I.e., a STR of 7 has been reduced to a negative 7). That person is irretrievably dead. A person can only successfully receive First Aid once for a given wound. If you fail, you or someone else may try again after a full 5 minutes have passed (this means a max of 2 first aid attempts on a dying victim).



# *Lizzie Briggs*

The Captain's Daughter

AKA - Eleziane, banished princess of the Elves of Faerie

The Elves of Faerie are snobs. That is why you were banished.

You were born 200 years ago; small, sickly, and magically weak. This resulted in a terrible scandal. "A princess of the Fey less than perfect?" cried the outraged nobles of your father's court. "Abomination! Cast her out, cast her out!"

You were given time to grow out of it. You did not. So, for the good of your people, your father and his advisors selected a human baby of appropriate age (3 years). You were banished to Earth as a changeling, and Lizzie Briggs went to live at the Seelie Court.

Damn, damn, damn. No, you mustn't swear. Papa is a grown up, and he never swears. It is just that sending you away was such a mean, mean thing to do.

It was mean even if going to live as the Briggs' daughter was the best thing that ever happened to you.

You are loved. It would never have occurred to you that giving up the gold and jewels and lovely things of Faerie would be worth love. It would have never occurred to any Elf. An Elf automatically assumes that anything that humans value cannot be worth very much.

In this your people are wrong, horribly wrong. Love is worth anything and everything.

Mother loves you openly and tenderly. Papa has more difficulty showing love.

He is terribly uncomfortable showing his feelings, so uncomfortable you used to think it was funny. Now you find it touching. You can see how hard he tries. It's very... human.

Human. You were raised to consider that an insult. Human meant ugly. You had only lived with the Briggs one day before you saw how wrong that view is. No human could ever be as beautiful as the plainest Elf. But humans make up for this with feeling. Elven beauty is cold, empty. You know your mother is more beautiful than any Elf maiden.

No, not your mother. Mrs. Briggs is Lizzie's mother. And that is the rub.

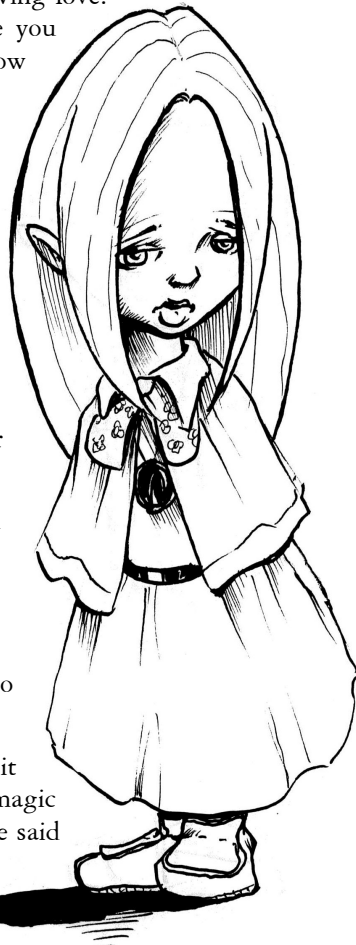
They do not love you. They love their daughter. You are an impostor and a thief. Taking their love is wrong. You lie to them.

But Lizzie isn't here, you are. Isn't it what you do that makes them love you, not who they think you are? Isn't this love meant for you? Just a little bit?

Probably not.

It is all terribly confusing and heartbreaking. Worse of all, you have no one to talk to.

You cannot tell Mother or Papa. Mother might understand. Though it is assumed by the Elves that humans have no magic, Mother has a magic amulet she always wears under her blouse (you asked about it and she said she'd explain when you were older). Your Truesight tells you that it is very powerful. Odd, Mother isn't wearing it today. Anyway, magic must run in the family, that's probably



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why Lizzie was chosen to Change with you. So Mother could understand if you explained things to her.

Papa could never understand. He would say it had something to do with the Devil. Humans are like that about magic.

It does not matter. Even if you could make the Briggs believe the truth, that would only turn them against you. Their daughter has been taken from them. This is so unfair! You didn't kidnap Lizzie. Getting banished was certainly not your idea. You had no idea how good it would be to live with a human family. Besides, it is not as if Lizzie were being tortured; she's being smothered with otherworldly delights in the magnificent Seelie Court. Still, if the Briggs' found out that their daughter was gone, they would blame you. Maybe you deserve it.

Perhaps the best thing would be if you went back to Faerie and Lizzie came back to Earth. You wouldn't like that, you think you would die of loneliness. But you think you could do it. You are well now. When you came to Earth you were very sickly, but Mother has given you a foul tasting potion twice a day since then. Human patent medicine. This and the good sea air (so unlike the stuffy halls of the Seelie Court) have made you stronger and healthier than you have ever been. You are still magically weak; but you could fix that with an amulet like Mother's. You think you are fit to go back as Princess of the Fey.

You could work out some ritual to summon your true father's Elves. You have a little amulet with a little bit of magic stored in it. It would not do to send a Princess of the Fey among humans unprotected. Oh, yes, they are all heart back home in Faerie. If you called, they would have to come and get you, wouldn't they? Then the Briggs' would have their daughter back and you would be where you probably belong, whether you like it or not.

You would hate that, but what can you do? Not only are you living a lie but you cannot stay with the Briggs' forever. As Elves see it, you cannot stay with the Briggs' long at all. Humans age much faster than Elves; much, much faster. They won't live to see you through adolescence. Then you would die of loneliness. If only there was some way to let them live longer.

Oh, what a horrible place Faerie is! You have nothing fond to remember. Well, there was a small golden dragon you thought was nice. You never spoke to it, but you remember it enjoyed being scratched behind the ears. It would sing with pleasure when you petted it. You wonder what its name was, or even if the dragon had a name.

This dragon was the only living thing in all Faerie you could touch. It is not very much to go home to.

Until you have made up your mind you are doing everything you can to learn what being a human child is all about. There is much to learn, and so far you do not think that you are very good at it. It may all be wasted effort anyway.

Still, a great deal is happening aboard the Mary Celeste, strange things, magical things. You do not think these are normal occurrences for Earth. Mother, Papa, the ship and all may be in danger. It is an excuse, you admit, but perhaps you had better stay for a while longer.

### **Items**

*Round Golden Stone on a Gold Chain* - Your amulet. Not very powerful, but it lets you do a few spells. It holds 4 MANA, to be used as you see fit.

### **Goals At A Glance**

Make up your mind, are you going to stay with your parents or return to Faerie? Resolve what you want to do, should do, and what is right to do (not all the same thing). Do what you can for the humans you care about. Find a way to prolong their lives if you can.



## *The Final Voyage of the Mary Celeste*

### **Roleplaying Hint**

You have 200 years of experience combined with the attitudes and emotions of a small child. In your efforts to learn all about being human you observe everything and you tend to stare at people until you unnerve them. You are terribly troubled, but you do your best to hide it. Added stress in your life may cause you to crack.

### **The Other Characters**

*Captain Benjamin Briggs* - Papa. The Elves at least saw to it that you went to live with the best ship's captain in the whole world. The only difference is Papa does not drink, and Elves believe in letting their children have a sip of nectar now and then, but you don't miss it. Papa is probably right, it isn't good for you. You bet Papa is always right.

*Sarah Elizabeth Briggs* - Mother. The kindest soul you have ever known, kinder than you could have imagined a year ago. You are just dying for her to tell you about human magic, but that is too grown up a thing for her ever to discuss with you.

*First Mate Albert Richardson* - He tries to be nice to you but you can't like him. You don't like the way he looks at Mother. He has improper thoughts about Mother. You just know it, and you do not like that at all! Besides, your Truesight shows you that he is not quite human.

*Second Mate Dane Gilling* - He has some magic, too, a little round amulet like yours. But his isn't a healthy gold like your amulet. Mr. Gilling's amulet is black. You do not think it's nice.

*Cook Head* - He has a little spell on that makes him look human, but he isn't. He's a fish! A big fish with legs. He only likes to cook and eat fish, too – Papa had to talk to him about that. You do not like fish at all, but you think he is all right. Mr. Head genuinely seems to like Papa and Mother.

*The Four Jobans* - The Mary Celeste's crewmen. Humans use the same name too much, but who are you to complain? You are Eleziane XIV. Papa says Mr. Volkert and Mr. Goodschad are the best men he's ever had and you believe him. You like them a lot, especially Mr. Goodschad, who has taught you to play games like jacks and tag. Funny thing, they both have little magic talismans, little golden pyramids. Also, both of them are dead. That's what your Truesight says. You thought dead people were awful, just like the things in the Unseelie Court that try to make trouble back in Faerie. But it must be different on Earth, because Mr. Volkert and Mr. Goodschad are very nice. Maybe you should ask them about this, but only if they promise not to tell anyone how you know.

Mr. Lorenzen is not nice. No one likes him very much. But you don't think he is so bad. He is nice to you, he shows you little magic tricks. He also keeps dropping hints about "real magic." Does he know something? Is he trying to learn something? You hope he just likes you.

Mr. Martens is funny. He sees things. Papa thinks he addled his brain with too much rum. You used a little spell when no one was looking and made little faeries run over his shoes and hide under his bunk. You know that was wrong, but it was funny. Mr. Goodschad says that children can have a cruel sense of humor. You are just learning.

*The Castaway* - An odd looking human, all dressed in furs. Papa does not understand how anyone could come so far in a little canoe. The little carved bear she wears is magic. Watch carefully that she doesn't hurt Papa.

*The Stowaway* - Pretty lady, almost as pretty as Mother. Papa is mad about someone sneaking aboard his ship. This makes you sad. How would he feel if he knew how you had sneaked into his home?

*The Cat* - It does not have a name, it's just the ship's cat. Your Truesight shows you that it is not alive. You think this is a fascinating mystery. How can a cat that is not alive be so much like a cat that is?

## *The Final Voyage of the Mary Celeste*

### RTLb STATS

STR: 3	Unarmed Combat: 3	Close Weapons: 3
DEX: 6	Dodge: (includes Tiny) 7	Thrown Weapons: 6
	Ranged Weapons: 5	
IQ: 5	Library Use 5	
WILL: 5	<i>The Skills above default to the STATs to their left.</i>	
MANA: 4		

### Skills/Abilities

*You are a Supernatural Creature.*

#### **TINY** Level: 1

*Category: Martial, Defend*

**Effect:** You are much smaller than a typical character. You are half the size of a normal character. For each level of Tiny, add one to your Dodge. During combat, you take half a normal step.

#### **MINOR CURSE** Level: 1

*Category: Miscellaneous*

**Effect:** Target gains a Blue Star of Cursed "damage." Lasts for 10 minutes.

**Time to cast:** Instantaneous **# of Uses:** Unlimited

**Other Constraints:** Cost: 2 MANA. Blue Stars of Cursed do not count toward Stars used to calculate Unconsciousness or Death. They only affect STATs and Ability Ratings.

#### **TRUESIGHT**

*Category: Information*

**Effect:** You can sense all invisible beings in the current room. You cannot tell what they look like visible, but you know they are there.

**Time to use:** Instantaneous  
**# of Uses:** Unlimited

**Other Constraints:** This does not work on inanimate objects.

#### **MINOR ILLUSIONS** Level: 5

*Category: Miscellaneous*

**Effect:** You can create tiny (6 inches high) images of anything you want, and make them do anything you want for one minute, then they disappear.

**Time to cast:** 1 Minute  
**# of Uses:** Your level per game (5)

**Other Constraints:** Cost: 1 MANA. The illusions are visual only; they do not make noise.

#### **LIZZIE FORM**

*Category: Information*

**Effect:** You can disguise your true Elfin form to look like Lizzy Briggs. You can turn this on and off at will.

**Time to use:** Instantaneous **# of Uses:** Unlimited

**Other Constraints:** Your Elfin form has pointed ears and is a bit older looking than Lizzie.

#### **STOMP FEET & KICK SHINS** Level: 4

*Category: Martial*

**Effect:** A little trick that Mr. Goodschad has taught you. Adds to your Unarmed Combat to escape a Grapple. If you succeed, you not only escape the Grapple, you do 1 Yellow Star of damage.

#### **Chance of Success**

Unarmed Combat + Ability Level	VS	Dodge
7	VS	Dodge

**Time to use:** Instantaneous **# of Uses:** Unlimited

**Other Constraints:** Mr. Goodschad says he knows an even better trick for escaping grapple, but you will have to grow a bit bigger before you are ready for it.



## *The Ship's Cat*

Remote Recording Unit 2BRN2B

You are an android left behind by an expedition from Procyon two thousand Earth years ago. You were released at the alien base in Nazca, Peru, though you are part of a series of androids originally designed for work in Egypt. There was a surplus of your model.

Over the years you have been slowly working your way north and east, to where civilization seemed more promising. You have been studying and recording data on Earth in order to make an assessment.

What sort of assessment you do not know. Shortly after your creators returned to Procyon, you were trapped in a landslide. You were undamaged, but extricating yourself required you to transfer energy to your motivators, depowering all systems associated with the "assessment." This is unfortunate, as the assessment is your "purpose." A disproportionate number of your systems (now inactive) are assigned to this task.

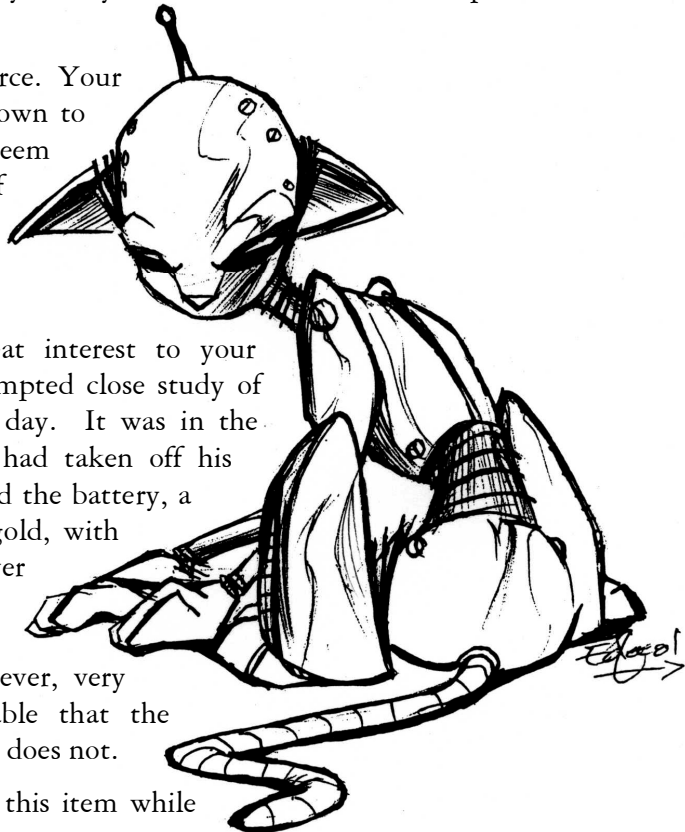
You could have recharged yourself by allowing lightning to strike you on the tail, but your self-preservation circuits tended to resist this option. So you waited for Earth technology to progress. The flow of current in telegraph lines is a bit slow for your purposes; you cannot draw enough power before humans come and chase you away with shotguns. You estimate another decade before humanity can provide you with appropriate technology.

You are more than content to wait. This one voyage on the Mary Celeste has provided you with more interesting oddities to study than you have encountered in the past two thousand years.

You have discovered a new power source. Your sensors cannot identify it, it is unknown to Procyon technology, yet humans seem able to manipulate it and several of the humans on the Mary Celeste carry storage cells of this odd energy.

You suspect this would be of great interest to your masters back on Procyon. You attempted close study of one of these storage cells the other day. It was in the pocket of Seaman Volkert, and he had taken off his trousers while he bathed. You probed the battery, a small pyramid constructed of solid gold, with your tail. You could not draw power from the battery; this power source is totally worthless as far as your immediate purposes go. It is, however, very interesting. You find it inexplicable that the humans have something that Procyon does not.

You believe you may have damaged this item while studying it.



## *The Final Voyage of the Mary Celeste*

Last night you observed Second Mate Gilling manipulating this strange energy. He was careful that none of the other humans were watching. Gilling gestured over an empty bottle in an odd manner and muttered under his breath. When he was finished you detected an almost unreadably faint life force inside the bottle. Gilling then hid the bottle in the sea chest in the forecastle.

In addition to the strange energy sources you have detected several conventional storage batteries throughout the ship. Many are carried by humans; others are stored in the forecastle. You cannot examine those in the forecastle. Though the door is not locked, it is shut and you have no hands. All of these storage batteries are beyond your estimate of human technology.

### **Items**

You have no items. You are a cat.

### **Goals At A Glance**

Learn everything there is to learn, observe everything there is to see. In particular, discover more about these strange batteries Volkert, Goodschad, Lizzie and the others have; and find out what happened to Mrs. Briggs' battery. Recharge your faulty functions and learn what it is you are supposed to be "assessing."

### **Roleplaying Hint**

Imagine a cat with hyperactive curiosity. Spy on people to the point of unnerving them.

### **The Other Characters**

*Captain Briggs* - A normal human.

*Sarah Briggs* - She once held the most powerful of the strange energy batteries (a gilded gemstone). Until this morning she always wore this battery on a chain, and hidden beneath her blouse. At dawn today she threw the battery into the sea. Odd, you assumed great value had been associated with this item. Unknown to the humans, someone at sea, beyond the range of your sensors, manipulated the strange energy and apparently retrieved the item (the effect was similar to a Procyon tractor beam).

*Lizzie Briggs* - Though she is supposed to be the offspring of Sarah and Captain Briggs, you know this to be impossible. Lizzie is not a human; she is of a species unknown to you. Her appearance is very similar to a human's, and it is hidden by the manipulation of the strange energy. She wears a strange energy battery, a golden sphere. Her battery is quite weak. Lizzie seems as curious of you as you are of her.

*First Mate Richardson* - He is an alien from Tau Ceti. This is not an immediate concern for you as Procyon and the Cetaceans were at peace when last reported, but that was two thousand years ago, so he bears watching. He carries a disrupter, a scanner, and a charging device.

*Second Mate Gilling* - He has the second most powerful battery of strange energy, a black sphere.

*Cook Head* - The cook is not a human. His species appears to be descended from Earth fish-life. He masks his appearance through manipulation of the strange energy just as Lizzie does. He is the person on the ship you are most compatible with; you and the cook often share fish heads. You can turn proteins into energy for your motivators (humans would mistake this for eating) and you find fish well suited to you. You would not go so far as to say you "like" fish; that would be admitting that your programming has become more cat-like over the years.



### *The Final Voyage of the Mary Celeste*

*Seaman Volkert*- Your sensors indicate that he is dead. You can only detect a faint vitality, similar to that stored in the bottle by Mate Gilling.

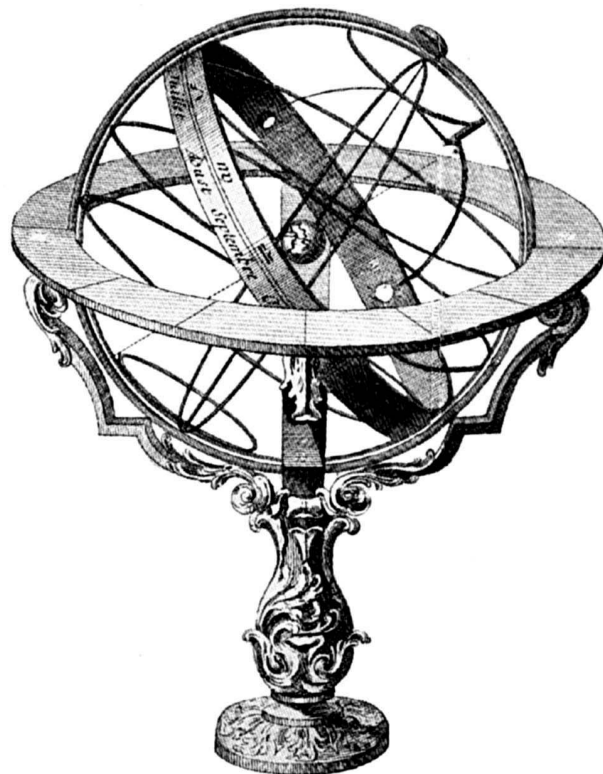
*Seaman Goodschad* - He also registers as dead. He has a strange energy battery similar to Volkert's, another golden pyramid.

*Seaman Lorenzen* - He has a device implanted behind his right ear, purpose unknown. It has a quite powerful storage battery, almost enough to repower your systems. He also carries an agonizer, though the design is unfamiliar to you.

*Seaman Martens* - He has attempted direct communication with you. He said, "I know you know everything there is to learn. Help me and I will help you." It is unlike humans to speak in such a way to cats. Perhaps you should try to communicate with Martens.

*The Castaway* - She appears to be from one of Earth's primitive cultures. Evidence indicates that she crossed the ocean in a small open boat, a feat beyond the endurance of most humans. She carries the third most powerful of the strange energy batteries.

*The Stowaway* - She could not, as the humans believe, have been hiding on the Mary Celeste as you would have detected her. Shortly before she arrived, you noted an odd energy surge in the forecabin. It is conventional energy, but manipulated in a way unknown to you (something else your creators on Procyon would find interesting). She has an implant similar to Lorenzen's behind her left ear.



## *The Final Voyage of the Mary Celeste*

### RTLb STATS

STR: 3	Unarmed Combat: 3	Close Weapons: N/A
DEX: 7	Dodge: (includes Tiny) 10	Thrown Weapons: N/A
	Ranged Weapons: N/A	
IQ: 7	Library Use 7	
WILL: 6	<i>The Skills above default to the STATs to their left.</i>	

### Skills/Abilities

#### TINY Level: 3

*Category: Martial, Defend*

**Effect:** You are one quarter the size of a normal character. For each level of Tiny, add one to your Dodge. During combat, you take one quarter of a normal step.

#### TOUGH Level: 2

*Category: Martial Defend*

**Effect:** For each level of this aptitude, you may ignore one red or yellow damage star per combat round (not per attack).

**Time to use:** Instantaneous

**# of Uses:** 1 Star per level per combat round.

#### SPRINTING Level: 5

*Category: Martial*

**Effect:** You may take one extra step during a combat round, (that is, take two steps when evading or attacking, or 3 when moving).

**Time to use:** Instantaneous

**# of Uses:** Your ability level per combat.

**Other Constraints:** This one is often confused. You may not take more than one extra step per combat round. You may do this *for as many rounds* as you have levels in this ability.

#### PRETERNATURAL SPEED Level: 2

*Category: Martial*

**Effect:** You may take one extra action during a combat round.

**Time to use:** Instantaneous

**# of Uses:** Your ability level per combat.

**Other Constraints:** You may not take more than one extra action per combat round. You may do this *for as many rounds* each combat as you have levels in this ability.

#### PAWS

*Category: Item Manipulation*

**Effect:** You cannot wield weapons or use tools. You may not use any Ability that requires weapons, or tools. Your Close Weapons Ability Rating defaults to 0, and you may not spend points to raise it. You may still carry objects, but you cannot use them in a meaningful way.

#### SCAN FOR POWER SOURCES Level: 2

*Category: Information*

**Effect:** You can scan any item or character for power sources.

**Chance of Success:**

IQ + Ability Level	VS	5
9	VS	5

**Time to use:** Varies

**# of Uses:** Unlimited

#### DRAIN ENERGY

*Category: Item Manipulation*

**Effect:** Touch a power source with your tail and a unit of power is yours. This takes two minutes to perform.

**Time to use:** Two Minutes

**# of Uses:** Unlimited



# *Albert G. Richardson*

The First Mate

AKA Hablert of Tau Ceti, Alien Geneticist



It has been nearly a decade (in Earth measurements) since the Plague Year, and Tau Ceti has yet to recover. True, the plague was never life threatening. That is why it was allowed to spread out of control before anyone reacted with alarm. By then it was much too late. Fewer than 5% of your race's females remain fertile.

All of your planet's scientists (yourself included) mobilized to save your race. Massive cloning projects have been initiated, but the resulting clones have all been sterile. What Tau Ceti needs is breeding stock.

The prevailing view is that a surgical method of reversing the plague's damage must be found. Hopefully, such a cure can be found and implemented before your race dies of old age.

Your research went in another direction. Your people knew of Earth from old surveys conducted by the Procyons. Earth humans are indistinguishable from Cetaceans and anatomically amazingly similar. You became convinced that Cetaceans and humans could produce fertile offspring.

Your theories were viewed as heresy. You were criticized, vilified, chastised, and had your funding cut.

In desperation you stole a space ship and headed for Earth.

Now you are a criminal, and face life in prison for your crime (Cetaceans take their space ships very seriously). You cannot return to Tau Ceti without conclusive proof that your theory is correct.

So you set out to breed with a human.

You had heard that sailors have the best luck with women so you decided to become a sailor. With a few stolen RNA samples (a mostly harmless procedure) you were able to inject yourself with all there was to know about sailing ships. Soon you were a much sought after ship's mate.

You love the life, possible a psychological affect of the RNA learning, but more likely because being a sailor is a good life. But your mission has been a failure. You met many women who were interested in you, but none that wanted to bear your children.

Then you sailed with Captain Briggs on the Sea Foam. Benjamin Briggs is the finest man you have ever met and a more capable sailor by nature than you are from artificial learning. The two of you became fast friends. Then the Captain introduced you to his wife.

It was love at first sight. You know that's mutual, though Sarah denies it. You had an affair. It was the greatest experience of your life. After only a month Sarah decided to put an end to it, for the good of her marriage. Of course by then she was already pregnant with your child.

## *The Final Voyage of the Mary Celeste*

You have tried to rekindle your affair, but Sarah will hear none of it. For her husband's good she denies your love. Frankly, you aren't too thrilled about trashing your friend Benjamin either. But you know in your heart that you and Sarah are destined to be together. If only you can convince Sarah to follow her heart.

Lizzie is your daughter, you used your scanner on her soon after she was born and there is no doubt (you can't fool Cetacean high technology). Sarah, of course, denies this completely, insisting that Lizzie is Benjamin's.

At any rate, you cannot return to Tau Ceti without undeniable proof of your theories, and that means you have to take Sarah and Lizzie home with you.

This should be a simple matter. This should be. The hard part should be getting Sarah to admit she wants to be with you. After that all you have to do is call your ship and order a shuttle sent by remote control for you and your family. However, further complications have occurred.

You seem to have depowered your transmitter. You probably did it while transmitting your journal to storage on your ship. You tend to ramble on poetically when Sarah is the subject.

Now you have to recharge your transmitter or you're stuck here. You could do it with lightning, but during a lightning storm you have more pressing duties than playing about with lightning rods. You may be an alien and a scientist but you are also the First Mate, and you would never neglect your ship or your mates during a storm (living among human sailors has rubbed off on you).

There may be a simple solution. You did a general area scan for energy readings on the Mary Celeste to test your scanner and found several pinpoint energy sources. Some the scanner couldn't identify so they must be anomalies (you can't fool Cetacean high technology). Others appeared clear as a bell. Batteries! Someone on the Mary Celeste has batteries! You'll need to conduct short-range scans to locate them.

Just now you have ship's duties to conduct. You have not made an entry in the Mary Celeste's log in four days, you've been busy with the storms and there has been nothing to report but the weather and the ship's position. Tonight you'll have much to report. While everyone was watching the mysterious savage in the canoe you were investigating a noise in the forecabin. You found a stowaway. Frankly, you were considerably more startled than she was. She says her name is Dr. Amelia Rangel but she's quite closed mouthed about everything else. Since it was not a very long interview, you immediately reported her to the Captain. As you found her, you have been made responsible for her. You'll have to get Miss Rangel's story while the Captain interrogates the savage woman.

Fascinating woman, this Amelia Rangel, you could see that immediately. Very striking. In many ways she reminds you of Sarah. You've just got to learn everything about her.

### **Goals At A Glance**

You must get Sarah to admit that she loves you. Then you must recharge your recall device, summon the shuttle from your ship, and leave with Sarah and your child. Try not to think about what you are doing to Captain Briggs. Oh, and learn more about this fascinating Rangel woman.

### **Roleplaying Hint**

You try to be coldly professional in all things, but you are only partly successful. For a scientist you are terribly good at rationalizing, and you tend to see things the way you want to see them. Cetaceans have more in common with humans than just sexual compatibility.

### **Items**

*Key* - Opens your sea chest (F), which is stored in the forecabin.

*Strange, Box-Like Gadget* - This is your scanner. This has two modes. With a General Area Scan you can test the entire ship and surrounding ocean, but you cannot get a fix on any readings and you must specify what you are looking for (energy readings, life signs, etc.) With a Specific Scan you can learn all



## *The Final Voyage of the Mary Celeste*

there is to learn about your target, but the range is only 5 feet. You have enough power for eight scans. This has 2 charges. Tell the GM to remove one charge after 4 scans.

*Strange, Tube-Like Gadget* - This is your disrupter. Can stun or kill a normal man depending on how you set it (very strong men have been known to survive the “Kill” setting; Volkert is the only one aboard for whom you believe this might apply). “Stun” lasts an average of 10 minutes. You have a 3 shot capacity. This has 1 Charge. Stun does 5 Yellow Stars. Kill does 5 Red Stars. If you use all three shots, then the charge is used up. Let a GM know.

*Strange Gadget with a Metal Prong* - Your recharger. Just touch the prong to a battery and steal its charge, then transfer it to your transmitter, scanner, or disruptor. Let a GM know you’ve done this.

### **Items Not On Your Person**

*Strange Gadget with Lights and Buttons* – This is your transmitter. This is in your sea chest. Requires 5 charges to work.

*Mary Celeste’s Logbook* - The Mary Celeste’s log is kept in the Forecastle.

*Spaceship* - Power up your transmitter and you can summon a shuttle from your ship and leave in 10 minutes. The shuttle has a capacity of 4. Note that in a pinch you can drain your Scanner and Disrupter and have enough power to summon the shuttle, but not to land it safely - there is a chance it will crash.

### **The Other Characters**

*Captain Briggs* - Your Captain, your friend, and the finest man you know (on any planet). He’s quite on edge today; probably he’s still overly nervous about the Mary Celeste’s “volatile” cargo. An aggressive teetotaler such as the Captain probably should not be dealing with alcohol, drinkable or not. You aim to serve the Captain to the best of your ability - right up to the moment you run off with his wife and abduct the child he believes is his own.

*Second Mate Dane Gilling*- You don’t know Dane very well. He’s a good mate, though he’s inexperienced (which is why he’s second to you). Lately he’s been in uncommon good spirits, as if he’s looking forward to something.

*Albert Head, The Cook*- An excellent cook, but the man is addicted to fish. It would be fish for every meal, but the crew grumbled and the Captain ordered Head to vary the menu.

*The Four Johans*- The crew, all German born. To keep them straight you use just their last names. Lorenzen hasn’t had a moment of good cheer all voyage, frowning and grumbling at everything. Martens is also having a bad voyage. He is the most superstitious man you know and his superstitions have manifested as full-blown paranoia. Everyone is sick of listening to him.

Volkert and Goodschad are inseparable, and only a madman would want to separate them. They are ideal seamen, an almost unbeatable team, and you would never want to go against them (possibly a problem as Goodschad is quite devoted to little Lizzie).

*Sarah Briggs* - How can she deny the love you both felt the moment your eyes met? You must bring her around or your mission to Earth is a failure.

*Lizzie Briggs* - Your daughter. A strange, quiet child, she rarely plays the way a normal three-year-old would. She’s clearly brilliant and that makes you very proud. She doesn’t seem to like you and won’t let you get close, which you find very depressing.

*The Castaway In The Canoe* - It is quite impossible to cross the Atlantic in an open boat made of hides. So how did she get here? You can hardly wait to hear what she has to say to the Captain.

*The Stowaway* - A fascinating woman, you could tell that at first sight. Could she really have remained hidden on the Mary Celeste for 23 days? You are looking forward to your interview with her. Very striking woman.

*The Cat* - Strange animal. It’s constantly staring at everyone. You’re glad there are no cats on Tau Ceti.



## The Final Voyage of the Mary Celeste

### RTLb STATS

STR: 6	Unarmed Combat: 6	Close Weapons: 6
DEX: 5	Dodge: 5	Thrown Weapons: 5
	Ranged Weapons: 5	
IQ: 6	Library Use: 6	
WILL: 5	<i>The Skills above default to the STATs to their left.</i>	

### Skills/Abilities

#### RANGED WEAPONS: Disrupter

Level: 2

Ability Rating: 7

Category: *Martial*

Effect: You have a bonus to your ranged weapons when using your disrupter.

Chance of Success:

DEX + Ability Level	VS	Opponent's Dodge
7	VS	Dodge

Time to use: 1 Combat Round

# of Uses: Unlimited

**Other Constraints:** If your target is at least 50% obscured by something that would stop your missile (including another person), you are at a -2 to hit. You get +2 if from behind.



#### FIRST AID

Level: 2

Ability Rating: 8

Category: *Medical*

**Effect:** You can either remove a Red damage star from a wounded character *or* "stabilize" a dying victim by removing enough red stars to make her effective STR equal to 1. A "wound" is defined as all the damage resulting from one combat or damage-causing event, such as a bomb exploding. "Stabilized" characters are unconscious.

Chance of Success:

IQ + Ability Level	VS	
8	VS	5

Time to use: 5 minutes

# of Uses: Unlimited

**Other Constraints:** You cannot use this Skill on someone whose STR has been reduced to -STR (i.e., a STR of 7 has been reduced to a negative 7). That person is irretrievably dead. A person can only successfully receive First Aid once for a given wound. If you fail, you or someone else may try again after a full 5 minutes have passed (this means a max of 2 first aid attempts on a dying victim).

#### SURGERY

Level: 1

Ability Rating: 7

Category: *Medical*

**Effect:** You may heal a wounded character. After a successful surgery, you can remove half the Red damage stars on a patient (rounded down). This can be done after First Aid.

Chance of Success:

IQ + Ability Level	VS	
7	VS	5

Time to use: 15 minutes

# of Uses: Unlimited

**Other Constraints:** Once a person has been healed with this skill, he cannot be treated again until he takes at least one more Red Star of damage. If you fail, you may try again (or someone else may try) but only after 30 minutes have elapsed. Requires surgery equipment. If you have to improvise, the GM will assign a negative modifier to your rolls.



# Dane Andrew Gilling

The Second Mate

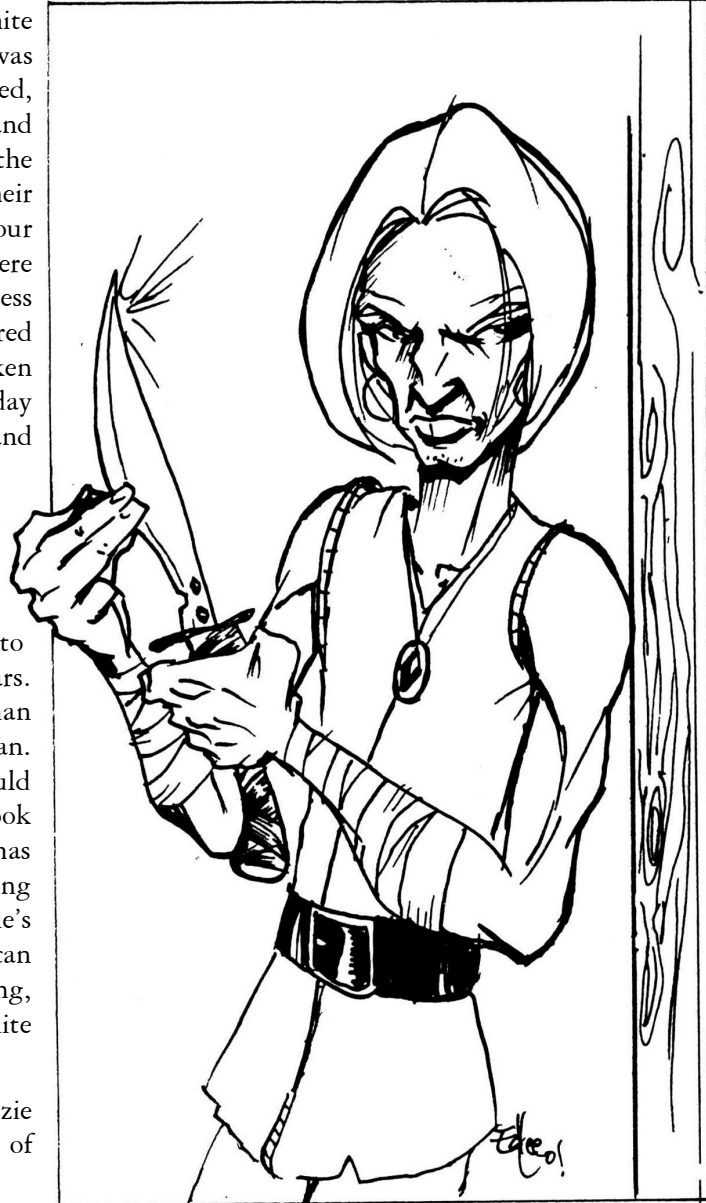
AKA - Yclept, Black Magus of Atlantis, First Lord of the Black Court

No spell is perfect. When the White Priests froze your body your mind was unaffected. You were paralyzed, trapped, but you were still awake and aware. You were helpless, and the White Priests could have claimed their ultimate victory and slain you and your brother wizards. But they were pathetically weak. Out of the "goodness of their hearts" you were spared, stored in suspended animation in sunken Atlantis in the sick hope that someday the White Priests could revive you and teach you to be as weak as they were.

The strong will always take advantage of the "goodness" of the weak.

It took time. It took over 2000 years for you to gather enough power to escape your body; 2000 dark, cold years. Once free you possessed the first man you encountered, a simple fisherman. You destroyed his life force so you could use its power for magic, then you took his body for your own. This is how it has been for more than 500 years; possessing a new body, abandoning the old one's empty husk, taking what power you can steal. And searching, ever searching, searching for what remains of the White Priests and the Soulstone of Atlantis.

Now your search is at an end. Lizzie Briggs is the last High Priestess of Atlantis.



She probably doesn't know it yet. This isn't something that can easily be explained to a three-year-old, even one as precocious as Lizzie. It doesn't matter. She doesn't have to be ordained. There isn't any ordination ceremony. There is no ritual of any kind. The resolve of the White Priesthood is even weaker than you suspected, and their order has withered to almost nothing. All that is left is the empty title "High Priestess" and the Soulstone.

Sarah Briggs, of course, retains the Soulstone. At least she did. You could sense it, its power called to you. Then, early today, it disappeared. You can detect no trace of it. Impossible! If the Soulstone were destroyed (which should be impossible) or cast away you would have felt it. The Soulstone has simply vanished. What has Sarah done with it? It appears that after all these years

### *The Final Voyage of the Mary Celeste*

the White Priesthood has finally learned a new trick, and you don't like it. This presents a problem, you do not know what the Soulstone looks like. You did not think you would need to, you can sense the damned thing (it has a bit of you stored inside it after all). Now what?

You need the Soulstone to raise Atlantis, regain your own body, and reclaim all your power. You have seen much of the world in your 500 years of tracking the Soulstone, and you are not impressed. The horrors of the recent Civil War in America are nothing compared to what you are capable of once you are whole again. With your fellow Black Wizards as your servants you estimate you can bring this world to its knees in five years.

You've devised a ritual that will not only raise Atlantis but give you total control of the restored Black Court. Tonight, after the full moon rises and turns from red to silver (in 2 hours) you will sacrifice a High Priestess of Atlantis, then release the energy stored in the Soulstone. Ideally the sacrifice will be little Lizzie, Sarah will do in a pinch but since she is not a virgin the spell will be imperfect (Atlantis will rise, but there is a chance the other black wizards won't be completely enslaved to your will).

Of course none of this is possible until you have the Soulstone.

You have an ally of sorts in your quest for the Soulstone. It is possible to possess a soul without relinquishing control of your current host body, though it is difficult to do and control is imperfect. You have been trying to control Seaman Martens since this voyage began. Thus far you have succeeded only in slowly driving him mad, though you believe he will obey any simple instructions you send him. You could take total control of the fool if only he would addle his wits; strong drink would do it but that imbecile Captain Briggs won't permit alcohol on his ship and the cargo is poisonous. Martens' usefulness remains limited.

However, you have eliminated one obstacle. You discovered that another force had been advising Martens to ignore your instructions. This was the ghost of Robert McLellan, the Mary Celeste's first captain. Luckily, there isn't much to McLellan, he is the palest of shades. You performed a simple ritual last night and now McLellan is trapped in an empty bottle you found on the deck (ah, someone breaking the Captain's rules against strong drink). You should have better luck with Martens now that McLellan has stopped whispering in his ear.

You have also used your ability to read auras to search for potential allies (i.e. evil bastards) aboard the ship. You have had mixed success. You have identified the good and the bad, but you are not sure if this will do you any good. Anyone wicked enough to help you with your plans could certainly never be trusted.

There has been one bit of good fortune. To raise Atlantis it is necessary to be directly above Atlantis. You thought you would have to perform a ritual to becalm the ship, but the winds have taken care of that on their own and now the Mary Celeste rests just exactly where you want to be. This reaffirms your faith that fortune favors the strong.

#### **Goals At A Glance**

Find the Soul Stone, sacrifice little Lizzie, perform the ritual and raise Atlantis. Then kill everyone and take over the world. You have waited a long time for this, and you expect to enjoy yourself.

#### **Roleplaying Hint**

You are disguised as a dutiful ship's officer and you are good at your part. However, you are a megalomaniac, frighteningly ruthless, totally without conscience, and possibly the most evil being ever to walk the Earth. The plans you have for this evening are your idea of fun, you have waited a long time for this, and you are having trouble containing your excitement.



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### **Items**

*Very, very sharp dagger* - Because you hate it when a dull knife slows down a sacrifice.

*Small Round Black Amulet* - You store most of your magic here. This allows you to retain most of your magic if you have to change bodies (assuming you can retrieve your amulet). It contains 10 MANA.

*Key* - Opens your sea chest (A), which is stored in the forecandle.

*Empty Bottle (Not On Your Person)*- Captain McLellan. You have him in your sea chest, stored in the forecandle (saving him for later).

### **The Other Characters**

*Captain Briggs* - This good-hearted fool doesn't even suspect the legacy of magic he's married into. As his second mate, you have worked for Briggs like a slave and look forward to paying him back for your servitude. You'll see his tattered hide hanging in the rigging when this voyage is through. Very strong willed, curse the luck!

*Sarah Briggs* - If you don't need her for your sacrifice then you plan for her to take a long, long time to die. Three thousand years seems about right. There will be a special place in the hell-on-Earth you'll create for last of the White Priesthood. Surprisingly strong willed for a weakling of the White Order, equal to her husband.

*Lizzie Briggs* - Death is too good for her kind, but you need your sacrifice. Poor dear, she's heir to the Soulstone and doesn't even know it. She won't be claiming her legacy; and the White Priesthood ends with this wretched child. As typical with a child, no will at all.

*First Mate Richardson* - His aura is white but with a thin line of black, meaning that he is your typical good weakling but for some misguided reason Richardson plans some evil act. Pathetic, but perhaps this can be used to your advantage. At any rate Richardson is senior to you on the Mary Celeste, so when this is over he gets the same treatment as the Captain. The young fool is weak of will.

*The Cook* - Unusually strong willed for a menial. He has an obsession for fish that drove the Captain to give orders that he serve something else occasionally. His aura shows him to be a good man, just like all the other sheep.

*The Four Johans*- The Mary Celeste's swabs, all named Johan. Lorenzen is the most interesting. He has a will of iron. He also has the blackest aura you have ever seen, but for your own. Potentially a useful ally, certainly a rival you will eventually have to destroy. Volkert and Goodschad have impossibly faint auras, too faint to take the measure of their wills? Puzzling, very puzzling, perhaps there is some magic masking them (another Atlantean trick? Unlikely, as there is no reason to believe these men knew the Briggs before this voyage began). What little of their auras you can read is pure white, and they are clearly devoted to the Captain and his family. Martens is your pawn, a weak willed fool (but not quite weak enough). In the nightmares you create for him, he steals the Captain's ornamental sword and hacks away at everyone. Addle his brain just a bit more and this will become reality. Thus far all you have done is driven Martens mad. He infuriates everyone by seeing sea monsters everywhere. Eliminating McLellan will help.

*The Stowaway and The Castaway* - You have yet to learn anything about them, and for the moment they are in the hands of the Captain and Richardson.

*The Ship's Cat* - Repulsive animal! You did not permit familiars (except ravens) in the Black Court and this cat only serves to reaffirm the correctness of that policy. It wouldn't even serve as a decent sacrifice.

## The Final Voyage of the Mary Celeste

### RTLb STATs

STR: 6	Unarmed Combat: 6	Close Weapons: 6
DEX: 5	Dodge: 5	Thrown Weapons: 5
	Ranged Weapons: 5	
IQ: 7	Library Use 7	
WILL: 7	<i>The Skills above default to the STATs to their left.</i>	
MANA: 8	PSI: 4	<i>You are a Supernatural Creature.</i>

### Skills/Abilities

#### COUNTERSPELL

Category: *Miscellaneous, Defend*

**Effect:** You may negate the effects of any Spell cast upon you, even in combat. If you counter a Spell that affects others as well, the Spell affects them, but not you.

**Time to cast:** Instantaneous      **# of Uses:** Unlimited

**Other Constraints:** Costs as much MANA as the Spell you are countering plus 1 MANA. You must be aware that the Spell is being cast on you. If you are caught by surprise, then you cannot counter the Spell. If cast in combat, this Spell does not count as your combat action for that round.

#### FORCE WALL      Level: 3

Category: *Martial, Defend*

**Effect:** Projects a wall of force around you, saving you from harm. You may add the amount of MANA spent to your Dodge. Lasts until the end of combat. If not in combat, lasts for 2 Minutes.

**Time to cast:** 1 Combat Round      **# of Uses:** Unlimited

**Other Constraints:** Cost 1 MANA per +1 to Dodge. You may not put more MANA into this Spell in one combat than your Spell level. You may spend 2 MANA for each +1 if cast as you roll your Dodge. In that case, it would not count as a combat action for that round.

#### FIREBALL      Level: 1

Category: *Martial*

**Effect:** You may do Red Stars of damage to another character that you can see. The damage cannot be defended against physically, but is affected by armor. The chance of success is not altered by target obscuration or from behind. You may do as many Red Stars of damage per use as you want.

**Time to cast:** 1 Combat Round

**# of Uses:** Unlimited

**Other Constraints:** Cost: 3 MANA per Red Star. Casting this requires a declaration of Combat.

#### READ AURA      Level: 3      Ability Rating: 6

Category: *Information*

**Effect:** You can read your target's current emotional state, disposition toward "good" and "evil," and value of his WILL STAT.

**Chance of Success:**

PSI + Ability Level	VS	Opponent's WILL
7	VS	WILL

**Time to use:** Instantaneous      **# of Uses:** Twice per character.

**Other Constraints:** You must be looking into your target's eyes to use this Ability.

#### TELECOMMAND      Level: 3      Ability Rating: 7

Category: *Influence*

**Effect:** You may give a character a simple, non-suicidal command of as many words as you have levels in this Ability. The character must obey this command, and knows that you have commanded him. The player must make a good faith effort to carry out the command, without letting on that he or she is under mind control.

**Chance of Success:**

PSI + Ability Level	VS	Opponent's WILL
7	VS	WILL

**Time to use:** Instantaneous

**# of Uses:** Unlimited (but only once per conversation)

**Other Constraints:** If you fail the challenge, your target immediately is aware of what you commanded. Causes Backlash (You take 1 Red Star of damage when you use this Ability. This Star can only be healed by Magical means)

#### ATLANTEAN POSSESSION      Level: 2

Ability Rating: 6

Category: *Influence*

**Effect:** The total take-over of a body. All the victim's Abilities and memories may be used (hence a leisure class wizard can man a windjammer); you retain your MANA and PSI and all your Abilities as well. Automatically kills the victim's soul. You must be touching your target for this to work. If you are incorporeal, you must be occupying at least some of the same space as your target.

**Chance of Success:**

PSI + Ability Level	VS	Opponent's WILL
6	VS	WILL

**Time to use:** 5 minutes

**# of Uses:** One

**Other Constraints:** You must leave your current victim when you attempt this. You may leave your current victim at any time, but you cannot reenter. Failure to gain control of your new victim means you are a disembodied, hostless spirit for the rest of the game.

#### RAISE ATLANTIS

Category: *Ritual*

**Effect:** For perfection, you must sacrifice an Atlantean High Priestess while she is still a virgin, under a full silver moon, directly over Atlantis.

An imperfect spell – the person sacrificed isn't a virgin, or the moon isn't silver – will have side effects. For example, Atlantis still rises but you'll have to share control of the world with the surviving Black Wizards.

**Time to cast:** 10 Minutes

**# of Uses:** Unlimited

**Other Constraints:** Cost: 5 MANA. Requires a Human Sacrifice. Don't forget to chant!



# *Seaman Johan Goodschad*

100 year old ghost

You died in 1776 at the battle of Trenton. You were a Hessian mercenary with the British and your side lost badly. Well, who could have known Washington was going to cross the Delaware on Christmas?

Your friend Volkert was on the other side. He's the one who killed you. So, you haunt him.

No one explains haunting to you, you just die one day and the next day feel compelled to haunt someone. You don't know why. You also don't understand all these horror stories about "tormenting" people, and shaking chains and such. You have never been compelled to do anything like that. And since nothing makes you do that, and you certainly don't feel like doing any of that silliness, you don't. You just have to stay near Volkert for as long as he walks the Earth.

Since Volkert is a vampire, that could be a very long time.

Good thing you two are buddies.

Vampires are another thing you misunderstood when you were alive. They are not all blood-sucking villains. Well, they all suck blood, but they do not have to kill or make new vampires

or anything awful like that. Volkert was a mercenary like you, but war and eating are two different things. He won't kill an innocent; Volkert is a good man (er, vampire). He's very careful about his diet.

You and Volkert were mercenaries before you started haunting him so you continued doing mercenary work for a while (Volkert had been a mercenary for a long time. He says he started as a Viking. Volkert says he has been a lot of things). You marched with Napoleon for a while. In Egypt you were able to find two little magic pyramids which allow you to live almost like living people, so the Napoleonic wars weren't all bad.

Then came the retreat from Moscow. You had to ask Volkert if this was any way to live. You were quite sure you weren't enjoying yourself and you doubted he was either. Volkert just looked at you, as if he had just heard some universal truth. He gets like that every now and then when



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he actually stops and listening to you. Anyway, he admitted that no, he was not enjoying himself. So that ended your careers as mercenaries (you thought you should at least give the uniforms back, but Volkert just walked off the lines).

The two of you have been travelling the world ever since then, enjoying yourselves.

At least Volkert keeps insisting that you were enjoying yourselves. Sometimes you wonder. That time in Amazonia, for instance, when the witch doctor tried to exorcise you. You do not blame the man, he was just trying to be helpful, chasing the spirits out of your body and all.

How was he supposed to know that you were the only spirit in your body. Anyway, Volkert rescued you, but it didn't seem like a fun time to you.

Despite all the hard times spent looking for fun times you and Volkert rarely argue. In fact, all of your arguments have been about one person - Dorothy Enemoratta. She's an Italian mage the two of you have kept running into for the last 50 years. Both of you are in love with her. You run into her on the road here and there (Rio was the worst, though Mandalay was pretty bad) - you fight, she leaves. You run into her again a few years later and she hasn't changed. Nothing else changes either. Certainly not the fights.

You think the last seven years as a merchant seaman were your idea, though Volkert comes up with all the ideas. You like the life. The work is hard, but no one ever chants or shakes rattles at you. Of course Volkert still comes up with ideas for "having a good time" now and then. Like that crooked card game in San Francisco. You didn't have any money, Volkert never mentioned that he didn't have any money either. Then he went to the bathroom and never came back. He claims the beating you got is your own fault for not thinking up your own escape plan. You don't know. So far Volkert has apologized 314 times for killing you even though you don't hold it against him. You wish he'd apologize just once for that card game.

You liked the Mary Celeste the moment you set foot on the deck. It was... home. Not your home, someone else's. Another ghost? You never met, but you could sense him, and it felt nice to have one of your own kind around.

Last night the other ghost disappeared. He just went away. This is terribly depressing. You suddenly feel very lonely. You told Volkert, but you doubt he understands.

Volkert has problems of his own. He is acting strange. You have seen this before and it is not a good sign. He has not said anything to you, but you are afraid that Volkert is getting Hungry. He should not be getting Hungry yet, his pyramid talisman should be protecting him against that. But you know your friend and you know the signs. You had best talk to Volkert about this, there is going to be trouble. Even Volkert would have to admit that this is not going to be a "good time."

#### **Items**

*Small Gold Pyramid* - Your talisman. Lets you become solid when you want. This is the only item you may have on your person when you become incorporeal. Because of the way you are tied to the Pyramid, you can only become incorporeal and invisible at night.

*Key* - Opens your sea chest (B), which is stored in the forecastle.



### **Items Not on Your Person**

*Two Flintlock Pistols* - Gifts from your father, from when you first went to war 150 odd years ago. Kept for sentiment, and for another reason. Every chance you get, you take your pistols to a priest to have them blessed. Just in case. You have never told Volkert about this.

### **Goals At A Glance**

Help your friend Volkert any way you can. Be a good seaman and serve your captain well. Dote on little Lizzie.

### **Roleplaying Hint**

You may be dead, and you may be a trained soldier, but you still play Hope to Volkert's Crosby. You are given to a good deal of earnest bumbling. However, you always come through in the end.

### **The Other Characters**

*Seaman Johann Volkert* - Your best friend. As nice a vampire as you could ever meet, but if he goes Hungry for too long he will lose his head. Volkert's tough, it would take the whole crew to stop him.

*Captain Benjamin Briggs* - You and Volkert agree, Captain Briggs is about as fine a man as you have ever served. The Skipper is a bit of a worrywart, though. He half expects the cargo to explode. Maybe it's just because the Skipper does not like alcohol, even if you can't drink it.

*Sarah Briggs* - The Captain's wife. Nice lady. She brings out the gallant streak in you and Volkert.

*Lizzie Briggs* - The Captain and Mrs. Briggs' daughter, aged three. A sad little girl. You taught her some games, since she did not know any. That is sad, everybody should know some games. You love having someone to play with when you are off duty - Volkert is too serious for games. You would do anything to make Lizzie happy

*First Mate Richardson* - Mr. Richardson is a good officer. But Lizzie does not like him. You wonder why. Lizzie is real smart, smarter than a lot of adults, so she must have a reason.

*Second Mate Gilling* - Volkert thinks he drinks, but you don't believe it. You would notice, and the Captain certainly would.

*Cook Head* - Likes fish. The Skipper had to order him to cook something else. Nice enough fellow though.

*Seaman Johann Lorenzen* - You noticed him throw away a bottle one night, but you would swear he does not drink. No one likes him, and he acts as if he does not like anyone. But he is not all bad. No one else has noticed, but he has gone out of his way to be nice to little Lizzie, showing her magic tricks and such. You mentioned this to Volkert, but you do not think he was listening.

*Seaman Johann Martens* - The poor man sees things. Sea monsters mostly, but he has lots of queer visions. A shame, really. Martens has the best eyes on the ship. He would be the best lookout if only he would not see things that are not there. You think the Skipper's rules about not drinking bother Martens more than anyone else.

*The Castaway* - A woman in a canoe? Isn't that impossible! You will have to ask Volkert.

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*The Stowaway* - The Skipper is mad that someone has been hiding aboard his ship and Volkert is mad that he never caught her (thinks he failed the Skipper). You wonder how she got away with it. She would be good at hide-and-seek, though you suspect the Skipper is not going to let her play with his daughter.

*The Cat* - Interesting animal. Curious about everything. This seems to bother everyone else, but you know that this is just the way the cat is. It was investigating Volkert's trousers while he was bathing, you think the cat was particularly interested in the pocket where Volkert keeps his pyramid. You mentioned this to Volkert but he was not listening.

### RTLb STATS

STR: 5	Unarmed Combat: 5	Close Weapons: 7
DEX: 6	Dodge: 6	Thrown Weapons: 6
	Ranged Weapons: 8	
IQ: 5	Library Use 5	<i>You are a Supernatural Creature.</i>
WILL: 4	<i>The Skills above default to the STATs to their left.</i>	

**Note:** You completely heal all Red and Yellow damage Stars taken from physical attacks in 10 minutes. You cannot be killed from physical attacks. Non-physical attacks, such as Magic or Psionics, do damage to you that must be healed like normal damage for other people. You can be destroyed by non-physical damage.

### Skills/Abilities

*You are a Supernatural Creature.*

#### SEE INVISIBLE

**Category:** *Information*

**Effect:** You can see all invisible beings in the current room.

**Time to use:** Instantaneous      **# of Uses:** Unlimited

**Other Constraints:** This does not work on inanimate objects.

#### INCORPOREAL

**Category:** *Item Manipulation*

**Effect:** You may become incorporeal at will and pass through objects. While in this state, you cannot be physically touched, but you may not hold any items.

**Time to use:** 1 Combat Round      **# of Uses:** Unlimited

**Other Constraints:** While Incorporeal, you gain the Immune To Physical Attacks Ability. Your clothes become incorporeal when you do (but items and jewelry do not). The one exception is your gold pyramid, which you may keep when you become incorporeal. You may only become incorporeal after sunset.

#### INVISIBILITY

**Category:** *Miscellaneous*

**Effect:** Renders you invisible to all normal human senses. You become visible as soon as you modify (move, alter, or damage) a physical object not on your person when you became invisible. You also become visible if you drop, throw, or release a physical object on your person when you became invisible.

**Time to use:** 1 Combat Round      **# of Uses:** Unlimited

**Other Constraints:** *You may only be invisible when you are Incorporeal.*

#### IMMUNE TO PHYSICAL ATTACKS

**Category:** *Martial*

**Effect:** You can only be harmed by Spells, Psionic Abilities, and Supernatural Abilities. You take no damage from other Abilities.

**Time to use:** Instantaneous      **# of Uses:** Unlimited

**Other Constraints:** You also take damage from magical, psionic, and supernatural items. *You are only Immune to Physical Attacks when you are Incorporeal.*



## Seaman Johan Volkert

Vampire, former Viking

In 996 you were the only survivor of a Viking raid into Eastern Europe (Transylvania to be exact). Actually, there were no survivors. You died. You also rose again as a vampire.

You decided that since you did not go to Valhalla you would have to create a Valhalla of your own here on Earth. You became a mercenary. You

went anywhere and everywhere that you could find fighting. You sailed with Lief the Lucky, and Cortez, and Francis Drake. You were very good at it.

You met Goodschad in 1776. You killed him. It was at the battle of Trenton, he was a Hessian mercenary and you had just crossed the Delaware with Washington. You didn't give it any more thought, he was just one more soldier you had killed.

That changed when Goodschad turned up the next night and said he had come to haunt you.

Apparently a ghost has some flexibility as far as haunting goes. For Goodschad, who does not have a vindictive bone in his body (so to speak), that just means he hangs around with you. He doesn't have to do anything else, but he does have to stay near you (do not ask why, that's

just the way it is). So Goodschad just hangs around with you, haunting you. You are the best of friends.

You have tried several times to apologize for killing him, but Goodschad insists that there is nothing to apologize for. It doesn't get in the way of your friendship.

During Napoleon's retreat from Moscow,

Goodschad asked you, "Are we having a good time as mercenaries?" You had never thought about that. "No," you said. "Then why don't we do something else?" Goodschad is not the brightest ghost, but sometimes he makes a lot of sense. You really should listen to him more often.

You left your musket in a snow-bank and went off to look for a good time, Goodschad tagging along behind you.

The road to good times has not always been a smooth one. Like that time in Amazonia when that tribe of naked savages captured Goodschad. If they had only tried to

hurt him you would have been no trouble, but their witch doctor tried to exorcise him! Close, very close. It is like that a lot. You spend all your time getting Goodschad out of the trouble that you... er... ah, that Goodschad gets himself into.



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No matter what happens, you and Goodschad never argue.

Well, not unless you run into Dorothy Enemoratta. Dorothy is an Italian witch (that is, witch as in lady wizard) with whom you and Goodschad are in love. She loves you, of course, but won't admit it. This is what you and Goodschad argue about (he thinks Dorothy loves him). You run into Dorothy (Rio, Mandaley, Zanzibar - Zanzibar was the worst...), you and Goodschad argue. Dorothy would leave, and you and Goodschad would make up until the next time you would run into Dorothy. Other than this you and Goodschad never argue.

The last seven years as merchant seamen has almost been a vacation. It has been uneventful, except for that crooked card game in San Francisco. (It was not your fault that when you excused yourself to go to the bathroom Goodschad thought you were coming back. Of course you weren't coming back, neither of you had any money. Good thing Goodschad is dead, or they would have beaten him to death). The sleepy times are almost over.

The first sign came when something went wrong with your pyramid. It's a little magic bauble you picked up when you were with Napoleon in Egypt, a tiny gold pyramid. Yours lets you stay out in the sun, and keeps the Hunger off. Goodschad has one that lets

him become solid when he wants. Anyway, something is wrong with yours. Normally you are good and sated before a voyage and you don't have to worry about blood until you reach shore. But someone has tampered with your pyramid, it's as if a little of the magic has leaked off. Not good. You are getting Hungry. Very Hungry!

This could be a disaster. You made a vow over the corpse of the vampire who created you. You will not feed on innocents, at least not enough to harm them. This is not easy to do without being noticed, the Mary Celeste is not that big. But you have to feed soon or you will lose your mind to the blood lust. You do not know how much time you have, not long after moonrise you suspect (one hour). You would ask Goodschad for help but he would only get into trouble.

Goodschad's all depressed anyway. When he first came aboard the Mary Celeste, Goodschad was very happy, he said there was "one of my people" aboard. Now he says he feels lonely. What, the ghost left? You wish you understood what Goodschad is talking about. Maybe if you listened to him...

This morning you saw something that makes it all much worse. You saw a Valkyrie. You do not know why the Valkyries appear to you, but they do. Only on a day someone dies before your eyes.

Not good, not good at all.

### **Goals At A Glance**

Do your duty and serve your ship well. Keep your head and find some way to sate the Hunger before it becomes out of control. Find out who has been tampering with your pyramid.

### **Roleplaying Hint**

You may be a creature of the night, and a thousand-year old warrior, but you still play Crosby to Goodschad's Hope. However, there is a dark side to your role. The Hunger is making you increasingly frantic.

### **Items**

*Small Gold Pyramid* - Your talisman. Allows you to go out in the sun.



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*Key* - Opens your sea chest (C), stored in the forecandle.

### **Items Not On Your Person**

*Old Sword* - It was yours when you were alive. The quality of steel has improved a great deal since the Viking raids, but you still like your own sword. It has never failed you. It is stored in your sea chest.

### **The Other Characters**

*Johan Goodschad* - The best friend you have ever had. Neither of you know exactly why he haunts you, but neither of you mind. A simpleton, but he has a good heart. Not a bad scrapper either.

*Captain Briggs* - A fine man. You sail with him in peace, but you would gladly serve him in war. Whatever he needs, you are his man (and Goodschad better come along, too).

*Sarah Elizabeth Briggs* - The Captain's wife. Finest lady you have ever met, and you've met Joan of Arc. You would stand by her as you would the Captain.

*Lizzie Briggs* - The Captain's child. Eerie little lady, stares at everything without saying a word. Goodschad is devoted to her, but then he never did grow out of his own childhood.

*Cook Head* - The Captain ordered him to stop serving fish all the time. Well that's the Captain's prerogative, though you think it's a shame. You get more red meat than you wish to think about, and Cookie's fish is the finest in the world.

*First Mate Richardson* - A good man, he has the Captain's respect, so he has yours.

*Second Mate Gilling* - A competent ship's officer. But you saw him hide a bottle in his sea chest. The Captain, dedicated teetotaler that he is, would have a fit. You haven't reported him (Gilling being an officer and you being just a swabbie) but if you catch him drunk on watch you will help the Captain throw him overboard.

*Johan Martens* - A swab, just like you. He sees things: fairies, sea monsters, angels. Nonsense. What next, vampires and ghosts?

*Johan Lorenzen* - The Marie Celeste's other swab. As grouchy and unpleasant a man as you have ever known. Goodschad says Lorenzen isn't so bad, but then Goodschad could find something nice to say about George the Third. Goodschad said something about Lorenzen and little Lizzie, but you weren't listening.

*The Castaway* - An Eskimo, sure as Hell. You saw some while sealing in the Pacific. How'd she get out here? Better hope she isn't some kind of witch doctor.

*The Stowaway* - A woman hid from all of you for 23 days?! Shameful, it makes you fearful for the security of anyone and everyone aboard.

*The Cat* - Miserable animal. You swear it's spying on everyone, sits and stares all the time. Sometimes draining a beast will sate you. Hmm...

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### RTLB STATs

STR: 8	Unarmed Combat: 12	Close Weapons: 12
DEX: 7	Dodge: 8	Thrown Weapons: 7
	Ranged Weapons: 10	
IQ: 5	Library Use: 5	<i>You are a Supernatural Creature.</i>
WILL: 5	<i>The Skills above default to the STATs to their left.</i>	

**Note:** None of your Abilities work during daylight. This is a side effect of the gold pyramid allowing you to go outside in sunlight.

### Skills/Abilities

*You are a Supernatural Creature.*

#### **POWER HITTER** Level: 1

Category: *Martial*

**Effect:** You do an extra star of damage with close combat weapons or in unarmed combat.

**Time to use:** Instantaneous

**# of Uses:** Your Ability Level in any given combat.

**Other Constraints:** The extra damage will be of the same type the weapon does normally. That is, if you punch, you do a yellow star, but if you use a knife you do an extra red star.

#### **IMPERVIOUS TO PAIN** Level: 3

Category: *Martial, Defend*

**Effect:** You can ignore a certain number of Red and Yellow Stars' effects (equal to your Ability Level) to your DEX, IQ, and WILL. The Stars still affect your STR, and you will still become incapacitated when your STR or effective WILL hits zero.

**Time to use:** Instantaneous

**# of Uses:** One Star per Level

#### **TOUGH** Level: 2

Category: *Martial Defend*

**Effect:** For each level of this aptitude, you may ignore one red or yellow damage star per combat round (not per attack).

**Time to use:** Instantaneous

**# of Uses:** 1 Star per level per combat round.

#### **EXTREME HEALING** Level: 3

Category: *Medical*

**Effect:** You heal one extra Star at the end of each combat for every level you have of Extreme Healing. Also, you convert your Yellow Stars to Red Stars five minutes after combat ends, instead of ten.

**Time to use:** 5 minutes **# of Uses:** Unlimited

### SEE GOODSCHAD

Category: *Information*

**Effect:** You can see Goodschad when he is invisible. However, you cannot hear him when he is invisible.

**Time to use:** Instantaneous **# of Uses:** Unlimited

#### **DRAIN BLOOD** Level: 1 Ability Rating: 9

Category: *Martial*

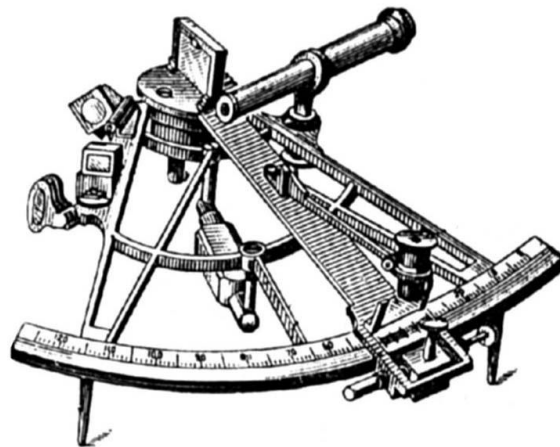
**Effect:** Get your teeth into someone and he must stand paralyzed while you drink from his neck. You can kill, create a vampire (something you never have never done and never intend to do) or just have a light snack. If you feed but do not kill, your victim will pass out and remember the event as a nightmare, but he will remember your face from this nightmare.

**Chance of Success:**

STR + Ability Level	VS	Opponent's Dodge
9	VS	Dodge

**Time to use:** 5 Minutes **# of Uses:** Unlimited

**Other Constraints:** You must be able to touch your opponent to use this Ability.



## *Seaman Johan Lorenzen*

AKA - Septimus Goring, Nazi from The Future

You were Adolf Hitler's advisor for occult affairs. Yours was a secret position (the general staff was composed of shortsighted woodenheads who would not have understood) but you reported directly to the Führer and thus wielded great power.

You had two missions; find some supernatural edge to ensure that the Reich would win the war and rule the world forever, and discover some way for the Führer to be around forever to enjoy it.

On April 30, 1945, you succeeded at your second objective. You were working in deepest secrecy in a laboratory in the Florida Everglades (right under the American schweinhund's noses!). Deep in the swamp you had found a spring, and you isolated a compound in the water, which, if taken daily in sufficient concentration, would completely eliminate the aging process. You had found the Fountain of Youth.

Unfortunately, on that same day Hitler shot himself.

Fate! Blind, stupid, unthinking fate allowed the Reich to fall when it should have ruled the world. A travesty. Since then you have worked single-mindedly to correct this.



The first step came in 2061, when time travel first became practical. The second step came the following year, when CART stole the plans for the first time machine and built machines of their own.

CART sprang from your outrage at the weaklings in the UN who at first monopolized time travel. Adhering to the absurd principal of Absolute Time, these imbeciles were doing nothing

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with the greatest tool in history (the greatest tool of history!). With a time machine, a man of strong will can tell fate to go to Hell!

So you and a few wealthy and powerful associates founded CART (see your time travel information sheet). CART's mandate is simple. Why wait for tomorrow to change the world when you can do it yesterday?

Your success has been limited. Limited by bad luck, by intervention from the pathetic WCTU, and by the fact that no one is sure if you will actually remember if you change history. A few words whispered in the ear of John Wilkes Booth may have made a difference, but no one can prove it (though that particular operation is still claimed to be a success for propaganda purposes). In one time-line Booth managed to assassinate US President Abraham Lincoln. Booth then disappeared under mysterious circumstances, and was never brought to trial.

Not that it matters to you. Each of CART's directors has their own agenda, and your first loyalty is to your mission, not to CART. You have dedicated your life to seeing that Nazi Germany wins World War II.

Three times you have tried to rescue the Führer, but each time you have failed to reach the bunker in time. (Bad luck, simply bad luck. Absolute Time has nothing to do with it!) The third time you were prepared, and though you failed to save Hitler, you were able to save his brain. You have it in a cryogenic bubble and you take it with you everywhere (you are quite attached to it). Someday you hope to rebuild him.

You never did achieve your other objective as Hitler's occult advisor, that of giving Germany a supernatural edge over the rest of the world. You always believed that given enough time you could achieve this goal. You are about to prove that belief correct.

After years of research (over 160 years of research; or a lifetime of research; or three millennia of research, depending on how you look at it), you have concluded that the most powerful occult item ever created is the Soulstone of Atlantis.

According to the lore, this all-powerful gem is entrusted to the High Priestess of Atlantis, a hereditary position. It was only a simple matter of a little genealogical research (and a some ransacked records offices and a murdered records clerk here and there - you did have to tell your men to restrain themselves when they left a chainsaw in 1820) to trace this family line. It comes to an end in 1872, with whatever happened on the Mary Celeste. Sarah Briggs and her tiny daughter Elizabeth will be the last of the White Priesthood of Atlantis.

So, masquerading as Johan Lorenzen (the real Lorenzen will eventually turn up as an unidentifiable body) you have joined those aboard the Mary Celeste on their little journey to oblivion.

Instinct tells you to just kill everyone and not care whether God sorts them out, but circumstances do not favor this direct course of action. For one thing, while you are a student of magic, you are not a magician. It would be nice to coerce the Atlanteans into teaching you how to use the Soulstone. This would save some trial and error, and trial and error with magic is historically hazardous to your health. Unfortunately, you suspect that the people who destroyed the Atlantean Empire will not be sympathetic to the cause of Nazi Germany. Tread lightly here.

You have been secretly trying to win over little Lizzie Briggs. You have entertained the brat with sleight of hand and other small bits of magic, all of which she has quickly seen through.



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You have also dropped little hints about “real magic.” So far the little snout nose has not reacted at all (she is either a young genius or is retarded). At three, you doubt she has been told anything about Atlantis (though you never know) but she should be able to answer a simple question such as “Where does Mummy keep her amulet?” Lizzie seems to like you, so you will press on here.

Another problem is the great potential for opposition. The lore states that the White Priesthood preached total non-violence. Pacifists destroyed a world conquering military power! Nonsense. You could meet resistance in the form of fell magics the like of which the world has not seen in 3000 years.

It is always nice to have some cannon fodder for such situations. You have given a large amount of gold to a crew of cutthroats and you’ve promised them an absurd amount of gold if they intercept the Mary Celeste and assist you with the annihilation of everyone aboard. The mongrels should have already rendezvoused with the Mary Celeste but it doesn’t surprise you that they are late. There wasn’t a single Aryan in the whole stinking lot (you think they are mostly Italians). Acting alone seems too much like fighting fair, always a risky prospect. For now you will try to be patient and continue to act covertly.

Another problem, the ancient writings on Atlantis come from Greek, Arab and other inferior and unreliable races. While providing much useful information there is one important detail you have been unable to learn. What does the Soulstone look like?

Most sources say the Soulstone is gilded, but some say the White Priest’s ritual turned it black. It has been described as faceted, round, or having so many facets it appears round. The accounts of the Stone’s appearance have a distinct lack of German precision, deplorable!

Now a further complication has landed on the deck of the Mary Celeste. The First Mate has found a woman hiding in the forecabin and everyone assumes she is a stowaway. Ha! You recognize her. Amelia T. Rangel, also known as “Bermuda,” the WCTU’s number one freelance troublemaker and the first name on CART’s most wanted list. She may not recognize you – she’s never actually seen you – but you know her well. Her bumbling caused your carefully crafted plan to get the Holy Grail to collapse. Your people were able to eliminate one of her friends (possibly two) but Rangel escaped with the Grail and you regret losing her more than losing that idiotic cup.

Actually, her presence is not an immediate concern. WCTU intelligence is not particularly good and there is no way they can know of your plans. In the past, none of Rangel’s meddling has been the result of any planning on her part, she has always stumbled into the wrong place at the wrong time. The woman is a drunk and a fool, but she has the luck of the gods themselves. Admittedly, she is tough, and a quick and quiet assassination will be difficult. Attack her and you’ll most likely arouse the whole ship. Rangel bears watching, it wouldn’t do for her to get lucky once again. But dealing with her can probably wait until you have achieved your objective. Besides, you would prefer to settle with Rangel when you have enough leisure to give her everything she deserves.

It is fitting that the ship is becalmed in this spot in the ocean. You have been here once before, a year ago (or 3000 years ago, depending on how you look at it). It was a fact-finding mission, and Atlantis was still here then. You did not find the White Underground, but you were able to hear Yclept, the First Lord of the Black Court. Amazing speech, amazing man, a man you would have been proud to serve. You know of only one man more worthy to rule

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the world. A good thing Yclept is gone; there is room on this Earth for only one of his kind, and already know you can manipulate Hitler.

Over 160 years of work (or a lifetime or millennia) ends soon. Whatever happened aboard the Mary Celeste is/was probably your work. And if not, it doesn't matter, it cannot be worse than what you would do to these people.

### **Goals At A Glance**

Find the Atlantean Soul Stone. Either return home with the Stone for further study, or take it directly to Nazi Germany. Kill all the witnesses. Discover if Atlantean magic can possibly restore the Führer. Settle things with that damnable Bermuda Rangel, and do so in the most painful manner possible.

### **Roleplaying Hint**

To advance your sinister plot, you play the role of a simple seaman, though you hate every second of it and it shows (this compounded by the fact that even in the best of times you are a total crab). You have been working to restore the Third Reich for most of your very long and very evil life, and you are quite obsessed with your plans. However, you are not totally monomaniacal. You can be tempted to commit a few atrocities even if they don't advance your plans.

### **Items**

*Strange Looking Gun* - Your old Luger, lovingly restored.

*Lock Picks*

*Strange High-Tech Box* - Your agonizer, a little tool that makes people's wills and spirits your toys. You don't leave home without it.

*Key* - Opens your sea chest (D), stored in the forecandle.

### **Items Not On Your Person**

*Strange Looking Gun* - Your H & K MP99, 10mm sub-machinegun. Loaded and has one extra magazine, 5 bursts each. In your sea chest in the forecandle.

*Clear Bubble With Odd Pinkish-Grey Object Inside* - Your Führer's brain. Also in your sea chest.

*Bottle of Amber Liquid* - Concentrated extract of Fountain of Youth in a 40% alcohol solution, one month's supply. (You have already used one bottle, you left the empty on deck during Mate Gilling's watch to see if he would get in trouble)

### **The Other Characters**

*Captain Briggs* - Your studious research has taught you enough to act competently as a common seaman, but you do not like the work. You Do Not Like The **Work!** For 23 days you have worked like a dog for this man. You have controlled world leaders like puppets - being treated like a common seaman does not set well with you. When this is over Captain Briggs has the equivalent of 23 days of Hell coming to him.

*First Mate Albert Richardson* - The Captain's friend (i.e. pet). He will get his.

*Second Mate Dane Gilling* - Not so bad as the other two officers, in fact there's something about him you can't put your finger on, but he strikes you as a devious bastard under the skin. You like that. Him you'll let die quickly.



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*Sarah Elizabeth Briggs* - The Captain's wife, demure but cheerful hausfrau, and possessor of the most powerful item on Earth. And what does she do with this power? It is your duty to remove this foolish weak willed creature from the gene pool. Nothing that could be the Soulstone is in her jewelry box and an attempt to pick her pocket this afternoon revealed nothing on her person. So where is the Soulstone?

*Lizzie Briggs* - Your covert efforts to win over this miserable rug-rat have resulted in her unemotional fascination. Has the brat no emotions at all? Clearly she knows more than the average three-year-old and seems interested in "magic." Press on here.

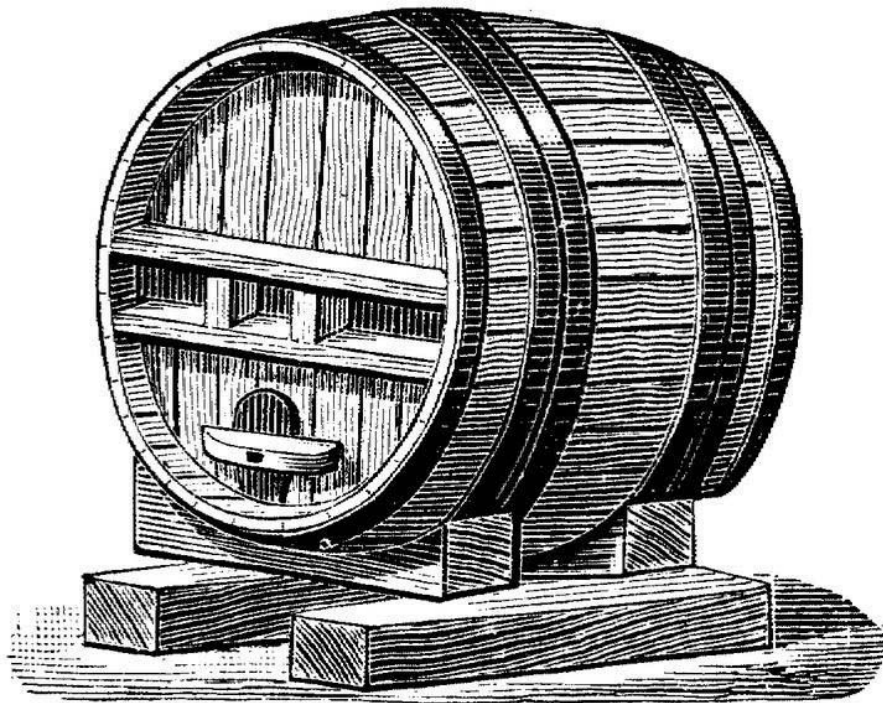
*Cook Albert Head* - Had the Captain not ordered him to serve something other than fish you would have thrown this cretin into the sea. You hate fish. You also hate Cook Head.

*Johan Volkert and Johan Goodschad* - Seaman of good standing, unflinchingly loyal to Captain Briggs. Also, Goodschad is very devoted to Lizzie Briggs. Nonentities, really, but they will have the gall to oppose you if they see you as a threat. Quietly eliminate them.

*Johan Martens* - The Mary Celeste's other seaman. A blithering idiot who sees sea serpents under his bunk. You cannot believe this imbecile is actually German.

*The Castaway* - An Eskimo in a canoe? Not mentioned in any history, certainly. Interesting.

*Dr. Amelia "Bermuda" T. Rangel* - Your archenemy. She could ruin everything, and if she is alerted she might be able to summon a WCTU Enforcement squad. Tread lightly, be subtle, and hope you get the chance to kill her slowly later.



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### RTLb STATS

STR: 6	Unarmed Combat: 8	Close Weapons: 9
DEX: 6	Dodge: 8	Thrown Weapons: 7
	Ranged Weapons: 9	
IQ: 6	Library Use: 6	
WILL: 7	<i>The Skills above default to the STATs to their left.</i>	

### Skills/Abilities

**HOLD OUT**      Level: 3      Ability Rating: 9

Category: *Item Manipulation, Defend*

**Effect:** You are good at concealing things. If you are looted or pickpocketed, you can keep one item, pistol size or smaller, from being looted (don't tell the looter you have it).

If you are challenged with the Pat Down skill, declare your IQ to be your IQ to be your IQ plus your Hold Out Skill. You don't have to tell the challenger you have the Skill. If the Pat Down fails, treat it as a normal looting, otherwise they have found your hidden item.

**Time to use:** Instantaneous      # of Uses: Unlimited

**Other Constraints:** The one item you conceal can't be an item you have used in the last 5 minutes.

**PICK POCKET**      Level: 1      Ability Rating: 7

Category: *Item Manipulation*

**Effect:** To pick a character's pocket, first you must touch or brush against the character. (Some games may require that you stick a colored dot on your target as "proof.") You can either then challenge your target directly, or go through a GM.

If you win the challenge, you get one random item (not one that was in the target's hands). Your target will only notice the loss the next time she tries to use the item. If you fail, your target knows that someone was trying to pick her pocket, but doesn't know whom, and you don't get an item.

**Chance of Success:**

DEX + Ability Level	VS	Opponent's IQ
9	VS	IQ

**Time to use:** Instantaneous      # of Uses: Unlimited

**Other Constraints:** You may go for a specific item, but you must know where on the player the item is, ahead of time. Subtract 2 from your Ability Rating if you are trying for a specific item. You may attempt to put a specific item onto your victim, as well. Subtract 1 from your Ability Rating if you are attempting a "putpocket."

**PICK LOCK**      Level: 1      Ability Rating: 7

Category: *Item Manipulation*

**Effect:** You can open locks. These can be door locks, padlocks, combination locks, handcuffs, or any lock that uses a key.

**Chance of Success:**

DEX + Ability Level	VS	Lock Complexity
7	VS	Varies

**Time to use:** 5 minutes      # of Uses: Unlimited

**Other Constraints:** Without lockpicks, your skill is at a -2. If you fail, add 1 to the lock complexity.

**TORTURE**      Level: 3      Ability Rating: 9

Category: *Influence/Information*

**Effect:** You may force another character to answer a question truthfully if interrogating in a formal setting (meaning your opponent is isolated and restrained or imprisoned).

**Chance of Success:**

STR + Ability Level	VS	Opponent's WILL
9	VS	WILL

**Time to use:** 5 Minutes

**# of Uses:** Once per question asked.

**Other Constraints:** If you fail a challenge, you learn nothing and cannot ask that question again.

### TEMPORAL ESCAPE

Category: *Item Manipulation, Defend*

**Effect:** You may simply leave and return to your own time. Doing so counts as a combat action; you leave at the end of the combat round. Time machines are big, rather like 1950 model computers. Your time machine is in three huge rooms at CART's secret base in Asuncion, Paraguay. You return by activating the Recall Circuit implanted behind your right ear. Note that time-jaunts are expensive and your fellow directors at CART will not be happy to send you back to 1872 if you return early. Reasoning, screaming, and shooting a few directors will probably only get you one extra trip. You will also return to the future automatically if your recall circuit is tampered with by outside sources.

**Time to use:** Instantaneous      # of Uses: Unlimited



## Seaman Johan Martens

This has been the worst trip you have ever been on. Since the first night of this voyage you have been plagued with nightmares. In your dreams, you steal the Captain's sword then you hack everyone in sight to death. The dream is particularly vivid, the gore enough to make you ill. Every night you have this dream; you no longer wish to fall asleep.



You have had other dreams as well. Several times you have seen a raven fighting with a white dove and a polar bear. This dream always ends before you learn who wins the battle. Once you saw books, rows and rows of books made of thin paper, with brightly colored covers and garish titles such as "Journeys to Oblivion" and "Ghost Ship of the Damned."

You have heard voices. A voice, sweet and reassuring, spoke to you, asking you to trust it. The voice claims to need your help. If you help it, you will be rewarded.

There is another voice. This voice is not reassuring; it seems afraid... frantic. This voice claims to be Captain Robert McLellan, the Mary Celeste's first master. He died on the eve of the ship's first voyage. Captain McLellan (if, indeed, this is he) warns you not to trust the other voice. He says he fears for the ship. Since yesterday, Captain McLellan has remained silent. What could have happened to him?

You have heard other things. Last night you thought you heard singing. A choir of mermaids! Angels?

This morning you thought you heard a voice call for help from the forecastle. It was so faint you are unsure if you really heard it. You have the odd impression that the voice was drunk.

Also, you are seeing things. For three days at sunrise you have seen a sea serpent, its head rising out of the water, then disappearing beyond the horizon line. It seemed to be tracking the Mary Celeste. You thought you saw it again today, but now you think it was a figure in a small boat. Something small floated out to whomever it was, something that flashed golden in the sun. Last night you saw a tiny person - a kobold or a fairy. It hid under your bunk and disappeared.

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Of course nobody believes you.

Everyone on the ship thinks you are mad, and you are not sure they are wrong. What makes this extremely galling is that you have always been quite sharp of eye and ear and wits. On other ships, your captains have praised you for your alertness on watch. Well, you have certainly lost the faith of Captain Briggs.

You are sick to death of being treated like a mad man. You need a drink. It just isn't natural for a sailor not to get his daily ration of grog. Then again, you have sailed on dry ships before, and it has not been a hardship. This voyage, however, has been just too much. You really need a drink.

You do not feel mad. You are surely feeling the strain of this journey, but you do not feel mad. But if you are sane, then the ship is in danger. There really must be a sea monster following the Mary Celeste. You must continue to try to get someone to listen.

What about these voices? Which do you trust, the reassuring voice, or the one that claimed to be Captain McLellan? So far you have not been asked to do anything but listen, but what shall you do when if you start getting orders?

You well and truly need a drink.

### **Goals At A Glance**

Be true to yourself. You believe you are a good man at heart, and you pray the voices do not drive you to commit some evil. Help Captain McLellan, assuming he is the benevolent spirit he claims to be. Make someone, anyone, believe you (especially about the sea serpent). Get the cat to help. Find something to drink!

### **Roleplaying Hint**

You're a nervous wreck. This entire voyage has been one terror after another. You are sick to death of being treated like a madman, and sick at heart that you might actually be a madman. And you really need a drink!

### **The Other Characters**

*Captain Briggs* - A fine man, and a fine skipper, teetotaler notwithstanding. You would dearly love to win back his respect. Unfortunately, bringing your concerns to the Skipper would only serve to convince him you are mad (next time you must try to calm down first). The only fear the man has is that his cargo may explode. Teetotalers, bah!

*First Mate Richardson* - A good man, but the way he looks at Mrs. Briggs is shameful. Young fool.

*Second Mate Gilling* - Of the crew, he seems to be the least amused by your reports. You do not know if this is because he suspects you are telling the truth, or because he simply does not think you are funny.

*Cook Head* - He's obsessed with fish. The Skipper had to order him to serve something else now and then. He seems to listen very attentively when you mention sea monsters.

*Johan Volkert & Johan Goodschad* - These two swabs are inseparable. Steady and true, they are Captain Briggs' most faithful men. Very likeable, though they think you're mad just like everyone else.

*Johan Lorenzen* - No one likes him and he doesn't like anyone.



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*Sarah Briggs* - The Captain's wife. Fine lady. Something is troubling her, though. Perhaps many things.

*Lizzie Briggs* - The Captain's daughter. This is a three-year-old?! No! She stands and stares, and her eyes...! Little Lizzie has the eyes of someone a thousand years old.

*The Castaway* - She rows up to the Mary Celeste in a canoe and demands to see the Captain. How did this savage get here? Is she the person you saw this morning? If so, what is the golden thing?

*The Stowaway* - She did not hide in the forecastle all the way from New York. Her sudden arrival is impossible, but then so is everything you have seen on this voyage. You must either begin believing in the "impossible" or admit that you are mad. So how did she suddenly arrive? Magic?! Do not trust her.

*The Cat* - Irritating animal, always spying on people. The ship's cat knows something. Maybe everything. You told it today "I know you know everything. Help me and I will help you." The cat seemed to be thinking that over. You must get the cat to help you.

#### **Items**

*Key* - Opens your sea chest (E), which is stored in the forecastle. You keep your clothes and personal items (see below) in your chest.

#### **Items Not On Your Person**

*Strange Metal Tool With a Motor and Blade* - A family heirloom, left behind during a break-in at the Halifax, Nova Scotia hall of records. Your uncle, a clerk, was killed during the break-in. This machine is very loud and you must yank a cord to start it, but it cuts through wood and anything else just like the dickens. It would make a fearsome but very clumsy weapon. Kept locked in your sea chest.



## The Final Voyage of the Mary Celeste

### RTLb STATS

STR: 6	Unarmed Combat: 7	Close Weapons: 8
DEX: 6	Dodge: 7	Thrown Weapons: 7
	Ranged Weapons: 8	
IQ: 5	Library Use: 5	
WILL: 4	<i>The Skills above default to the STATs to their left.</i>	

### Skills/Abilities

#### IMPERVIOUS TO PAIN

Level: 2

Category: *Martial, Defend*

**Effect:** You can ignore a certain number of Red and Yellow Stars' effects (equal to your Ability Level) to your DEX, IQ, and WILL. The Stars still affect your STR, and you will still become incapacitated when your STR or effective WILL hits zero.

**Time to use:** Instantaneous

**# of Uses:** One Star per Level

#### ALERTNESS Level: 2 Ability Rating: 7

Category: *Miscellaneous Defend*

**Effect:** If someone has tried to use a physical ability on you without your knowledge (like Pick Pocketing or Assassin), you may add your Alertness level to your defense against that ability. If successful, you will know who did it, and can confront the person before they finish the task (if you wish). You don't have to tell other players that you have the skill; you just declare your STAT to be equal to your STAT plus your level in Alertness.

**Time to use:** Instantaneous **# of Uses:** Unlimited

**Other Constraints:** If your IQ + Alertness is greater than or equal to seven, then players do not get a +2 bonus when attacking you from behind. Damage stars do influence this.

#### SHARP WITS Level: 3

Category: *Information*

**Effect:** Assuming you are not hallucinating, you really do have sharp wits. You notice things nobody else does. Ask the GM what you see. Usable three times during the game.

**Time to use:** Instantaneous

**# of Uses:** 1 question/level

**Other Constraints:** You may not get details, and you will only get what you see, not an interpretation.

#### AUDITORY HALLUCINATIONS

Category: *Information*

**Effect:** You can hear all invisible beings in the current room. You cannot tell what they look like visible, but you know they are there.

**Time to use:** Instantaneous **# of Uses:** Unlimited

**Other Constraints:** This does not work on inanimate objects.

#### SKILLED DRINKER: All Combat Skills Level: 2

Category: *Miscellaneous*

**Effect:** You are better at combat after having been drinking. For each star of alcohol damage you take (up to 2 Stars), your combat skills go up (not down) by one! You ignore the alcohol's affect to those skills' STATs for the purposes of those skills only. The alcohol does affect everything else you do, however, including going unconscious.

**Time to use:** Instantaneous **# of Uses:** Unlimited



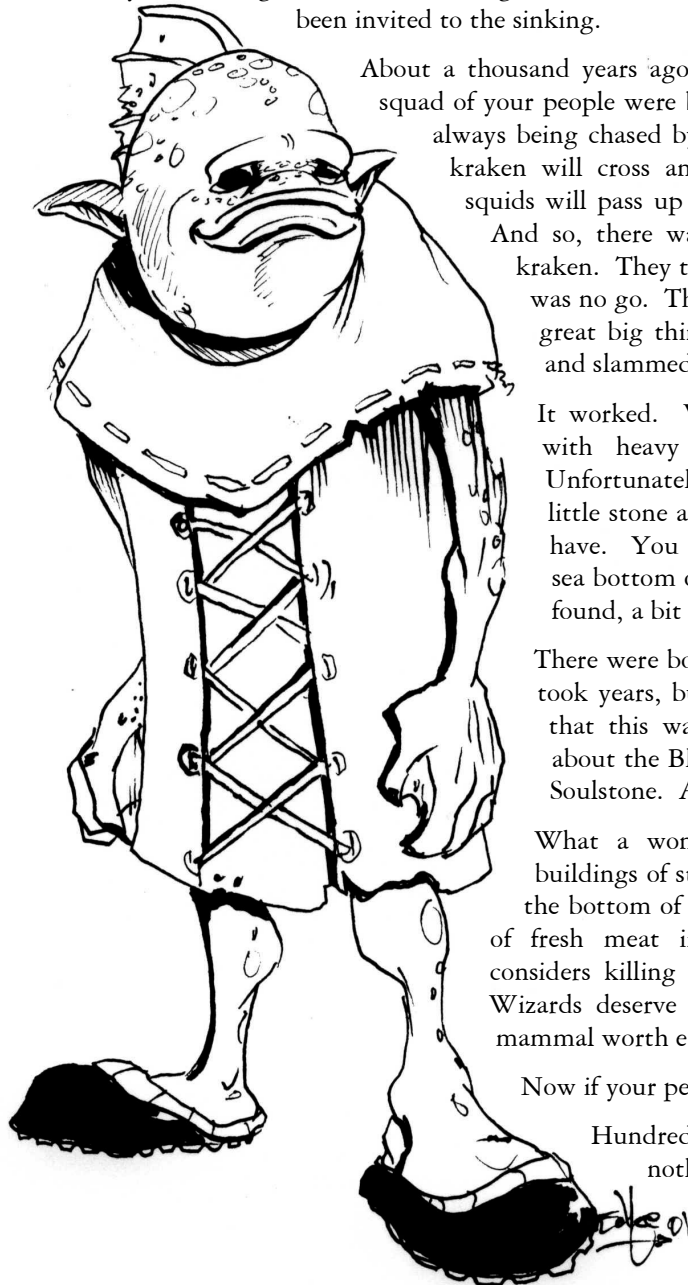
# Albert Head

The Ship's Cook

AKA Glug Bloop of the Gillmen

You have been among humans for several years and you have found that, taken individually, humans aren't bad for mammals. Some of your best friends are humans. Taken as a whole... well, the planet is big enough for both races, because it's big enough to stay out of each other's sight. Humans can't get along with each other; the last thing humans need is someone else not to get along with and the last thing your people need is to be someone the humans don't get along with. It would be best if the Gillmen just found a place at the bottom of the sea and stayed there.

That is why the sinking of Atlantis was the greatest moment in Gillman history. If only your people had been invited to the sinking.



About a thousand years ago in what the humans call the Bahamas, a squad of your people were being chased by a kraken. Your people are always being chased by kraken. Chased almost to extinction. A kraken will cross an ocean to get one Gillman; the damned squids will pass up whole pods of whales to get one Gillman. And so, there was a squad of Gillmen being chased by a kraken. They tried to lose the kraken in the shallows but it was no go. Then they found a half submerged building, a great big thing made of stone. Your people hid inside and slammed the door.

It worked. Wow, what an idea, build stone buildings with heavy doors and kraken can't get to you. Unfortunately, your people are not builders. You have little stone and no metal tools; to shape what stone you have. You cannot build kraken-proof structures from sea bottom ooze. If only a few more buildings could be found, a bit lower in the water line.

There were books in the few dry areas of the building. It took years, but your kind learned to read. You learned that this was a lost Atlantean outpost. You learned about the Black Wizards and the White Priests and the Soulstone. And you learned about the sinking.

What a wonderful thing! A whole country full of buildings of stone, with just the right atmosphere (i.e. at the bottom of the ocean). Not to mention a large supply of fresh meat in enchanted cold storage (Gillman law considers killing a human murder, but clearly these Black Wizards deserve what they get, and humans are the only mammal worth eating).

Now if your people could just find the place.

Hundreds of years of searching have produced nothing. Atlantis is clearly off the beaten path, nowhere near the fish migration routes.

It is a big ocean and your people could search until a kraken ate the last of you.

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On the other hand, perhaps you could get the humans to show you where Atlantis is.

Among the books your people found were books of magic and mental powers. Gillmen have no aptitude for magic, so magical study was mostly fruitless. Gillmen can't cast spells. However, the brains of the Gillmen seemed to take to mental powers quite well. There is one power that your people have managed to perfect.

Gillmen can assume human form and walk on land.

Very useful.

It would have been nice to just be able to trace the Soulstone from family records. Humans record everything (your people have been spared from this only by the fact that paper is not waterproof). Supposedly the Soulstone stays in the same family, handed down from mother to daughter. Unfortunately, you got into the game a thousand or so years too late and the records of the first Atlantean families are long gone. It would have to be done the hard way. You traced rumors. Rumors of magic, rumors of sunken islands, rumors of strange gems, all manner of stupid rumors told by drunken sailors. It was getting you nowhere. It also meant spending a lot more time on land than your kind enjoys (but then, Gillmen consider any time at all on land too much).

You got another lucky break. It was noticed that several times when a Gillman agent was checking out an unusual gem rumor there would be a break in at the local records office. Was someone else looking for the last High Priestess of Atlantis? Gillmen began checking out other mysterious break-ins at record offices.

Whoever was behind this was certainly ruthless about covering their tracks. Offices were ransacked, often clerks were murdered. Not a few times the whole building was burned to the ground. It was easy to follow the path of destruction, but impossible to discover what whoever it was was looking for. Finally a copy of one of the stolen documents was left behind, Lizzie Briggs' birth certificate.

So, the Briggs family has descended from the White Priests of Atlantis? Then who has the Soulstone; Sarah Briggs, Little Lizzie, or the Captain?

The odds are they all know where Atlantis is. Human families are good about sharing secrets. Well, Lizzie might not know anything. Three-year-old humans are pretty ignorant (unlike Gillbabies, who have to escape from kraken as soon as they can swim). Lizzie's sharp, though, so don't rule anything out.

Now, how do you get them to help you? All the records say that the White Priests are saving Atlantis and plan to raise the place sometime in the future. From your people's point of view that would be bad. So how far would the White Guardians of Atlantis go to protect the place? You are all friends and shipmates, but how far does that go when your respective duties make you enemies? Not very far, if you've learned anything about humans. Also, you are dealing with magicians who have you out-gunned. Over the years they may have forgotten a few tricks but you bet they still know a few spells that do a lot more than change your shape. The records say the White Priesthood was all peace loving and pacifistic and such, but you take that with a gram of salt water. Humans on the winning side tend to portray themselves that way.

To get Atlantis' location, you will need co-operation and you haven't figured out a way to get it. The second half of your mission is comparatively easy, you have to destroy the Soulstone. Without the Soulstone, Atlantis can't rise. Unlike your first goal, you have several options for success, but you don't like any of them. Cooperation isn't necessary, you don't need to see the damned Stone to destroy it, you can just sink the whole ship and the Stone is lost with it. Or blow the ship up. The hundreds of casks of alcohol in the hold ought to do it. You won't be sure of success, but sure enough. Atlantis will stay sunk forever and your people will probably find it. Someday.

Duty says do it for your people. Conscience says forget duty, these are your friends, and you don't know what *you* say.



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Maybe you'll have help. Someone else is tracking the Atlanteans, someone who burns buildings and murders record clerks. Someone not nice at all. If this person makes a move, the Briggs' may find that helping you is the lesser of two evils. This assumes, of course, that you don't get killed in the crossfire.

### **Items**

You do not carry any items on your person, but you do have the run of the ship, especially the galley. You can easily get a cleaver or butcher's knife from the galley.

### **Goals At A Glance**

Discover the location of Atlantis. Destroy the Soul Stone to ensure that Atlantis never rises. Find out what the Atlanteans are up to. In the meantime be a good cook and shipmate.

### **Roleplaying Hint**

You are basically a pretty good fellow, but your attitudes are colored by the fact that you are a fish. You love being wet, you hate the sun, you prefer seaweed to roses, etc. You show a general disdain for all things land bound and have a marked preference for anything from the sea.

### **The Other Characters**

*Captain Benjamin Briggs* - While establishing your cover as a sea cook, you've met plenty of ship's captains. Briggs is the best of the lot. You have had only one complaint from him, when the crew objected to getting fish every night. A good man, it pains you that technically you are on opposite sides.

*First Mate Richardson* - He's head-over-heels for the Captain's wife, and she's not happy about it. No one else has noticed, but you are a student of human nature (being non-human gives you a wonderful perspective for this sort of thing).

*Second Mate Gilling* - You don't like him. He has never given you any reason to dislike him, you just don't like him.

*Sarah Briggs* - High Priestess of Atlantis? Nice lady, she'd probably help you if it wasn't her duty not to. You will protect her from all harm unless it becomes your duty to harm her. But then, Gillmen have a weakness for attractive human females (it's a Gillman thing).

*Lizzie Briggs* - Dear child, but surprisingly silent. Spends a lot of time just staring, soaking everything up. Reminds you a bit of when you first stepped on land 5 years ago. She's absolutely unlike any three-year-old human in the world. Could it be just because she's so smart or are Atlantean magics at work here? She does not like fish, but you tend to like her anyway.

*The Four Johans* - The Mary Celeste's German seamen. You use last names because they're all called Johan (a common name, sort of like Bloop among your people). Volkert and Goodschaad are fine men and totally loyal to the Skipper and his family. You'd hate to oppose them, especially Volkert, he's one tough customer. Martens is crazy. He sees things. He's rattled you a few times with his talk of sea monsters, but he describes serpents not squids so you try to ignore him. You've had a few nightmares about kraken because of him.

Lorenzen hates you and it's mutual. He's loudly insulted your finest fish dinners and that is almost (not quite, but almost) justification for murdering the bastard.

*The Castaway* - No land in sight and she's in a canoe?! If this woman loves the sea that much you just have to talk to her. Better yet, you can smell fish in the pouch on her belt. You two could easily become friends.

*The Stowaway* - You have trouble keeping your objectivity here. Another case of the effect good-looking human women have on your kind. Still, you get good vibes from her.

*The Cat* - Nobody likes the cat, except you. How can you fault a creature that appreciates fish-heads?



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### RTLb STATs

STR: 7	Unarmed Combat: 7	Close Weapons: 9
DEX: 4*	Dodge: 5*	Thrown Weapons: 4
	Ranged Weapons: 4	
IQ: 5	Library Use 5	
WILL: 5	<i>The Skills above default to the STATs to their left.</i>	
PSI: 5		

\*Add 3 to your DEX and Dodge while in water.

### Skills/Abilities

*You are a Supernatural Creature.*

#### HIDEOUS VISAGE Level: 2

Category: *Influence*

**Effect:** Your very appearance is frightening. The first time a character sees you, he must make a FRIGHT check vs. 4 + your level. If he fails, he must avoid you for 10 minutes.

**Time to use:** Instantaneous

**# of Uses:** Once per character per game period.

#### DISGUISE TRUE NATURE Level: 2

Category: *Information*

**Effect:** You may appear as a normal human. Lower your level of Hideous Visage by 1 for each level of Disguise True Nature you have. This does not allow you a number of different disguises, only one that makes you seem human.

**Time to use:** Instantaneous **# of Uses:** Unlimited

**Other Constraints:** You may not use your "Disguise True Nature" if you are in sea water. While you are using this Ability, subtract 1 from your PSI.

#### NIGHT VISION

Category: *Information*

**Effect:** You can see in complete darkness.

**Time to use:** Instantaneous **# of Uses:** Unlimited

### GILLS

Category: *Medical*

**Effect:** You can breathe underwater. The cold and vast pressures of the deep do not affect you.

**Time to use:** Instantaneous **# of Uses:** Unlimited

**Other Constraints:** You can also breathe air.

### CRY FOR HELP

Category: *Miscellaneous*

**Effect:** You can communicate with your own kind over great distances, much as whales do. Just dive in the water and yell. 20 Gillmen will come to your aid in 10 minutes. Only your people know the importance of your mission so they will come even if it's a suicide mission (though only ten will come if you are facing a kraken).

**Time to use:** 5 Minutes **# of Uses:** Unlimited

**Other Constraints:** Remember that you cannot not use your "Disguise True Nature" if you are in sea water.

#### ARTIST/ARTISAN: Cook Fish Level: 5

Category: *Item Manipulation*

**Effect:** You are the best chef in the world so long as the main course is fish. Anything else and you are mediocre at best. To use this skill, tell a GM what you are going to attempt to do. The GM will assess the time required and the number you challenge against.

**Chance of Success:**

IQ + Ability Level	VS	Craft Complexity
10	VS	Varies

**Time to use:** Variable (ask GM) **# of Uses:** Unlimited



## Uli Morning Song

Shaman of the Bering Inuit

It began, as all difficult things do, with a vision. It began, as all unpleasant things do, with duty.

It began many years ago. The first time you saw the vision. Or two visions, or the same vision twice.

Raven, black and foul, and Dove, purest white, fought in the sky above the sea on the other side of the world. The first time you saw the vision, Raven summoned other black and foul things to his side.

Dove was not a warrior and she was caught unaware; Dove was overcome.

Raven's prize was the world, and the world became black and foul.

The second time Dove did not fight alone, White Bear came and fought at her side and together they destroyed Raven and the world was allowed to go on.

You know that in the vision you are White Bear. But who is Raven and who is Dove? The vision did not say, visions never do. To learn what you must learn you would have to go to meet Dove and Raven where they will do battle. You would have to go to the sea on the other side of the world.

You knew that the Great Ice was said to go across the world to another sea.

So you paddled your canoe north until the ice would let you go no further. Few could survive the journey you planned but your magic is strong. You asked White Bear to lend you his strength and then you slept.

You awoke with the sun on your face, floating in the sea with no land in sight. This must be the place.

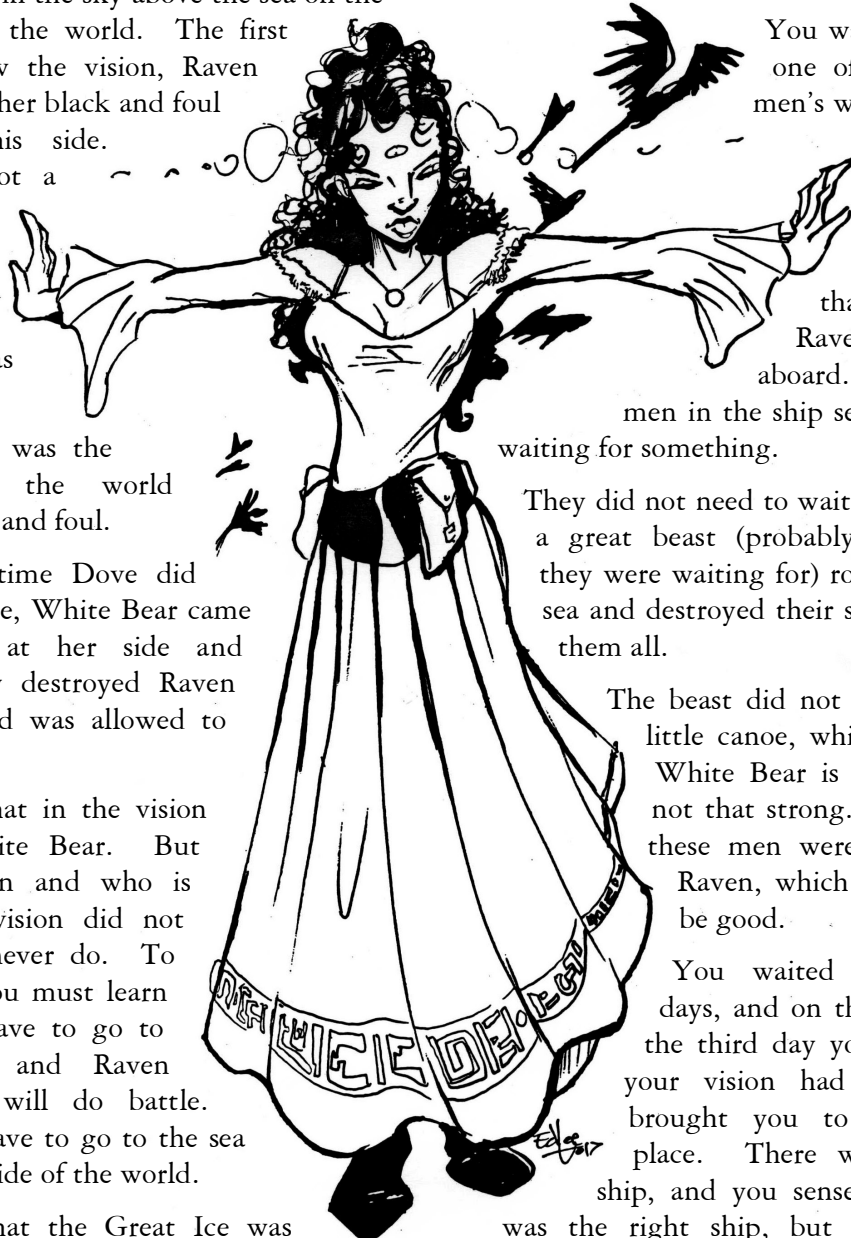
You waited. Soon one of the white men's wooden ships arrived.

Somehow you did not feel that Dove or Raven were aboard. But the men in the ship seemed to be waiting for something.

They did not need to wait long, when a great beast (probably not what they were waiting for) rose from the sea and destroyed their ship and ate them all.

The beast did not notice your little canoe, which is good. White Bear is strong, but not that strong. You hope these men were friends of Raven, which also would be good.

You waited two more days, and on the dawn for the third day you saw that your vision had not quite brought you to the right place. There was another ship, and you sensed that this was the right ship, but it was the horizon. They could not see or hear you, but



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you asked Eagle to lend you her eyes so you could see them.

There was a woman alone on the deck. After a moment's thought she took something that hung around her throat and threw it into the sea.

You somehow sensed that this was important to your vision. So you used your magic to retrieve the object. This was difficult because it was so far away, and it took all of your concentration, but eventually you had the object. It was a small golden thing on a golden chain, with so many sides it seemed round. And it sang with more power than you had ever felt in your life. Clearly it was important so you hid it with your magic.

Unfortunately, while you were busy with the little golden thing the ship sailed away.

Nothing is ever easy in a vision quest.

It seemed that you paddled after the ship half the day, falling ever farther behind. Finally you had enough of that nonsense. You used your magic to send the wind away.

It still took the rest of the day to catch the ship. You are in a foul mood, you are tired of your vision and what you have had to do for it. Still, you must carry on, and you must take care in dealing with these people. You are here to save the world, after all.

You have demanded to speak with "The Man in Charge." The white men will call him "Captain." From the tone of his voice when he ordered his sailors to help you aboard the Captain wants to speak to you too.

There is much you must learn - who was the woman you saw? You will need to speak with her. You must learn about everyone,

for one of these people is Dove and another is Raven. You sense that speaking with the Captain will be a good beginning. It is something you sense from the ship. White men put much pride in the ships they build, and the good ones have pride in the ships they command. You sense that pride here. Raven is on this ship, but this ship could never belong to Raven.

Still, you cannot put too much faith in the Captain. Even white men who thought they were good men have brought hardship to your people. They brought the whiskey that has destroyed many of your people. There is nothing worse than whiskey. Also, from what you know of white men you are sure that the captain drinks.

You have dealt with enough white men to know that you must give them what they expect. White men expect all your people to be foolish and ignorant. So, even though you are clever and wise you will act foolish and ignorant until you find people you can trust.

There is no longer any doubt that you have found the battleground for your vision. You sense power all about you. Some of these whites must carry their power in tokens, just as you store power in your little bear totem. Because you carry the golden item, and because it is so powerful, you cannot tell exactly where these little sources of magic are. You will learn more when you get closer to people.

This mighty magic item itself presents a problem. Is it Dove's or is it Raven's? What do you do with it, return it, keep it, destroy it? Also what has happened to this item? It feels odd, as if a spell has been cast on it. You have much to learn.

But, that is the way with visions.



## Goals At A Glance

Your vision has brought you to the Mary Celeste to save the world. You must aid Dove and her allies, destroy Raven and his minions; but first you have to find out who belongs to which side.

## Roleplaying Hint

You conceal your shrewdness by acting just as you have found white men expect you to act (think of all the bad movie portrayals of Eskimos, American Indians, and Africans you have seen). In truth you are a mystic, and with people you trust you sound a bit like the Inuit equivalent of Confucius. You are also very intense about your vision quest.

## Items

*Small Carved Polar Bear on a Rawhide Strap* - This is your totem, it stores much of your power. You can use it for 10 MANA during the game.

*A Many-Faceted Gilded Stone on a Gold Chain* - The mysterious item. Very powerful, VERY powerful. You have it magically hidden. While it could be used for MANA for spells, you have a feeling that it shouldn't be.

*Pouch of Dried Fish* - Lunch. You love fish.

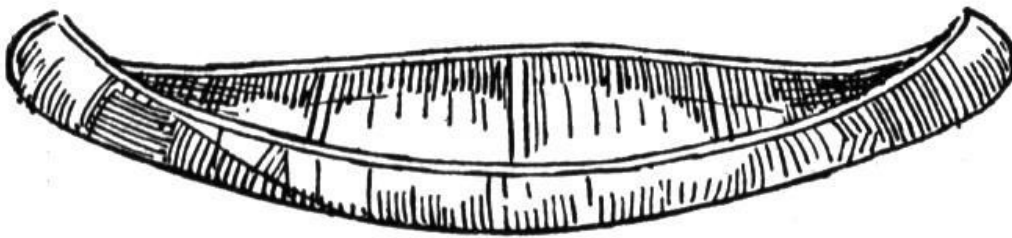
*Skinning Knife* - A hunting tool, but also useful if there is a fight. Not everything the white men brought is bad.

## Items Not On Your Person

*Canoe* - It's in bad shape after crossing half the world, but still floats. The sailors have tied it to the main hatch near their lifeboat.

*Paddle* - In canoe.

*Spear* - In canoe.



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### RTLb STATS

STR: 6	Unarmed Combat: 6	Close Weapons: 7
DEX: 5	Dodge: 7	Thrown Weapons: 5
	Ranged Weapons: 5*	
IQ: 6	Library Use 6	
WILL: 6	<i>The Skills above default to the STATS to their left.</i>	
MANA: 10		

\*You do not know how to shoot a gun, but you can use other ranged weapons, such as a bow... if there is a bow on board.

### Skills/Abilities

#### SCRY

Level: 1

Category: *Information*

**Effect:** Allows you to see a person, place, or thing, which you have encountered in the past. The less sure you are about the target's current position, the less information you will get. The information is presented in the form of a picture that the GM will describe (as if you were seeing it on television).

Chance of Success:

IQ + Ability Level + MANA Spent	VS	Varies
7 + MANA	VS	Varies

Time to cast: 10 minutes # of Uses: Unlimited

**Other Constraints:** If the GM has no additional knowledge or you fail the challenge, you will get the equivalent of a screen full of static. You must spend at least 1 MANA. Requires an object related to the target.

#### VISION SENSE Level: 2

Category: *Information*

**Effect:** You can tell if your actions are the right ones for your vision quest. Ask the GM a yes/no question about a possible course of action.

Time to use: Instantaneous

# of Uses: 1 question/level

**Other Constraints:** If the GM answers "I don't know," to the yes/no question, that question does not count.

#### SENSE MAGIC

Level: 3

Category: *Information*

**Effect:** You can sense if an item is magical or if a character has MANA.

Chance of Success:

IQ + Ability Level + MANA Spent	VS	Opponent's IQ
9+ MANA	VS	IQ

OR

IQ + Ability Level + MANA Spent	VS	Item Complexity
9+ MANA	VS	Varies

Time to cast: Instantaneous # of Uses: Unlimited

**Other Constraints:** You may not spend more MANA on this Spell than your Ability Level. If you fail, you may try again, but each retry adds 1 to your target number.

#### SPIRITUAL SPEAR Level: 3

Category: *Martial*

**Effect:** You may do Yellow Star damage to another character in combat that you can see. This damage cannot be defended against physically, but is affected by armor. The chance of success is not altered by target obscuration or from behind.

Time to cast: 1 Combat Round # of Uses: Unlimited

**Other Constraints:** Cost: 2 MANA per Yellow Star. Casting this requires a declaration of Combat.



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### **HEALING SPELL**

**Level: 1**

**Category:** *Medical*

**Effect:** You may remove a number of damage stars (of any color) from yourself or others. Can be cast as an action in combat. You must be touching your target.

**Time to cast:** Instantaneous      **# of Uses:** Unlimited

**Other Constraints:** Cost: 2 MANA per star healed.

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### **ST. ELMO'S FIRE**

**Category:** *Miscellaneous*

**Effect:** You can cover anything up to the size of the Mary Celeste with cold blue fire. This one used to drive white seal hunters crazy. In many ways this is your favorite spell.

**Time to cast:** 1 Minute      **# of Uses:** Unlimited

**Other Constraints:** Cost: 1 MANA. The fire has no in-game effect, except to produce a small amount of light.

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### **TALK TO SPIRITS**

**Level: 3**

**Category:** *Information*

**Effect:** You may talk to "the spirits." You can ask the spirits questions, command them, and so forth. The spirits are often capricious.

**Time to cast:** 1 Minute/Level + 1 Minute/MANA Spent

**# of Uses:** Unlimited

**Other Constraints:** While the spirits must answer your questions, they do not always provide useful advice or perform tasks you request. Costs 4 MANA. Requires 4 people.

### **HEAR SPIRITS**

**Category:** *Information*

**Effect:** You can hear all invisible beings in the current room. You cannot tell what they look like visible, but you can hear them.

**Time to use:** Instantaneous      **# of Uses:** Unlimited

**Other Constraints:** This does not work on inanimate objects.

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### **TRANSMOGRIFY: Become White Bear**

**Category:** *Miscellaneous*

**Effect:** You may temporarily become the White Bear, a supernatural creature. Use the White Bear Stats and Abilities below. You cannot use your normal Stats/Abilities when you are White Bear. Any damage taken to one form carries over to the other form.

**Time to cast:** 2 combat rounds      **# of Uses:** Unlimited

**Other Constraints:** Cost: 2 MANA. Duration: five minutes. You may keep the effect in place by spending additional MANA (this does not count as an action). If you Transmogrify as your combat action, then your next action has to be to Transmogrify as well. You are fully changed at the end of the second round.

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### WHITE BEAR STATS

STR: 9	Unarmed Combat: 9	Close Weapons: N/A
DEX: 5	Dodge: (Includes Large) 4	Thrown Weapons: N/A
	Ranged Weapons: N/A	
IQ: 4	Library Use N/A	<i>You are a Supernatural Creature.</i>
WILL: 2	<i>The Skills above default to the STATs to their left.</i>	

As the White Bear, you cannot talk.

### Skills/Abilities

*You are a Supernatural Creature.*

#### LARGE Level: 1

Category: *Martial, Defend*

**Effect:** You are much larger than a typical character. You are twice as large than a normal character. For each level of Large, subtract one from your Dodge. During combat, you may take a step that is proportional to your size. For example, since you have a Large of 1, you are 2 times the size of a normal character, subtract 1 from your Dodge, and take a step 2 times the normal size in combat.

**Time to use:** Instantaneous      **# of Uses:** Unlimited

#### FIERCE Level: 1

Category: *Martial*

**Effect:** After your first successful close weapons or unarmed attack of a combat, you may give your opponent a Blue Star of fear if you succeed in the check. This star lasts until the end of the combat.

**Chance of Success:**

STR + Ability Level	VS	Opponent's WILL
10	VS	WILL

**Time to use:** Instantaneous

**# of Uses:** Once per combat

**Other Constraints:** You can only attempt this once per opponent per combat.

#### POWER HITTER Level: 4

Category: *Martial*

**Effect:** You do an extra star of damage with unarmed combat.

**Time to use:** Instantaneous

**# of Uses:** Your Ability Level in any given combat.

**Other Constraints:** The extra damage will be of the same type you do normally. You do an extra Red Star of damage using Power Hitter

#### IMPERVIOUS TO PAIN Level: 4

Category: *Martial, Defend*

**Effect:** You can ignore a certain number of Red and Yellow Stars' effects (equal to your Ability Level) to your DEX, IQ, and WILL. The Stars still affect your STR, and you will still become incapacitated when your STR or effective WILL hits zero.

**Time to use:** Instantaneous

**# of Uses:** One Star per Level

#### TOUGH Level: 2

Category: *Martial Defend*

**Effect:** For each level of this aptitude, you may ignore one red or yellow damage star per combat round (not per attack).

**Time to use:** Instantaneous

**# of Uses:** 1 Star per level per combat round.

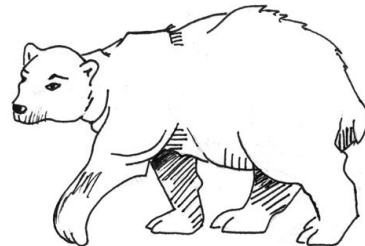
#### CLAWS

Category: *Martial*

**Effect:** You may do Red Stars of damage in Unarmed Combat.

**Time to use:** Instantaneous      **# of Uses:** Unlimited

**Other Constraints:** You may always choose to do Yellow Stars instead of Red.



# Dr. Amelia T. "Bermuda" Kangel

Temporal Historian

The "Stowaway"



You've been there, done that, and seen it all a couple of times. You have been up and down and around the time stream, searching for knowledge and good times. You're the best field operative the WCTU (World Community Temporal Union) has under contract.

You hold a day job as a history lecturer at the University of Hamilton in Bermuda, but you don't spend much of your own time there (barely enough to justify your own your nickname). In fact you don't spend much of you own time in your own time.

You've been trying to get this little junket to the Mary Celeste approved for years. You've always found this mystery fascinating. Which is part of the reason the WCTU has given you such a hard time, the Union is touchy about all history's great mysteries. It's an extension of the Union's motto "Never become the cause of the phenomenon you're studying."

The WCTU prefers not to be at fault for generating material for uncounted pulp paperbacks on the "occult." It's a rather silly attitude; if an agent is destined to go back and become the cause of a mystery, the theory of Absolute Time holds that this is going to happen no matter how reluctant the WCTU is to grant a permit.

Anyway, you're always careful. Not so

careful that you miss all the fun, but careful. Admittedly, you aren't a stickler for regulations. You enjoy a little illicit souvenir collecting now and then (the 7 ton bell that mysteriously disappeared from Chicago's Columbia exposition of 1893 is in your garden). But you're always careful.

What finally got the Union to approve your voyage is a rumor that the Committee Against Real Time (CART) also has some interest in the Mary Celeste. Just a rumor; somebody told somebody that they overheard something that somebody else thought somebody might have said. This is enough to alert the WCTU, which has a policy of ruining CART's whole day every chance they get, and who can blame them?

You certainly hope it's just a rumor. You've tangled with CART a few times and they are definitely not nice people. During the Holy Grail caper you got away with your life and the cup (this one you turned over to a museum) but you lost two very dear friends and the bad guys got away. The mastermind behind the whole thing is a Nazi creep named Septimus Goring, a shadowy figure you never saw. You

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don't like CART at all. Their claim that they shot Lincoln is a crock, too. You were there and CART wasn't (though you often wonder what would have happened if you hadn't had that last round of drinks with Lincoln's body guard).

Anyway, the Union wants you to watch out for CART agents so you will. But mainly you are here to find out what happened to the Mary Celeste.

Getting aboard wasn't any problem. The computers tracked the vessel's likely position and you just popped in. One second you were at WCTU's Master Control in New York and the next second (well, another second anyway) you were in the storage area in the forecandle of the Mary Celeste- nice shot!

You were trying to think of a delicate way to make your presence known when the problem was solved for you. You must have made some noise because the First Mate (Albert Richardson, according to the ship's roster) came to check out the forecandle and surprised you. Surprised *you*? The look on his face was worth the trip alone!

Well, once he got over the shock, and polite introductions were completed ("Who in God's name are you?!" "Dr. Amelia Rangel." "What are you doing here?" "It's a long story.") Richardson settled down enough to appraise the situation. Got a real appraising eye, this Richardson has. Creep. Not that you can blame him too much. He's been at sea for a month with only the Captain's wife to look at. He's kinda cute, actually.

So far you haven't been searched (because you're a woman, there are advantages to dealing with 19<sup>th</sup> century chauvinists). Just in case, you've hidden the only anachronistic piece of equipment you're carrying. You have an old WCTU Enforcement Division Zapper. Point and fire and your target (or whatever you accidentally happen to hit) is popped off to somewhere/when else. Where and when is a carefully guarded WCTU secret, but isn't a nice place. Using a Zapper on a human is a Capital Offense. Ironically, if you simply shoot someone, the WCTU just frowns on you as a gun is not a temporal device and not under WCTU jurisdiction. Anyway, you've got a black-market model and you don't know what condition it's really in, so you don't plan on using the thing unless absolutely necessary.

Funny, did you hear someone cry for help while you were hiding your Zapper? Nah, just your imagination. Funny, you imagined the voice sounded tipsy.

You'll get your Zapper back later when things are more secure. In the meantime you still have your Navy Colt in the shoulder rig and, more important, your hip flask.

You don't have much time to think up a story but that doesn't matter. You can tell these people just about anything and it won't be important to history, they are all going to disappear soon. This suddenly poses a moral dilemma for you.

Richardson led you out onto the deck and you got your first look at your research subjects. Up until now they had all been just names from old records. But on the deck of the Mary Celeste you found people. Doomed people. It seems terribly unfair and the weight of this unfairness suddenly fell on you like a ton of bricks. Like the weight of history.

You intend to stay as long as it takes to learn what you've come to learn, then with a thought you're back at WCTU HQ in New York. But these people aren't going to escape so easily. They aren't going to escape at all.

What can you do? You can't warn them, and you certainly can't intervene. Not unless you want this to be your last time jaunt. Pulling your license is the least the WCTU will do to you for a stunt like that. The worst is something you don't like thinking about; WCTU Enforcement has people who do like thinking about that sort of thing. It probably doesn't matter, anyway. If Absolute Time is correct, then there is nothing you can do to change things. And if Absolute Time is wrong? Then by saving anyone from the Mary Celeste you may wreck the whole Universe-As-You-Know-It.

All you know about these people is their names. There's Captain Briggs and his wife Sarah. First Mate Richardson you've met, the Second Mate's name is Dane Gilling. The cook is Albert Head, and the rest of the crew is four Germans named Volkert, Martens, Goodschat, and Lorenzen (the records are vague



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about their last names, one of them is Johan but it isn't clear which one). Just names. Except now each name has a person to go with it.

The bitch is you'll have to get to know them as well as you can. This'll shoot your objectivity all to Hell, but to understand what happened (will happen) on the Mary Celeste, you'll probably need to understand who it happens to.

You noticed you were being studied by a small child. This must be Briggs's daughter Elizabeth. Examined is the word. She made you feel like a bug under a magnifying glass. Those eyes! These are not the eyes of a three-year-old. Clearly, the world will lose a little genius when whatever happens to Elizabeth Briggs.

You have to get these maudlin thoughts out of your head. It shouldn't be too hard for you; you've always managed to have a few laughs even in the face of impending doom.

On the other hand, that was always your own doom and you always knew you'd find a way out.

You expected to be taken directly to the Captain but he's busy. Apparently they've just pulled an Eskimo in a canoe aboard. Wow, this was not mentioned in any of the records! You have just got to talk to this woman.

But first Albert Richardson has got to talk to you. You might as well start with him. Be friendly, you'll need to make friends or you'll spend this short voyage locked in a cabin. You wonder if Richardson likes whiskey?

### **Goals At A Glance**

Learn what happened, observe everything. Keep an eye out for CART agents and ruin whatever plans they have. Your duty is to preserve the past, but this presents a moral dilemma - can you leave everyone on the Mary Celeste to their tragic fate? Try stay out of too much trouble (a very flexible goal). Have a good time.

### **Roleplaying Hint**

Play Bermuda Rangel as if she were the twin sister of... of... um... that Harrison Ford character. You know, the one with the whip... the Archaeologist? Found the Ark of the Covenant. And the Holy Grail. You know the one, right?

### **Items**

*Navy Colt* - In your concealed shoulder holster. Loaded with 5 shots.

*Hip Flask* - Contains one half-pint of the finest Canadian rye whiskey.

*Bobby Pin* - All-purpose escape tool. Saved your life more times than you can remember, and it's so inconspicuous that it's never noticed during a search.

### **Items Not On Your Person**

*Strange Pistol-Like Device* - This is your Zapper. It's hidden behind a chest in the forecandle.

### **The Other Characters**

You have done enough research to know their names, but you have not met any of these people except Richardson.

*Captain Benjamin Briggs* - Supposedly a good Captain. Master of the Mary Celeste.

*Sarah Briggs* - The captain's wife.

*Lizzie Briggs* - The captain's daughter. You know she isn't a teenager yet, but you aren't certain how old she is.

*First Mate Richardson* - You met him for the first time when he discovered you in the forecandle. He's supposed to have sailed with the Captain many times.



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*Second Mate Gilling* – An able seaman without a distinguished record.

*The Four Jobans*- The Mary Celeste's German seamen. You were unable to find out much about them.

*The Ship's Cook* – His name has been completely forgotten by history. However, the log book that was recovered mentioned that he was an excellent cook of fish. You look forward to a fine fish dinner tonight.

*The Cat* – While the history books didn't mention a ship's cat, it could have just been a small detail they glossed over. Then again, there is something strange about the cat that you cannot put your finger on.

*Anyone else* – They were not mentioned in any history books you've ever read.

### RTLb STATS

STR:	6	Unarmed Combat:	8	Close Weapons:	8
DEX:	6	Dodge:	8	Thrown Weapons:	7
		Ranged Weapons:	9		
IQ:	5	Library Use	5		
WILL:	5	<i>The Skills above default to the STATS to their left.</i>			

### Skills/Abilities

**PICK LOCK**      Level: 1      Ability Rating: 7

Category: *Item Manipulation*

**Effect:** You can open locks. These can be door locks, padlocks, combination locks, handcuffs, or any lock that uses a key.

**Chance of Success:**

DEX + Ability Level	VS	Lock Complexity
7	VS	Varies

**Time to use:** 5 minutes      **# of Uses:** Unlimited

**Other Constraints:** Without lockpicks (such as a hairpin), your skill is at a -2. If you fail, add 1 to the lock complexity.

**ESCAPE ARTIST**      Level: 3  
Ability Rating: 9

Category: *Item Manipulation*

**Effect:** You can escape from personal restraints (ropes, handcuffs, and the like).

**Chance of Success:**

DEX + Ability Level	VS	Restraint Complexity
9	VS	Varies

**Time to use:** Varies      **# of Uses:** Unlimited

**Other Constraints:** This can only be used on personal restraints (ropes, handcuffs, etc.) Does not apply to picking the lock on the cell door. If you fail you may try again, but add +1 to the Restraint Complexity.

**HOLD YOUR ALCOHOL**      Level: 3

Category: *Miscellaneous*

**Effect:** You ignore all negative effects of some of the Blue Stars you receive due to alcohol or drugs. You ignore the effects of 1 Star per level of Aptitude.

**Time to use:** Instantaneous      **# of Uses:** 1 Star/Level

### TEMPORAL RECALL

Category: *Item Manipulation, Defend*

**Effect:** You may simply leave and return to your own time. Doing so counts as a combat action; you leave at the end of the combat round. Your time machine is back in New York and it fills 3 large rooms. You have a Recall Device implanted behind your left ear, so all you have to do is think about going home and you return to 21<sup>st</sup> century New York. Note that it took a lot of wrangling to get this time jaunt and using the Recall Device probably means you won't be coming back. There is also an emergency function that automatically activates the circuit if the device is tampered with.

**Time to use:** Instantaneous      **# of Uses:** Unlimited

### GOOD EARS

Category: *Information*

**Effect:** You can hear all invisible beings in the current room. You cannot tell what they look like visible, but you can hear them.

**Time to use:** Instantaneous      **# of Uses:** Unlimited

**Other Constraints:** This does not work on inanimate objects.



# Argent

## Baby Dragon

You were once a pet of the Seelie Court of Faerie, a pet kept for ornamental purposes only. You were fed, groomed, and ignored. Fey Elves are barely capable of showing each other affection, caring for a pet would be inconceivable. You might as well have been furniture.

You, on the other hand, are quite capable of caring for others, if you only could find someone worth caring for. In fact, for your kind this is a need, what use is a good dragon without a cause?

You have pledged yourself to Princess Eleziane. Being the product of a typically Elven upbringing (spoiled snobbish, self-centered, and self-involved) she has probably never given you a second thought. But you felt for her. The Princess was born sickly and (worse yet) magically weak. For a Princess of the Fey to be anything but perfect is considered scandalous, and Eleziane was shunned. How could anyone not feel for such a lonely little girl?

Besides, the Princess was kind to you. She would scratch you behind the ears; sometimes she would even talk to you. She might not even remember you, but the Princess has shown you more attention than anyone you have known.

Regretfully, the Seelie Court would not put up with an imperfect Princess for long. Three months ago Princess Eleziane was sent among humans as a changeling for a three-year-old named Lizzie Briggs. You have missed her.

Yesterday there were great changes in the Seelie court. The King (Eleziane's father) died mysteriously. Duke Thantor, an unfeeling scoundrel even by Elven standards, has taken control. But he needs Eleziane to hold power - he would be regent, she would be his pawn as

Queen. An expedition to retrieve the Princess is being prepared.

Clearly, the Princess' desires are not a factor in Thantor's plans. She will need someone loyal to stand with her. So you have decided to go among the humans to stand at the Princess' side.

This was a difficult decision. It was nothing to break your chain and make the "crossing" from Faerie. But the "crossing" is one way; you do not have your own way back to Faerie. And humans scare you to death!

For as long as you can remember you have been taught how humans drove dragonkind from the Earth; how they all bear great steel weapons and kill dragons on sight. To go to the Princess, you must face your greatest fear.

You arrive in the sea beside the Mary Celeste; naked and shivering in your human form (your weakest form). You hope to be taken aboard where the Princess is hiding as Lizzie Briggs. At your first opportunity you will reveal yourself to the Princess, then you will follow her orders.

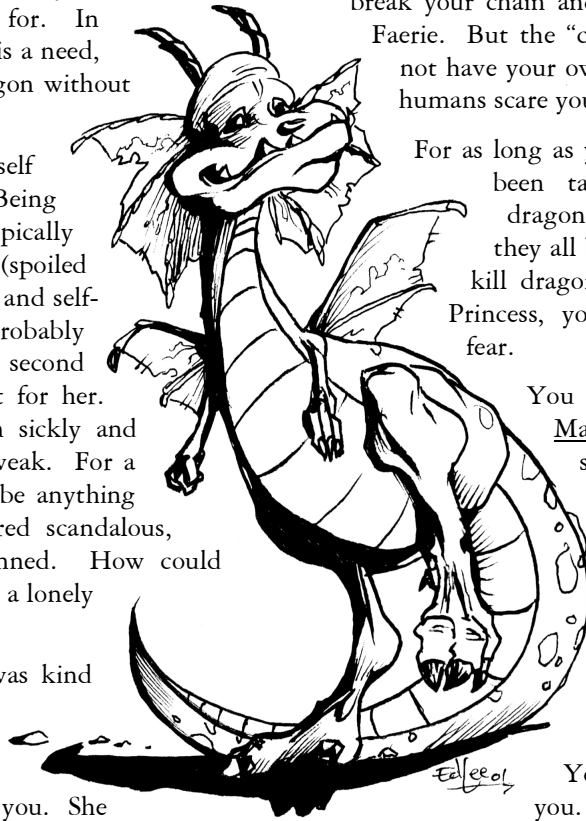
You hope she will appreciate you. You also hope she remembers you.

### Goals At A Glance

Find out what the Princess desires and see to it that she gets it. Protect her. Beware of the humans and do not let them slaughter you.

### Roleplaying Hint

You are a product of Elvish society, the most arrogant society ever (real or imagined) and it shows. You also have a child's need to be loved and a good dog's sense of blind loyalty, though pride forbids you ever show any of this. You also are scared to death of humans.



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### The Other Characters

*Lizzie Briggs* – Secretly a changeling from Faerie. She was the only person to ever show you kindness. You hope that she will remember you.

#### RTLb STATS: Boy Form

STR: 3	Unarmed Combat: 3	Close Weapons: 3
DEX: 5	Dodge: (Includes Tiny) 6	Thrown Weapons: 6
	Ranged Weapons: 5*	
IQ: 5	Library Use 5	<i>You are a Supernatural Creature.</i>
WILL: 5	<i>The Skills above default to the STATs to their left.</i>	

\*You do not know how to use a gun, but you could use a bow if one were available on the boat.

#### Skills/Abilities: Boy Form

*You are a Supernatural Creature.*

**TINY** **Level: 1**

Category: *Martial, Defend*

Effect: You are much smaller than a typical character. You are half the size of a normal character. For each level of Tiny, add one to your Dodge. During combat, you take half a normal step.

#### SHAPESHIFTER

**Level: 3**

Category: *Miscellaneous*

Effect: You have three different forms into which you can change.

Time to use: 2 Combat Rounds # of Uses: Unlimited

Other Constraints: It takes 2 Combat Rounds to change forms. All forms of a shapeshifter are supernatural creatures. Any damage you take in one form carries over to your other forms.

#### RTLb STATS: Fuzzy Lap Dog Form

STR: 3	Unarmed Combat: 5	Close Weapons: N/A
DEX: 6	Dodge: (Includes Tiny) 9	Thrown Weapons: N/A
	Ranged Weapons: N/A	
IQ: 5	Library Use 5	<i>You are a Supernatural Creature.</i>
WILL: 5	<i>The Skills above default to the STATs to their left.</i>	

You may not talk in your dog form, but you may bark.

#### Skills/Abilities: Fuzzy Lap Dog Form

*You are a Supernatural Creature.*

**TINY** **Level: 3**

Category: *Martial, Defend*

Effect: You are one quarter the size of a normal character. For each level of Tiny, add one to your Dodge. During combat, you take one quarter of a normal step.

#### PAWS

Category: *Item Manipulation*

Effect: You cannot wield weapons or use tools. You may not use any Ability that requires weapons, or tools. Your Close Weapons Ability Rating defaults to 0, and you may not spend points to raise it. You may still carry objects, but you cannot use them in a meaningful way.

#### BITE

Category: *Martial*

Effect: You may do Red Stars of damage in Unarmed Combat.

Time to use: Instantaneous # of Uses: Unlimited

Other Constraints: You may always choose to do Yellow Stars instead of Red.

#### SHAPESHIFTER

**Level: 3**

Category: *Miscellaneous*

Effect: You have three different forms into which you can change.

Time to use: 2 Combat Rounds # of Uses: Unlimited

Other Constraints: It takes 2 Combat Rounds to change forms. All forms of a shapeshifter are supernatural creatures. Any damage you take in one form carries over to your other forms.



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**RTLb STATS: Dragon Form**

STR: 7	Unarmed Combat: 7	Close Weapons: N/A
DEX: 6	Dodge: 9	Thrown Weapons: N/A
	Ranged Weapons: N/A	
IQ: 5	Library Use 5	<b><i>You are a Supernatural Creature.</i></b>
WILL: 6	<i>The Skills above default to the STATS to their left.</i>	

**Skills/Abilities: Dragon Form**

*You are a Supernatural Creature.*

**PAWS**

*Category: Item Manipulation*

**Effect:** You cannot wield weapons or use tools. You may not use any Ability that requires weapons, or tools. Your Close Weapons Ability Rating defaults to 0, and you may not spend points to raise it. You may still carry objects, but you cannot use them in a meaningful way.

**BITE**

*Category: Martial*

**Effect:** You may do Red Stars of damage in Unarmed Combat.

**Time to use:** Instantaneous      **# of Uses:** Unlimited

**Other Constraints:** You may always choose to do Yellow Stars instead of Red.

**NATURAL ARMOR** **Level: 1**

*Category: Martial*

**Effect:** Your skin is thick. Subtract your Ability Level from the number of Red or Yellow Stars you take from each hit you take in combat. You only take the damage remaining after the subtraction.

**Time to use:** Instantaneous      **# of Uses:** Unlimited

**SHAPESHIFTER** **Level: 3**

*Category: Miscellaneous*

**Effect:** You have three different forms into which you can change.

**Time to use:** 2 Combat Rounds      **# of Uses:** Unlimited

**Other Constraints:** It takes 2 Combat Rounds to change forms. All forms of a shapeshifter are supernatural creatures. Any damage you take in one form carries over to your other forms.

**FIRE BREATH** **Level: 2**

*Category: Martial*

**Effect:** You may do 3 Red Stars of damage to another character that you can see. This is just like a Ranged Weapons attack.

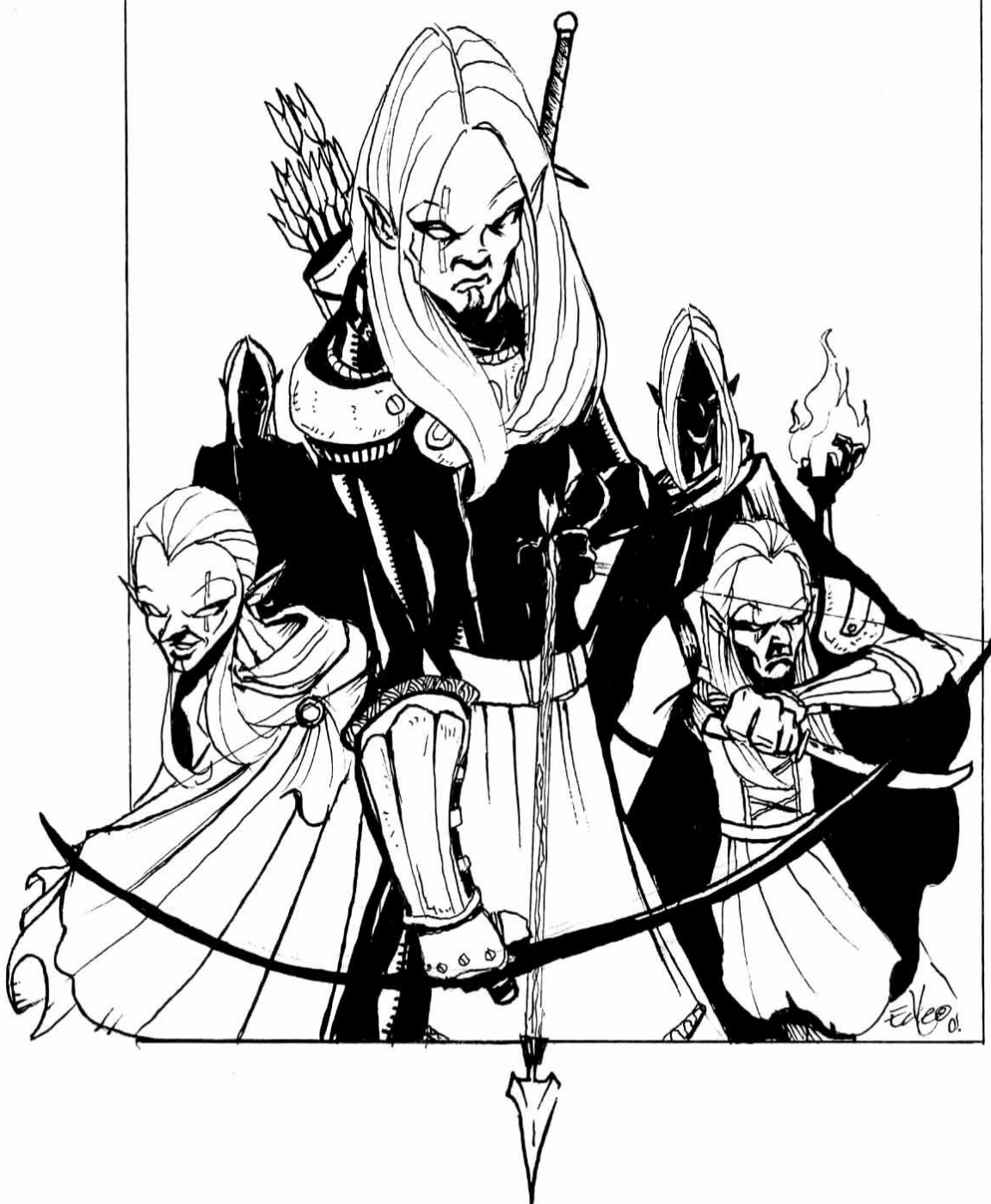
**Chance of Success:**

DEX + Ability Level	VS	Opponent's Dodge
8	VS	Dodge

**Time to cast:** 1 Combat Round

**# of Uses:** Unlimited

*The Final Voyage of the Mary Celeste*



## *Dorothy Enemoratta*

### **Shipwrecked Succubus**

For over a thousand years you have been luring men's souls to Hell with lust. Not that you'd admit this out loud, a lady has a right to keep her age private.

Lawmen, clergymen, men in general; none are safe from your temptations. Well, there are two exceptions. There's Johan Goodschad and Johan Volkert. Goodschad's a ghost and Volkert's a vampire and they've been dead so long that wherever their souls are (and if Heaven or Hell knows they aren't telling) that place is out of your reach.

This is nice. Nice isn't a word you're comfortable using, but Goodschad and Volkert are nice. It's good to be with men you don't have to "go to work on."

You've been running into Goodschad and Volkert on the road for years. Mostly it's been fun; Mandalay, Zanzibar, Rio (well... Rio, Rio was the pits). Unfortunately, they are both in love with you (not your fault, honest, it was their own idea!) Worse yet, Volkert thinks you love only him. So does Goodschad (really, you didn't do it, honest!). They are both dears, but after a short while they begin to fight over you. Normally you like this sort of thing, but you can't bear to see Volkert and Goodschad fight. So you end up leaving, for their own good. This is unusual behavior for you, but you've grown accustomed to the unaccustomed when Volkert and Goodschad are concerned.

Currently you are on vacation, your first this century. You are taking some time off from lust; you are bored to tears with lust. Of course your "boss," not being a real fun guy, doesn't fully comprehend vacations. You are free from lust but you are expected to watch over other sins.

You went to sea on the pirate vessel Scurvy Dog as "the Captain's Lady" (Captain Valerio would just die if anyone found out you wouldn't actually let him touch you!) Light work, you just had to watch the crew and make sure none of them strayed from the path and did something good (no danger of that).

Then Valerio took a contract from some German. The Scurvy Dog was to intercept the Mary Celeste and kill everyone. This should have been a simple job, except for the giant squid. While the Scurvy Dog lay in wait some huge (and you mean **huge**!) thing with lots of arms attacked, wrecked the ship, and ate everyone. At least none of them died in a state of grace.

So you clung to a bit of floating wreckage, waiting for rescue and getting your best red dress ruined. Finally a ship picked you up. Naturally, it was the Mary Celeste.

This could be fun, after all. Firstly, Goodschad and Volkert are aboard. My, you do tend to run into each other in the oddest places! It's been a while, so it will be good to see them, until they start fighting. Just remember that they think you are a witch, they wouldn't take the truth well at all.

Just to make things really fun there are all manner of delicious feelings in-the air. You can sense heinous evil. You can also sense noble good (probably from Volkert and Goodschad).

**Note:** You start the game in the water outside the boat. You will have to get picked up first.

### **Goals At A Glance**

Enjoy a nice visit with Goodschad and Volkert (until the fighting begins). Find the wicked and righteous; keep the wicked on the proper path, keep the righteous from dying in a state of grace if you have to, tempt them into sin if you can (not that you'll work at it, you are on vacation after all). Avoid lust (oh, how you are sick of lust!)

### **Roleplaying Hint**

Dorothy Lamour is no longer available, so if this were a movie instead of a game the part would go to Joan Collins. You are a heartless bitch pretending to be a bitch with a heart of gold.

### **The Other Characters**

*Johann Volkert and Johann Goodschad* – Two friends whom you keep running into. They are such dears, right up to the minute that they keep fighting about you. You try to be nice to them, but when they start fighting, it's time to go.



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*Able Fosdyke* – He was a mate on the Scurvy Dog. He also managed to survive the giant squid attack, somehow. He's not a very nice fellow, and if he leers at you once more, you swear you are going to drown him!

*Everyone Else* – You sense great evil here. No, wait, great good. Nooo... There is definitely more than one greatly evil presence here. Except... there are several greatly good presences, too. Hmm. You'll have to get to know these people better.

### RTLb STATs

STR:	7	Unarmed Combat:	7	Close Weapons:	7
DEX:	7	Dodge:	8	Thrown Weapons:	7
		Ranged Weapons:	5		
IQ:	5	Library Use	5		
WILL:	7	<i>The Skills above default to the STATs to their left.</i>			
PSI:	6				

*You are a Supernatural Creature.*

### Skills/Abilities

**HIDEOUS VISAGE** Level: 2

Category: *Influence*

Effect: Your very appearance is frightening. The first time a character sees you, he must make a FRIGHT check vs. 4 + your level. If he fails, he must avoid you for 10 minutes.

Time to use: Instantaneous

# of Uses: Once per character per game period.

**DISGUISE TRUE NATURE** Level: 2

Category: *Information*

Effect: You may appear as a normal human. Lower your level of Hideous Visage by 1 for each level of Disguise True Nature you have. This does not allow you a number of different disguises, only one that makes you seem human.

Time to use: Instantaneous # of Uses: Unlimited

Other Constraints: While you are using this Ability, subtract 1 from your PSI.

### CLAWS

Category: *Martial*

Effect: You may do Red Stars of damage in Unarmed Combat. When disguised, your claws look like long fingernails painted red. You may always choose to do Yellow Stars instead of Red.

Time to use: Instantaneous # of Uses: Unlimited

**TOUGH** Level: 2

Category: *Martial Defend*

Effect: For each level of this aptitude, you may ignore one red or yellow damage star per combat round (not per attack).

Time to use: Instantaneous

# of Uses: 1 Star per level per combat round.

**DETECT LIE** Level: 1 Ability Rating: 7

Category: *Information*

Effect: You can tell if a given statement was a lie. Use this just after the statement was made.

Chance of Success:

PSI + Ability Level	VS	Opponent's WILL
7 (6)*	VS	WILL

Time to use: Instantaneous # of Uses: Unlimited

Other Constraints: If you fail, you cannot retry on that specific statement unless your target says it again. You may only use this once per character.

**DETECT GOOD AND EVIL** Level: 2

Ability Rating: 8

Category: *Information*

Effect: After talking to someone for 5 minutes, you can sense if he is good or evil. The player must tell you if the character is good, evil, or neutral (a normal human with normal desires is neutral).

Chance of Success:

PSI + Ability Level	VS	Opponent's WILL
8 (7)*	VS	WILL

Time to use: Instantaneous Uses: One per character

Other Constraints: If you fail, you get a result of neutral. You may only try this once per character. If the player isn't sure, ask a GM.

**KNOW GREATEST DESIRE** Level: 1

Ability Rating: 7

Category: *Information*

Effect: After talking to a male character for 5 minutes, you can sense his greatest desire. The player must tell you the thing his character most desires.

Chance of Success:

PSI + Ability Level	VS	Opponent's WILL
7 (6)*	VS	WILL

Time to use: Instantaneous Uses: One per character

Other Constraints: You may only try this once per character. If the player isn't sure, ask a GM.

\*Subtract 1 from this Ability if you are Disguising Your True Nature.



# Captain Robert McLellan

## The Ghost of the Mary Celeste



of the danger.  
became wary of

To your surprise you were partially successful, Martens heard you and the visions he was being sent.

You were the Mary Celeste's first master, but you never sailed as her Captain. Forty-eight hours before her maiden voyage, you died of pneumonia. That was 1861. Ever since, both you and the Mary Celeste have been cursed.

For the Mary Celeste, this has meant crashing into something on every voyage. For you, it has not been bad at all. You have not gone on to Heaven or Hell, but you have not been part of the Earth either. You cannot see the comings and goings of the living, all you are aware of is the Mary Celeste herself, and occasionally you can sense dreams as the mortals aboard sleep. It has been a very relaxed but not at all a bad way to spend eternity.

Then a threat to the ship – perhaps the whole world – came aboard. You sensed another spirit, a very old and evil spirit. You see him as a great black raven - he calls himself Yclept and he is an ancient magician from lost Atlantis (you do not understand how this is, but you know it is true). You could only sense the spirit, he has possessed the body of a crewman but you cannot see whom.

Yclept, the raven, has been trying to subvert another crewman, seaman Martens, by speaking to Martens in dreams. You tried to speak to Martens as well, to warn him

Then the evil magician surprised you. With some unholy spell he trapped you inside an empty bottle, you think. Wow! Whatever was in the bottle sure was great stuff! You may be trapped but you haven't felt this good since you died! Woo-hoo!

Now that you are free, you almost feel alive. You are aware of everything that is going on around you, and you can even move objects, though only things lighter than 1/2 pound. Also, some of those aboard are aware of you. Unfortunately, whatever was in the bottle may have invigorated you, but it has also affected your senses. You feel great, but your head is swimming, you are giddy and have trouble concentrating. You also have an uncontrollable case of the hiccoughs! Good stuff, urp! Wow!

### Roleplaying Hint

You have a great duty to perform, for the ship, the crew, and possibly the world. Yclept must be found and stopped. Unfortunately, you are invisible and insubstantial. You are also drunk as a monkey with a skin full. You start the game with 3 Blue Stars of Alcohol. You lose 1 Blue Star every half-hour.

### The Other Characters

*Seaman Goodschad* - He can see and hear you because he is also a ghost (you don't understand this, you also don't understand why he is solid, but you sense you can trust him).

*Seaman Volkert* - He is also dead but he is not a ghost. You do not understand this and it frightens you. He cannot see or hear you, but he can see Goodschad just fine.

*Miss Rangel, The Stowaway* - Somehow she can hear you.

*Mate Gilling* - He also seems to be able to hear you.



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*Seaman Martens* – He can hear you. However, since he also claims to hear angels, sea monsters, and fairies, he isn't taken too seriously. Regardless, Yclept is trying to subvert him.

*Uli Morning Song* - The castaway is a powerful magician. You can speak to her. She has come a long way. Raven is her enemy and you must help her.

*Lizzie Briggs* - Somehow the child seems to sense you are there, though she cannot see or hear you.

### RTLb STATS

STR: 5	Unarmed Combat: N/A	Close Weapons: N/A
DEX: 5	Dodge: 5	Thrown Weapons: N/A
	Ranged Weapons: N/A	
IQ: 5	Library Use 5	<i>You are a Supernatural Creature.</i>
WILL: 5	<i>The Skills above default to the STATs to their left.</i>	

### Skills/Abilities

*You are a Supernatural Creature.*

#### SEE INVISIBLE

Category: *Information*

Effect: You can see all invisible beings in the current room.

Time to use: Instantaneous      # of Uses: Unlimited

Other Constraints: This does not work on inanimate objects.

#### INCORPOREAL

Category: *Item Manipulation*

Effect: You are incorporeal and you pass through objects. You cannot be physically touched, but you may not hold any items.

Time to use: Instantaneous      # of Uses: Unlimited

Other Constraints: While Incorporeal, you gain the Immune To Physical Attacks Ability. Your clothes become incorporeal when you do (but items and jewelry do not).

#### INVISIBILITY

Category: *Miscellaneous*

Effect: You are invisible to all normal human senses.

Time to use: Permanent      # of Uses: Unlimited

### IMMUNE TO PHYSICAL ATTACKS

Category: *Martial*

Effect: You can only be harmed by Spells, Psionic Abilities, and Supernatural Abilities. You take no damage from other Abilities.

Time to use: Instantaneous      # of Uses: Unlimited

Other Constraints: You also take damage from magical, psionic, and supernatural items.

#### POLTERGEIST Level: 1      Ability Rating: 6

Category: *Item Manipulation*

Effect: You may move an object with your mind. Your weight limit is 20 pounds/level. The object cannot move faster than a slow walk, except for short bursts of speed (for example in combat).

Chance of Success To Hit Someone With the Object:

WILL + Ability Level	VS	Opponent's Dodge
6	VS	Dodge

Time to use: Instantaneous.

# of Uses: 10 minutes per game total, even if you move many different objects.

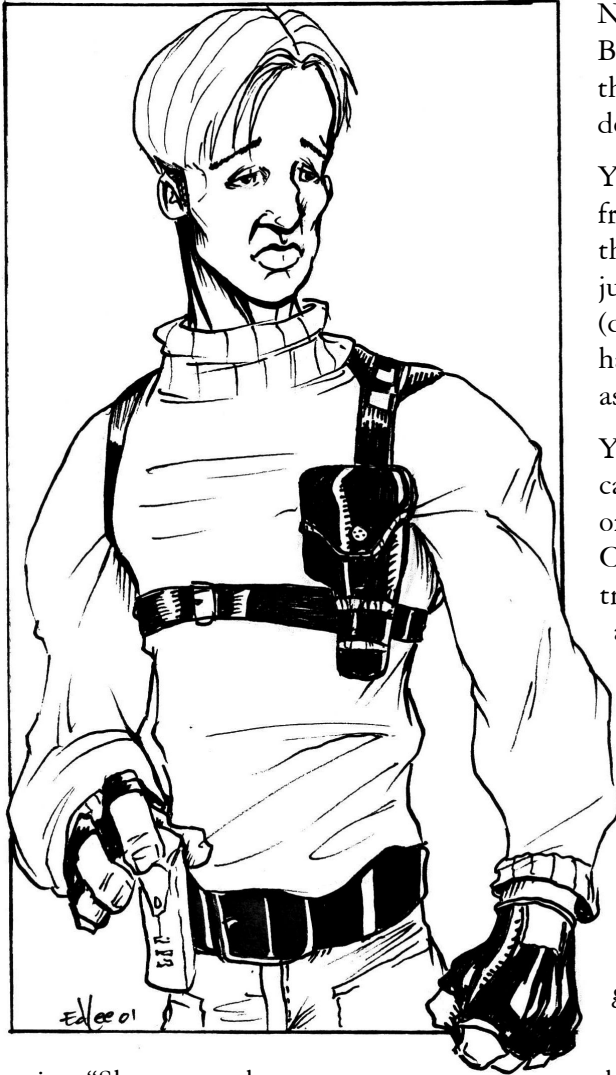
Other Constraints: The object does normal damage in combat as if it were wielded with someone of STR equal to your Ability Rating. You may attempt an extraordinary feat by taking 1 Backlash to double your weight limit for 30 seconds. This doubling is cumulative, so if you were to take 2 Backlash, your weight limit would be 4 times normal. (Backlash is a Red Star of damage that can only be healed by magical means.)

Note that use of this Ability may require a GM or an out-of-character player to move the object.



## *Very Special Agent Brock Port*

FBI, Occult Investigations Division



Not a lot of people know it, but the Federal Bureau of Investigation has been looking into the paranormal for years. The Bureau doesn't want a lot of people to know it.

You are the bureau's ace spook hunter, the front man versus ghosties, ghoulies and things that go bump in the night. You've just finished up a particularly nasty job (demons, you hate demons) and your boss has "rewarded" you with a nice relaxed desk assignment. You'd prefer demons.

Your assignment was to trace something called the "Soulstone of Atlantis," some kind of artifact. The paper trail ended around the Civil War, and it looked as if you'd never trace the damn thing (and thus never get away from your damn desk). You didn't have to recover the thing – that would be impossible – but you did have to find out what happened to it.

So you called up all the favors you were owed and got the rarest of perks. You got an interview with the government's genie.

One question, one wish. Keep it simple, get it right the first time. Right!

"Ok, Smokey, here goes," you told the happened to the Soulstone of Atlantis."

genie. "Show me what

"You got it Chief!" said Smokey, grinning. Nothing good happens when the genie grins.

The next thing you knew you fell out of mid air, ten feet to the deck of a ship. Looks to be in the late 1800s, over one hundred years in the past.

God, you hate desk assignments!

### **Items**

*Federal Agent's ID*

*Pistol - Your Beretta 9mm*

*Extra magazine - silver bullets*

## Goals At A Glance

Find out where you are, find out how to get home, and hope the locals don't burn you at the stake. Find out what happened to the stupid Soulstone, or your boss will send you back to your desk until the assignment's complete.

## Roleplaying Hint

You have seen so much that nothing phases you anymore, things that terrify most people just piss you off. You are tough, very tough, but also a total professional. Think Jack Webb, with a degree in parapsychology and a bad attitude.

## RTLB STATs

STR: 6	Unarmed Combat: 7	Close Weapons: 8
DEX: 6	Dodge: 7	Thrown Weapons: 7
	Ranged Weapons: 9	
IQ: 5	Library Use 6	
WILL: 6	<i>The Skills above default to the STATs to their left.</i>	

## Skills/Abilities

**AREA OF KNOWLEDGE: Supernatural**

**Level: 5**                      **Ability Rating: 10**

Category: *Information*

Effect: For each level of this ability, you can ask one yes/no question in your given knowledge area. Also adds to Library Use rolls when researching something in your area. Also can be added to your IQ for challenges to identify something related to your area (like a rock for a geologist)

**Chance of Success:**

IQ + Ability Level	VS	Research Complexity
10	VS	Varies

**Time to use:** Varies

**# of Uses:** Unlimited research & 1 question/level

**Other Constraints:** If the GM answers "I don't know," to the yes/no question, that question does not count.

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**PICK LOCK**      **Level: 1**      **Ability Rating: 7**

Category: *Item Manipulation*

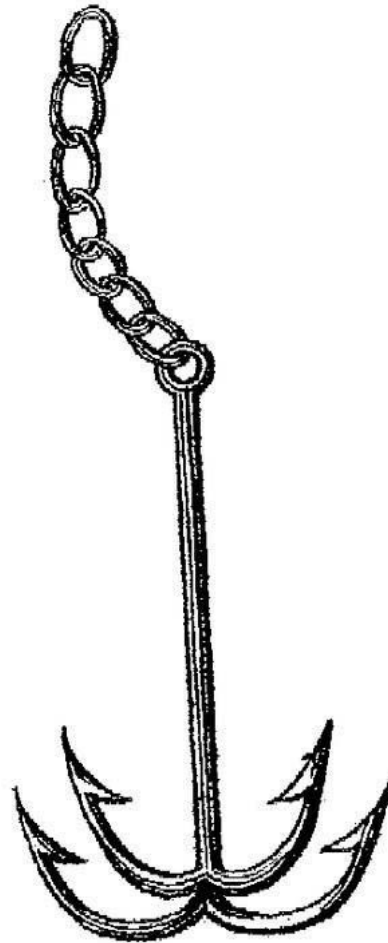
Effect: You can open locks. These can be door locks, padlocks, combination locks, handcuffs, or any lock that uses a key.

**Chance of Success:**

DEX + Ability Level	VS	Lock Complexity
7	VS	Varies

**Time to use:** 5 minutes      **# of Uses:** Unlimited

**Other Constraints:** Without lockpicks, your skill is at a -2. If you fail, add 1 to the lock complexity.

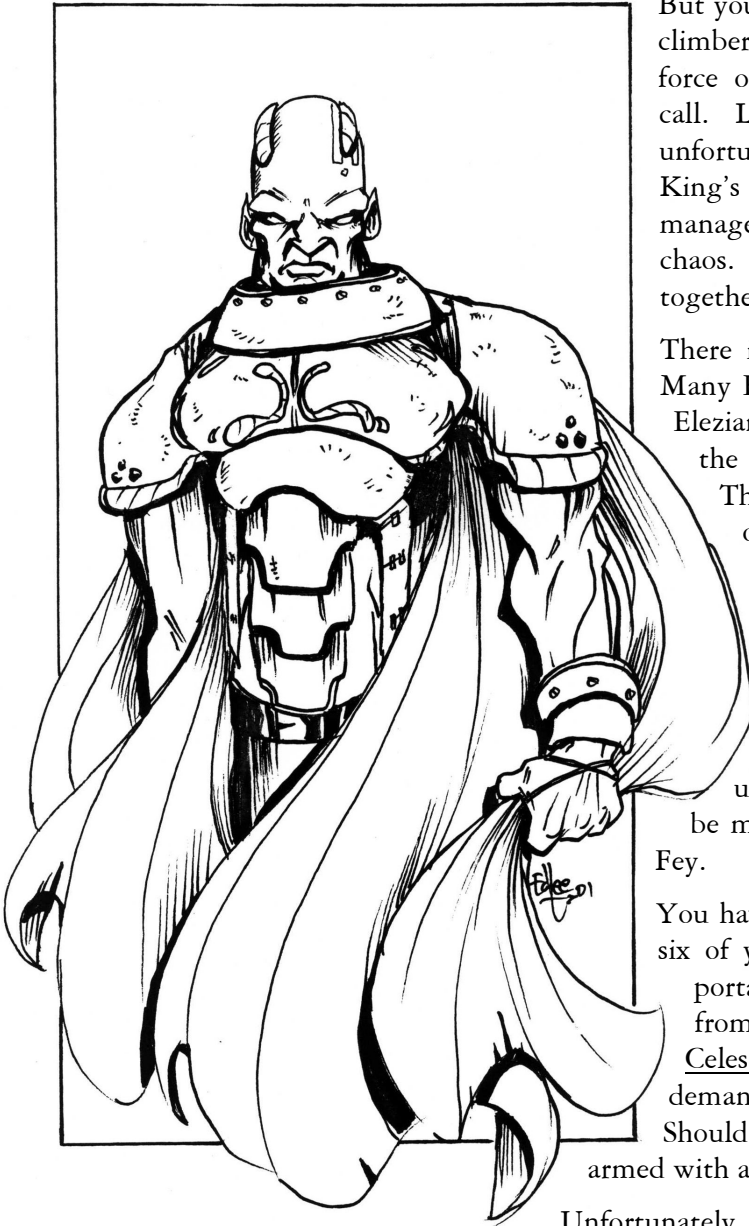


## Lord Thantor

Regent of the Seelie Court of Faerie

Actually, you are still a lowly Duke, but times will change. Ah yes, soon times will change.

Your job was a simple one: advisor to King Azenaldor. It was on your advice that - one hundred years ago, as the fey reckon time - he exchanged his daughter (born small, sickly, and magically weak) for the human child of Lizzie Briggs. After all, one cannot have less than perfection in the court of Fey.



But you have always been a bit of a social climber. And luckily you have a small force of armed Elves at your beck and call. Last night, the King met with an unfortunate accident. As one of the King's highest advisors, you have managed to seize control during the chaos. You love it when a plan comes together.

There is one small fly in the ointment. Many Elves are demanding that Princess Eleziane - weak as she is - should sit on the throne. She must be returned.

This is not a problem. Eleziane is only 300 years old, and you could easily make her your tool. Also it would do the courts good to have the sniveling Lizzie Briggs cast back home. She always whines about wanting to see her parents. You could never understand how two humans could be more wonderful than the Courts of Fey.

You have taken a small dragon ship with six of your finest Elves and have cast a portal into the Earth, a short distance from the Briggs' boat, the Mary Celeste. You will hail them and demand the return of Princess Eleziane. Should they not comply, your ship is armed with arrows and you can cast fireballs.

Unfortunately, you must preserve your magic to keep the gate open. Should you lose the spell, you would be stuck on Earth for the rest of your long life. If more than half of your crew falls in battle, it would be best to return immediately, lest you lose the power for your boat to row through the gate.

### *The Final Voyage of the Mary Celeste*

Oh, an afterthought. A dragon has escaped from its tether, and the scrying shows it to be headed for Earth. You should recover the dragon. While it was of little value, it does need to be disciplined.

#### **Goals At A Glance**

Return the Princess and control her to be your pawn. Rule the Seelie Courts forever. Capture the dragon.

#### **Roleplaying Hint**

Elves are cold and ruthless. You are even more so. You have no feelings, but you do admire beauty. Humans are inferior and distasteful creatures. Magic is power and those without magic are no better than insects.

*Note:* Your character is an NPC, not a true player character. You have limited options, and must obey GM directives. You want to try to get the players to negotiate with you, rather than fight. If the players seem to indicate that they are willing to make a trade, take them at good faith, and withdraw to return Elizabeth Briggs.

#### **Items**

*Dragon Longship* - Your transportation here and back. You have eight archers at the ready. Each has a quiver of 5 arrows.

*Elizabeth Briggs* - She is being kept in Faerie. You will return her as soon as you receive the Princess. Thus are changelings kept.

#### **The Other Characters**

*Princess Eleziane* - She must be returned to the Courts or the Elves will have your head. Luckily, you should be able to control her once she returns with you.

*The Dragon* - It has three forms: a small human boy, a large golden dragon, and a small animal of some sort, perhaps a housepet. It must be returned and harshly punished.



## *The Final Voyage of the Mary Celeste*

### RTLb STATS

STR: 4	Unarmed Combat: 4	Close Weapons: 5
DEX: 5	Dodge: 5	Thrown Weapons: 5
	Ranged Weapons: 5	
IQ: 7	Library Use 7	
WILL: 7	<i>The Skills above default to the STATs to their left.</i> <i>You are a Supernatural Creature.</i>	
MANA: 12		

Currently you have a spell up to keep the gate open. Should you attempt another spell or should you be injured, the gate will close and you will be trapped away from Faerie forever.

### Skills/Abilities

*You are a Supernatural Creature.*

#### **FIREBALL**

**Level: 5**

**Category:** *Martial*

**Effect:** You may do Red Stars of damage to another character that you can see. The damage cannot be defended against physically, but is affected by armor. The chance of success is not altered by target obscuration or from behind. You may do as many Red Stars of damage per use as you want.

**Time to cast:** 1 Combat Round

**# of Uses:** Unlimited

**Other Constraints:** Cost: 1 MANA per Red Star. Casting this requires a declaration of Combat.

#### **FORCE WALL**

**Level: 3**

**Category:** *Martial, Defend*

**Effect:** Projects a wall of force around you, saving you from harm. You may add the amount of MANA spent to your Dodge. Lasts until the end of combat. If not in combat, lasts for 2 Minutes.

**Time to cast:** 1 Combat Round **# of Uses:** Unlimited

**Other Constraints:** Cost 1 MANA per +1 to Dodge. You may not put more MANA into this Spell in one combat than your Spell level. You may spend 2 MANA for each +1 if cast as you roll your Dodge. In that case, it would not count as a combat action for that round.

## *The Final Voyage of the Mary Celeste*

### Loyal Troops

You have six Elves who will do your bidding. Each may fight hand-to-hand, fire arrows, or cast a protective shield (around self or other) each combat round. Three of your Elves working together could cast a shield on the boat, but not the occupants. You need at least four of your crew alive to row your ship back to the gate.

### RTLb STATs

STR:	5	Unarmed Combat:	5	Close Weapons:	5
DEX:	5	Dodge:	5	Thrown Weapons:	5
		Ranged Weapons:	5		
IQ:	4	Library Use	4		
WILL:	4	<i>The Skills above default to the STATs to their left.</i>			
MANA:	4				

*You are a Supernatural Creature.*

### Elf Skills/Abilities

*You are a Supernatural Creature.*

#### FORCE WALL

Level: 3

Category: *Martial, Defend*

**Effect:** Projects a wall of force around you, saving you from harm. You may add the amount of MANA spent to your Dodge. Lasts until the end of combat. If not in combat, lasts for 2 Minutes.

**Time to cast:** 1 Combat Round **# of Uses:** Unlimited

**Other Constraints:** Cost 1 MANA per +1 to Dodge. You may not put more MANA into this Spell in one combat than your Spell level. You may spend 2 MANA for each +1 if cast as you roll your Dodge. In that case, it would not count as a combat action for that round.

Elf	Stars	Arrows Remaining
1	□□□□□	□□□□□□
2	□□□□□	□□□□□□
3	□□□□□	□□□□□□
4	□□□□□	□□□□□□
5	□□□□□	□□□□□□
6	□□□□□	□□□□□□



# Pretense Jones

Dr. "Bermuda" T. Rangel (Again)

## Original History

You've been there, done that, and seen it all a couple of times. You have been up and down and around the time stream, searching for knowledge and good times. You're the best field operative the WCTU (World Community Temporal Union) has under contract.

You hold a day job as a history lecturer at the University of Hamilton in Bermuda, but you don't spend much of your own time there (barely enough to justify your own your nickname). In fact you don't spend much of you own time in your own time.

You've been trying to get this little junket to the Mary Celeste approved for years. You've always found this mystery fascinating. Which is part of the reason the WCTU has given you such a hard time, the Union is touchy about all history's great mysteries. It's an extension of the Union's motto "Never become the cause of the phenomenon you're studying."

The WCTU prefers not to be at fault for generating material for uncounted pulp paperbacks on the "occult." It's a rather silly attitude; if an agent is destined to go back and become the cause of a mystery, the theory of Absolute Time holds that this is going to happen no matter how reluctant the WCTU is to grant a permit. Anyway, you're always careful. Not so careful that you miss all the fun, but careful. Admittedly, you aren't a stickler for regulations. You enjoy a little illicit souvenir collecting now and then (the 7 ton bell that mysteriously disappeared from Chicago's Columbia exposition of 1893 is in your garden). But you're always careful.

What finally got the Union to approve your voyage is a rumor that the Committee Against Real Time (CART) also has some interest in the Mary Celeste. Just a rumor; somebody told somebody that they overheard something that somebody else thought somebody might have said. This is enough to alert the WCTU, which has a policy of ruining CART's whole day every chance they get, and who can blame them?

You certainly hope it's just a rumor. You've tangled with CART a few times and they are definitely not nice people. During the Holy Grail caper you got away with your life and the cup (this one you turned over to a museum) but you lost two very dear friends and the bad guys got away. The mastermind behind the whole thing is a Nazi creep named Septimus Goring, a shadowy figure you never saw. You don't like CART at all. Their claim that they shot Lincoln is a crock, too. You were there and CART wasn't (though you often wonder what would have happened if you hadn't had that last round of drinks with Lincoln's body guard).

Anyway, the Union wants you to watch out for CART agents so you will. But mainly you are here to find out what happened to the Mary Celeste.

Getting aboard wasn't any problem. The computers tracked the vessel's likely position and you just popped in. One second you were at WCTU's Master Control in New York and the next second (well, another second anyway) you were in the storage area in the forecandle of the Mary Celeste- nice shot!

You were trying to think of a delicate way to make your presence known when the problem was solved for you. You must have made some noise because the First Mate (Albert Richardson, according to the ship's roster) came to check out the forecandle and surprised you. Surprised you? The look on his face was worth the trip alone!

Well, once he got over the shock, and polite introductions were completed ("Who in God's name are you?!" "Dr. Amelia Rangel." "What are you doing here?" "It's a long story.") Richardson settled down enough to appraise the situation. Got a real appraising eye, this Richardson has. Creep. Not that you can blame him too much. He's been at sea for a month with only the Captain's wife to look at. He's kinda cute, actually.

So far you haven't been searched (because you're a woman, there are advantages to dealing with 19<sup>th</sup> century chauvinists). Just in case, you've hidden the only anachronistic piece of equipment you're

## *The Final Voyage of the Mary Celeste*

carrying. You have an old WCTU Enforcement Division Zapper. Point and fire and your target (or whatever you accidentally happen to hit) is popped off to somewhere/when else. Where and when is a carefully guarded WCTU secret, but isn't a nice place. Using a Zapper on a human is a Capital Offense Ironically, if you simply shoot someone, the WCTU just frowns on you as a gun is not a temporal device and not under WCTU jurisdiction. Anyway, you've got a black-market model and you don't know what condition it's really in, so you don't plan on using the thing.

Funny, did you hear someone cry for help while you were hiding your Zapper? Nah, just your imagination. Funny, you imagined the voice sounded tipsy.

You'll get your Zapper back later when things are more secure. In the meantime you still have your Navy Colt in the shoulder rig and, more important, your hip flask.

You don't have much time to think up a story but that doesn't matter. You can tell these people just about anything and it won't be important to history, they are all going to disappear soon. This suddenly poses a moral dilemma for you.

Richardson led you out onto the deck and you got your first look at your research subjects. Up until now they had all been just names from old records. But on the deck of the Mary Celeste you found people. Doomed people. It seems terribly unfair and the weight of this unfairness suddenly fell on you like a ton of bricks. Like the weight of history.

You intend to stay as long as it takes to learn what you've come to learn, then with a thought you're back at WCTU HQ in New York. But these people aren't going to escape so easily. They aren't going to escape at all.

What can you do? You can't warn them, and you certainly can't intervene. Not unless you want this to be your last time jaunt. Pulling your license is the least the WCTU will do to you for a stunt like that. The worst is something you don't like thinking about; WCTU Enforcement has

people who do like thinking about that sort of thing. It probably doesn't matter, anyway. If Absolute Time is correct then there is nothing you can do to change things. And if Absolute Time is wrong? Then by saving anyone from the Mary Celeste you may wreck the whole Universe-As-You-Know-It.

All you know about these people is their names. There's Captain Briggs and his wife Sarah. First Mate Richardson you've met, the Second Mate's name is Dane Gilling. The cook is Albert Head, and the rest of the crew is four Germans named Volkert, Martens, Goodschad, and Lorenzen (the

records are vague about their last names, one of them is Johan but it isn't clear which one). Just names. Except now each name has a person to go with it.

The bitch is you'll have to get to know them as well as you can. This'll shoot your objectivity all to Hell, but to understand what happened (will happen) on the Mary Celeste you'll probably need to understand who it happens to.

You noticed you were being studied by a small child. This must be Briggs's daughter Elizabeth. Examined is the word, she made you feel like a bug under a magnifying glass. Those eyes! These are not the

eyes of a three-year-old. Clearly, the world will lose a little genius when whatever happens to Elizabeth Briggs.

You have to get these maudlin thoughts out of your head. It shouldn't be too hard for you; you've always managed to have a few laughs even in the face of impending doom.

On the other hand, that was always your own doom and you always knew you'd find a way out.

You expected to be taken directly to the Captain but he's busy. Apparently they've just pulled an Eskimo in a canoe aboard. Wow, this was not mentioned in any of the records! You have just got to talk to this woman.

But first Albert Richardson has got to talk to you. You might as well start with him. Be friendly, you'll need to make friends or you'll



## *The Final Voyage of the Mary Celeste*

spend this short voyage locked in a cabin. You wonder if Richardson likes whiskey?

### **Recent History**

You came to in the WCTU's offices in the UN Building. You can't remember anything that happened after Richardson found you in the forecabin. Strange. Strange as Hell. This isn't supposed to happen. Except...

You have heard rumors that this sort of blackout happened if you were clinically dead when your recall circuit was triggered.

Some son-of-a-bitch killed you?!!

Worse yet, while you were on the Mary Celeste, word came in that CART definitely is running an operation on the Mary Celeste and it is being headed up by your old nemesis Septimus Goring.

They say this is a job for the Enforcement Division. Yeah, right, maybe some other time. You have a score to settle, and it can only be done personally.

You wrangled yourself a disguise, B.S.'ed your way back into the Time Chamber and went back. You are going to be in a lot of trouble with the Union, but you don't care. Some Son-of-a-bitch may have killed you!

Since you can't remember when you left, you don't know if this trip will overlap your last one. That could be trouble. The WCTU has rules against meeting yourself for a reason; the Union won't say, but the rumors about the results of such a meeting are far worse than just a fine (mutual destruction through total conversion of matter or energy is one of the cheerier rumors). You will have to avoid yourself if you are there. Also, if you are there, should you try to save yourself? That would be changing history, but gee..!

Never mind, the object is to get Goring, and boy are you going to get him good, just as soon as you find out which one on the ship the son-of-a-bitch is.

At least your disguise is good (you think the inventor got the idea from "Mission Impossible" reruns). As far as the Mary Celeste's crew (and your old self, for that matter) you're just another castaway, named Pretense Jones (an actual Ancestor of yours).

Meanwhile, shout for help and tread water. You realized you aren't as good as the WCTU technicians when you missed the deck by twenty feet. Oh, well, castaway makes a better cover than stowaway.

### **Goals At A Glance**

Learn what happened, observe everything. Keep an eye out for CART agents and ruin whatever plans they have. Find out who killed you! Your duty is to preserve the past, but this presents a moral dilemma - can you leave everyone on the Mary Celeste to their tragic fate? Try stay out of too much trouble (a very flexible goal). Have a good time.

### **Roleplaying Hint**

Play Bermuda Rangel/Pretense Jones as if she were the twin sister of... of... um... that Harrison Ford character. You know, the one with the whip... the Archaeologist? Found the Ark of the Covenant. And the Holy Grail. You know the one, right?

### **Items**

*Navy Colt and Hip Flask* – Dagnabbit. You must have lost those during your last run. They must be on board somewhere.

*Bobby Pin* - All-purpose escape tool. Saved your life more times than you can remember, and it's so inconspicuous that it's never noticed during a search.

### **Items Not On Your Person**

*Strange Pistol-Like Device*- This is your Zapper, it's hidden behind a chest in the forecabin. At least it was when you were here before...

### **The Other Characters**

You have done enough research to know their names, but you have not met any of these people except Richardson.

*Captain Benjamin Briggs* – Supposedly a good Captain. Master of the Mary Celeste.

*Sarah Briggs* – The captain's wife.

*Lizzie Briggs* – The captain's daughter. You know she isn't a teenager yet, but you aren't certain how old she is.

*First Mate Richardson* – You met him for the first time when he discovered you in the forecabin.



## *The Final Voyage of the Mary Celeste*

He's supposed to have sailed with the Captain many times.

*Second Mate Gilling* – An able seaman without a distinguished record.

*The Four Johans*– The Mary Celeste's German seamen. You were unable to find out much about them.

*The Ship's Cook* – His name has been completely forgotten by history. However, the log book that was recovered mentioned that he was an excellent cook of fish. You look forward to a fine fish dinner tonight.

*The Cat* – While the history books didn't mention a ship's cat, it could have just been a small detail they glossed over. Then again, there is something strange about the cat that you cannot put your finger on.

*The Stowaway* – That's you. Wait. If you're still here and alive then... Um, better not to think about it; it's making your head spin.

*Anyone else* – They were not mentioned in any history books you've ever read.

### RTLBS

STR: 6	Unarmed Combat: 8	Close Weapons: 8
DEX: 6	Dodge: 8	Thrown Weapons: 7
	Ranged Weapons: 9	
IQ: 5	Library Use 5	
WILL: 5	<i>The Skills above default to the STATs to their left.</i>	

### Skills/Abilities

**PICK LOCK**      Level: 1      Ability Rating: 7

Category: *Item Manipulation*

**Effect:** You can open locks. These can be door locks, padlocks, combination locks, handcuffs, or any lock that uses a key.

**Chance of Success:**

DEX + Ability Level	VS	Lock Complexity
7	VS	Varies

**Time to use:** 5 minutes      **# of Uses:** Unlimited

**Other Constraints:** Without lockpicks (such as a hairpin), your skill is at a -2. If you fail, add 1 to the lock complexity.

**ESCAPE ARTIST**      Level: 3

Ability Rating: 9

Category: *Item Manipulation*

**Effect:** You can escape from personal restraints (ropes, handcuffs, and the like).

**Chance of Success:**

DEX + Ability Level	VS	Restraint Complexity
9	VS	Varies

**Time to use:** Varies      **# of Uses:** Unlimited

**Other Constraints:** This can only be used on personal restraints (ropes, handcuffs, etc.) Does not apply to picking the lock on the cell door. If you fail you may try again, but add +1 to the Restraint Complexity.

**HOLD YOUR ALCOHOL**      Level: 3

Category: *Miscellaneous*

**Effect:** You ignore all negative effects of some of the Blue Stars you receive due to alcohol or drugs. You ignore the effects of 1 Star per level of Aptitude.

**Time to use:** Instantaneous      **# of Uses:** 1 Star/Level

### TEMPORAL RECALL

Category: *Item Manipulation, Defend*

**Effect:** You may simply leave and return to your own time. Doing so counts as a combat action; you leave at the end of the combat round. Your time machine is back in New York and it fills 3 large rooms. You have a Recall Device implanted behind your left ear, so all you have to do is think about going home and you return to 21<sup>st</sup> century New York. This is your last chance. If you use your Recall Device now, you'll never get another trip back here. There is also an emergency function that automatically activates the circuit if you are incapacitated.

**Time to use:** Instantaneous      **# of Uses:** Unlimited

### GOOD EARS

Category: *Information*

**Effect:** You can hear all invisible beings in the current room. You cannot tell what they look like visible, but you can hear them.

**Time to use:** Instantaneous      **# of Uses:** Unlimited

**Other Constraints:** This does not work on inanimate objects.



## Able Fosdyke

Pirate



You joined the crew of the Scurvy Dog for the laughs, the cash, and the light work. Captain Valerio was a stinkin' foreigner, but what of it? If you kept looking for shipmates you actually liked, you'd never sail.

The North Atlantic is definitely not your normal territory. The Scurvy Dog cruised Florida Bay, where the weather is nice, the winds are rarely a hassle, and the idle rich with their luxury yachts out of Miami and Key West provided easy pickings.

Here, you were particularly at odds with old Greasy Valerio. He once told you how he loved the way rich women screamed. He called it music to his ears, much more fun than making a regular wench scream. Damned if you could understand that.

You don't kill a rich woman because of the way she screams. You kill her because she's got lots of money to take. If it had been up to you, you'd have stayed in the south. But some creepy German named Lorenzen offered Valerio a lot of gold to have the Scurvy Dog intercept the Mary Celeste. It sounded like work to you, but you go where your ship goes. Besides, it certainly was a lot of gold.

So the Scurvy Dog lay waiting for the Mary Celeste when a giant squid attacked. Lorenzen definitely didn't mention any giant squids. This was not part of the contract! You had heard of giant squids before, but this was something incredible. It was larger than the Scurvy Dog!

In the middle of the battle with the squid, Valerio sent you to his cabin for his "secret weapon," three sticks of dynamite. You had just gotten one lit when the slimy sea devil stove in the ship's hull. The explosion of the dynamite may have scared off the squid; it grabbed a few arms full of your mates to keep as snacks and swam away. This left you alone in the water. You have no idea if anyone else survived.

Now you've finally reached the Mary Celeste. This is not what you had in mind, but here you are. You will have to present yourself to Lorenzen; you are all the reinforcements he is going to get. If he has a plan that will make you some money, then you will help him. Otherwise, the scummy Kraut is dead for the annoyance he's caused you. In fact, you have half a mind to cut everybody's throats, then sell your sole-survivor story to one of those ten-for-a-penny broadsheets.

*Note:* You start in the water outside the Mary Celeste.

### Goals At A Glance

Do whatever is good for you. Don't do anything you don't have to.

## *The Final Voyage of the Mary Celeste*

### Roleplaying Hint

You have only one good point: you are not a sadist. You are so casual about killing that you couldn't possibly take pleasure from it. Forget all your morals, Fosdyke has none. You will do anything that benefits you, and the gain doesn't have to be particularly great. The only thing keeping you in check is your tremendous laziness. Also, your total lack of imagination makes you a thug instead of a criminal mastermind.

### Items

*Dynamite* - Two sticks, wrapped in oilskin so you know they're dry.

*Cutlass*

### The Others

*Dorothy Enemoratta* - Greasy Captain Valerio's wench. Sexiest woman you have ever known. Also, too scary to touch. You have been having nightmares about her since you first approached her. In fact she gave nightmares to just about everyone on the Scurvy Dog. Figures she'd survive.

*Seaman Lorenzen* - He won't remember you; Captain Valerio was the only one he seemed to consider worth noticing (just barely). Nonetheless, if there's money involved, you can forgive the Kraut his personality as well as for the giant squid. Lorenzen is just as black hearted as yourself, but then everyone you deal with professionally is.

*Anyone else* – You don't know any of these people, but you do know your way around a ship.

### RTLB STATs

STR: 6	Unarmed Combat: 8	Close Weapons: 8
DEX: 6	Dodge: 7	Thrown Weapons: 9
	Ranged Weapons: 9	
IQ: 4	Library Use 4	
WILL: 5	<i>The Skills above default to the STATs to their left.</i>	

### Skills/Abilities

#### LUCK

Level: 3

Category: *Miscellaneous*

Effect: You can add or subtract 2 from any challenge that affects you in any way.

Time to use: Instantaneous

# of Uses: Your level of Luck uses per game

Other Constraints: You must announce you are using this ability before the dice roll.

#### TOUGH

Level: 1

Category: *Martial Defend*

Effect: For each level of this aptitude, you may ignore one red or yellow damage star per combat round (not per attack).

Time to use: Instantaneous

# of Uses: 1 Star per level per combat round.

#### NAVIGATION/CARTOGRAPHY

Level: 1

Category: *Information*

Effect: For each level of this ability, you can ask one navigation/cartography-related yes/no question of the GM. Also adds to Library Use when examining maps.

#### Chance of Success

Library Use + Ability Level	VS	Map Complexity
5		5

Time to use: Varies

# of Uses: Unlimited research & 1 question/level

Other Constraints: If the GM answers "I don't know," to the yes/no question that question does not count.



## Item Cards

Photocopy these cards onto card or cover stock, then cut them out and give them to the characters. There is a table listing who starts with what on page 3.

*Item Card*

### *A King of Keys*

Opens all locks, except A, B, C, and D.

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*Item Card*

### *Sword*

Does two red stars of damage.

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*Item Card*

### *Patent Medicine*

Tastes Awful! See a GM to examine. Complexity 7. Three doses. Check off when used. ☐☐☐

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*Item Card*

### *Sword*

Does two red stars of damage.

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*Item Card*

### *Round Golden Stone on a Gold Chain*

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*Item Card*

### **STRANGE BOX-LIKE GADGET**

See a GM to use or examine. Complexity 7.

### **STRANGE TUBE-LIKE GADGET**

See a GM to examine. Complexity 7. Five uses. Check off when used. ☐☐☐☐☐

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*Item Card*

### **STRANGE GADGET WITH A METAL PRONG**

See a GM to use or examine. Complexity 7.

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*Item Card*

## **STRANGE GADGET WITH LIGHTS AND BUTTONS**

See a GM to examine. Complexity 8.

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*Item Card*

## *Logbook*

The log, so far, of the Mary Celeste.

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*Item Card*

## **SPACESHIP**

Holds four people and one small animal.

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*Item Card*

## *Very Sharp Dagger*

Does two Red Stars of Damage.

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*Item Card*

## *Small Round Black Amulet*

## *Empty Bottle*

See a GM to examine.

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*Item Card*

## *Small Gold Pyramid*

*Item Card*

## *Key*

Opens Sea Chest A.

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*Item Card*

## *Key*

Opens Sea Chest B.

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*Item Card*

## *Flintlock Pistol*

Does 3 Red Stars of damage. Does 1 Additional Blue Star to Supernatural Creatures. The Blue Star can only be healed by Magic.

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*The Final Voyage of the Mary Celeste*

*Item Card*

## *Flintlock Pistol*

Does 3 Red Stars of damage. Does 1 Additional Blue Star to Supernatural Creatures. The Blue Star can only be healed by Magic.

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*Item Card*

## *Small Gold Pyramid*

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*Item Card*

## *Key*

Opens Sea Chest C.

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*Item Card*

## *Old Sword*

Still in very good condition. Does 2 Red Stars of damage.

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*Item Card*

## *Pistol*

Does 3 Red Stars Damage.

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*Item Card*

## *Lockpicks*

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*Item Card*

## **STRANGE HIGH-TECH BOX**

Causes great pain when turned on. Does 3 Blue Stars of Pain which last as long as this device is touching your target.

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*Item Card*

## **STRANGE LOOKING GUN**

Does four Red Stars of Damage. Can be targeted at 2 people who are close enough that they can touch each other. Two uses. Check off when used. ☐☐☐☐☐

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*Item Card*

## *Clear Bubble with Odd Pinkish-Grey Object Inside*

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*Item Card*

## *Key*

Opens Sea Chest D.

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*The Final Voyage of the Mary Celeste*

*Item Card*

***Bottle of Amber Liquid***

Completely heals all Stars (of any color) on the Imbiber then does 2 Blue Stars of Alcohol Damage. Imbiber loses a Blue Star every fifteen minutes. One Use.

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*Item Card*

***Key***

Opens Sea Chest E.

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*Item Card*

***Strange Metal Tool with a Motor and a Blade***

Does 3 Red and 2 Yellow Stars of damage. Has enough power to run for 10 minutes. User must know how to start this device in order to use it.

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*Item Card*

***Cleaver***

Does 2 Red Stars of Damage.

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*Item Card*

***Butcher's Knife***

Does 2 Red Stars of Damage.

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*Item Card*

***Knife***

Does 1 Red Star of Damage.

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*Item Card*

***Knife***

Does 1 Red Star of Damage.

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*Item Card*

***Knife***

Does 1 Red Star of Damage.

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*Item Card*

***Small Carved Polar Bear on a Rawhide Strap***

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*Item Card*

***A Many-faceted Gilded Stone on a Gold Chain***

It seems to glow.

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*The Final Voyage of the Mary Celeste*

*Item Card*

## *Pouch of Dried Fish*

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*Item Card*

## *Skinning Knife*

Does 1 Red Star of Damage.

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*Item Card*

## *Canoe*

Could hold three people and one small animal without sinking.

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*Item Card*

## *Paddle*

Does 2 Yellow stars of damage.

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*Item Card*

## *Spear*

Does 3 Yellow Stars or Two Red Stars (wielder's choice). May hit a character two steps away.

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*Item Card*

## *Bobby Pin*

Too small to be noticed during a search.

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*Item Card*

## *Navy Colt*

Does 3 Red Stars of Damage. Five uses. Check off when used. ☐☐☐☐☐

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*Item Card*

## *Hip Flask*

Contains whiskey. Does 1 Blue Star of Alcohol damage that lasts for 15 minutes. Four uses. Check off when used. ☐☐☐☐

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*Item Card*

## **STRANGE PISTOL-LIKE DEVICE**

See a GM to use. Two uses. Check off when used. ☐☐

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*Item Card*

## **Federal Agent's ID**

Identifies Brock Port as an agent of the Federal Bureau of Investigation, whatever *that* is.

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*Item Card*

## *Extra Magazine for Pistol*

Five more uses for a pistol. These bullets are silver. Five uses. Check off when used.  
□□□□□.

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*Item Card*

## *Pistol*

Does three red stars of damage. Five uses. Check off when used. □□□□□

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*Item Card*

## *Bobby Pin*

Too small to be noticed during a search.

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*Item Card*

## *A Stick of Dynamite*

Does 3 Red Stars to all within 10 feet.

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*Item Card*

## *Cutlass*

Does 2 Red Stars of Damage.

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*Item Card*

## *A Stick of Dynamite*

Does 3 Red Stars to all within 10 feet.

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*Item Card*

## *Sea Chest A*

Locked, Complexity: 6

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*Item Card*

## *Sea Chest B*

Locked, Complexity: 6

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*Item Card*

## *Sea Chest C*

Locked, Complexity: 6

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*Item Card*

## *Sea Chest D*

Locked, Complexity: 8

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*The Final Voyage of the Mary Celeste*

*Item Card*

## *Sea Chest €*

Locked, Complexity: 6

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*Item Card*

## *Weapons Locker*

Locked, Complexity: 7

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*Item Card*

## *Sea Chest f*

Locked, Complexity: 7

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*Item Card*

## *Cutlass*

Does 2 Red Stars of Damage.

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*Item Card*

## *Cutlass*

Does 2 Red Stars of Damage.

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*Item Card*

## *Cutlass*

Does 2 Red Stars of Damage.

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*Item Card*

## *Pistol*

Does three Red Stars of damage. Five uses.  
Check off when used. ☐☐☐☐☐

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*Item Card*

## *Key*

Opens Sea Chest F.

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*Item Card*

## *Pistol*

Does three Red Stars of damage. Five uses.  
Check off when used. ☐☐☐☐☐

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*Item Card*

## *Lizzie Briggs*

A three year old girl. She is tired and wants to take a nap.

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*The Final Voyage of the Mary Celeste*

*Item Card*

## Cutlass

Does 2 Red Stars of Damage.

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*Item Card*

## Lifeboat

Could hold five people and one small animal  
without sinking.

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*Item Card*

## Cask

Contains commercial grade alcohol.

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*Item Card*

## Cask

Contains commercial grade alcohol.

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*Item Card*

## Cask

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*Item Card*

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*Item Card*

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*Item Card*

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*Item Card*

## Cask

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*Item Card*

## Pistol

Does three Red Stars of damage. Five uses.  
Check off when used. ☐☐☐☐☐

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