

*The Final Voyage of the Mary Celeste*

# *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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# *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 (RTL) live action roleplaying system as well as the Magic System, Psionic Abilities, and Supernatural Abilities from RTL: 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.

## *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.

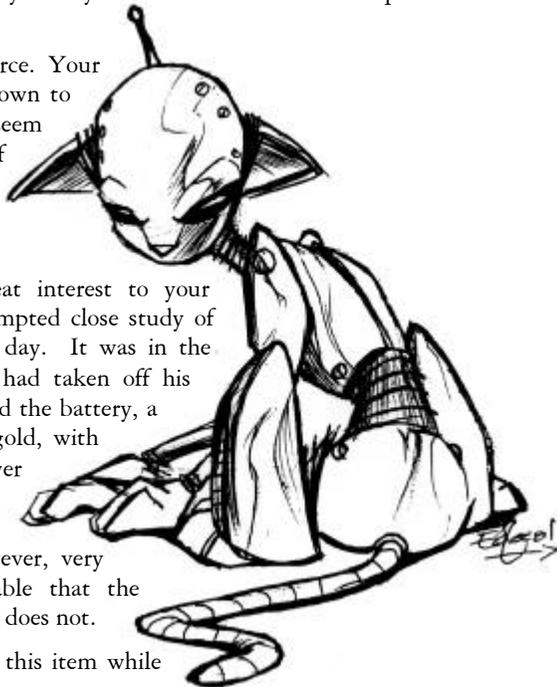
You could have recharged yourself by allowing lightning to strike you on the tail, but your self-preservation circuits tended to resist this option. So you waited for Earth technology to progress. The flow of current in telegraph lines is a bit slow for your purposes; you cannot draw enough power before 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.



## 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

# 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 fowl, 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 fowl 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 fowl.

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.

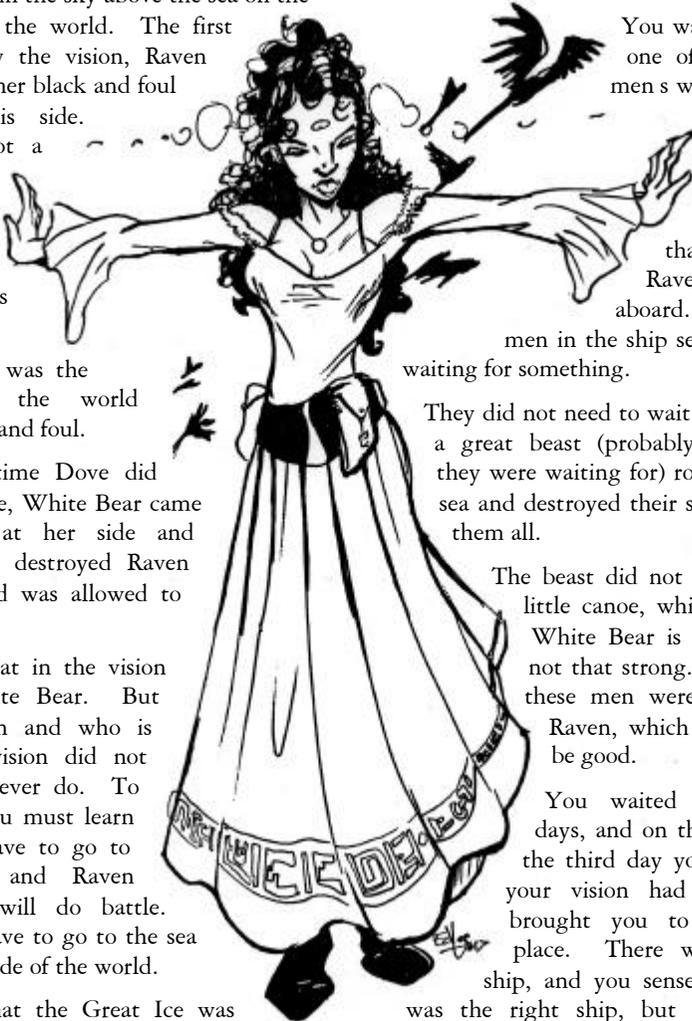
Somehow you did not feel that Dove or Raven were aboard. But the

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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*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*

## Pistol

Does three Red Stars of damage. Five uses.  
Check off when used.

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