An Annalise Guided Play Scenario

Using This Scenario

This Guided Play Scenario is designed for one-shot, introductory, and convention play of Annalise. It provides a setting, a situation, characters and some of the surrounding fiction (NPC names, some Claims, and so forth). It is assumed that the player facilitating the scenario be familiar with the rules of the game. A copy of Annalise is required for play of this Guided Play Scenario.

To Play

Explain the premise of Annalise and present the Background of this scenario. Go over the four characters.

Each player chooses one character and fills out their info on a character sheet. The facilitator should write down each character's Secret and hand it to the character's player. The Secrets should not be public knowledge (except to the facilitator, who should endeavor not to reveal them prematurely).

Each player writes down and places 2 Coins on each of their two Claims.

If a player wishes to start the first turn, they should do so. Absent a volunteer it is recommended to start with the Stowaway and go clockwise around the table from there. Some Key Scenes are provided for inspiration.

For the purposes of this scenario, once the nature of the Vampire has been determined, the game should transition immediately to the Confrontation phase.

Have fun!

The Mysterious Voyage of the Auspicious

Background

The year is 1798. The *Auspicious*, a newly acquired vessel of the East India Company, had been in harbor at Calcutta for some weeks being provisioned and taking on cargo. The night it was to leave, it caught fire and was almost totally destroyed. Now, months later, it has been rebuilt and just entered the open seas on the route back to England. The crew is nervous and ill omens abound. However, it has been made clear to the Captain that the ship, or something it carries, must return to Southhampton with all due speed...

The Cast

The Captain

Captain Merrylees is a middle aged, experienced sailor and a well regarded Captain in the East India Company. His laissez faire attitude towards the day to day operations of the ship leave most details of command to his First Mate, Andrew Fitch. Capt. Merrylees has a fine logistical mind as well as an exemplary aptitude for navigation and avoiding the worst of the weather on the high seas...usually.

- Name: Captain David Merrylees
- Vulnerability: I am vulnerable because I am unwilling to take command when it matters.
- Secret: I can never reveal that fire obeys me.
- Starting Claims: The ships rigging; the loyalty of the men.
- Starting Stats: Vulnerability 4 Analytic Mind 5 , Secret 3 Fearsome Temper 3 , Reserves 2

The Lady

Caroline Anne Wellesley is the only official passenger on the *Auspicious*. A young lady of tender upbringing, she is the niece of Gov. Wellesley, the British Raj governor of Calcutta. While nominally going to England in order to stay with some distant relatives, Caroline has always chafed under her uncle's control and longs to have new experiences and make her own decisions.

- Name: Caroline Anne Wellesley
- Vulnerability: I am vulnerable because I am never in control of the situation.
- Secret: I can never reveal that I will not allow the ship to reach England.
- Starting Claims: A dark secret; blood running down the deck.
- Starting Stats: Vulnerability 2 Can Always Get Help 5 , Secret 4 Control The Conversation 6 , Reserves 2

Sailors of the Auspicious

The First Mate: Andrew Fitch

The Second Mate: Jarvis Trapp

The Navigator: Iain McDowell

Lucas Percival

John Innes

John Gilmore

John Goodfellow

Robert Hogg

George Bowen

John Smythe

Peter Everitt

Zachary Hicks

Roger Braddyll

Moses Agar

Charles Lindegren

Godfrey King

Richard Brash

Chapman Bradford

Credits & Thanks

Voyage of the Auspicious and Annalise by Nathan D. Paoletta.

Art by Jennifer Rodgers. Please visit her at jenniferrodgers.com.

Playtesting by Nathan D. Paoletta, Kat Jones, Chuck Henebry & Matt Biesler. Many thanks!

Additional information, downloads and purchase information can be found at the website:

findannalise.com

The Cast, Cont.

The Stowaway

Punit Sengupta was a street urchin in Calcutta who fell in with a revolutionary minded gang intent on bringing down the Raj. When he tried to break from them, uncomfortable with their fervor, his life was threatened and he fled; the only option he could find on short notice was to hide on board the next ship leaving harbor. Now stuck, Punit is trying to eke out an existence on board without being caught.

- Name: Punit Sengupta
- Vulnerability: I am vulnerable because I want to be an Englishman.
- Secret: I can never reveal that I have developed a taste for human flesh.
- Starting Claims: Stern authority; sharks.
- Starting Stats: Vulnerability 3 Sneaking About 4 , Secret 4 Prodigious Strength 3 , Reserves 2

The Doctor

Thomas Billingham is a young and very skilled surgeon from London. Fed up with the calcified intransigence of his older colleagues, he decided to take to the sea for a time in order to satisfy both his hunger for adventure and his need to display his talents. Universally admired aboard the *Auspicious*, Thomas still enjoys the life of a ships doctor, despite all of its inconveniences.

- Name: Thomas Billingham
- Vulnerability: I am vulnerable because I find perverse pleasure in my job.
- Secret: I can never reveal that I am a traitor to the Crown.
- Starting Claims: Longing for home, stormy weather.
- Starting Stats: Vulnerability 3 Emergency Surgery 5 , Secret 4 Everybody's Friend 5 Reserves 2

Key Scenes

If anyone is having trouble coming up with a scene, here are some ideas. Feel free to modify them as necessary.

- For the Captain: The Captain must decide how to treat a mutinous sailor. The Captain overhears his officers discussing illegal cargo that they've kept hidden from him thus far.
- For Caroline: The second mate, Jarvis Trapp, demands that Caroline stay off the deck, even though she has specific permission from the Captain to observe the workings of the ship. Caroline wakes in her private cabin to find an Evil Eye necklace on her trunk.
- For Punit: Punit sees two of the crew members find his hideaway. Punit finds one of the sailors in the hold, dying and babbling about the "darkness that came over the rail".
- For Thomas: Thomas's best surgical knives have been stolen, and he discovers one of the sailors with one. One of the sailors has been complaining of weakness and palsy, and goes into a seizure in the middle of a storm at a critical moment.