Elias Saphir

# Life and work

You are Elias Saphir and on this ship, you are known as Elisa Winsworthy’s brother. But this is not exactly true, in fact, you are her lover. But let’s start from the beginning.

A year ago, Charles, an enthusiastic investor, bought a mansion that belonged to a powerful sorcerer. There, he found a book. A very powerful book, describing how to banish the evil creatures that secretly plague the world and scheme to destroy the world. As a gifted occult investigator, you found out about this situation. Many times, you tried to stole the grimoire, but one does not waltz into Winsworthy’ mansion as he pleases.

You looked for a solution for a long time, until the solution found you. Her name was Elisa Winsworthy and you met her at a social gathering three months ago. You introduced yourself as a rich industrialist and had no trouble seducing this minx.

For the last two months, you have been her very secret lover. When Eliza told you she was to leave on a cruise for a few weeks, you knew your time had come. You begged Elisa to bring you along, and a few days later you were on board. Your are now posing as Elisa’s rich brother. Charles did not suspect a thing, after all they had been married for six months only and he never met her family before.

Yesterday, you and Elisa were having a good time in your cabin - to maintain your cover as her lover. Eliza discreetly got back to her cabin at the very first hours of the day. A few minutes later, you heard Eliza’ scream: her jewels were missing! And a few hours later, Charles was found dead...

# A nice evening on the horizon

## Objectives

* Find the grimoire: in the wrong hands, it could be really dangerous.
* Hide your affair with Elisa. You could be suspected of being a jealous murderer!
* Discover Charles’ murderer.
* Hinder any evil occult undertaking.

## Behavior

You are a typical occult investigator. You dedicated your life to the destruction of supernatural abominations that may threaten humanity existence.

Tonight, you are disguised as a nouveau-riche: a nice jacket, a hat, some shiny accessory. You believe mind to be superior to muscle, but you still brought a gun with you, just in case.

Beware of everyone. Your experience shows that anyone, anything, can hide behind a veil of lies and deceptions. You may be a bit paranoïd, but this saved you more than once. Even tonight maybe?

## Quotes

* “Let’s be straightforward. Did you spot a grimoi… hum, ah, I meant, a grilled shrimp… just droped it…”
* “You wouldn’t have witnessed something STRANGE lately, would you?”
* “God knows what lies underneath our feet, in this vast ocean!”

## What a skilful person!

### Spy on someone (1 AP)

You can spy on someone in a simulated room.

### Shoot someone (2AP per shot, a pistol)

The first hit will knock out your victim for 5 minutes. The second hit will kill her. **Beware: you can only kill someone if you have a good reason to do so (contact the organiser to check).** You are an investigator, not a murderer!

### Cast a banishing spell (4AP, the grimoire)

Using the knowledge contained in the grimoire, you can cast this powerful spell. You need to draw a pentacle around the creature you wish to banish. Then chant a 2 minutes long prayer in a guttural language. This is a very powerful spell, but will have no effect on mundane humans.

### Carrier pigeons (1AP)

Smart as you are, you never go on a trip without your carrier pigeons! This allows you to contact you dear friend Howard, who spends his time in the archives of the library.

## Your possessions

* A loaded pistol.