

# Horror On The Orient Express

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## Starting Cast

Jonathan: Keeper

Randall: Zebedee "Zeb" Peppin 32 yr-old Motor aficionado. Fencer.

Gary: Father Vincent Stewart 25 yr-old RC

Jim: Tamas 38 yr-old Romanie fortune teller

Edwin: Jean-Paul "Le Nez" d'Augustine 48 yr-old parfumeur Parisian

Max: Hugo Sterling 50 yr-old retired American explorer. Injured in Himalayas.



Zeb (Randall)



Tamas (Jim)



Father Stewart (Gary)



Jean-Paul (Edwin)



Hugo Sterling (Max)

### **Rules Stuff**

Pushing rolls - no combat, failure sucks, requires narrative argument.

Spending luck - failed roll can be lowered with spent luck points, lowering the luck score. Luck regens like skills grow. We will roll skills/luck at each chapter.

Normal/Hard/Extreme success



Professor Smith



Beddows

## **Session 1 - 09.21.14**

### **Monday 1 January 1923**

Characters invited to London by Prof. Smith to Challenger Trust Banquet Lecture for 3 Jan (Wed) at Kensington's Imperial Institute. Smith will give keynote lecture. Out of towners at same fancy hotel and we have met each other there. First days passed in char. dev. and exposition.

### **Wednesday 3 January 1923**

Evening. Imperial Institute Gallery room. Even Tamas dressed to the nines. Or eights in his case. We are seated together with 2+1 others. Sir Arthur Something-or-other and the Lady

Elizabeth. Lecture: debunk frauds. Now - followed evidence and has found things that can't be explained. Poltergeist, traveler, haunting. Discussed haunting. Perception secondary to event. Exist - disappear - reappear. Breton fishing boat, Norwegian fishing boat, London carriage. All photographed, filmed and measured. Science is learning about that which cannot be sensed. Hauntings are a clue to a bigger world. Perhaps can travel in time or.... Our table is being watched by dark mustachioed man in his late 30s - standard evening clothes. Perhaps we can see the Prof. next Tuesday to discuss the amazing case of the Hauntings. The week passes. We hang out, so to speak.

## **Session 2 - 09.28.14**

Saturday 6 January 1923

Front page of the paper at Breakfast:

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Visit to Prof's office - front desk Julia crying. Prof. hasn't been around for a few days. They are worried. Prof's office very tidy. He must do his work elsewhere - library, home (mostly London). Hasn't been to country house for a couple months.

Zeb to see Det.-Sgt. Rigby: Stonewalled. Almost Arrested...

Jean-Paul & Hugo to Oriental club. Prof. hasn't been seen recently. Several hours spent, no info.

Tamas and the Father to Smith's burned house, top floors collapsed and inside totally gutted. Police there, Mean as per the usual. Crime scene - arson? No papers or books would have survived. Immediate neighbors vacated, next ones down know nothing.

- Why was Beddows (esp. if Prof. not there) there and did he see anything?
- Check with neighbors on habits in last few weeks
- One neighbor reported seeing Beddows in the wee hours of Saturday morning, his story is that he has insomnia. Peeping Tom was in his upstairs window alone per his statement.... dubious at best

Approached @ Hotel when we return with a wax sealed message from Prof. Smith:

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Cheapside Address on the other side - Wrong side of the tracks

Prof severely burned. Mustaches gone. They found me and tried to kill me. Sorry I didn't tell you. More than just a few ghosts. Jean-Paul I finally understand what you've been trying to tell me. I discovered information about evil occult artifacts Sedefkar simulacrum statue of immense magical power disassembled at end of 18th cent, scattered across Europe. Smith was to gather pieces and destroy. Attacked by Turkish man last night. They will use statue for dark purposes.

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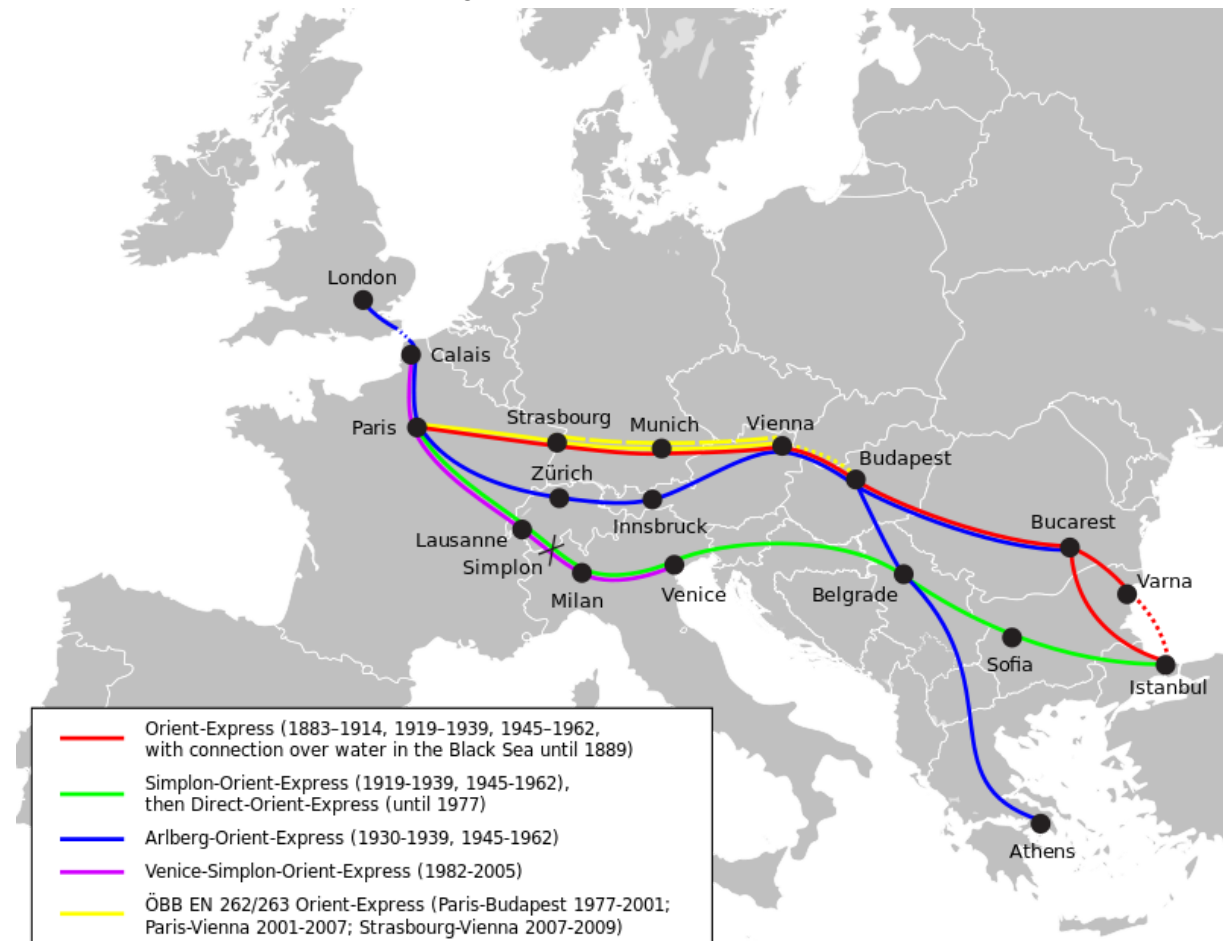
All locations on or close to the Orient Express route.

Hugo has some ideas on where to start researching the Simulacrum

Prof. to fund trip with no accounting. Cash given 1000 pounds. Orient Express planned.

Plans to go to British Library to see about the Sedefkar Scrolls. Look for link of dead Turkish man/men and our story.

France, Milan, Venice, Trieste, Belgrade, Sofia → Constantinople with Sedefkar Scroll - ritual



**Sunday 7 January 1923**

Brophy Lane Islington - Makryat's Antique Store 2-story brick shop Closed - but not locked.... Egyptian statuary, rugs, shop counter, door behind. Based on account books: special commission train set, bought by Makryat from Estate of Randall Alexis (involved w/ some fraternal societies, disappeared 25 yrs ago), sold to Henry Stanley for 1 pound. This is only toy/train/etc/. Backroom has storage, and back exit. Upstairs is living area, desk, kitchenette, bathroom - bachelor pad. No books. No luggage. Dresser drawers empty.

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Mrs. Atkins

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Stanley's ap't - see the death room 6p. Mrs. Atkins brusquely greets us. One tap, a bed, chair. Dismal place. Covered in books and pics of trains. Black soot covers room. Sooty streaks on ceiling (powder residue). NW to SE. Carpet is dark, and has pile of smudges on it matching ceiling marks - width of train tracks. Burned coal smell. Fireplace empty & clean. Stanley lived here a year. He showed off train set - electrical device. Police took it to Trainspotters to be looked at (we see clean spot in room about 4 ft x 4 ft). Stanley looked after other people's money. Only friends were train spotters.

Trainspotters Office - at Butter's house, headquarters of assoc. Tea. Beautiful model of front half of the Liverpool Express that wrecked in 1897 on the line to Liverpool (front half the train disappeared, rest "sunk into the mud") - lots of folks died. Trains in the cellar. Track is strange figure 8 - tunnel crossing. Undercarriage of car has strange engraved symbols. Brown and black train - engine. Unknown age, but quite new - only a year or two. But could be older and then electric motor added recently. We take train. Wow.

- ~~Check Who's Who for Randall Alexis~~
- ~~Did Alexis disappear or ride on this train that crashed in 1897?~~
- Possible connection with Count Fenalik (onetime owner of piece of statue)
- ~~Library re. Sedefkar Scrolls~~
- ~~learn about train model at Train Spotter's Association (we have address - Mr. Arthur Butter, Pres. Town of Camberwell, London, Stanley is Treasurer)~~
- ~~Mr. J. Temple Thurston - disappeared or burned to death?~~

Zeb runs train and gets weak (3 MP for summoning). Father thinks he hears a train, as does Sterling. South wall of Zeb's room starts to shimmer. Track extends out of wall and passes through watchers. Engine, smoke, steam. Goes to other side of room and stops. Passenger car and half another. 1890s costumed people. They climb down looking confused. Why is it so

dark, cloudy etc. They ask Zeb many questions. Zeb surrounded and told, "Come With Us". Passengers disappear with Zeb and reappear on train. Train starts to move. Hugo and Father go to try to rescue Zeb. It all smells real.... All three lose 3 MP and 3 san for riding.

Passengers attack Zeb. One down, many to go... Hugo, Father and Zeb fight on. Worst ghosts ever... They escape into next car with Randall Alexis. Zeb and Hugo collapse major san loss. Welcome to 9:15 AM to Liverpool. Ceiling has thousand of ticks marks - Alexis thinks year is 1911. Scattered cloth and gnawed bones litter the carriage. Stanley just arrived and is around. Not on Earth anymore - endless grey expanse. Only feature is blue-black trail. Alexis is insane but believes he has escape plan.

### **Session 3 - 10.19.14**

Tamas and JP get drunk. We have Prof. Smith diary from early 1890s - includes some about train, perhaps a trip on the Orient Express (this will trigger a flashback scenario when we study the diary in depth).

Randall Alexis' stopwatch engraved with AA. He hides this fact. train compartment has intestinal figure 8 on the floor. Gross. Stanley there too. He's not happy. He wants to use heart as a train to reenact the spell...or something. This is his escape plan. After ~10 circuits, something starts scratching at the train. Dead passengers are outside the train and traveling. One falls into the void and flies off into space. They come into carriage where they try to make sweet sweet love to the good guys and Alexis. Spell succeeds - train is back in the countryside - somewhere/when. Creatures fall to the ground. Coal train smashes them up as they jump clear. Crew makes it back to town - it is now, they are ~60 miles outside London. On way back to London, Randolph Alexis loses himself but Stanley persuaded to return with the gang.

#### **Monday 8 January 1923**

Tamas arranging travel & being a general badass

Library - Hugo → researching travel routes to places along Orient Express (just gets maps and rough town info.) Totally weak...

JP - count and two museum directors - Need to look in Paris re. Count. Dr. Todovorik about his life (attempt to get advantage on future Persuade roll with him....)

Father - scrolls and simulacrum - Finds some obscure Latin texts related to S&S, and feels that another day or two would be profitable. Hiring a research assistant to help speed up the research.

#### **Tuesday 9 January 1923**

Tamas

Finishing travel arrangements and then consorting with fellow gypsies to ask about Count Fenilick (Owner of a piece of the Simulacrum during French Revolution)

Sets up for future PCs across the country. We will all be Gypsies....



### Jean-Paul & Hugo

Henry Stanley - Debriefing:

- Get his whole story about what happened to him with the train
- Randolph Alexis was well-known occultist, wanted for murder in 1897, fled on Liverpool Express. His escape spell backfired, sending train through rift. Rear half derailed killing many passengers. 20 yrs later Albert Alexis (son) created model train as gateway. Boarded train. Stanley happened into antique shop and found train model. Stanley becomes stamp collecting.

### Father Vincent

He and his assistant just spend the day referencing & researching

**\*Find a reference to the 13th Century Tome - "The Devil's Simularae" See**

Bibliothèque Nationale

Finds skinless man in study room. They'll let anybody in here! LOL, Note on his jacket in Turkish, probably written on (human) skin. Hired translator: The Skinless One Will Not Be Denied.

### Wednesday 10 January 1923

To Paris. At last! We all send notes to family, except JP who will be checking in with his office ass'ts in Paris. London-Dover non-stop (2 hrs), Ferry to Calais (few hours), train to Paris (8 hrs) - special cars, but not OE (yet).

## **Session 4 - 10.26.14**

### Thursday 11 January 1923

rolled ticks and luck on character sheets

Talk of the town is that German border crossing French and Belgian's upset that Germany not paying reparations from the War.

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New Session - Bad Jokes are made.....

Hotel Majestique - Champs Elysees

We all head out for Dinner - Some for drinks and some to bed early for tomorrow's big day of research.

Tamas kidnapped in his sleep - tied to stone slab in center of room. Unrecognized foreign (Turkish) man chants over him in unknown language. Children and others perhaps around in cave. Flayed alive. And he wakes up screaming.

Hugo and Jean-Paul have current reader's passes at the BN. Along w/ the Father they head to the library. JP has employed French student in the past, Raoul who will bring Zeb as his guest.

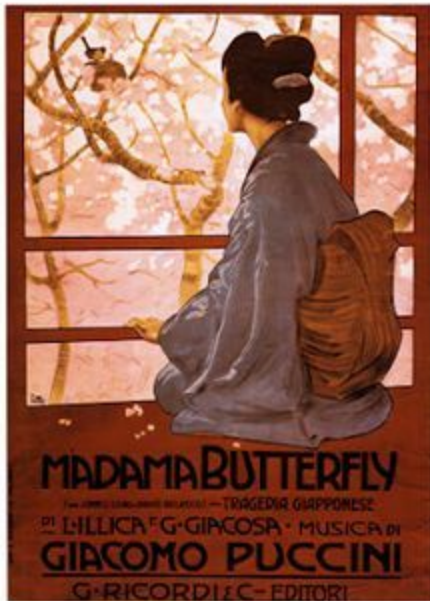
Father (w/ Raoul) - Simulacrum and Devil's Simularae

Jean-Paul and Zeb (also w/ Raoul) look into Count Fenalik, stories, descendants, and family line. Started to get some info. on him, and have at least located him in history. A man of minor German nobility involved in scandal w/ Queen. Scandal in court - Executed without trial

Hugo - research on the travel destinations. Hoping to set an "advantage" for when we arrive. Fails horribly

Tamas - No Turks to be found :-(

Father goes to see Madame Butterfly with JP, Tamas & Zeb. Excellent performance.



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**Friday 12 January 1923**

back to the library along with two add'l French students to assist. Briefly - until Hugo pisses them off. Hugo, Zeb and the two assistants leave.

JP finds a diary of a woman Mademoiselle DeBuyen in the court about the incident with the Comte. Father finds report from the arresting office. We know where the Comte's place was in Poissy.

The Father finds: 1260 - "Devils Simularae" Written and then.....The only copy known is to be around in Venice - Saint Maria Celeste





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### Saturday 13 January 1923

Raoul and the Father head to the library, the remainder to Poissy by train. Count's villa located and plans found (Town Hall). Current owner of site has new building Dr. Christian and Mdm Lorientne 6 Enclos de la .... Poissy. Original bldg mish-mash of styles. Big, and built for entertainment. Basement unmapped. Etching of front view. They see somewhat non-Euclidean...

Wife Veronique bed-ridden (arthritis from the cold), une petite gosse hangs with dad Quitterie (sp?). She spills coffee on herself and starts screaming even though coffee not so hot. Her skin is sensitive and becomes inflamed from minor heat. We stay for dinner. House is modest, nice, comfortable. No religious icons. Dr. Lorientne has nasty scar on back of left hand, Veronique's left hand is arthritic and also Quitterie sensitive hand. Claims scar is from the roses from previous year.

Maybe the roses are growing on top of the old basement and its “evil”...Quitterie screams that she saw a bogeyman outside her window. Party find hotel in Poissy.

Father find the following in the library:

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Charenton final home of de Sade. Dr. Deplace, according to d’Augustine, is not actually that important.



## **Session 5 - 11.02.14**

**Sunday 14 January 1923**

Father joins the rest of the party in Poissy and we head Chez Lorientne with picks and shovels.

Dr. Lorientne appears unsettled by the appearance of Father Stewart. Otherwise ready to dig. We have paced to where we believe the entrance is. Brick found quickly. Many hours of digging later, the staircase is excavated. Dr. Lorientne leaves us to head to work. In the midst of this, the Father mentions the Simulacrum to the Doc., who claims that the name rings a bell, but doesn't come up with anything specific before he heads off. At the base of staircase is a steel door. It is rusted into its frame. Levered open with picks. Damp cool air within. Smells of roses. It is now early afternoon. We head in with lanterns.

Well-built basement. Some roots coming through. Long hall, doors on both sides. Torture chambers behind doors. Skeletons, equipment. One has wedding couple chained together. Heading towards the light... Colored light up ahead. Rose smell increasing. And then a vision of roses in all crazy colors - glowing. growing through a pile of 20+ corpses. At base of bones and roses is human-sized left arm of a statue. Roses stop glowing, and decay - stink of rot. Doc remembers about the simulacrum and gives a letter from about six months ago about a researcher looking the statue.

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Smooth, like china, cool to the touch, tessellated with miniature left arms engraved. Weighs about 5 lbs. The father smashes a marble-topped table with it.... Statue looks like it was designed to be taken apart. We get a trunk for the statue parts. Trunk left with concierge, arm covered with clothing.

### Monday 15 January 1923

The Father and J-P head to the sanitarium. Father is researching the Comte for the Vatican. Train to Maison Nationale de la Sante. We are in Doctor Leroux's anteroom with our story....Madame Regina is secretary to Acting Director. One of crates is partially open and contains bound notebook/journal labeled E. Delplace, Evenements 1923. Father takes book. We get access of records up to 1810. We work with archivist. Records found. Admission record found. No others admitted that day. We spend a couple fruitless hours.

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### Tuesday 16 January 1923

JP and Hugo head back to sanitarium to interview Guimart and P. Mandrin if possible. We look for their addresses. We visit Guimart at lunch time. Guimart is being cared for at the asylum. Chez Mandrin, we head to a cafe for some Bordeaux. He seems shaken. Guimart was a horrible man. Guimart found slumped in basement, bleeding from slashed wrist. G. was crazy when he awoke. Delplace was preoccupied with a particular patient.

## **Session 6 - 11.09.14**

### Wednesday 17 January 1923

Tamas & Hugo carry out operation Crazy Trojan Horse. Tamas acts like a nutter outside of the asylum and is lead inside by 2 orderlies. Tamas assessed by a doctor, and then taken to another part of the asylum. He is interviewed by a Dr. Francoise and acts like he is Hugo and an american. Continuing to speak in Romani, which the Dr. happens to speak..... (0\_o)..... Tamas is lead to his new room in the Sanitarium

Tamas convincing crazy patient to help him find out more about Dr. Delplace...  
Tamas is able to secret a knife & fork on his person at dinner for later. Preparing for an exciting something Tamas makes the bed and stands in the corner of the room behind the door.

Meantime Hugo researches Trieste, the museum and Johan Winkleman

-Died 1768 in Trieste - Former librarian of the Vatican

-Hugo and books are not friends

### Thursday 18 January 1923

Research doesn't go well - Head to Charenton to p/u Tamas

Evening Hugo heads to Charenton - Tamas dead with Neck Broken.

## **Session 7 - 11.16.14**

### **Thursday 18 January 1923**

Evening - Hugo returns to hotel. Tamas is dead. We decide not to call in the authorities and head off to Lausanne to look for Edgar Wellington. Midnight departure of the Orient Express from gare de lyon. Locomotive, coal, couple baggage & staff, 3-4 sleeping, dining & saloon cars. Two adjacent double rooms w/ shared bath.

### **Friday 19 January, 1923**

As we depart, there is a large crowd throwing roses at the opera star - La Segnora Caterina Cavelara. She offers to show us the city. Aida at La Scala. Opening night is Jan 22, Monday - she offers us opening night front row tickets and hotel room at La Galeria. She sings for us.

We roll ticks and gain 1 + 1d4 san (1d4 is for left arm).



Mihai

Friday morning we arrive in Lausanne and meet Tamas' cousin, Mihai - a loud blustery sort. A man with moustaches to be trusted. A misty morning. Around 9 am we head off to Rue St. Etienne to find **Edgar Wellington**. Quiet street - at address is Wellington Fils Taxidermy. Bald man mid-fifties lets us into a strange room - filled with animals (dead). He is English. JP steps out to avoid reek of decay. Father lets him know about the letter and Wellington takes the crew upstairs for tea. He offers to sell the scroll. Wellington frere (William) walks in. He has a hat and oddly shaped head. William is an odd duck. Shell shocked. Rotund finely-dressed gentleman arrives at shop and rings doorbell. **Jean, Duke d'Etienne**. (We are on his street...) Duke is also interested in the scroll. Of course. Wellington proposed to meet at the 7:30 Club this evening to make a deal. Mihai lets the Duke know that we have an arm as well. Duke to show us around Lausanne.

Duke w/ Hugo and JP. - awesome old church, statue w/ missing hands, Cantonal museum - freshwater things from some french-swiss guy full of old coins and books, etc. Many hours later... Duke has an interest in the occult. The 7:30 club is a meeting of 3 amateur occultologists - Duke, Edgar and Maximilian. Mldday, the mist has cleared. Le Signale vista of

Lac Geneve and the Alps. They actually meet at Le Chat Noir a cafe. opposite Musee a L' of oil paintings. JP arranges for 100 pounds and Hugo 500 pounds credit from banque suisse.

Mihai looks for a cousin to tail Edgar. That set, Mihai heads back to hotel to guard.

Zeb and Father back to hotel. Verify arm is still there. They hang out in room and guard the arm. Wellington did, apparently, run a bunch of errands, including the bank.

At Le Chat Noir we meet **Maximilian Von Wertheim**. The club is a few years old. MVW had to leave his home in Germany - the old evil brother problem. Father and JP stay with MVW, others head off to look for Wellington and the Duke at the shop as it is after 8 and they have not arrived.

The shop's front door is open, the party enters. Shop is empty. Upstairs and into the parlor - unchanged. Kitchen is in chaos. William stabbed, and skinned somewhat, bloody knife. Zeb goes crazy. Hugo and Mihai attempt to restrain. Zeb gets broken nose % Mihai. Eventually recovers his sanity. Searching the kitchen and bedrooms: Other bedroom has dead Edgar on the bed. Diary on floor, etc..

At the Cafe, others with Max having dinner. Duke never shows. All head to hotel. Scroll - elaborately tied and sealed with red wax - a fake! It's blank as well.

## **Session 8 - 11.23.14**<HANDOUT REDACTED>

### **Still Friday 19 January, 1923**

Sterling looked after Zeb a bit - straightened the broken nose and generally gave him some first aid.

Diary mostly the psychological pain that Edgar feels due to the war.

Dream Lausanne bottle seems to alcohol-based, narcotic and hallucinogenic.

Sterling knows about the dreamlands a bit.

Sterling, JP, Zeb, and the Father V. head off to dreamlands. We awake in the hotel of a previous age. Sterling's 38 auto has become a hand crossbow. It is now dawn or dusk with a purple tint - very strange. It may be 15 cent. All colors a bit dull. There are signs and we can read them, but it's not a familiar language. Strange parade includes somebody who turns into a winged lion - the symbol of Venice. Edgar's place is a mess, and the taxidermy is much worse quality. Bedroom doors are fake - no hinges or gaps around them. Downstairs, Father and Zeb search the rotten animals.

We all head to the cathedral as all the populace is headed that way. Three figures on the place - one statue hands, one hooded and robed figure and one of Edgar Wellington, his hands bound in chains. Robed dude starts making speeches - it is the duke. The Father represents Edgar as defense against the Duke cum Prince as prosecutor. Duke is furious that somebody stepped



forward. Man's skin collected and added to the statue - statue comes alive to be justice. Somehow the Father gets justice and Edgar is released. Back to the shop - scroll is in the bear carcass. Running out the back door brings us back to our time. We awake in the hotel. We lose Edgar (he's dead). It's about 4-5 am. Off to the station with the luggage and settle in to sleep in our cabins. Just prior, we look at the scroll in translation (English). Scroll is in Arabic.

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SUPER EFFING CREEPY!!!!!!

## **Session 9 - 11.30.14**

**Saturday 20 January, 1923**

1893 First year of Julius Smith's year of  
Professor Dimir in Constantinople - Journey on the Orient Express

**Flashback to 1893 and alternate characters:**

Edwin - Cap't Roderick Barrington SAN: 55 → 54 HP 13 →

Max - Prof. Harold "Harry" Worth

Jim - Amelia Meadowcroft, British adventuress SAN: 84 → 76

Randall - George Banks "friend" of Prof. Harold

Gary - Dr. Kasim Polat - Turkish Historian SAN: 72 HP: 13 → 10

We find Prof. Smith in disgusting house in Whitechapel. 2nd flr has decaying man in a fez and so forth. He stinks. Also man hiding in street a block away is another man in a fez. <HANDOUT REDACTED>

4 days ago, silver-haired man rented room, then men in fezzes (sp?) brought this guy in. Weird sounds. Shrieks, etc. More money.... Prof. Smith called in by the police after man called Prof. Smith by name. Matthew Pook, student of Prof. Demir, a colleague of Smith's from Constantinople, but Pook should be a young man. Fez is bound to skin. Gross. Fez is what stinks. Symbols within fez move around. They are early hieroglyphs of a non-Egyptian sort. Fez hums and speaks strange alien symbols from under it. Dr. Hobbs thinks fez should be removed, but Pook heaves, screams and dies. Fez falls off and falls silent. Pook's head has a bald ring. Candles go out. Pook bites Dr in the face. Brave Amelia and Polat shoots Pook zombie, while Harry runs away.

Cap't Barrington and George Banks chase after the sneaky hiding man with a fez and naught else. He get away with almost supernatural speed.

Pook destroyed. What a mess. Dr Polat injured. We agree to meet Prof. Smith at the Oriental Club in the morning. He's a little crazed.

The following morning the gang goes to a cafe. Fez brought to cafe as well. Prof. Demir confirms that Pook was investigating this matter. Sends telegrams requesting fez be brought to Sirkeci Station in Constantinople. Smith will fund us via the largesse of Baron von Hoffler. We leave from London this (Monday) morning to take the Orient Express East on Wednesday. We recall murder of Fez collector in London and dig out old newspaper.

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Sirkeci Station

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Monday evening in Paris. Tickets for Wed. evening on the Express. In Paris, some head to the library, others remain at hotel with the fez.

Library: Apocrypha of the Fez found. Also found a ritual to stop the effects of the fez if worn.

The book of the Whispering Fez (1800s) is quite rare, but exist. Generally found at auctions, perhaps in Constantinople.

Back in 1923 - The Duke appears on the train and sits down with the party. Mihai punches him once, and it does nothing. Then duke sits down with the party (JP is in his car with Arabic scroll, other paperwork is in the lounge). He wants the scroll. Duke causes some stranger to burst into flames after threatening to destroy the party. Father takes the fake scroll from JP and, in front of the duke, drops it out the window of the train. Sword fight in the OK corral. One sword swipe removes some clothing from his body revealing that he looks like he is covered with other peoples' skin. Mihai grapples him, then Zeb. Duke is thrown out of the train as Hugo burns. Father dies of his burns. Hugo saved (perhaps). JP reenters car and passes out from smell of burnt flesh.

Duke went into a gorge.

## **Session 10 - 12.07.14**

**Saturday 20 January, 1923** on the train after the debacle with the Duke. Zeb, Mihai and JP meet **Elsa Wagner** en route. She flirts. JP starts to copy the Arabic version of the scroll. Passes Arabic roll this time. It takes a few days. San loss and Mythos gain written into char. sheet.

Milan, later that evening. Sooty industrial city. Stazione Centrale at 12:20 - rubble as if hit by bombs. Two drowsy porters, very few people. Apparently station is being rebuilt. **Lloyd Edwards** awaiting Father Stewart at the train station. 40s. Taxi to La Galleria where are apt's are. Folks grey and depressed. All sad. Above Galleria Vittorio Emmanuel are our rooms (3rd flr). We have balconies and can see La Scala and El Duomo cathedral. Mural of man approaching seated woman.

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Placing advert in the paper: Looking for information on a particular statuary. Award offered for information leading to the recovery of a missing pieces of the simulacrum - a statue made of an alien type of stone tattooed with carvings of a skinless man. Please respond care of the central post for S. Edwards.



***La Scala***

Somehow we talk our way in through a stage door. Pictures of Cavalero all around as cast members pray for her return. Chariot wheel rolls down the hall. Mihai stops it. The torso had been in the costume shop and apparently changed size - costumes made on it always fit. It disappeared a couple days ago and the costumier doesn't know who took it or why. Mihai goes to see if perhaps it was dropped in the alley out back. Music director has us ejected.

We spend the night and see if the advert brings any response. In the evening - singing echoing through the halls of the galleria. JP recognizes Cavelaro's voice and we head down but don't find her or any clue of her. Sounded like her voice disappeared. We note that the Egyptian mural way up has changed, but not obvious that it has been vandalized - it is also not easily

accessible. Now of woman yelling at man. Captured Ethiopian slave (Aida) and Egyptian captain must choose between his love for her and his loyalty to the Pharaoh.

Sunday 21 January, 1923.

Stomachs and backs are very itchy - checkerboard rash. Mural back to how it was. No response from advert. **Opera opens tonight!!!** In the newspaper:



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## **Session 11 - 12.14.14**

We go to visit **F. Conti**. He has fresh scarring on his chest, but seems to be in excellent health. He is quite nervous - full of tics. He shoots us. JP skewers him with sword-cane. Dying words, "A brother of the skin cannot die." But he does.

In the desk of F. Conti:

*Orient Express Timetable - Milan arrival circled*

*Faccia - contact in diary Directory gives address as outside of town.*

*Conti Machine Parts - owns warehouses on outskirts including in Portello.*

*Alfa Romeo w/ keys*

*Conti's apt keys*

We get to Conti's warehouse. Stone slab with blood outlines of two bodies. Also footprints of some small animal wandering through and around. Business has been stopped for a few years. Dusty crates.

Off to Faccia's house - Elsa driven there by Zeb, the others in a cafe nearby. Young man answers - scarred and hideous. App = 10! He claims **A. Faccia** is out. Large house, gated, etc.

And the opera ...



During the first aria - Something strange happens, Cavollaro's voice is singing out as well. Cavollaro's voice coming from an old man's throat. Next to him is old woman (much older than even this old man). She is fat and seems lost and trying to remember something. Her neck is also scarred, and she bears a faint resemblance to Cavollaro. (Is it her...?) She starts crying as if she has lost something.... Well dressed middle-aged men on both sides of that couple seem uncomfortable. Armor was stored on the torso of the statue and when it is revealed on stage Cavollaro man screams in ecstasy and heads up the aisle. Elsa follows with the two men in tow.

## **Session 12 - 01.04.15**

Open with Elsa, Jean-Paul, Lloyd & Mihai following the old man and two flunkies heading towards the stage. Seemingly all headed there for the torso of the simulacrum that was just revealed onstage...

We follow the group down a few back corridors until the 2 flunkies turn and halt us. But not for long! Mihai barrels through one of them as Zebedee restrains the other to let us keep chase. Lo and behold! The torso... What dumb luck we ran right into it. The old man, still mad in ecstasy from seeing the torso, doesn't even see the old woman's attack coming. Mihai finishes him off quickly and acquires the torso, conveniently on rollers. We split up as we realize Zeb is nowhere to be seen.

- Elsa & Lloyd find Zeb passed out on the ground, his skull has been cracked in the fight. We escort him out and tell the crowd/attendants to call the authorities on the man (1 of 2) that attacked us. Zeb to the hospital.



- Mihai & Jean-Paul take the “dummy” & the old woman and lead them both to the prop room. Mihai takes the torso and throws it, HULK style, over the balcony and it smashes to the street where the simulacrum piece separates from the cart.

Zeb has a fractured skull and will be out for weeks to months depending on the healing process

:-( He and Hugo will investigate mysteries at the Hospital in Milan :-)

Giovanni Staglianni - Professor @ University of Venice

## **LEADS**

- 
- 

## **Important Plot Items**

- Arabic “Scroll of the Head”
- ½ Completed English Translation for “Scroll of the Head”
- From the desk of Flavio Conti
  - *Orient Express Timetable - Milan arrival circled*
  - *Arturo Faccia - Contact in diary - Directory gives address outside of town.*
  - *Alfa Romeo w/ keys*
  - *Conti's apartment keys*
- *Left Arm of Simulacram*
- *Torso of Simulacram*
- 900 pounds Money (Professor) [started out with 1,000]
- Edgar's Wellington's Diary, Receipt, Green Bottle Dream Lausanne
- 

## **Italian P.O.I.**

Caterina Cavollaro - Opera Star **\*Old Woman - Voice Stolen\***

Arturo Toscanini - Musical Director of La Scala

Maria Dimattina - Aida Understudy

Paolo Rischonti - Prop Manager at La Scala

Ennio Spinola - Auto Worker **\*DECEASED\***

Flavio Conti - La Scala Patron - Owns Auto Part Whse - Skinless Man Cultist **\*DECEASED\*+**

Arturo Faccia - La Scala Patron - Skinless Man Cultist **\*DECEASED\*** (apparently he wasn't quite, but does get his comeuppance later on...see 24 Jan)





### Flashback to 1893 and alternate characters:

In Paris Wednesday morning awaiting the evening departure of the Orient Express for Constantinople.

Edwin      Cap't Roderick Barrington → Zombie **SAN: 55 → 53 HP 13 → 1**  
**Luck 70 → 33**

**Checked skills:** Brawl, Revolver, Psychology, Spot Hidden

Max      Prof. Harold "Harry" Worth      **SAN: 50 → 48**      **HP 10 →**

Jim      Amelia Meadowcroft, British adventuress      **SAN: 84 → 72 HP 12 →**

**Luck 60 → 54**

Randall      George Banks "friend" of Prof. Harold      **SAN: xx → xx**      **HP 12 → 7**

Gary      Dr. Kasim Polat - Turkish Historian      **SAN: 72 → 71**      **HP: 13 → 10**

**Luck: 45 → 45**

Spend the night on the train, breakfast is at 9am, and we dine. Prof. Worth stays with the fez. The opera cape man is at breakfast wearing exact copy of the fez. He is seated next to a weeping woman and across from older taller gent in an ordinary fez.

Mr. Magician asks us to stop bothering the weeping lady when we ask her what is wrong. The fez gets knocked off. The three of them head back to one cabin. The fez makes Polat uncomfortable when he touches it.

**Passengers:**

*Hieronymus Menkaph - Spiritualist / Guru...charlatan?*

*Mr & Mrs Myers - Young Newlyweds*

*Mr Myers is sick*

*Kapok - Mencalf's Manservant, guy with the Blood Red Fez Replica*

*Eileen McGregor - Reporter "Womans Herald"*

## **Session 13 - 01.25.15**

Continuation of Flashback scene / interlude after breakfast

Thursday to Budapest, Friday Belgrade to Sofia, Saturday to Constantinople.

Memory upgrade - Baron von Hoffler in Vienna who will accompany us to Constantinople.

We find copy of the Necronomicon-nice try. :-)

Amelia heads towards the Myers' cabin; stopped by Eileen McGregor. She is searching for facts on the question of how the Armenian-Christians are treated in the Ottoman Empire. Ms. McGregor would very much like to talk to Dr. Polat (Gary) after being told by Ms. Meadowcroft (Jim).

Ladies Luncheon - Ms. Meadowcroft looks to invite Mrs. Myers to lunch, intercepted somewhat by Mencalf..... She is allowed out by Mencalf :-)

Mrs. Myers sad as husband is very sick. Also following behind is Kapok, the manservant.

Myers have known Mencalf for months.

Fight with Menkaph as he resists our intrusion. (The men try to enter cabin to cast ritual on Mr. Myers.) Ladies and Kapok eating lunch. Menkaph killed by Barrington and defenestrated into a river by Banks. Kapok attempts to return to Menkaph cabin and is killed by Amelia. She claims he was attacking her and folks seem to buy it. Prof. reads the ritual over Mr. Myers. It causes him to take a deep breath, but fez remains attached. Myers does however seem a little better. Still fairly unresponsive. Prof. also finds *The Whispering Fez* book (almost the Necronomicon). Banks tries to clean up Menkaph's brains and gore. Prof. starts to read *The W. Fez*. We arrive in Salzburg - Kapok sent to a police hospital and jailed. Some Turks on the train watch this happen. One, at least, has a funny fez.

Meadocroft on Myers: Mr. Myers in London Theosophical society and met Menkaph. Menkaph became Myer's guru and invited the Myers to Constantinople as a wedding present.

And we arrive in Vienna 5:50 PM. Baron von Hoffler on the platform arguing with a beautiful young woman. She storms off as we approach. Ahh - the ritual we performed was apparently **Arrest Decline**. All head to see Mr Myers' head. He touches the fez and talks to himself. *I can see. There is a controller. The master of the fez has power over the others.* A dead controller may be a problem - Baron claims that one of us may need to become the controller. He takes Puk's fez back to his cabin and we sit with Worth until....

Screaming from the dining car - mixed passengers.

## **Session 14 - 02.01.15**

Screaming from the dining car - The staff is holding back another Fez Zombie and we arrive as the Zombie is trying to break through the door to the dining car.

Banks loses it - Flying into a rage and killing everything with a fez - He starts to let the creature into the car to fight it.

Dr Polat runs back for the Shotgun - Tossed the shotty by Pfor. Worth with ammo.

Ms. Meadowcroft tries shooting the creature and misses, grazing Capt. Roderick.

Capt. Roderick fires off a shot at the creature and again it impacts with limited efficacy.

Banksy goes in for a stab and has his face wrapped up in the creature's tongue. The struggle ensues and Banks cuts off the creature's tongue. It lashes back out and catches Capt.

Roderick across the face. Polat tosses the Shotgun to the impatient Capt. Roderick who catches it and pumps off a shot at the zombie, missing it completely making a new window in the traincar. The zombie lashes out at Banks who dodges as Barrington levels a final killing slug of the shotgun to blast the creature's face off. The thing was probably the Turk we saw before.<HANDOUT REDACTED>

The fez rolls off the creature and Dr Polat tries picking it up and is assisted by Ms Meadowcroft and her handkerchief.

All back to the rooms, dining in the cars and on towards Budapest. 11 PM Thursday and into Friday....

Baron kidnaped - chloroform rag and black wig found. We recall that there was an Asian looking woman who got on at the same time and had hair like the wig.

Baron's journal indicates that he was going insane, but had been making some progress towards something.

Prof puts on Fez, Capt shoots it off, prof puts on 2nd and calls Myers to his aid, Capt shoots again but it ricochets to knock him down, with Prof trying to put a fez on Capt's head. Amelia shoots at Myers zombie but misses as it heads towards the prof to help him. As Cap't is unconscious, Prof puts fez on with no problem and Capt Barrington transforms into zombie monster. Game over.

## **Session 15 - 02.08.15**

Monday 22 January 1923

Back to the 1920s present as the party discusses the journal they just read. **Elsa Wagner, Lloyd Edwards, Mihai, JP d'Augustine.** Soon to add **Antonio Ferrero**, Italian priest (Randall). We are en route to Venice in the dining car. Elsa comforts her cabin-mate, Maria Stagliani, whose father has died. She recommends some museums and libraries. Biblioteca Marciana - most complete library in Venice. Also UV library - need to be student or faculty. And invites Elsa to dinner.

At 5 PM, train arrive Venice. Bells ringing, sound like those of Dream Lausanne. JP notes that he is the only one who is still around. His time must be coming - perhaps the bells toll for him. Maria Stagliani surrounded by men with black shirts (fascists) + one pudgy man in suit trying to persuade her into a boat. Her friend Giorgio comes to help, but is also surrounded. Pudgy man is Alberto Rossini. He demands passports, but does not provide an ID. He claims to be an important government official. They take notes. Apparently Alberto wants to marry Maria, but so does Giorgio. A very thick plot. <HANDOUT REDACTED><HANDOUT REDACTED>

The best place is the Gritti Palace. We go there after escorting Maria home.

### Tuesday 23 January 1923

We awake to a cold & foggy day. We are discussing who should go to the library and who the museums when we discover that a funny little Italian man has been following us: Antonio Ferrero, sent from the Vatican. He has descriptions of Mihai and JP. Ferrero, Edwards and Wagner to the library, Mihai and JP to ~~lunch~~ the museums. Napoleon entered Venice 31 Mai 1797 after shameful capitulation by Venice senate. Disbanded monasteries, removed bronze horse statues from St. Marks (San Marco) and sent them to Paris. They were returned in 1815.

Library group (a full day): Post-Napoleon a plague came through and caused crippling pain in left leg w/o any physical cause found. Captain Guillaume duBois of San Marco district Nov 1797, at the heart of the plague. News below...the left leg was brought here by Boucher and hidden somewhere. There are personal notes describing something more. Leg is buried under paving stones of San Marco Basilica.

A recollection: "Devils Simularae" Written and then.....

The only copy known is to be around in Venice - **Santa Maria Celeste church** in the Castello district.

Museum group: Pass by San Marco and see the horses from Constantinople rear over the entrance to the basilica. A fine lunch and then a few museums.

Back at the hotel Gritti at 5 pm. Giorgio shows up looking for advice. We tell him to take the woman, leave the city and go with god, in no uncertain terms. He invites us to the funeral day after tomorrow on a nearby island. Ferrero offers to talk to the corrupt father. (Fascists killed Maria's father.)

Lloyd stays at the hotel to guard the trunk. Mihai and JP go shopping for shovels and pry bars. Ferrero and Elsa head to San Marco's to see about the leg. Elsa shows some leg to clarify the issue.



At the church: Elsa impresses the father, while Ferrero tries to get some info from him. Black paving stones in the basilica. Saint Isidoro chapel on one side has a tomb, two bronze-winged lions, mosaics and a black paving stone. Mosaics show saint tortured by galloping horses, one of which is about to tear his leg off. Paving stone is very shiny and is the only black stone. Mortar is slightly darker and worse quality. Stone is in fact iron, not rock. Mihai eventually gets it lifted. In the

cavity below the slab is nothing but dust.... Outline in the dust shows a leg outline. Leg has been for years, not decades, but there is an envelope sealed with a wax seal of winged cherub set against a shield, cradling a doll.

<HANDOUT REDACTED>

## **Session 16 - 02.15.15**

Around 9pm. Canals stink. Heading back to hotel.

Priest looks at the wax seal and identifies as the Gremanci (erstwhile princes) Family Seal - "The most famous doll makers in Italy"

Campo della Bambino district factory

Early morning screams of "Morte". Woman (not Maria) running down the street.

Mihai, Augustine and Elsa head up the street back tracing whence she came.

John Paul has the sudden sense to look up in the alleyway - Where he sees a dead man impaled on a fence up in one of the alleys. Body is mutilated. Skin has been removed. Upper torso cut/clawed and face gone. Impaled as if dropped from a height.

We attempt to arrange for a tour of the doll factory. No official tours :-( List of doll stores and info about where factory is acquired from night concierge.

Also article about body discovered on 10' iron spike, torn at throat as if by wild beast. Woman being held at a police station, and a contact for more info.<HANDOUT REDACTED>



### Wednesday 24 January 1923

During breakfast Maria Stagliani's maid appears with a thank you note. Invitation to funeral tomorrow, late morning. Father and Lloyd head to Maria Celeste to look for Devil's Simularae. We head off by gondola to the factory.

We head in. There is a stove burning, a sofa and a crowd of war veterans smoking drinking coffee and smoking. Display cases with dolls and prosthetics (arms and legs). Door to one side with desk and bookshelves with elderly thin man looking at veteran's prosthetic limb. They started making prosthetics in the Napoleonic era. JP and Elsa wander in to factory after getting brush-off from Sr. Garmanci. Six elderly folks finishing dolls. Walls contain prosthetics and dolls and mannequins. Antonio son's is Sebastiano - tall thin man, very pale, leaning on a cane. He has a bad cough. We attempt to charm him into the idea of a joint venture with perfumed dolls. We chat for a while. We agree to do business. Gremanci's have been sculptors and artists - his grandfather may have made sculptures. Father agrees that son can take charge of it all. We get a tour. Finishing room, shaping room (kiln), courtyard, warehouse and storage is largest area - packed full of dolls. Sebastiano's brother Marco was killed at Monte Grappa. We return to the lobby where Mihai is playing cards. It's approaching lunch time.

## **Session 17 - 02.22.15**

Lloyd and the father head towards Santa Maria Celeste church. Gondolier doesn't know what they are talking about. Directions requested at San Marco's. Father says it was destroyed in a fire in 1569. He has a long memory.

There is no building standing where the church once was - The attached building (was a convent) still stands and is a Naval Mechanic school. They head into the school and visit the library. It has books.<HANDOUT REDACTED>

Arsenal fire of 1569 - Where the shipyards were. Nuns saved some of the books reportedly moved to Bibliotheca Massiana. The intrepid investigators follow the breadcrumbs back to the library. They are being followed by some fascists. Or at least Italians wearing black. The Great Gondola Chase ensues!!! CRASH - high speed action, fiery collision and amazing acrobatics from the old farts. One thug falls in the water, and the other cautiously loses his prey. And still out of breath, they arrive at the library.

Santa Maria Celeste collection (uncatalogued) is kept in the stacks and they head down to look at them. 50 boxes. Go. Lloyd finds illuminated manuscript in Latin bound in 1505. An account of the 4th crusade and the sack of Constantinople. Curved scimitar with serpent head pommel and two-faced armor. This could be it. God's will is that they steal the book so they do.

Meanwhile back at the doll factory....we take Sebastiano out to lunch and show him the note from the church basement. Note was written by his grandfather Marco. He died in 1918 under mysterious circumstances. Grandpa had terrible arthritis in his left leg.



Monte Grappa battle 1917. Records immaculate <1916 and >1918, but that period is chaotic. These three years are combined into one book and have intermittent and occluded records. Materials scarce blah blah. We find some useful? notes and head back to the hotel. Palazzo Rezzoniani is somewhere not too far from hotel. Between hotel and doll works. It's getting dark as we arrive at the Palazzo. A 15th c. palace. Three floors w/ inward-facing campanile. It is all dark. Large bronze doors make the front entrance. Sign says: open all summer, winter by app't with the caretaker. Front doors locked. Side door effort by Mihai does not succeed. Elsa is boosted up to 2nd story and finds an open window. She climbs in. JP nearly has heart attack watching her antics as she just misses falling in the canal.



We head to courtyard. Statues line the courtyard. The campanile is there it is 7:52. Mihai smashes open door to tower staircase and climbs slowly up in the darkness. He's ½-way up when the clock strikes 8. Whirr grind and the marvelous little toy starts to play on the balcony under the clock face. Automaton - designed to be seen from 3rd floor apartments. JP trips

while attempting to look at statues - too dark. Mihai to the top. Ladder to locked trap door. Mihai rips the lock off like the animal he is and climbs into top. One more flight of stairs. JP in courtyard, Elsa starts up. Mihai is in the clockworks. Tracks for the automaton. Very dark. By matchlight, he sees strange figures. A pair - death with scythe and angel with trumpet; Turk w/ scimitar; winged lion; rustic lass and lad; soldier w/ sword; assassin w/ club. Turk, soldier and rustics only ones with legs. Soldier has the leg! 8:15 to celebrate! deafening, but very dramatic. Well timed. A creature is silhouetted on balcony outside the opening from the campanile looking at Elsa. It leaps backwards off the balcony. It is nasty and screams at her as she lights it. As it starts to fall it gets small, and then blows or flies away on the breeze. Mihai breaks the clock - it starts to explode as the figures run around in loops and everything goes nuts, including the investigators. Mihai starts to fight the statuary as Elsa gets out of the way. Statues fly off their tracks and crash out. All is quiet. Mihai throws the statue of the soldier over the edge and the leg flies free...or not. In the distance are screams for the police.

## **Session 18 - 03.01.15**

JP starts looking for the leg while Mihai and Elsa descend slowly and carefully. JP wraps the leg in his jacket and exits the building and loses himself in Venice. 6 polizia await Mihai and Elsa at the base of the stairs. Mihai charges while Elsa runs through them to escape. *Give the Gypsies their land back! Down with the fascists!* They beat up on Mihai for a while. Damn blackshirts. Elsa runs upstairs (slowly) chased by two of the police and dives out the upstairs window into the canal. Elsa strips down and pretends to be a street worker, apparently. She grabs a gondola about ½ a mile from the scene hoping to be taken back to the hotel. Gondolier a nogoodnik so she jumps out. As she exits the canal, there is a blood-curdling scream from the gondolier. Something is attacking the gondolier. Possibly the thing from the clock tower. The thing smiles at her, and she back at it, and then it disappears. Elsa recognizes it as a vampire of some sort.

That night we hear rumors of miraculous weeping statues at San Marco. All to bed. At breakfast on **Thursday 25 January 1923** we hear report of murdered gondolier (Pablo Riso) whose body was drained of blood. Also canal stench is greater than normal. Waters crept into some of the churches and houses and some of the children that played in the water are covered in black blotches. JP has a nasty bruise on his leg. A dull ache.

Concierge lets us know that Mihai is that the such and such police station. Suspicion of breaking and entering, criminal damage. Father heads to prison to rescue Mihai. Police says a fine of 100 pounds must be made. Lloyd arranges for the fine to be paid.

About the Simularae - another flashback scenario - to be read when we have time together on the train.

Mihai has been saved and party makes it to the Orient Express with minutes to spare. We leave Venice! Epilogue: canals reek and coffin creaks as if somebody were trying to escape. Giorgio (boyfriend) Alberto (fascist) glare at each other. No blackshirts present. Coffin to cemetery and all were sick from the stench. Reception at Stagliano house, and blackshirts take her hostage and force her to marry Alberto. Giorgio found dead a few days later in the canal.

## **SESSION 19 - 03.15.15**



### **Constantinople 1204 AD April 12**

Edwin - Renaud of Flanders Luck: 75 → 70 SAN: 65 → 55 HP:14 → -1, APP 55 → 52

Gary - Gilles De La Grave Luck: 75 SAN: 75 → 60 HP:12 - 4

Jim - Eloise of Flanders Luck:65 → 58 SAN:70 → 66 HP:12

Max - Martinus de L'isles Luck:55 SAN:75 HP:12

Randall - Andre of Troyes Luck:50 SAN:50 → 46 HP:12 → 0

From the Devil's Simulare Monks of 1203/1260 Constantinople, to Venice with Crusaders. Bound there in the 1500s. Digressions to be ignored - moralistic. Curved scimitar, two-faced suit of armor.

Crusaders - what a long strange trip it's been since 1199 in Flanders and environs. Goal: Jerusalem. We joined ~1200 in and April 1201 treaty of Venice signed where Venetians provide transport from Venice to Constantinople. One year to Venice, but we couldn't afford transport costs. We (the Franks) agreed to retake Zaira for deferment of cost. Prince of Constantinople Alexis was with King Philip of the Germans, cousin to our leader. Alexis will take throne of Constantinople (if all works as planned). Count (Alec?) Baldwin our leader. We have been at C since mid-1203, prince took over and we are ready to plunder....Bad stuff happened, new emperor, violence, mayhem, etc., we (Venetians and Franks) will take over the throne tomorrow.

The plan: pairs of ships to make high bridges to climb onto walls and open the gates. Others will be on horse transport to launch attack once gate is opened. By midday the ships are at the walls. Gates are breached. We charge. We fight for the day, and succeed in getting into the city. Greeks routed. We loot. Count Baldwin is in the Blachernae Palace.

In the AM we have a meeting with Count Baldwin and his brother Henry of Flanders. The chaos stems from something unnatural. A cabal of Venetian heretics is stirring up foul magic causing the barbarism. We need to search them out and destroy them. Bard Bledich will guide us and Occultist Brother Merivac the leper will assist us with arcane items. He is on a leper ship at sea. Go to Northern Basilica at the Forum of Theodosius and see Venetian priest Agostino about tales. Greeks have released a monster in the city - a giant lizard - we should kill it if we chance upon it.

Our comrades Gilles & Andres are deceived by a cleverly staged fight and lured into an ambush by Varangians (Vikings). The survivors flee into a cistern of Aethius.

A bunch of Franks claim to have seen a monster that smashed a house and ate three of his friends. They can't agree on what it looks like. They are drunk.

We arrive at the forum and head to the northern basilica. Leaving the horses we head in and down into the crypt. One-eyed priest was rescued from a group of masked Venetian heretics. Tattoo on left bicep of five-tailed whip. The Unburdened Flesh are after a treasure, they convinced the Doge to redirect the crusade here so they could search for the search Devil's Simulare. Allows somebody to imitate anyone if you have their skin, and it can summon Satan. Ramadi - Venetian knight - had priests scour the city for traces of it. A ceramic suit of armor and a latin ritual. Church of St. Mochis on the 7th Hill, but it wasn't there. Ritual found, but not armor. Ritual can find pieces. Ritual hidden in statue of the virgin. Area destroyed by battle. Two wild-eyed Frankish priests, a drunk prostitute, a hanging Greek priest and a bunch of dead people. He is a wizard as his beard doesn't fall down. Drunk prostitute has seen monster - a

giant snake crossed with a pony. Greek priest ranting that dragon will consume us all. He admits to having summoned dragon here in the room.

Andre helps injured girl and is rewarded with info of ~20 MIB hiding in and around church. We summon reinforcements prior to attacking. Martinus and Renauld each have an itchy eye....

## **Session 20 - 03.22.15**

**Constantinople 1204 AD April 12**

[https://docs.google.com/drawings/d/1Ibe573q0HNHX7R3NvXrlvb04ir4\\_liw8RsAUD4u\\_834/edit](https://docs.google.com/drawings/d/1Ibe573q0HNHX7R3NvXrlvb04ir4_liw8RsAUD4u_834/edit)

Eloise recruits 5 Frankish knights for the assault on the church. PCs + NPCs attack, Italians searching rubble outside. Battle commences ... apparently the Italians have a DEAD magic-user with them. We search the bodies - eye-patch has a tattoo of five-tailed whip, as do the others.

Frieze of St. George slaying a dragon on a wall in Church

Multiple statues of the Virgin - 2 of them at size 100... Under one small statue is a small notebook - quarto of waxy paper with Latin and Greek. He will come by the bloody tower at the behest of his supplicant and the city will run bloody and red, or some such. Three folio pages as well covered in occult symbols and nastygrams. We hear more Italians coming, bar the doors to the church, and escape through the secret passage in the crypt.

<https://docs.google.com/drawings/d/1rVVqkHYuuQ1pFlzFXtDfcL6Qj7wWtCiU-DZOIRz6QUo/edit>

... and there's a dragon in the water. Breathing fire.

It follows us out and kills Andre before taking to the air and preparing to attack us. Looking for cover.

## **Session 21 - 03.29.15**

**Constantinople 1204 AD April 12**

<HANDOUT REDACTED>

THE DRAGON!!!!!!!!!!!!!!

As the Dragon takes flight - Eloise is running away (just like a woman) and Martinus is ordered after her. Renaud bravely stands his ground and pulls a "Frodo vs. Shelob" on the dragon as it takes the full weight of its own charge on Renauds ready sword. Gilles finishes off the beast with a well placed crossbow bolt and the dragon explodes in a fiery blaze.

Time to head to the Leper ship and report back about the Dragon & The scroll/ritual found in the church of St Mokius.



A ritual to detect the influence of the Skinless One  
Add snake scales, black feathers, evil smelling wax into a bowl and have to sacrifice a fresh small piece of skin (someone elses). If successful the vision shows the location like a scrying spell in the bowl.

Brother David & Martinus head into the ship to speak with Merivac.

Merivac says we seek Sedefkar and his Simulare who have been here in Constantinople for decades... He has used it to imitate people of great power and cause trouble. We need to destroy him, but it won't be easy. The simulare makes the wearer almost invulnerable. Sunlight and maybe moonlight shining on the wearer and attacking them with sufficient force at an oblique angle should be able to dislodge a piece of the armor.

The ritual is done and the room seems to crackle with energy - The water shimmering in the bowl. Looking at Constantinople from a bird's eye view - We see it focus on a Giant Blood Red Tower near the Golden Horn on the North side of the city.

### **Constantinople 1204 AD April 13**

NO BARDS FOR YOU!!! We killed the last one and thats why we can't have nice things...

Locals point us in the direction of Sedefkar's Blood Red Tower and say that his friends left him but he used to be well protected before they left.

Octagonal tower, 7 floors, 4-5 pretty damaged, fire damage to the North side, Ochre not Blood Red...

The area is rife with a mish mash of other men, mostly Boniface's. A frankish man is surrounded by some other fighting men. He glints strangely as we look at him obliquely. Martinus & Gilles attack outright as they see this.

Gilles - 2

Renaud - 1

Sedefkar aka Knight escapes inside while we slaughter his men. Just after, some flying lizards come from the window to attack. Eloise warns us with a scream and the men raise their shields and swords, Renaud backing against the tower. Brother David prepares to flee.

## **Session 22 - 04.05.15**

### **Constantinople 1204 AD April 13**

Exterior of the Blood Red Tower: Hideous creatures billowing out of the upper floor windows. Horrific demons with horns and stretched flesh and sinuous wings. One of the creatures explodes its caustic stomach contents all over Renaud. Another rips a hole in Brother David's neck which Eloise heals.

Fight Count for the Blood Red Tower:

Martinus - 1 assist, dammit

Renaud - 2

Eloise - 1



Gilles - 1

With the beasts all dead we rush the tower door and break it down.

**Floor 1** - Corpses, skeletons, and bone fragments line the floor which is stained red with blood.

**Floor 2** - Has turkish / arabic writing on the walls in blood and entrails as well as more corpses, somewhat fresher. All the writings are requests to the Skinless One.

**Floor 3** - Has a vast amount of human torsos hanging and their entrails all connected in a sinister design. Gilles cuts down one of the figures and another monster appears and sinks its teeth into Gilles neck.

**Floor 4** - Is a collection of abominations of mismatched corpses sewn together twitching and writhing in agony

**Floor 5** - A large hall with a huge table - Large platters with body parts bound together with skin and made into pies with the "crust" as skin. The "pies" cry out in agony....

**Floor 6** - An arrangement of ropes that dangle from the ceiling - attached are victims in various stages of dismemberment and flaying, crying out in pain and asking for help and release from this agony - We show it to them as the sword takes away their pain forever.

**Floor 7** - We break down the barred door - The room spans the whole tower. A giant wheel and strapped to it are complete stucked together human skins. In the center of the wheel are what were once human faces and they are all arranged facing the center. The most disturbing is that they are all screaming and crying as they are still alive. Sedefkar stands there with 2 of the monsters, wearing himself a full skin of a frankish knight and the armor. A strange altar with a glowing green light shines in the corner.

Martinus starts to dislodge the left arm's armor from Sedefkar. Gilles kills a monster nearby and goes for the other one. Eloise is sneaking around to the wheel of skins. Renaud continues fighting. Brother david is attacked by the remaining creature and is holding fast. Renaud is killed by Sedefkar as he is run through. Gilles starts to dislodge the headpiece of the armor. Martinus is dropped unconscious by Sedefkar. Eloise destroys the skins on the wheel which brings the attention and rage of Sedefkar. As Big S is heading towards Eloise, Gilles fully dislodges the headpiece of the armor. A terrible visage of a horribly disfigured and strange looking turk is underneath. Brother David continues to "distract" the monster. Eloise takes her opportunity and slits Sedefkars throat and he melts away as the armor pieces fall apart. Eloise then dispatches the other monster on the Brother.

Some confusion as to whether they had broken their vows to Baldwin or not. Either way Baldwin attained the strange knife with a reptilian handle (Mim-Sahis) and the Armor - Sent back to Zara with a Croatian knight Called Miho of Dubrovnic but Baldwin didn't return and the Croatians took it back to Vincovici to keep from the Venetians. Baldwin sent the pieces of the simulacrum back to Merivac but then was betrayed by the leper, the ship gone and the guards around were drained of blood. If we go east the monk is known as Fenalik, an evil man. Dun Dun DAAAAAAAAAAAA

Next Time - On to Croatia - Trieste

- > Search for Vincovicci and information on Dubrovnic and his relations
- > Find Johan Winkleman at the Museum in Trieste

## **Session 23 - 04.19.15**

**The train to Croatia** - arrive Trieste 7:54 pm Thursday, 25 January, 1923. Very high winds, cold and nasty. called "The Bora" by the locals

Savoia Excelsior Palace, a magnificent seafront palace. Lobby has some Turkish businessmen and others eyeing us.

Friday, 26 January, 1923

Elsa awakes feeling crappy - She will take it out on the others :-)

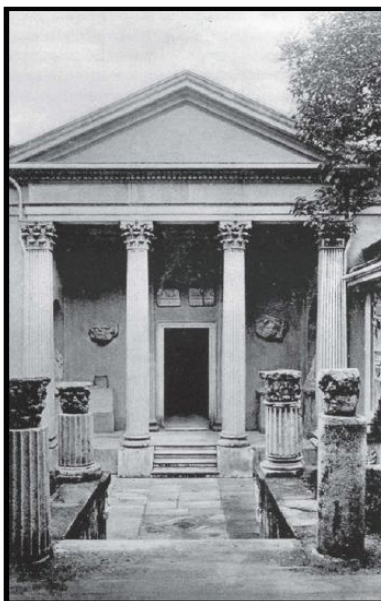
Telegram from Hugo Sterling: Feeling better, still in hospital, hope to join you. Zeb still unconscious. Docs doing their best Reply: All's well. STOP. Looking forward to seeing you down the tracks. STOP. Look for letter. STOP. We send letter to Sterling with past week's activities.

After bkfst, we head to the Museo del historia y del arte or some such on the hill. He is the garden which has additional fee. Museum has Greek, Egyptian and Roman collection from private donations.

In garden is frieze of humans offering sacrifice to reptilian dragon-like creatures. Human figures worn, but reptilians not - look very sharp. Within is sarcophagus with carved winged creature on it and a latin inscription: **IOANNI WINCKELMANNO**

**VIII.IVN.AD.M.DCC.LXVIII 8 4 1768**

Recalls that Winkleman is father of modern archeology. He was murdered for a medallion.



In the museum we see a small exhibit of 7 medallions owned by Winkleman. Mihai sees that a medallion is missing and there used to be 8..... They are depicting people and scenes of historical significance. Director surprised that 8th is missing. Says it would've been missing already at his death.

We go to the library to look up books that museum director advised to read. We find them. We now know:

<HANDOUT REDACTED>

Need Giovanna Termona's family/library as he has papers etc.

Waiter from Locanda Grande who has stuff - ask info. of tea shoppe proprietor as well as other folks in the biz.

**Trial notes to see who hired thief to kill Winkleman. We also need to look into the knife discussed in the journal.**

Somebody loiters outside Mihai's room, and gets socked in the jaw by Mihai. A Turk. We finish dinner and head up to our rooms. JP and Lloyd sleeping w/ revolvers under the pillow.

## **Session 24 - 04.26.15**

The party goes to bed on the night of the 26th. We awaken on the 27th Jan., 1923. Will miracles never stop?

In the AM, JP sees a man disappear down the stairs. He smells of a cheap Turkish cologne and Turkish tobacco.

We question our waiter about the story of the waiter who inherited the wealth of Winkelmann. Locande Grande demolished about 80 years prior. He doesn't know much about the waiter story, and all the staff that he knew that had worked there have died. New hotel is Vanoli. JP and Elsa head over to the Vanoli. The Vanoli is on the Piazza of United Italy. JP notices a pale face watching us from a 4th story window. A decent hotel, but not luxurious. We knock a few times on the door of the room that we believe has the man - no response, no Turkish tobacco. Elsa attempts to charm a bellhop into giving the man's name. Nobody is that room - hasn't been occupied for a month. Elsa gets key from bellhop - room is empty, with no trace. There are no reports of ghosts in this hotel. Bellhop also doesn't know story of waiter who won the inheritance lotto.

Looking for reference to Giovanna Termona's, asking one of the librarians. His Descendant still live in Trieste. Antonio Termona!!!

Vincovici, is on the Orient Express line. before Belgrade.

We all meet back at the hotel for lunch. There is a group of black shirts trailing us, and a group of Turks trailing us. Elsa and JP try to get followed while the others "nap", and then sneak off with Mihai to the Hotel de la Ville. JP and Elsa are followed, but not by all the bad guys.

Overly complicated plan to move Mihai from One Hotel to another is hatched and Lloyd goes down to keep an eye on the Groups of followers as the father and Mihai leave by the back door. Father spreads money around in an attempt to be less noticed.... They pass by a second hotel, switching taxis, and believe themselves to have been successful. Lloyd also performs some

shenanigans at the train station and a decoy hotel in an attempt to lose his pursuers. He thinks he succeeds as well. Of course, they have spies at all the hotels anyway....

Elsa and JP spend the night at the Savoia having sent word to the Hotel de la Ville that we are not coming. Others spend the night at Hotel de la Ville. They plan to search for Termona in the AM.

## **Session 25 - 05.10.15**

Trieste Sunday 28 Jan., 1923

JP and Mihai awake tired and irritable. Dreams of a howling creature and monstrosities slithering around in the dark. SAN is lost. Elsa and JP go shopping for cravates.

Mihai asks the concierge for Termona's address. Termona's butler has an eye-patch. In the waiting room are two interesting items. Vase with dancing figures and painting.

Termona only has one hand, lost it in the war. He admits to having Winkleman's papers and notes. Pompeii & Herculaneum mentioned in the notes/research and most has not been translated fully.

Montanelli - translator of Greek, name given to us by Termona.

JP and Elsa spend some time looking for the Venoli ghost with no luck. We do however go after the Turks. They drive off. The black shirts tell us to leave town before an accident occurs. As we leave, we believe we are not being followed and head to the Hotel de la Ville.

Father starts reading the papers, but doesn't speak Greek. The party is all together, except Lloyd back at the hotel, and head off to Montanelli's address. Montanelli is wheelchair bound, and overcome with Elsa's beauty. His legs twitch occasionally. JP and Mihai wait outside. They notice a man with shocking red hair with a black shock watching us. Mihai yells to him and he disappears. Mihai gives chase. He escapes. Mihai and Elsa are unable to be received for the night, and leave. Mihai looks for a place from which to watch for the night. He is being watched by yet another man. Big, but frail or broken seeming. They meet in the middle. He has no hands. No tongue either. They head off to a worse part of town. Criminal section. It's dark. They arrive at a derelict bldg. They go in. It is a sort of living space. The man gets some scraps of paper out and places them on a table in front of Mihai. Diary pages, torn and burnt, notes, a photo of this man next to a woman and child in Germany or Bavaria. Notes etc. in German. Mihai reads them:

<HANDOUT REDACTED>

Back into the street and sends Mihai off. This guy was a victim of the referenced cult and wants vengeance. Back to the translator. Lights are still on. JP brings Mihai dinner and hears the tale. Elsa and Father to bed after finishing with Winkleman's Latin papers.

When Elsa brings Lloyd dinner, he doesn't answer. Elsa and Father get access. His sheets are blood red. Three pieces of the Sedefka (torso, left arm and left leg) lying on bed. Real head, right arm and right leg also on bed - not Lloyd's. Lloyd unconscious on floor. Head has a fez on it. It is from one of the Turkish watchers. Other parts could be from same body, or not. Fez not attached to the head.

## **Session 26 - 05.17.15**

LEADS:

- Winkleman's Missing Medallion (one out of the eight)
- Winkleman's Greek Diary
- From Helmut Grossinger's Journal Excerpt
  - De Vermiis Mysteriis
  - Roman Tergeste, place?
  - Von Juntz, Occultist/Scholar?
  - Grast (slovene name) - Karst Caverns
  - Ghatanothoa...
- Vincovicci and info on Dubrovnic and his relations

The evening of 28 Jan., in Lloyd's room. Maid passes out, Lloyd is revived. What does he remember? The dice will tell. Nothing. Elsa cleans up the sheets and the Father replaces them with his. The maid wakes up in the midst of this and seems a trifle upset. We all scamper except Elsa and Lloyd stay in Lloyd's room. They make a pretense of being caught en flagrante. Success.

In the dining room, we see a young couple watching us and the other watchers. JP approaches and asks for tourist information. Eventually the couple departs, and JP ostentatiously has the bellman place the sheet of notes in the box for Room 12. Father stays with Mihai in his room, while the rest sleep in their own. Father fills out his journal for the vatican report.

In the morning, **29 January**, Father and Mihai cranky. JP and Mihai stand guard with a game of draughts. The others head to the library, with Elsa stopping en route to look up Von Juntz.

At the library:

- Find reference to Latin manuscript *de Vermiis Mysteriis* by Ludwig Prin in the 1500s. It is an occult treatise describing vampires, spirits and other entities. Some in ancient Runic language/code.
- Von Juntz referenced in same source. An author of *Unaussprechlichen Kult* (German Book - Unspeakable Cults). Book is from early to mid 1800s. Various translations exist, including an expensive version published in NYC.

- Karst Caverns - Gigantic Grotto 3 miles NE of Trieste (largest cavern open to tourists, large enough to contain St. Peters). Another is Grotte di Postumia is 50 miles NE and also opened to tourists, but less well explored and smaller. (Karst is not a proper name, but a type of formation, according to Wikipedia...)
- Roman Tergeste - Latin name for Trieste. Some info on Roman era Trieste including sketches made by Nicholas Burnett, archeologist, in 1759-61, depicting items around Italy. Last few pages show Trieste including Castello di san Giesto, and Basilica.

Doorway with carved lintel shows Bachus and others. Via Marco Polo 6 June 1761.

JP goes to Montanelli's to collect the translated journal. Winkelman has a good imagination, he says. And back to the hotel. As we read, the power goes out. The hotel staff deliver lamps and candles and we continue.

<HANDOUT REDACTED>

Adelsberg is Austrian, Postojna, Slovenian, Postumia, Italian, name for same place - the caverns 50 miles NE of Trieste.

Mihai walks towards the docks to dump a suitcase with the body parts. He struggles against the wind, extremely successfully. The streets are empty. Weighted down with bricks, the blanket bundle with bricks is dropped in the sea and returns with his empty suitcase. Dinner is served in common by candlelight.

**So we obviously have to head to the caverns - but do we need to find the medallion/amulet first? We also need to look for the doorway of Bachus.**

From our guidebook:

Place of Interest – Grotte di Postumia

The Grotte di Postumia lies about a mile from the station (a mile and a half from Postumia proper), and is of great interest to the geologist. The stalagmite and stalactite formations are considered by many to be the finest in Europe.

The caverns are only open to guided groups. In summer English language tours leave on the hour. In winter there is only one daily tour, commencing at noon. The trip takes two hours, half of which is spent traveling in small trolley cars. Warm jackets and stout boots are recommended.

Elsa and Mihai have bad things happen at their dinner - Elsa's steak turned to worms, Mihai saw the table float.

JP's wine turns to blood and congeals into a face crowned with wreath of leaves and berries. It is the face of Bachus/Dionysus. Lloyd's knife is burning cold and frozen to his skin. He is forced to stab the air. His hand covered with blood. Some see a pale man dressed in black watching us from near the kitchen entrance. He slips away. It may be the ghost in the window from the other hotel. We head up - although perhaps the Father will follow the ghost man????



## **Session 27 - 05.24.15**

The night of 29 January 1923, the bloody Hotel de la Ville

The Father is unable to follow the ghost - chef denies that anybody came that way.

Dagebusch (Diary) whispered in JP's ear as he heads up. Elsa suddenly gets very cold.

Back in the room:

Elsa's attempt to communicate with the ghost: "Searching for the amulet, looking for the door of Bacchus. Will return to Rightful owners "underground". Any help welcome" We (minus Father & Mihai) get in a circle holding hands, think about Winkleman and burn the paper scroll. The temperature of the room drops. The candles flicker out and the window blows open. The room is a mess as the wind blows everything around. Pillows explode, lightbulb flickers on and off. The pictures smash. Candles flicker on and off. We are blown around the room. Candle that burned the scroll flickers back, and scroll is unburned. Opening it, we read, in Elsa's handwriting "Marco Polo".

The Father believes we are Satanists and begins screaming. Mihai calms him. JP smells decay and graveyards leftover from the visit. We move Mihai etc. to other room (527). Elsa and Mihai sleep in Mihai's room with the trunk, others to bed in their own rooms. Elsa and JP awake in a grumpy mood. JP doesn't sleep well after strange dreams of massive numbers of creatures, swirling waters and other evils. Power is back on.

Elsa and the Father stay with the Simulacrum. They get takeaway lunch. The others head to Via Marco Polo. Wind is lessened, but still blowing. We grab a taxi. Lloyd sees a man following us - he has a head of red hair with a black shock (tall thin man). We have seen him before. A car full of fez-men grab him and take him off (apparent kidnapping).

Via Marco Polo is narrow, lined with buildings. Halfway down the street we see a carving on a villa on a house. Worn and cracked. It has aged poorly. We see some blackshirts coming along. Door is chained and padlocked. Bldg is a single villa in a solid row of bldgs. two-story. Neighbors seem occupied. Mihai visits to pull some information. Neighbor says bldg is empty. Sra Modelli down the road has the key. We get in. This was an inn or hotel. Floor sags, it's dark. It's cold. There is a light at the top of the stairs. There is a small man at the top, dressed in black antique clothing. He is glowing. He comes down. We have seen a sketch of this man; he looks like Winkleman - he moves like the footage in Smith's footage. A maggot drops from a gash in his neck and disappears. He walks past us and pries up a flagstone in the floor and hides something below. Mihai pulls up the stone and finds a solid gold medallion. A shock and cold air, and a terrible howl. Mihai's arm goes cold and his heart skips a beat. Mihai suddenly feels comfortable - not cold. Medallion has heiroglyphs on one side and a carving of a humanish thing on the other. Out of the corner of his eye, it seems to move.

Through train station back to Hotel. Local train takes about 3 hours. Station at Postumia is about ½ mile from town center and 1 mile from grotto. Four trains/day. We arrange for the 3PM train, hotel in Postumia for the night and a car to the grotto in the AM. As we leave by train, the cars that were tailing us are leaving the station. Lloyd walks up the train and recognizes Antoni Termona - he tries to disguise himself from Lloyd but fails (the man who had the diary). We chat our way to Postumia... (It *is* on the Orient Express.)

## **Session 28 - 05.31.15**

Tuesday, Jan. 30: Hugo sitting by Zebedi's side in Milan. Zebedi has been unconscious for the past 8 days; Hugo feels good. Zeb's eyes open.

Back aboard the train to Postumia, Italy:

We arrive. Cold and windy, but nicer than Trieste. The Father follows Termona out into the country by taxi for a while. He seems to stop at a certain place that the Father believes he can find. Seems to be a house. He watches for a while. Another car comes along after 15 minutes from town. It goes to the house as well. A couple more cars head out, possibly to the house. House is not same direction as caverns. He comes back, we all rent a car and head off.

At the house - Elsa sneaks up to the house while Mihai softens some of the tires on the four cars. There is an outbuilding. There is one man outside the front of the building smoking. Five different voices speaking Italian. *Are you sure they have it? We can bring it to them. What are we going to do? Confront at caves? They know too much! How many brothers should we take?* Arguments.

We find two handguns and a loaded shotgun in the other cars. We set one car to explode next to the building. Gunshots fired into building. Man inside has gun in left hand, tentacle where his right arm should be. Other window smashed by inside man. Fire, guns, explosions. And a tentacle eye. They are, we think, destroyed. We search the vehicles. During this, tentacle man on fire comes around the house running towards us and kills Elsa. Father goes insane, kills tentacle man and then tries to kill us. Mihai knocks him out. More weapons. No papers or anything. We leave the shotgun in the boot and ~~head to bed~~ (see Session 29) - the Father unconscious, Mihai bruised and JP a little crazed.



In memory of....Elsa Wagner

We send a note to Hugo that we could use some backup if he is feeling better.

## **Session 29 - 06.14.15**

Wed. 31 Jan, very early in the AM, arriving at the hotel. Mihai claims to hear something and disappears around the corner. JP arranges for the concierge and another to carry the Father up to his room and then drinks to a toast to the many missing souls in silence at the bar while waiting for Mihai. Tentacles?! JP spends much of the morning writing in his journal with some brandy in his hand. He sends some back to his colleague.

Zeb and Hugo are on the Orient Express headed east to Postumia. Due to arrive at 6AM. They do. Eventually a tiny old bejewelled lady arrives. **Zelda**. The Father is sent to a Trieste hospital. The rest of us head towards the caves.



Zelda

## **Session 30 - 06.21.15**

Bus service to the caves about ever hour - Tour happens once a day

Large barred gate and shack next to the cave with the prices. Zelda does a great job antagonizing the two other couples and the tour guide. He looks nervous and sweaty, we see he is generally shifty. When asked he says he is not the usual guide and does not know where the normal guide, Giovanni, is.

Tour goes well until the end of the trolley line. We are attacked first by three cultists, then five more from a different passage, then another 8 to ten appear from yet another passage.



## **Session 31 - 06.28.15**

Evening of Wednesday, 31 January. Drive back to Postumia, 8pm OE to Belgrade. No one following us. We see the ghost of Winkleman as we pull out the station, the ghost looks unhappy. Sanity is lost and recovered, ticks are rolled, and the train moves on into the night. Dinner is served, a strange rotund rich man gives the party wine (not drunk by Zelda or Zeb).

Sleep happens, until we are woken by the night conductor around 0300 when the train arrives in Zagreb. Our luggage is already taken off the train, and a strange man in a large hooded cloak offers to tell us the story of the simulacrum. We disembark and follow him.

<HANDOUT REDACTED>

We find a dying carp on the street, and this note fluttering in the wind:<HANDOUT REDACTED><HANDOUT REDACTED>

We see children running in the street (at 0300?) wearing cloaks. They have blank, white eyes. We come to a tableau of stuffed animals, one holding a note^

Strange shadows. A young man crawling in the street turning up the cobblestones "It must be here."

<HANDOUT REDACTED>

The clock tower chimes 0400. We find something written on carpet.

<HANDOUT REDACTED>

We pass a crying woman. "I've seen a man ahead, a man, a head. I saw him. I saw him in the distance. I do not know his name. But you seek him, don't you? Ask the tide, and name the one you seek by his proper title. She can tell you where to find him."

We find a straightjacket lying on the ground.<HANDOUT REDACTED>

A gargoyle on a building laughs at us. Then a sheet of music floating on the air.<HANDOUT REDACTED>

We pass a lane, white liquid (milk?) flowing down. One cobblestone slurping it up. Zeb finds a silver ring underneath.

We see more words hanging in the air, made of clouds.

<HANDOUT REDACTED>

We see a frog in the street who meets a mouse. They fight. More frogs and mice show up and rumble.

<HANDOUT REDACTED>

The clock chimes 0500. We find a statue of Mary, and a woman lashed to it. Woman speaks "Hear my crime. <??>. Why can not my son be the son of God also?"

We find a tapestry man of skin.

<HANDOUT REDACTED>

Hooded man approaches the central fortress. Crossing the bridge we see a mirror on the ground.

<HANDOUT REDACTED>

The hooded man goes behind a locked gate, with some nonsense about not being ready and needing to solve a riddle. Zelda convinces him to let us in. He leads us upstairs to a room. Offers us knowledge, Hugo accepts. Words come out of the hood and enter our heads. We lose d10 SAN and gain the same in Mythos. Twice. A third

time. Hugo tries to run, the words stop. The hooded man says we have to wake before dawn or be stuck here. We run for the train and just make it to see ourselves sleeping and then wake to see ourselves come in. The night conductor knocks, announces it's 03:10 as the train arrives to Zagreb - and then apologizes as we want **Vinkovci**.

The train departs Zagreb ...

## **Session 32 - 07.05.15**

Morning of Thursday, 01 February.

Train slows 06:30 - train is late for a first time. We are in the country - snow-covered fields. Perhaps separatists causing problems on the rails. At 08:30 we are still miles away as train continues slowly. We read the newspapers at breakfast. Archeological dig, underground, written in Serbo-Croat. An English teacher translates for us.

<HANDOUT REDACTED>

Baldwin attained the strange knife with a reptilian handle (Mim-Sahis) and the Armor - Sent back to Zara with a Croatian knight Called Miho of Dubrovnic but Baldwin didn't return and the Croatians took it back to Vincovici to keep from the Venetians.

09:17 we arrive in Vinkovci and are forced to detrain. Passport check to prove we are not communists. Train stuck for 3-4 days (tracks to be repaired after anarchist bombing). Rooms at Dvorak hunting lodge paid for by Orient Express folks. Escorted tours arranged. Map provided, location of archeological dig pointed out.

<HANDOUT REDACTED>

A woman approaches Hugo and says she is being followed. Immediately thereafter, two men come to attack us. Zelda stabs one of them and the other is chased by the police.

Jasmina Moric, daughter of the archeologist. She asks us to escort her to the hotel. Her dad is staying with a Serbian friend, an old war comrade. Letter to her from her father.<HANDOUT REDACTED>

We go to the Hotel Lehrner and check in. Two-story coach house, cultural center. Rooms spacious and clean. Message from dad:

<HANDOUT REDACTED>Words are street names on the map. We get there. Apt's, cobbler, grocery, rare book shop (Odlika Knjiga). The Decline and Fall of the Roman Empire (Edward Gibbon) is Jasmina's favorite book. Sold to a man, and reserved for Jasmina. She takes it. We head to a coffee shop and look inside - a message.

<HANDOUT REDACTED>

<HANDOUT REDACTED>

Pouzdan Zalihi found in directory - a warehouse near the rail station. Opposite rail station is a park with a gazebo with a bird bath. Mother's Maiden is Baratutik. At Zalihi, they need a key. Zelda finds it and brings it over to the warehouse. They bring out a



crate. 8'x4', nailed shut. Inside (back at the hotel) we find dozens of wrapped objects, well wrapped, and a notebook. About 24 items, many common and military also:

- box with a silver coin - tetradrachm from Tyre
  - with note: Unas ex tr etc. → one of the thirty silver pieces (Judas related biblical reference)
- box with carved stone - seems mythos-y
  - note: obex sancti gabrielis → barrier of Saint Gabriel
- 32 scrolls and 18 books, mostly in Latin, including:
  - *Accounts of Tillius Corvus*
  - Arabic - *Rasul Al-Albarin*. Deals with a being called Huitloxopetl, a great old one.
  - Sapiencia Maglorum - Latin and Greek
  - Others records of the Order of the Noble Shield

From notebook:

We head to Doctor's colleague's house. A maid answers. Dr. Moric was here, hasn't been seen for three days. Dr. Goran Belonzado is very concerned. He is at the hospital. End of journal about a week ago. Dr. B. is not at the hospital - gets off at midday. Probably at his research facility - a farm outside of town. Off to the farm. It's around 5 or so. Surrounded by 6 ft wall, with barbed wire, and a stout timber padlocked gate. We are let in. Man is Nennad is missing right arm. Other guard is missing left arm and is burned. Dr. B was battlefield surgeon who saved him. He's researching ways to help people with injuries. Tests new procedures out on animals. Dr. B. - older man, mid-fifties, brings us into his office. Dr. Moric last seen about 3 days ago, became worried about what he found - thought they were dangerous. He got angry and became illogical, paranoid, unsettled. May have gone to Kunjevci, a forest to the south, with one of Dr. B.'s shotguns. He had a reptilian handled knife. From Dvorak lodge, one can get to the forest. Back to the Lehrner Hotel for dinner. Next day perhaps to the woods and the Dvorak lodge to look for Dr. Moric and his knife.

JP is skimming Arabic book *Rasul Al-Albarin*

Lloyd skimming Accounts of Tillias Corvus

## **Session 33 - 07.12.15**

Evening of Thursday, 01 February - Voncovzi, the Hotel Lehrner

Large column of armored vehicles and troops headed into town (Yugoslav Army). Hotel manager enters to say that city is under curfew from 7 PM to 6 AM. Staff will do what they can. Soldiers posted out front of hotel and about town.

*Rasul Al-Albarin*: (One Arabic Success by JP) Seems to be based around worship of some entity - rituals, bargains one can make.

### Morning of Friday, 02 February

Roadblocks up, people active in the city. **Plan**: Head to Dvorak Lodge (Hunters' Manor) to look for **Kunjevci** forest and Dr. Moric. Through checkpoints, we arrive by taxi. Large old estate turned into luxury lodge. We say we don't need rooms, just hunting support. We get equipment and a map, including for Kunjevci. There are 6 hunting trails, each about an hour or two long. Good place for deer. We get a car, and lunch, and some guns. We park at a trailhead. No other vehicles. There are three trails that have been used recently, it seems. We split up: Zelda and Zebadi (trail 2), JP and Jazmina (3), Hugo solo (1).

Z&Z - after 30 min, Zelda has foraged much; Zebadi sees a deer.

J&J - evidence of deer and wild sheep

H - A mile on, about 20 yds off the path, he finds a corpse, face blown off by a shotgun. Double-barreled shotgun lies by his side. Wallet says he is Dr. Moric. Wearing dark suit, dress shoes. Not much blood on body. Shoes and pant cuffs covered in grey dust. Grease on fingers and his jacket. Jasmina is upset but calm - determined, perhaps. Not suicide. Zelda (once we get there) finds clear evidence that something was dragged to this location and then went back to trail. Dust is powdered granite. Map shows Bulatovic cement factory. Back of Dr. Moric has a small caliber bullet wound. No knife.

We take his body to the car and then to an undertaker. We are stopped, and Zelda claims an injury. We get an escort to the hospital and Zelda gets taken in. The rest of us go to look for an undertaker. Arrangements are made. In the hospital Zelda refuses to let Western medicine touch her and arranges for a taxi. We arrive at hospital as she is leaving. Off to the cement factory.

Loud, noisy, lots of workers, dust, machines. Head for the office and find duty manager. Zelda asks if he has seen Dr. Moric (by description, not name). They don't have security - it is locked at night, but that's all. Broken window a couple nights ago in side entrance to factory.

Hovart Bros. Butcher Shop delivery truck is following us - or not. Same truck as before. Jasmina mentions slander came from a source - perhaps we track that down. Talk to reporter?

Z & Z and Jazmina to the newspaper.

H & JP to the butcher. Kulin - local sausage. Hugo notices a man in the back of the shop who looks familiar from the train station. Knife thrown at Hugo - hits him in the arm. Ouch! Old man (owner), one other butcher (knife thrower), and young man out back. They fight for a while before going down at the butcher's knife. RIP JP and H.

## **Session 34 - 07.19.15**

Afternoon of Friday, 02 February

Zelda, Lloyd and Jazmina to the newspaper. Cibalis (name of paper), article by Vesna Femic. She's not there, we head to her house. House was broken into. Notebook in her jacket. Has name of Lazar as source of current story - Lazar Andrik is one Dr. Moric's grad students. Blood spatters and knocked out teeth in the living room. Bathroom cleaned, but poorly - bloodstains. Dining room missing rug - used to take body. Note found in notebook:

Photos in bedroom of Vesna Femic with family. Study has been stripped of notes. Small darkroom, no film. Back at hotel...concierge re. Rose Garden - we get directions, he blushes...it's popular with young couples and ladies of the night.

<HANDOUT REDACTED>

Jazmina and Lloyd head to Rose Garden - seedy part of town. Rooms by the hour. Lazar checked out w/o paying and took the rug. We search the room Lazar had rented. Piles of rubbish and cart outside the window. We find rolled rugs - two nude corpses - young woman, young man. Bound and beaten, heads skinned and scalped. Woman could be Vesna, man could be Lazar. Some of their clothing also in rubbish.

Zelda to butchers. It's closed. She sees blood on wall behind counter.

JP and Hugo awake tied to chairs in a warehouse. One butcher, younger man-van driver, back of shop kid, and couple other men around. Couple women walk into warehouse. They discuss us and one comes over. She is wife of head butcher... Liza by name. She says we did her a favor - by advancing her in the organization. She is wearing an expensive French perfume. She wonders what we know of Jazmina and

her father. We say Moric was shot, no knife on him. Warehouse similar in shape to storage warehouse near train station. Bojun remains, others leave. He is the enforcer. We see our stuff on a table. Bojun walks to door. Hugo attempts to escape and is killed by Bojun - shot to the head. Bojun knocks JP out.

4 PM now at the hotel. Zelda, Jazmina, Lloyd, Zeb

**Telegram** to Dr. Jordanov - *Expect shipment of items from dig. Have you had contact with Dr. Moric? Jazmina Moric*

**Telegram** to Dr. Moric's secretary - *Who was working with my father - trying to find colleagues and students in his absence. Jazmina Moric*

Hovart Bros - other property?

Other grad students? Dig employees? We get a list of other hotels and boarding houses.

5 PM - we discover Hovarts have a warehouse near the train station and head there.

Arrive 5:30. Man out front has Lazar's face. Lloyd shotguns him. We rush in - Hugo's body and JP tied to a chair. We drag JP to the taxi; Zelda stays behind.

Zelda searches the warehouse. Packing crates, carcass smells. To one side is office - account books, shipping info., wardrobe with seven dark robes and sharp ceremonial knives. She takes one knife, latest account book & some shipping invoices (recent) and then starts a fire of the remaining papers. It burns big. 6 PM. She is being followed by large person in overcoat and hat. Head of wild boar grafted to body of gorilla, lower legs human. They fight. Zelda (supergran) kills it and brings it home to show the gang.

## **Session 35 - 07.26.15**

Evening of Friday, 02 February

Lloyd, JP, and Jazmina return to the hotel. A doctor is summoned for JP.

Zelda is picked up by a military patrol. They take the body of the creature and eventually return Zelda to the hotel.

Morning of Saturday, 03 February

Edmund Oglevee arrives and joins the party. No response to either telegram.

Lloyd and Zelda return to the butcher shop. It is closed, but there is a delivery van parked around back. Lloyd breaks the window of the van, searches it, and finds nothing

of interest. Lloyd and Zelda enter the apartment upstairs from the butcher. Two women (one wearing Vesna's face) and a young man. Lloyd kills the woman (wife?) wearing Vesna's face and shoots the other unconscious. Zelda knifes the young man into unconsciousness. The apartment and the bodies are searched. More robes and knives are found, but little else. Lloyd stands guard, Zelda heads to the Dvorak lodge in hopes of finding Jazmina and bringing her back to question the survivors.

Edmund and Jazmina head to the Dvorak lodge. They find nothing of interest. Zelda arrives and they return to the butcher's apartment.

Meanwhile another, younger, man with groceries arrives and enters the butcher's. Lloyd surprises him and they struggle, although Lloyd manages to knock him unconscious.

The surviving butcher woman is roused, and babbles on about "the skinless one". We don't get any useful information out of her other than that they didn't kill Dr. Moric. The young man is roused and questioned, "it's not true" and repeats that his group did not kill Dr. Moric.

And ... we're stumped. For next time, figure out what to do with the two survivors and then sit around waiting for a new clue to fall in our laps.

## **Session 36 - 08.02.15**

**Midday Saturday, 03 February**

Knife is holy and has powers - when flesh is cut, the flesh doesn't die. Perhaps the other Doc Belonzado has it. We leave the cultists tied up, leaving a knife behind. We hide out front and wait to see what the cultists do. Zelda and Lloyd head back to the hotel. Army presence dying down quickly for some reason. Heavy gunfire to the west has died down. Army vehicles headed west. The army found the terrorists and is storming it. Curfew will be lifted.

About 20 minutes later the cultists take their van and head east. We pick up Zeb at the hotel and head out to Dr. B's. Cultists - young man mostly healthy, older man severely injured, woman also severely injured. They have a fifteen minute lead. We come in under cover of the woods for final quarter mile. Edmund hears animal sounds (dogs, pigs, sheep) and also gunfire. Delivery van ran into gate. Looking into the compound--couple buildings near gate, cultists hiding behind cover shooting at targets further in the compound. Zeb hears roar--bear? lion? and screaming. Jazmina sees

something and starts screaming uncontrollably. Bear upper body, wolf head with various limbs (human, gorilla, goat) grafted on.

We head back towards gate - somebody comes out with a rifle in one hand, and a chimp arm on the other. Zeb stabs him through and picks up his rifle. Peeking through the gate, he sees the bear creature. Zeb and Edmund shoot at it. Shouts from inside--more intruders, protect the doctor, to the gate! The beast jumps over the van. Bang! Pow! Attacking Zeb and sends him flying through the air unconscious. Zeb dies in the arms of Edmund. We kill the guards, but Edmund takes a bad shot - and survives.

We go to burn the barn, first, and the house (guard shack) second. There are two brick bldgs - 2-story residential (office, kitchen living room) and 1-story larger one (Dr. B. in surgical gown and apron, holding The Knife (Mim-Sahis), glowing purple standing in front of living corpses). Jazmina wraps the knife up and takes it away.



Headed into the office--notes, research records, academic papers. We gather some and vamoose back towards the hotel.

## **Session 37 - 08.09.15**

**Saturday, 03 February**

**Flashback - Constantinople**

**12 March, 330AD**

**Gary - Asinus Ravila, Age 42, Medic SAN 70 → 78 HP 14 - -10 Luck 50 - 45 DEAD**



Jim - Belasir of Tihama, Age 37, Scout **SAN 70 → 68 HP 14 → 6 Luck 75 → 46**

Edwin - Damanais of Savaria, Age 36, Spearman **SAN 70 → 74 HP 14 → DEAD Luck 55 → 45**

NPC - Emeric of the Suevi, Age 40, Swordsman

Max - Milonius Kanmi, Age 38, Archer

Randall - Galerius Evodis, Age 48, Senior Officer

Over the last three years we have been in Byzantium which is racing towards completion for the new Capitol of Constantinople for the Emperor. Tillius Corvus, Comitez (Order of the companions) a natural born Roman citizen. Our beloved Commander who has brought us victoriously through our battles. He has recently been spending much time with Lady Eudocia.

Galerius is approached by Tillius Corvus, wearing formal military dress.

Lorenz - "Ze German" - Masterful with a spear

Nabodeius - "The Bear" - Unrivaled hand to hand fighter

We are brought to the Magister who welcomes us and Corvus into his office. We are offered wine (uh oh.....)

<HANDOUT REDACTED>

There is a crisis in Lydia, A mysterious illness being blamed on a local cult is plaguing the surrounding countryside. Cold, fever, and sores running down the spine are the symptoms Centenarius Longinus is the man in command there and some of his men have been infected. Get a report and bolster the quarantine.

NOONE is allowed to reach Sardis, the capitol of Lydia. Keep this secret as we cannot jeopardize the upcoming dedication/opening of Constantinople. He promises us land and riches or what not if we complete this task.

We are to meet at the Andromeda, a ship, after sundown

Lydia, which is part of Turkey became part of the empire in 133 BC

Longinus tells us the Cult of the Flayed have been reported attacking towns. When the army went to help there was no trace of them, just their destruction. Then there were reprisal attacks on the towns that were helped.....

Bloodsucking Bat bit a man's wife and she came down with the terrible sickness. Called the Valerian Death.

We visit the plague camp outside the city and interview the local doctor. Disease transmitted by bites? Lasts 6 days. Starts with fever; ends with pain, madness, and lesions along the spine. 4 / 10 die, the rest start to recover after the 6th day.

Interview the refugees. They talk about "The Flayed". Some say they are member of the government. Some say they have a hidden temple in the mountains. Some say they eat people.

Galerius has us visit the plague victims. It's not pretty. A woman's skin splits off her body as we watch (and some SAN is lost). Belasir ends her pain with a well-placed crossbow shot. We go to dinner. There's a commotion outside, and we learn that all the skin has gone missing from the piled up dead bodies in the ditch. Belasir finds tracks which seem to indicate that the skins have left on their own, and some noises indicate that some may still be under the pile trying to get out. We burn the bodies, and there is a strange unearthly scream from the fire.<HANDOUT REDACTED>

Galerius has us follow the trail east from the ditch. We follow under a nearly full moon, but with significant cloud cover, about 4 miles to another village (Kalekoy). We see skinned corpses lying in the mud. Open farmhouse, closed barn, Belasir approaches the barn as the doors burst open and horror (3) spills forth. Milonius drops one with an arrow (barely, apparently, despite 17 damage). Belasir is bitten (and infected?) and passes a CON roll. Galerius is bitten and fails a CON roll.

## **Session 38 - 08.30.15**

Saturday, 03 February

Flashback - Sardis, Lydia

?? March, 330AD

There are two children running away from the farmhouse, Asinus throws a spear and impales one of them through the leg. Both children are wearing robes and have strips of skin missing. The fort will fall. Enwon Galowath. The first to read the sacred walls. The Flayed One. The Great Army, The Army of Skin and Blood. We execute the kids.<HANDOUT REDACTED>

Scouting in towards the camp (Calacoi??). We hear chanting in Gothic. More than 100 cultists entering a Catholic church skinning themselves as they go. Also the beast things. Maybe 10-20 beasts. Also some slithering things that stand up from time to time. We run back towards the outpost to warn of the upcoming attack.

At the outpost--of the 100 men, about 15 plagued, 4 missing, 9 dead--72 able-bodied men available. Fort is defensible and well-stocked, so we decide to leave it and attack their easily-defensible church. Galerius makes a stirring speech. Milonius gets a group of archers around him. Damanais gets a spear boy to carry extras and joins the spearmen. Asinus organizes the medics. Belasir scouts ahead. There are robed cultists wandering about town, but otherwise fairly quiet. Church are boarded up on the inside. Houses shuttered. Belasir spots some lookouts individually going about the perimeter. Pew pew with the crossbow. One is dead. The second by sword. And the third...

We head in to light up the town while the army, led by Galerius, waits to mow down the rabble. Stealth successful, the town is ablaze. Folks are sleepy. We fight. Beasts take damage from sunlight, but it makes them grumpy so they fight. After dealing with the periphery, we tackle those existing the church. We burn the church from the inside. Cultists attempting to flee; some escape. Creatures stay and fight, but are burned by the sun and skewered by spears. We call a win after 30 minutes.

Belasir searches the church. Nothing. Now we have to search out the hidden temple. Send the injured back, and continue on with the rest.

## **Session 39 - 09.06.15**

Saturday, 03 February

Flashback - Sardis, Lydia

March, 330AD

We take a group of soldiers and head off into the mountains to find and finish the remaining cultists. Milonius is concerned about being alone with two bite victims. The cultist's home appears to be on a steep mountain top accessible through a tight, narrow access. Belasir, Milonius, and Galerius leave the others behind to set an ambush and approach alone. They find some skinned corpses and a hole in the ground. There is a hidden staircase, so we descend. There is an odd energy barrier of some kind which tingles as we pass through. Towards the bottom there are torches and some humanoid figures which appear to be guards of some kind.

Further on we find an amphitheatre of sorts. A carved column, and a very well done statue of a human figure which requires a SAN roll. Nearby we find a skinning chair, a human-skin rug, and a human-skin wall hanging with studs. The skins attacks us. There's a fight with lots of ineffectual flailing and botching, but we eventually win out. There's a passage hidden behind the skin on the wall. We find a room with a human-scalp carpet, more wall-hangings (skins), wind chimes made from teeth, and a bed of various nastiness. The cult leader and four wall-hangings attack us.

The skins are dispatched. The guy splits of his skin, and the mouth parts fly off separately as well. Milonius is killed, Corvus finishes off the guy and is covered in a fountain of blood.

## **Session 40 - 09.13.15**

**Saturday, 03 February**

**Flashback - Sardis, Lydia**

**March, 330AD**

We returned to the plague camp, apparently, and all are recovered. Sailing back to Constantinople to give the knife to the Magister and give Corvus' body to his wife-to-be Lady Eudoshia who hires doctors to help him. Corvus' symptoms different from the plague we saw. We are sworn to secrecy, paid off (one year's salary), and given two-months' leave. We are to return for Constantinople's Dedication in a couple months. 2nd April for 40 days--big party. Day 30 we are summoned to Lady Eudoshia--Corvus has recovered and they are getting married aboard the *Plethora*, a luxury barge on 12 May.

Morning of May 12 we meet the Magistar for our formal discharge. Choose a reward: land, load, gov't appointments, etc. Oh, and...the knife we brought back was stolen during the dedication. One guard killed, a group of men fleeing--one killed, a gothic. Towards Lidia. Or not. We organize a fortune teller for the 13th. That evening aboard the *Plethora*. 2 dozen guests plus us. We head a mile off shore. 'Cause that's safe. They kiss--Corvus seems detached and haunted. At the toast, Corvus looks to the group as all drink but Balasir. Asinius and Damanas die from the poison. The vampire? Corvus cuts down people after killing his wife and Balasir. Milonius tackles Corvus and tries vainly to hold onto him. The man is supernaturally strong and overpowers Milonius. Corvus bits down at Milonius, his teeth gouges the neck and Milonius dies. Barge lit afire, and monster turns into a bat a flies away.

END OF FLASHBACK

Evening Saturday, 03 February, Vincovinci

Lloyd examines the sharp stone knife. Blue-green leather wrapped bone hilt. After a brief existential discussion, we decide it is time to scam.

Morning Sunday, 04 February train to Belgrade

We roll ticks and gain san.



At breakfast in the dining car, we see opposite us, nobody interesting. Dun dun dun!!!!  
We arrive at 9 AM. It is cold and crowded.

<HANDOUT REDACTED>

Some stranger offers to help us. Peta. He tries to send us to the Hotel Moskva. Gypsy child tells us National Museum open Monday, wants to take us to the bazaar. We hire



some gypsy kids against future need. Nice hotel. We head to the bazaar, looking for a seller of antique scrolls. There are some manuscripts in Arabic from long ago. We buy a box of 12 of them for 65 pounds. At the dealer of broken statuary, we see an arm for sale. We look at the pieces up close. As Jazmina looks at the arm, a burly man comes and grabs it and runs off. We give chase--Zelda via her gypsy boys, Edmund and Jazmina in body. Lloyd is back at the hotel watching the simulacrum.

## **Session 41 - 09.27.15**

Morning Sunday, 04 February the bazaar in Belgrade

Edwin - Jazmina Moric

Gary - Lloyd Edwards

Jim - Zelda

Max - Edmund Oglevee

Randall - Colonel Neville Goodenough

Jazmina and Edmund chase after the thief. 7E chase rules have been engaged. Lloyd happily and blissfully sits eating and drinking port while watching the statue. After a short chase, he swings the arm at a stall holder and it shatters. Thief has no obvious attachment to a cult or group. Seems like a street thief. Unlikely story. Police come, we drift back to Zelda and the stall--to discover that Zelda has been interrogating the stall owner. He has no clue where the arm came from.

A gypsy woman offers to tell our fortune, "You seek something that was once whole but is now apart." Edmund accepts. *You deal with old things. Are on a long journey.* Looking in egg guts for the future. *Much evil opposes your journey. Three who have opposed you. A man who you think is a friend is your enemy. Three who greet you; they are as old as man.* Black hen stares at Edmund. *You have much to do. Remember that iron is safe for you, but iron invites new dangers.* And to Jazmina: *You suffered a great loss recently.* To Zelda, *You probably don't need advice. Seek out the family; you can never go wrong with them.*

We head back to the hotel to meet up with Lloyd and a drink at the bar. We are talking in the bar, and somebody speaks up. Colonel Neville Goodenough (Randall) introduces himself in English with a heavy British accent. Looks to be in his seventies. Byorzin is a translator of Arabic at the University (per Jazmina, confirmed, sort of, by Goodenough). He's a recent widower. Lloyd, Edmund, Neville, & Jazmina visit Byorzin, who knows Jazmina and the Colonel. We show him the box of scrolls. History of trade in the area (cheap copy), gibberish, all garbage. We give a laundered version of our story.

Dinner. We tell stories of this voyage to Neville. Bed. And to the museum.

### Morning Monday, 05 February off to the museum

Dr. Milovan Todorovic is our goal. Jazmina knows him, and he knew her father well. Jazmina, Neville, Lloyd, & Edmund head to museum while Zelda watches the luggage. Sculpture and oil paintings and a heavily guarded room of Byzantine gold. Wealthy museum. Dr. T. is in a workshop portion of the museum. He is cleaning a marble statue. He knows nothing, and we invite him to dinner for 7. The museum has some new artifacts from a contact in the countryside. A man in a nearby village--he may be working for somebody else as a fence. Roman and pre-roman sculpture. We look at them. They are very well preserved and seem genuine. Contact gave no information about where the dig. We check out the gold and head off.

Some concern that prof. will be dead or our secret will be gone before he arrives for dinner.

Over dinner we should try to get name and village of Todorovic's contact. Next time he is going to show, etc.

## **Session 42 - 10.04.15**

### Afternoon Monday, 05 February at the Hotel Petrograd

Edwin - Jazmina Moric

Gary - Lloyd Edwards

Jim - Zelda

Max - Edmund Oglebee

Randall - Colonel Neville Goodenough

Edwards, Oglebee and Moric head to the library. Goodenough goes to museum to keep an eye on the comings and goings of Todorovic. Zelda goes for a walk.

Oglebee finds a few references to information that we already have. Some on pre-Roman fertility cults in area around Belgrade. Library closes, folks head back to hotel.

Zelda thinks somebody is following her, but can't see anybody. She returns at 4ish. Nothing obviously missing.

Colonel sees Todorovic return to his workshop, but didn't see him leave. Sleepy head. Dr. T leaves at 5 pm with his coat on. Goodenough follows him home, waits 30 minutes out front and heads to the hotel.

Dr. T arrives a bit early. We take him up to the room with the trunk. He is intrigued. Over dinner we regale with him tales of the finding of the pieces. Then we turn the tables to ask him about his sources. Orašac is the town of ~2000 where Father Filopovic is his contact. Father gets his statues from somebody else. His wife is from the area. Orašac is birthplace of first Serbian uprising. Train to get there, no good roads. Takes a half day, then walk three miles to village. One needs certificate to export from the Bureau of National Treasures. We ask him briefly about some cults, and he is ignorant.

And to bed.

### Morning Tuesday, 06 February at the Hotel Petrograd

Morning trip to the library with Jazmina, Edmund and Neville. Region was important in the uprising (1801). Janissaries, an elite unit of the Sultan's guard, killed the local ruler and formed a junta and ruled rather unpleasantly. Locals arose against this. Dahayah captured and killed many of the revolutionaries leading to a real revolt. Petrovich led an uprising and were successful. By March 1804 had taken over area and started to besiege Belgrade. Edmund gets shut down, refused, blocked.

Zelda arranges to store the luggage with the Orient Express and get tickets to Orašac.

Letter arrives, Lloyd collects it.

We head off at 11am. Belgrade to Bladinovac (industrial town) 3.5 hrs. Branch line to Orašac neighbor station. Train full and less than luxurious, but friendly and cheerful. Edmund heads to WC and upon return sees large black rooster running in front of him that takes his seat. Edmund wraps it in his coat and removes it from his seat. Chicken is mad. He throws it out the window. We finally arrive (1.5 hrs) at Copulate and start walking. And around 5 pm we enter Orašac. Father is in his 50s or 60s. He invites to stay with him and some other folks, Mayor Todorovic, for example. Anna his wife is there and welcomes us as well. There is a gypsy camp outside of town.

Oglebee thinks Anna is pleased to have such cosmopolitan visitors. Father admits to having a source--an old woman who lives in the woods, an antiquaries collector. She used to dig herself. She has lived in the woods for > 40 years collecting pieces. She is

called Grandmother. We have tea. On the way to the mayor's house, Zelda heads off to visit her kin. On the way out, Anna glares at her. Mayor Santa Claus speaks basic English. Three will stay with Mayor and two with the Father after we have dinner with the Mayor at 6pm. Wife, sister, 4 grandparents, two sons, wives and 4 grandchildren. They have lots of small pottery items and tiles decorating the house. Roman era--pieces come up when they plow the fields. Colonel awakes and notices a 6" bone pipe whistle that seems quite old. Apparently the children play with it. Mayor gives it to Jazmina. Carved with blossoms and vines. Seems to be early Byzantine. Too precious to be a casual gift. It makes a low warbling tone, resonant. We dine w/o Zelda amidst many people as he tells of the upcoming annual rain ritual. The Cigani do this. Father hopes to make the Gypsies and Serbs friends, Anna does not approve.

Meanwhile, on the outskirts. Gypsies are getting up to something. Probably preparing for a ritual. Zelda asks--tonight is a village ritual. Bring the rain/ward off evil. Introduced to the wise woman. She speaks of old spirits. Townfolk are mostly Christian but still open to fertility and rain rituals. Collector woman is not Romani, but is known to them. Wise woman says forest has great danger, and it is not natural to live there. Zelda gets directions into the forest. It is a couple miles.

We are about to head out and see the ritual....

## **Session 43 - 11.01.15**

Evening Tuesday, 06 February in Orašac

Edwin - Jazmina Moric

Gary - Lloyd Edwards

Jim - Zelda

Max - Edmund Oglebee

Randall - Colonel Neville Goodenough

Luminita is the wise woman. She explains that youngest female member of her family will be the focus of the ritual. She is 11 or 12. Parade time. Priest and his wife absent. Most villagers around--some with burning torches. Girl taken to mayor's house, stripped, and covered in mud, dressed in grass skirt and leaf cape and brought back out. They process about town. Women of the village ladle water over her and men give her a small trinket. After making the rounds, she is brought back to Neddic house and bathed. And back to the gypsy camp. During the festivities Lloyd notices that gypsy wise woman was wearing a bone whistle similar to Jazmina's. She says it is protection against the forest spirits. If in danger, blow it with all your might--turn undead. Zelda

and Jazmina stay with the mayor and Lloyd, Edmund, & Neville with priest. Lloyd overhears a conversation in the middle of the night coming from the kitchen. Lloyd sneaks to the door and opens it like a ninja to listen. Squeaky board, no more voices. Lloyd heads down--Anna is in the kitchen making tea. In the morning, Anna loads up the menfolk with tea and food for the road. She expresses distrust and dislike for the gypsies and their friends.

Jazmina is introduced to Sura, a friend of the family. She says the woods are dangerous. Her twin sister Sertia was killed 19 years ago (under 10) by a bear in the forest. Sura doesn't believe that her sister is dead. She thinks she saw her and that she watches over her.

We meet and head to the woods. About ½ an hour. Pasture land rich and green, but no livestock near the forest, even though land is better than other areas they are using. The forest is large and dark, and despite having evergreen is covered in leaves--mysterious. Colonel walks slowly and limpingly. Very wet and fungus-filled. There are good tea shrooms. The forest is quiet. Eventually we smell some fresh baked bread. We get to a clearing with a thatched cottage with a fenced yard. We hear a young woman humming from within. Colonel opens the gate and heads towards the cottage and knocks. Jazmina gets thorned at the fence. Colonel is asked in. He opens the door and sees one room with a fire in an oven, fresh bread, shelves filled with statuary fragments covering the walls, attractive young woman singing and sewing. She says that Grandmother is out at the moment but that we are welcome. Sasha is the young 'un's name. She has been sewing a tapestry of Orasac. Edmund notices that villagers are in there in very good detail and up to the minute clothing. Crazy. There are many pieces that could be almost right, but we can't really see them. As the gents are about to look for what we want, an very old stooped but vigorous woman comes in with a gust of wind. She smiles a gap-toothed smile. They begin speaking in what seems to be an archaic dialect of Serbo-Croatian. Grandmother sits and greets us in broken English and asks what we are looking for. She says that her father was a history teacher in Sofia and they visited the ruins and collected pieces. She moved here about 40 years ago--this was a previously unexplored trade route. We ask about the pieces we are looking for. An arm or a head. Wrapped in a rug--nope. In the eaves? Perhaps. It shimmers. Yes. It is stuck, and he pulls it out. Adjacent arms and legs grab at him--they are bodies, and roof is made of tendrils and gook. Grandmother straightens and grasps shovel and attempts to shove Lloyd into an oven--which is now a leech-like maw covered in hooks. The oven maw grows. Young woman comes with the knife singing and attacking. She hits Jazmina. Lloyd stays out of the oven (for now). We fight. The cottage attacks. Cottage rises up, knocking over Edmund.

Zelda - Normal, extreme luck, pass know, pass jump  
Edmund fail, fail luck, fail know, doesn't have a chance to jump--into the oven.  
Jazmina extreme, pass luck, hard know, fail jump  
Colonel-extreme, pass luck, pass know, fail jump  
Lloyd - extreme, pass luck, pass know, fail jump-hurts himself on the fall in a big way, but has the arm.

Jazmina blows the whistle wicked hard. The whistle explodes and cottage hunches up and sways. Edmund is being digested. Old woman starts to chant evilly. He hears the whistle. Grandmother panics and her song changes. She falls and knocks her head against a beam of wood and falls unconscious. We get out of sight of the house while it is still frozen. Zelda passes a navigate roll as we go.

We are towards the end of the third book of four--finish next session.

## **Session 44 - 11.08.15**

Morning Wednesday, 07 February outside the village of Orašac

Edwin - Jazmina Moric

Gary - Lloyd Edwards

Jim - Zelda

Max - Peter

Randall - Colonel Neville Goodenough

Running away ... the flowers have turned into bones and the fence has turned into thorns. SAN rolls are passed (except for Mr. Edwards), POW rolls are passed, and nothing is heard - the forest is quiet. Running continues, a break is taken. Time is 15:15, and thanks to a botched Luck roll Zelda is certain the train from Orašac departs at 19:00. Colonel sees a dark tentacle monster in the dark of the forest and botches his SAN roll. Colonel flees (with the leg) into the forest, Zelda pursues. The Colonel's MOV of 5 outpaces Zelda's 3, so Zelda plants a knife in the Colonel's back which doesn't help - but the Colonel does drop the leg. Zelda takes the leg and returns to the clearing. Zelda, Jazmina, and Lloyd head out leaving the Colonel behind. The Colonel is lost in the woods.

The group passes by Orašac on the way to the local train station, and meets up with Peter who joins the group.



The lost Colonel arrives to a small hamlet which is not Orašac. He is tended by a peasant and using charcoal, paper, and some “choo-choo” noises tries to get directions to the train station - where he reunites with the group. The train returns them to Belgrade.

The next morning we re-board the OE and leave Belgrade during a wet, drizzly morning. A storm brews up, lightning and thunder. Zelda sees the witch’s house running alongside the train in the rain, but it disappears. Peter catches a glimpse of the house with someone riding on top.

## **Session 45 - 01.03.16**

Mid-Morning Thursday, 08 February Orient Express - Belgrade -> Sofia

Edwin - Jazmina Moric

Gary - Lloyd Edwards

Jim - Zelda

Max - Peter

Randall - Colonel Neville Goodenough

## **Train Plans**



Zelda attempts to slice up the simulacrum using the magic knife, it fails. We roll ticks and go to lunch. Jazmina sees Dr. Radko Jordanov, he is studying a Latin manuscript and papers related to an archeological dig, and we can see the words Sedefkar Simularae, DZHUDZHETA IDOL (seems Bulgarian or related). He claims to have discovered references to a strange statue recovered by a man named Sedefkar... He says that a student of his found the head--bought it off a farmer. Student Ivo Penev. Student said crazy stuff and was hounded out of the academy and went to Canada.

Waiter spying on us. We call him on it and he runs away and stabs the maitre d' as Peter gives chase with Zelda coming behind. At the end of the train he tries to get out through the rear. Peter shoots once, missing, and he escapes.

Anarchists almost blew up the prime minister in Sofia.

We arrive Sofia at 7 PM. Dark and snowy. We are interviewed along with the other passengers by the police. Petre interviewed by a major in the police. He says man attacked the Maitre D' then ran off the back of the train. Zelda next. She wanted to make sure her nephew Petre didn't come to any harm. Apparently madman was interested in our conversation. Around 9 PM we are let go. We drop Jordanov off at his house and take his car back to the hotel. Checked in etc. by 10 PM. Lloyd and the colonel guard the trunk with Petre. Zelda and Jazmina share a room.

Jazmina and Zelda awakened by hands on the face--charred smelling. Petre awakens to hear something at the base of the bed. There are two hands attacking them. Jazmina loses her right eye as the hand plucks it out. She passes out. Zelda tries to wrestle the other one off her.

It will be morning of Feb. 9 (JP went into hospital Feb. 2).

## **Session 46 - 01.10.16**

Early Morning - Friday 9th February 1923

Edwin - Jazmina Moric

Gary - Lloyd Edwards

Jim - Zelda

Max - Peter

Randall - Colonel Neville Goodenough

Hotel staff arrive, run to get medical and police. Dr. Petrov (guest) arrives. Party gets a bottle of laudanum. Party tells the police mostly the truth. Jazmina awakes in pain and sees, briefly, what her other eye is seeing.

In Vinkovci, JP awakes in the hospital, battered and bruised. He spends the day reading, eating and making travel arrangements to head east.

Peter and Goodenough go to telephone Dr. Jordanov at his house, but operator doesn't understand Goodenough. Peter gets through eventually, speaking loudly. One

ringy-dingy...and Dr. Jordanov answers. They tell him Jazmina was attacked and lost an eye and they head over to Dr. J's with Lloyd. Dr. J makes coffee as they talk. His house is the epitome of an academic's. They begin the search for the monograph.

Jazmina notices the pain diminishing with the drugs. As she lies down to sleep, she sees again through her other eye. A car in the distance--running towards it. A man is in the car. I get in the car. Images continue for an hour or so. Driving through the country. It all seems real. Eventually she falls asleep.

Around 5 AM they find a box of monographs. Within, they find a couple copies of the monograph--one in Russian and two in Bulgarian. He offers to read it out to them around 9 AM. They leave with Bulgarian and Russian copies to head back to the hotel. He is invited to join the party at the hotel and accepts. They return around 6 AM.

Jazmina awakens. Going quickly up a mountain road--a distinctive mountain range. It seems to be Sredna Gora to the southeast. She's awake in bed. She reads the monograph entitled The Dzhudzheta Idol, Evidence of Civilization Older than Mankind, 1908, Ivo Penev, 63 pp. Detailed sketches about an idol that was found. Reading reading, then, bam, another vision. More intimate, like she's there and not in the hotel. A vast dim cavern like a living stone cathedral. Walking towards something important. The colonel blathers about some theories. Mountains around Sredna Gora near Iska River. There are lots of cave systems there. They have been used in times past as hideouts, etc. Journal discusses finding and digging out head, but then it gets silly. Idol older than mankind. Constructed by mythical race of dwarves. Last ten pages poorly edited--insults at archeological establishment and so forth. Idol was sent to Dr. Todor Mativ and Sofia U. Dr. J. gets upset. Dr. Mativ was a good man, and then murdered his wife and kids. He was wearing their skins. The police shot him dead. A couple years later his ass't Raina Isiv stabbed herself in the eye as a suicide due to massive headaches. Dr. J. hyperventilates. Go talk to Prof. Chudenko, Dr. J will call the U. for us.

Jazmina is a mottled limestone cavern. Water running down the sides. Clouds of steam. An overhang with Latin numerals carved over ancient images of moths and deer and men with antlers. And she's back.

We eat a small breakfast. During breakfast Colonel hears a conversation from a nearby table. "They found a human eye in an alleyway a few streets away." Colonel talks to them. Eye was bright green. Jazmina's are dark brown. Lots of theories over what

would otherwise be a yummy breakfast about what all the eye swapping means and who's spying on whom. Jazmina passes out a little.

They head for the U. Eventually we get directions to his office--he is in archeology. Dr. Chudenko is a very old man, wizened and gnome-like. He is not a believer, but has had headaches.

We head down to his study storage place to look at it. There are men escaping from a broken window having left behind a pile of dead bodies. One has the head in his arms. One has shotgun, another a pistol. Jazmina tells the prof. to stay back and the men rush through into the room. Catching sight of the carnage, Jazmina loses her cool and her eyesight. Shotgun goes down by Lloyd. Pistol throws a grenade, but Peter throws it back. Peter throws down covering fire and runs towards Pistol. Pistol gets shot down and Skype ends the battle as people get ready to chase cultist number three out the window to recover the head. Jazmina has 6 (?) more rounds of being blind but (perhaps) has stopped screaming.

## **Session 47 (306) - 01.17.16**

Late Morning - Friday 9th February 1923

Edwin - Jazmina Moric

Gary - Lloyd Edwards

Jim - Zelda

Max - Peter

Randall - Colonel Neville Goodenough

Neville steps out onto the scaffold and starts shooting. Peter gives chase. Goodenough and Peter shoot the fellow with the head. There is a truck waiting for him, with two cultists and two more men with a mounted machine gun. The MG has Peter pinned down, truck is too far away for Neville or Lloyd to shoot. Truck drives away, after ramming another car with an unknown person who tried to stop it. Neville goes for the borrowed car, but by then it is too busy to give chase. Peter finds the unknown man is the police major, who eventually takes us away in a truck.

Chedenko had collapsed and is found to be dead... The excitement was too much for him.

He takes us to what seems like a secret base. They appear to be a secret police force which has been fighting the cultists for three years. Jazmina relates a vision of the cultists in caves, which seems to narrow down where the cultist hideout might be.

Jazmina screams in pain and collapses.

## **Session 48 (308) - 01.24.16**

Late Morning - Friday 9th February 1923

Edwin - Jazmina Moric

Gary - Lloyd Edwards

Jim - Zelda

Max - Peter

Randall - Colonel Neville Goodenough

Jazmina's latest vision (just after cultists going into cave): flying limbs, blood, people screaming, black-robed companions being torn to pieces--eventually see the cause coming at me, and the vision, and the pain is gone. That will be the last vision, she believes.

Anti-cult bakery Major plus 5 men. Has been following cultists for three years. There have been many murders and eye-stealings. Also the usual mutilations and missing body parts, skinning, and lots of missing people. Looking through the police reports, in general (younger) women are kidnapped and men are mutilated. Men often related to the missing women.

The Major has been searching the map to reduce the area of interest. Looking at the map--maybe there and there with that sharp U-turn. Jazmina and two of the Major's men work to narrow it down even more--they are familiar with the area and she has had the visions. Jazmina is sure they have found the right road and the right location.

Lloyd heads back to the hotel with a massive headache and finds Zelda at the hotel. She comes to the bakery to make sure we have not been possessed.

It is now late afternoon and Zelda is restless. A locker full of weapons at the bakery: Colonel grabs a Winchester 97 pump action shotgun 4d6, 6 rounds & a 1d10 pistol, Peter a Browning Auto rifle 2d6+4, 1 or 3/round, 20 rounds, Jazmina a shotgun (same). It will take about 5-6 hours to get there. There is a village nearby: Csokarova. We get rooms at the inn and have some stew and ale. The innkeeper says 2 or 3 trucks from



Sofia came up yesterday, passing through. Just about 5-6 hours after the head went walking.

Major wakes us up. He spoke with the innkeeper and further reduced possible region to go to. Breakfast, a couple miles and we see a camouflaged side road with fresh tire tracks. A few more minutes and we end at a clearing with a cave. Warm moist air coming out into the cold--it is breathing. Barbed wire fence and sandbag machine gun. Gun has been thrown and destroyed. Outside are a couple trucks and cars, some that we recognize. Vehicles are empty and smell of fuel--tanks are ripped open. Lots of footprints leading into the cave, and a few coming out. Jazmina grabs a spare can of gasoline. Zelda wanders into the cave. We all grab flashlights.

Prehistoric cave paintings, sulfurous hot springs. Hot and humid. Side corridors too narrow to follow. Ground is rocky. Large archway--the entrance to hell. Vast cavern beyond. Shredded corpses everywhere. They have hand weapons. Peter goes insane, temporarily. He starts laughing and screaming and crying. Two of the soldiers as well.

Not enough blood for the corpses. Many of them already decayed. Only parts of them are rotted--clear lines between rotted and unrotted. There are blood splashes heading back into the cave. Also bloody prints of some sort. Zelda can follow them. Cavern stench. We follow. We find a pyramid made of skulls and rotten fleshy heads. At the bottom they are just bone, higher up they are newer. Unlit torches around the pyramid. Pyramid doesn't reach a point. There is a golden shrine or platform on the top. Zelda lights the torches. Peter climbs the pyramid. Velvet pillow with a deep indentation in it on top.

We continue on beyond the pyramid, still following the tracks. The trail ends at a dead cultist, also torn limb from limb, even more savagely. Behind the body is a 2' diameter hole in the ground. Peter lies down on the floor and reaches in. He feels something small and pointy--smaller than a baseball. He pulls out a garlic bulb. There was something else too. He starts to pull the **head** out, but gashes his cheek on the floor. Zelda tosses garlic back in. We head out. In the outer room, many of the bodies are missing. There are things climbing the walls and pairs of red glowing eyes. We run. We hear growls, giggles, footfalls and whimpers. To the jagged arch. Some creatures drop down ahead of us blocking our way. Zelda gets homicidal. Jazmina needs to flee (5 rounds). One creature bites Colonel and starts to drink his blood. Zelda stabs at Peter and demands the head. General battle ensues. Zelda attacks Peter. Colonel kills Zelda. All insane. Fade to black.

Possibly continue with soldiers as characters.

## **Session 49 (310) - 02.07.16**

Friday 9th February 1923

Edwin - Jean-Paul d'Augustine

Gary - Lloyd Edwards

Jim - Toma Genov

Max - Yan Nikolaev

Randall - Major Vasil Christova

Jazmina dies in the caves, victim of a vampiric keeper.

JP arrives Sofia w/ Henri DuBoeuf and knocks at Rm 427 (Lloyd Edwards). Lloyd relates the tales of the past few weeks. Eventually the major and his troops arrive. Yan has the head. We lay it out in the trunk with the parts as they should go. It changes to match each of us. Major touches the torso, Yan the head, Toma an arm, JP a leg, Lloyd the other leg.



Look for Prof. Demir in Istanbul if he is still alive.

We pack up and take the 5 PM train to Constantinople--arrival next day around noon.

Lloyd and Toma guard the stuff. The others visit the saloon and then go for dinner. A waiter attacks with a knife, but is fended off by Yan. Yan and Vasil question the attacker, Vasil believes that the man is innocent having been possessed or controlled in some way. Everyone returns to the sleeping car. Vasil opens the window to look out, and an arm grabs him and tries to drag him out. Toma looks out and sees a hideous creature standing on the side of the train. It throws the major's head at him.

## **Session 50 (313) - 03.06.16**

Friday 9th February 1923

Edwin - Jean-Paul d'Augustine

Gary - Lloyd Edwards

Jim - Toma Genov

Max - Yan Nikolaev

Randall - Henri DuBoeuf

Toma shoots the thing that killed the Major, hitting but to little effect. The thing climbs onto the roof, we give chase inside trying to listen to the steps. Toma is badly hurt. Yan sees the creature turn into a bat and fly away. We come up with a garlic-based defense, and Henri coats the simulacrum in a smear of garlic.

The vampire comes back, but does not want to come into the garlic-fume-filled cabin. It breaks into a cabin down the hall, Yan goes off to confront it with his trusty shotgun. Yan blasts a hole in the creature, which turns into a mist and disappears out the window. Jean-Paul believes the vampire has fled back to its coffin, which must be on the train - so we go in search of it. The coffin is found in the baggage car, and the vampire is dispatched. Coffin and contents explode into ashes.

## **Session 51 (314) - 03.13.16**

Friday 9th February 1923 - midnight

Edwin - Jean-Paul d'Augustine

Gary - Lloyd Edwards

Jim - Toma Genov

Max - Yan Nikolaev

Randall - Henri DuBoeuf

Chef de Train arrives demanding to know what is going on. Policeman Toma tells him to move along. Chef thinks it was a bomb. They leave the car to the chef so he can arrange clean up. Coffin was brought aboard by a gentleman in Sofia, but porter can't remember his name or much about him. This vampire may have been the Italian one from Venice. Could it have been Count Fenalik? Jean-Paul takes a collection of vampire ash for future parfum work. We settle in for watch shifts, sleep and drinks. We clean some of the garlic oil off and open the windows. Morning comes.

Saturday 10 February 1923

Breakfast and we arrange to stay at the Pera Palace Hotel. A champagne toast as we complete a 2000 mile trip with many losses. Henri and Toma carry the trunk and watch the luggage while we go through customs. All is very crowded and noisy.

*This ancient and beautiful city is unfortunately one of the dirtiest in Europe, a fact ruefully noted by many visitors. Refuse includes dead pigeons, garbage and rotting fish. Packs of dogs roam the streets and feral cats abound.*

<HANDOUT REDACTED>

Reminders from the keeper: 1204 AD in Constantinople Sedefkar himself was killed in the red tower. In 330 AD Tilius Corvus turned into a vampire and flew away.

Lloyd and Toma go to look for the Shunned Mosque and the Red Tower. They head to the area described in the old journals. Looking for a 7-story octagonal tower to no avail. Speaking with old men in the street eventually yields Belab the Perspiner who can find out anything (for a price). He hangs out at the Turkish baths in Pera. They send a message to the bath to arrange a meeting with Belab and then wander around the old region for a while. They see several abandoned suspicious looking mosques which turn out not to have obvious supernatural connections.

The others (Henri, JP, and Yan) head to the Imperial University to hire a translator. We seek out the library. The library at Topkapi Museum is much larger. A few hours in the University library uncovers the following:

Prof. Demir

Sedefkar in an history of Constantinople. A scholar of bad reputation disappeared in 1204 during the 4th crusade. No mention of simulacrum, but the Sedefkar Scrolls are mentioned, ancient documents held at the Topkapi Museum.

Shunned Mosque. 1910 map shows > 400 active mosques in and around Constantinople built in all eras. Construction dates (approx. or detailed) given. We need something from pre 300 AD perhaps or at least pre 1200. When was Simulacrum created? We eliminate the new mosques from the list. We still have 40 or 50 candidates in the region. We have a list of ones we don't know if they are in use, and some that have been closed at various times.

A reference to the Red Tower in a history of the 4th crusade. Seven story dark ochre octagonal tower, with a reputation for unholy events within. It was burned down in the aftermath of the 4th crusade.

Off to the museum around 4 PM. We enter. We ask for the director using Prof. Smith's name and eventually get to the director's office. Prof. Azap, Director, knows about Prof. Smith's work. Smith is looking into Sedefkar and we are doing some work for him. Azap tenses up at this. Sedefkar was a cruel man and a maniac. Azap requests editorial review of anything we would publish. He scribbles a note on a paper telling us to take it to the archivist. Off to the archives to see the Sedefkar Scrolls. A large sealed tube. We take them to a desk. We open the tube--it is empty but for one piece of paper. Cursed be Garaznet the Thief. Note looks very similar to one found in London library. Archivist goes to check his records. Log book shows that these were last handled in 1823. We head back to look at the box and surrounding shelves. There is a thin layer of dust on it and a lot of finger marks on the box (more than just the archivists). Archivist goes to look through his records to see who might have looked at another scroll from the same box. When did they come into museum's possession and from where? Tube says "Sedefkar Scrolls 4 parchment scrolls Unk. date (added to collection))." Museum is only from 1892. Head scroll introduces the scrolls as the first of five. Four others are: belly, legs, right hand, left hand.

<HANDOUT REDACTED>

## **Session 52 (316) - 03.20.16**

Saturday 10th February 1923 - late afternoon

Edwin - Jean-Paul d'Augustine

Gary - Lloyd Edwards

Jim - Toma Genov

Max - Yan Nikolaev

Randall - Henri DuBoeuf

At the museum: Henri, JP, and Yan. ~6 PM, archivist kicks us out. We head back to hotel. In the lobby, a concierge asks us over. A man was trying to break into one of the our rooms (not the simulacrum room). Police took him away. Concierge will gather info. on which police station he was taken to. Our stuff is intact. JP spends some time sniffing around. Nothing stands out. The others return too.

Wandering about town: Lloyd & Toma. They hear rumors of an abandoned red mosque with an ill reputation. They find out that it located... Local street gang has taken it over. They head over there. Surrounded with much and garbage. Bldg in disrepair. Half a dozen thugs hanging about. Nothing interesting discovered. They are tailed as they



walk away. They set an alley-way ambush. Toma keeps going while Lloyd ducks into an alley. Tail is two youths from mosque. Toma awaits around another corner. Lloyd makes a noise and thugs see him. Confrontation on the street. They were planning to rob them, they say. They claim that mosque has nothing inside and Toma sends them off. One of them has a large scar going almost all the way around his arm. RED MOSQUE IS ON THE TO-DO LIST.

Back together for some room service. The Red Mosque is on our list as a possible. Toma wants to go there tonight. Before dinner! Toma gets a message that Belab will meet them tomorrow at noon at the Pela baths.

<HANDOUT REDACTED>

We head over to the red mosque by taxi. It is dark--around 8 PM. We walk the last few blocks as cars can't make it there. Same teens there. Solid-looking studded door. Lanterns and games. Toma, Lloyd and Yan pull out guns as the others pull out knives. They do not stand down. BANG! They have skinning knives we've seen with other cultists. The last two flee. Toma opens the doors to the mosque.

Entry hall. Dark. Smells of incense, human sweat. Staircases to the side, main hall ahead. We head to the main hall down a pillared hall. We hear the doors slam shut behind us. We see something move out of the way. All around us we see little pairs of glowing orange dots. About 30 pairs of eyes. Toma shoots at one of them after a booming voice tells us to stand down.

## **Session 53 (318) - 03.27.16**

Saturday 10th February 1923 - Evening

Edwin - Jean-Paul d'Augustine

Gary - Lloyd Edwards

Jim - Toma Genov

Max - Yan Nikolaev

Randall - Henri DuBoeuf

The group is captured and Toma, under psychic torture, gives up the location of the simulacrum. Henri awaits. Seeing the Turks coming, Henri moves the Simulacrum to another room and locks himself in. Eventually the police come. Henri leaves with them and heads to the police station. The cult follows (some were arrested or shot by the police). CRASH. Shooting from the running boards. Cult 1, Police 0. Henri survives. Cult takes trunk.

The prisoners are forced to eat slop the next day around noon.

Henri awakes in hospital injured and weak. Police arrive and take him away saying that they need to get him somewhere hidden. Police know about cult and simulacrum. Aktar, the policeman, is a spy and had heard of us. [Mustapha Kemal](#) is his employer. They hang out the rest of the day while Aktar questions his other agents.

## **Session 54 (320) - 04.02.16**

Sunday 11th February 1923

Edwin - Jean-Paul d'Augustine

Gary - Lloyd Edwards

Jim - Toma Genov

Max - Yan Nikolaev

Randall - Henri DuBoeuf

Henri rescues the others...

## **Session 55 (321) - 04.17.16**

Sunday 11th February 1923

Edwin - Jean-Paul d'Augustine

Gary - Lloyd Edwards

Jim - Toma Genov

Max - Yan Nikolaev

Randall - Henri DuBoeuf

Grumbling amongst ourselves, we hear footsteps coming up the stairs. It is Henri and some others. Aktar and ?. Eventually all the locks are undone. We are given handguns. They are not in great condition. There are two dark robes--Toma and Yan put them on. Other cell on this floor is empty but for a dead person. Lloyd, Jean-Paul and Henri try to escape while Toma and Yan go to save the children. The escape seems to happen. Lloyd and JP learn that the cultists have the statue and knife.

Toma and Yan hear the sound of children crying near the front of the mosque. They head that way, and see the children in groups surrounded by cultists and the simulacrum in niches around the altar. Cultists have needles and thread held towards the kids. Old man is chanting. The cops try to shoot the old man. Guns fail. They are tackled and thrown to the ground. Chanting continues. Old man steps into statue niche

and says By the power of Greyskull blah blah. His mouth seals up. Other bad man kicks the old man out of the way and steps into the niche and finishes up the phrases. Statue absorbs onto him and he becomes the simulacrum. He laughs aloud. Your master's son has returned. Mehmet Makryat is the son of the master. Old man is ripped to shreds by the cultists. Failed escape attempt leads to the police being beat unconscious.

Henri, Lloyd and JP head through side door, down stairs and into a meat locker room. No decay--all fresh seeming. Blue lamp seem to keep things cold. Through a curtain to surgery room full of bottles and jars full of fluids. Next room has scrolls and a dead guard--throat slit. His hand was sewn on. Next is a tomb full of sarcophagi covered in images of skinned people and beasts. Finally a small tunnel in the crypt side leads to city cistern where a boat awaits. We escape.

Toma and Yan come to back in a cell chained to the wall. Also in the cell is a huddled shape. It is a torso and a head. Head is eyeless and has but one ear. It talks. They once called me Smith, he says. Professor Julius Arthur Smith, they deduce. Cell opens. Mehmet Makryat comes in. Mehmet lights a cigarette and leans against the wall. He is not wearing the simulacrum. He says it is safe and that he is its master. Decays will have already begun, "You will have no more than 100 hours." He's sad not to have met the others: Hugo Sterling, Zeb, --where is Jean-Paul? Mehmet set the fire that burned Smith. Destructibility is a fraud. Count Fenalik also pursued the simulacrum as the beast. Yan and Toma sort of get on Mehmet's good side and convince him that they brought simulacrum to him and that the beast is still alive. The brothers have been idle for too long. Mehmet wants to control the Skinless One rather than to serve him, using the simulacrum. Mehmet is off for England; he wishes them well. Simulacrum can be recharged once he retrieves the Ritual of Cleansing. He will take the Orient Express. He leaves.

## **Session 56 (322) - 04.24.16**

Sunday 11th February 1923

Edwin - Jean-Paul d'Augustine

Gary - Lloyd Edwards

Jim - Toma Genov

Max - Yan Nikolaev

Randall - Henri DuBoeuf

Jean-Paul, Lloyd, and Henri head off in search of French authorities.

Toma asks the Prof. about the Ritual of Cleansing. Prof. says the Ritual was left in an antique store back in England. Presume Makyrat's Antique Store. Prof. says the guards are frightened of "the flapping man". Not sure how that helps with the chains though.

J-P, Lloyd, and Henri change tack and go in search of the British authorities. They convince the doorman to find the Deputy High Commissioner. Turns out his son is one of the missing children. The Commissioner wants to know more.

Jan and Toma are still trapped. A guard punches Toma and then unlocks his chains. Then Yan's chains are unlocked. Yan and Toma fight the guards. They win! Toma kills the Prof. Yan and Toma try to figure out how to get out. Toma puts on a few of the skins, flaps around and yells - scaring all the cultists out of the main room. We hear gunfire from outside. The real flapping man appears. Toma and Yan cower in the side room, we hear more machine gun fire from inside.

The party is reunited.

## **Session 57 (324) - 05.01.16**

Monday 12th February 1923 6 AM

Edwin - Jean-Paul d'Augustine

Gary - Lloyd Edwards

Jim - Toma Genov

Max - Yan Nikolaev

Randall - Henri DuBoeuf

On the way to the train, JP notices a patch of skin on his right forearm that is starting to rot. Yan notices discomfort in his left leg--veins are swelling under his skin. At the station, next train is at 4:30, previous was at 4:30 PM yesterday. Mehmet could not have boarded yesterday's train based on Toma's understanding of time. We book tickets. We should arrive at 4 to load luggage and watch boarders. Makyrat has not purchased a ticket under his name.

Constantinople to Bucharest to Belgrade to Budapest etc.... Perhaps a day each. No faster necessarily than the train. JP orders a doctor to the Pera Palace hotel and heads there 8 AM. JP goes with the doctor to a hospital to have his forearm mostly removed. During the afternoon, Lloyd's abdomen gets itchy and rash covered.

Henri and JP return to hotel and thence to the train around 3:30. We hide out around the train station after delivering our luggage to be loaded. Train arrives at 4--nobody gets off. It was probably stored somewhere during the day. We are in 1st class section of the through portion of the train. JP and Henri share cabin (1), Toma (3) and Yan (2) get berths in cabins with strangers and Lloyd (7) is by himself. Cabins 1 & 2 share a bathroom. 6 double cabins, 4 single cabins. Yan's roommate introduces himself as Jack Gatlin, American newspaper journalist gossip columnist. Toma's is a tall middle-aged Englishman with a strong accent. Sir Robert Harrow.

Yan and Toma see a man and a woman emerge from Cabin 5. Stout, hale man with grey hair (late 50s). Woman is half his age with red hair and green eyes. Upper-class, aristocratic, head to saloon. Count Henri deBrussi and wife. Countess has heard of JP d'A.

Small rotund balding man from Cabin 10. Nods and carries on. Not native English speaker. Anton Zorbik.

Henri steps out to look for food for JP. Cabin 8 produces a tall man with thick brown hair and a thin moustache. Mid forties. Checks his watch and appears to be waiting for something. Non-native French speaker. Henri orders food. From Cabin 9 appears a beautiful woman, mid thirties, wearing a very nice dress. A distant look on her face perhaps, but happy to see the man. English accent with a touch of Spanish. Man responds.

Henri looks quickly in rooms 8 and 9 while conductor is making up JP's bed. As Henri exits 8, Cabin 6 opens and a gentleman emerges and looks at Henri. They greet each other. Tall, middle-Eastern, possibly Egyptian. He then heads past JP towards the saloon. He speaks French. A wonderful train. Ramma Hotet. Studied in Paris. Neither 8 nor 9 could contain simulacrum. Room 6 has a young man within. "Oops, excuse me."

In the saloon, Lloyd starts to lose his hair. We end as dinner is called, around 6:30.

## **Session 58 (325) - 05.08.16**

Monday 12th February 1923 6.30 pm

Edwin - Jean-Paul d'Augustine

Gary - Lloyd Edwards

Jim - Toma Genov

Max - Yan Nikolaev

Randall - Henri DuBoeuf

JP & Henri are in the cabin awaiting dinner while the others are in dining cabin. JP's surgically altered arm has new skin over the wound, but it is loose and hanging. He covers it again with the bandage. JP & H eat in the cabin. Marvelous.

The three are seated with Ramma Hotet. He is an antiques dealer headed to England to visit the archives of the British Museum. There is an unlikely carafe of water on the table and Ramma drinks from it while the others abstain. Asked if he knows Makyrat's Antiques he claims no knowledge. Waiter takes away carafe and glasses and replaces with bottled water. Ramma is ill, doctor comes, chaos ensues. Vomiting seems to help. The others are reseated and continue eating.

Sir Robert is drunk and a boor. The meal is over and the train heads towards the Turkish border. At 11:30 train stops for ten minutes. Again at midnight. And once more at 12:20. This last is at the border with Greece. Police are speaking with the train staff. Eventually train continues around 12:40. Around 1 AM, Yon and Toma head towards the baggage car. They wake the guard and hold up their badges. Much badinage ensues. No success. They give up and go to sleep. Train stops at 3 AM.

JP heads into the hall and sees a young elegant woman exit one cabin and enter another (Countess). JP watches the activity on the platform for some time, mulling over events of the past weeks. The halt takes us to 4 AM or so. With the train moving again, JP falls asleep.

Something mysterious happens with Lloyd...a gunshot awakes us. Lloyd is dead on the floor with a large knife in his chest. The window is open. The train comes to a halt as Yon and Toma head for the baggage car with the Chef de Train. Car conductor is missing. Outside the rendezvous cabin is a young gentleman, late 20s blond hair and blue-eyed, devilish good looks. Countess had made it back to her room before the excitement. Journalist Jack is very excited.



Yan heads to the engine to make sure train does not move forward. Train heads slowly to the next local station. Search continues with additional officers. Train must be headed off within an hour. Baggage car en route to Paris is fully searched with no luck and local police exit taking Lloyd with them. Train continues after a total of about 3 hours of delay. No bullet hole or extra blood found in the cabin.

Jack has discovered the Count and Countess affair, very exciting. Then realizes that there is really a murderer around. Yan discovers a human skin hanging from a lampshade in his room. The conductor's skin. Toma throws it out the window.

## **Session 59 (327) - 05.15.16**

Tuesday 13th February 1923 7 am

Edwin - Jean-Paul d'Augustine

Gary - Elena Costanza

Jim - Toma Genov

Max - Yan Nikolaev

Randall - Henri DuBoeuf

The group tries to burn the train down. Yan tries to destroy the Engine after forcing them to stop the train. Chaos reigns. The train stops, Toma "arrests" Yan for causing the trouble. The train has been sabotaged enough to keep it stopped for a while. We convince the staff to evacuate the first-class cars "just in case", and everyone moves back towards second-class.

Elena, Toma, and Henri search the cabins. The train starts moving, and the staff that was outside appears to have been killed. Elena and Yan head back to the engine, as the train starts moving faster. Toma and Henri search the other cabins, finding nothing. The train continues to accelerate. Elena and Yan reach the coal car. The engine is glowing with a blue light, and five of the staff are singing and chanting. Elena and Yan each manage to shoot and kill one of the cultists. A fight ensues, the remaining cultists are dealt with. The train continues to accelerate. Storm clouds cover just the train. The engine starts to morph into some kind of living thing covered with skin. Yan shoots the engine, Elena legs it. The engine breathes fire at Yan, and then grows tentacles which grab Yan - crushing him and throwing him from the train.

## **Session 60 (329) - 05.22.16**

Tuesday 13th February 1923 afternoon (?)

Edwin - Jean-Paul d'Augustine

Gary - Elena Costanza  
Jim - Toma Genov  
Max - Jack Gatlin  
Randall - Henri DuBoeuf

Toma headed forward, Elena headed back. She sees Yan's body outside the train, dead. Toma looks out and sees the corrupted engine. Ulp. JP looks out and goes batty--the train must be stopped at all costs. Jack is listening in hoping for a good story. Suddenly a Thing climbs through the window and jumps at Elena's face. It is a piece of flesh with little limbs. She rips it off and throws it out the window. Jack enters the luggage car and JP comes in on his heels. A crawling thing comes in along the ceiling and falls on Toma. Toma rips it off and Elena stabs it to the ground. Elena grabs JP while he tries to prevent this. She ties him up with the help of others.

The train shudders and slows. There is a loud crash from the back of the train. Toma looks and sees a new car attached to the train. It is a tiny stone gothic cathedral on wheels complete with stained glass. Elena's watch has stopped. Elena and Jack head back towards the cathedral, Toma heads forward leaving JP under the care of Henri.

<HANDOUT REDACTED>

Elena and Jack: The crowds seem to be overwhelmed with it all. Elena tries to calm them and send them to their cabins with some effect. They enter through an arch into a feast hall replete with foodstuffs. Servants, music--a big feast. Inside bigger than outside. At back of main hall is a throne holding a human-faced enormous bulk of seamed and scarred flesh. The face is smiling. "Welcome my friends!" It asks about Father Stewart, whom neither Elena nor Jack have heard of. And the others similarly....eventually Jean-Paul, whom they have met briefly. Apparently they have something the the thing wants. It thinks the Sedefkar Simulacrum is with this group on the train. I am Jean Duke de Etienne. The Jigsaw Prince. Makyrat will be wearing the skin of the passengers (one at a time). Jigsaw offers to tell party how to destroy Makyrat in exchange for the Simulacrum. He whispers into Elena's ear in a strange language that she somehow understands. Elena learns a spell to dissolve Makyrat. But how to find Makyrat? What is the Simulacrum? Where is it? They return forward. Elena says that she was following Makyrat to stop him before he gets to England.

Toma: Grabs fabric as he heads forward to the coal car. The steam engine is gone and has become a creature. Toma tries to light the coal car on fire. He does so. Toma watches the coal flame. When nothing huge happens, he heads back and runs into Elena who explains the deal with the Jigsaw man.

JP attempts to escape but fails. He also fails to get Henri to release him. JP pushes the roll with a threat to expose him but fails. Henri turns his back on JP.

Elena and Jack think to get everybody into the saloon car to cast the spell. Toma helps. Henri drags JP into the dining car still tied up.

Elena casts her spell once on the countess followed by ~~La Donna del Gato~~ (crazy cat lady?) not there. Toma goes to look for La Donna in her cabin. She is unconscious and missing much of her stomach. Elena then goes for the Egyptian man as he agrees with JP about stopping the train. They struggle mentally and Elena fails. Toma tries to shoot the Egyptian. The bullet hits solidly and bounces. Egyptian shoots at Toma but misses him and hits the strange little man in the shoulder. Casting the spell again appears to be successful. She loses Pow and Egyptian melts into a puddle while trying to monolog. The train shutters and slows and the surrounding clouds dissipate. Toma heads for the Egyptian's cabin with Jack in tow--no simulacrum therein. Elena loses a mess of san as she realizes that she has rotting organs in her hands. She drops them and flees to her cabin.

We are apparently no longer in Bulgaria but have made it to France somehow.

Jack sees the Duke heading forward and is holding a sword. He wants the simulacrum. Jack claims not to have it. The Duke kills the count. Jack runs. JP sees the Duke and challenges him to a sword duel. JP hits him solidly but it doesn't have any effect. JP tries to get the crowd engaged. The countess joins in. The staff comes forward and march on the Duke. He is mobbed and they take the sword and kick and punch him and eventually fling him from the train. The train is wobbling and shuttering. Outside is Paris. We pull into the Gare de Lyon and smashes into the bumpers at the end.

Hours of chaos at the station. We are a day early. Engine destroyed, coal car on fire. Welded to the undercarriage of the sleeping car is a large metal box containing the Simulacrum and three scrolls and the knife. Also an envelope full of newspaper clippings and documents, mostly about the Duke of York.

Cleansing in London? Study scrolls? Dump Simulacrum?

## **Session 61 (332) - 05.29.16**

Wednesday 14th February 1923 Mid-Morning(?)

Edwin - Jean-Paul d'Augustine  
Gary - Elena Costanza  
Jim - Toma Genov  
Max - Jack Gatlin  
Randall - Henri DuBoeuf

Toma, JP and Henri feeling the rot. Elena uses her connections to cut the red tape and get us headed towards the ferry to England.

Three new scrolls (being read by Toma, JP and Elena):

1) Scroll of the Belly (Elena)

Sedefkar's own account and litany to the skinless one. Descent into madness and the joys of skinning

2) Scroll of the Legs (Toma)

Unreadable--contained most of the magic per Scroll of the Head.

3) Scroll of the Right Hand (JP)

Contains Ritual of Enactment. JP thinks he could perform it. This is the way to don the simulacrum. Wearing it without the ritual causes instant death (per scene in the mosque).

In the midst of this, Toma tries to dump the Simulacrum, we try to stop him. Guns come out. Toma temporarily gives up on the simulacrum and goes to throw his scroll and the knife over the edge. Henri shoots at him. Elena runs out as Toma fires back at the group. Hit once. Twice. He reaches the edge and tosses the scroll over the edge. Then the knife as Henri reaches him. Nearly dead, Elena shoots Toma from cover. Henri swings the brass knuckles. Toma fights back, hitting Henri hard. Elena shoots once more and kills Toma. Henri jumps overboard to rescue the scroll. He succeeds and the crew rescues him.

We arrive in England and grab a train to London. And we are there. Victoria Station. Elena and Jack start rotting too. At the station we see a scruffily dressed man with a sign saying Makyrat written on it. Jean-Paul says "to the shop". Brophy Lane Islington, the shop we went to before. Driver is nervous. He says many murders near the shop. Another shopkeeper--clothes shop, a vagrant, ... Thirty minutes later we are at the shop. Henri pops the lock open. Blinds are down.

<HANDOUT REDACTED>

We enter--everything looks the same so far. JP listens and thinks he hears some movement upstairs. We head through and up. The living room has changed. Furniture moved to the side, carpet rolled back. Floor has been carved with a pattern. Looks like a ritualistic circle. On a

desk is a scroll tied with a red ribbon. Henri opens the shades and a thing on the ceiling starts screeching and drops down in fright in the circle. It was once human, now skin is stretched into wings. It hisses. It throws acid shit at Henri. Elena shoots it and it collapses but it isn't dead. JP skewers it to the floor, leaving the sword. It was Bedows the servant....

Next to the scroll is a note: *Master, as you instructed, the simulacrum must be present. Your servant.*

It is a Sedefkar scroll. Also in is a newer scroll transcript. Phonetic translation. New language. We lay the statue in the circle and stand around the circle and reads the syllables. The pieces begin to glow, conducting power. The glow focuses around Henri and energy flows towards him. Screams in his skull, something tries to get out. He screams Jean-Paul's name. Henri's skin falls off. His body twists and warps, turning into something akin to the things we've seen. Makryat's face is in the body. Bullets do nothing. Organs do their thing, third eye. Skinless one called for by Makryat. Floor quakes. Great figure coalesces. Jack goes insane and wants to bring skinless greatness to all in the world. JP realizes that Makryat also wants to wear the simulacrum. JP rushes towards the pieces. Makryat tries to swipe at JP and succeeds. JP tries to don the pieces but fails and falls unconscious. The figure has its arms outstretched. Elena throws a piece at the central figure. The figure catches the arm and breaks it in half. "The Usurper is unworthy; my gift is sundered." Makryat melts into nothingness. Elena starts to throw him the other pieces. Jack tries to prevent it. Piece number snaps. Jack shoots. Elena collapses.

The End.

Epilogue: Simulacrum destroyed enough. Jack heads off with two scrolls and starts a cult of his own. JP awakens in the same place. Simulacrum and scrolls gone. Elena's body there. His body decays to nothingness.

Scroll of the Left Arm contained cleansing scroll.