

# LONDRES · PARIS · CONSTANTINOPLE

## Departure

You have taken place into the famous long-distance passenger train in Paris. Your goal is Constantinople.

## The Grimoire

A tome of eldritch horror, written by a mad Arab, and bound in leather, will be exchanged during the journey by a mysterious seller. You have to seize it!

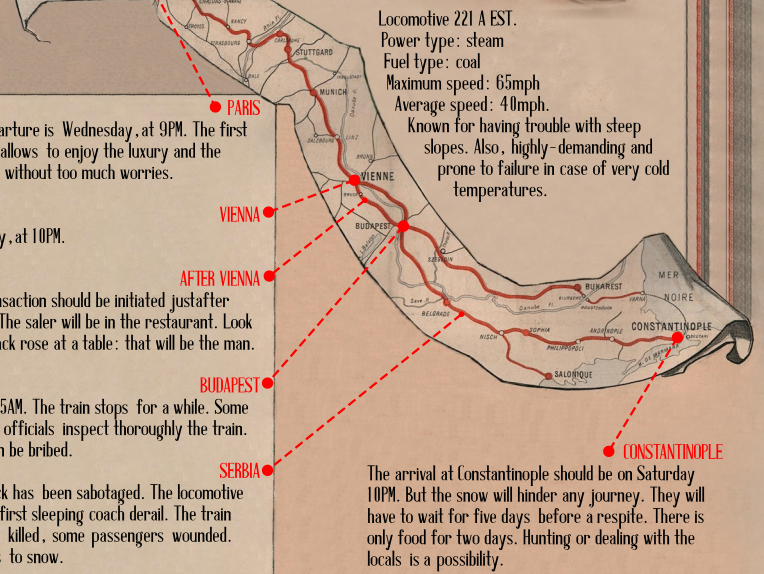
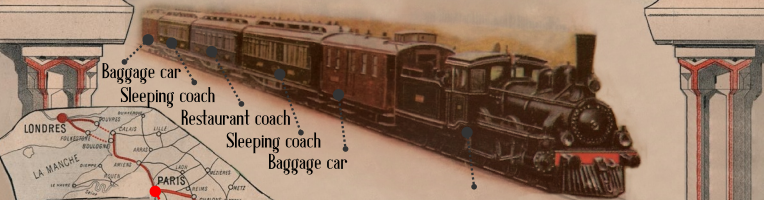
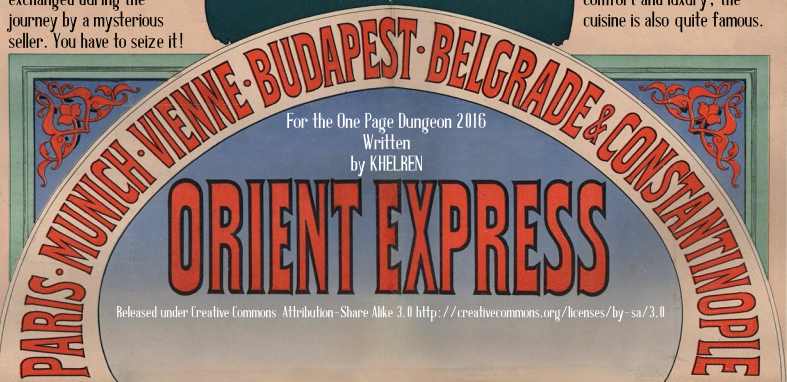
## RUMORS

1. The Countess Elizaveta Nikolaevna is said to be a vampire.
2. Cyrus McQuinn has been in India and, after the theft of a jewel, is now cursed.
3. Bogdanovic killed his previous wife and

seduce rich widows to steal their money.  
4. Leopold Merle is a French spy.  
5. Some raiders have been spotted near Belgrade.  
6. Nagelbacker has romantic interests with men.

## A little bit of history

The year is 1912. Europe is boiling with the imminent war. And the Orient-Express is full of spies, diplomats, royalty, nobles, business entrepreneurs and intrigue. The Orient Express has acquired a well-deserved reputation of comfort and luxury, the cuisine is also quite famous.



The departure is Wednesday, at 9PM. The first evening allows to enjoy the luxury and the comfort without too much worries.

Thursday, at 10PM.

The transaction should be initiated just after Vienna. The saler will be in the restaurant. Look for a black rose at a table: that will be the man.

Friday, 5AM. The train stops for a while. Some customs officials inspect thoroughly the train. They can be bribed.

The track has been sabotaged. The locomotive and the first sleeping coach derail. The train driver is killed, some passengers wounded. It begins to snow.

- Occupied bed
- Free bed



The PCs roll their couch randomly. They'll have to share their room with someone else. Roll 1d4:

1. Colonel Cyrus McQuinn. An officer of the British Army. Quimsical and hedonistic, this tall fellow usually smokes. Has a well-adorned mustache and a rifle.
2. Leopold Merle is a French private investigator. Can be seen mostly listening to classical music in his room or eating at the restaurant.
3. Ms. Jessica Brooks is an American spiritualist. She is a stage magician, an expert pickpocket, and also a true medium.
4. Antonije Boganic is a Serbian writer and journalist. He has a one-million dollar face and a disarming smile. He is a Serbian diplomat, here to meet Merle, who is a French spy, and deliver secret documents.

They have to share a room with someone of the same gender. Assign them a free single room otherwise.

The coach features also:

- Countess Elizaveta Nikolaevna Keremetievskaya. An old Russian noble who enjoys travelling across Europe.
- Arthur Nagelbacker, an old Swiss banker. He is the one who holds the Eldritch Grimoire.
- Andreas Giannopoulos, a young Greek entrepreneur. Nothing special about him, except that he is a sleepwalker.
- Luigi Foscarelli, an Italian athlete. He loves cars, women and talking about skiing. Received the skiing gold medal during the previous winter olympic games.
- Tobias Brahm's is an antique dealer, always writing down something inside a small notebook. Talks rarely. He is also interested in acquiring the Eldritch Grimoire.

First-class dining room: 24 seats.

Second-class dining room: 16 seats.

Pantry

Kitchen

The first sleeping coach holds another 16 beds. Here are some names to improvise some passengers:

Conrad	Emanuele	Meissner	Espinoza
Rene	Ugo	Dietrich	De Wit
Michel	Maarten	West	Van Aarle
Olaf	Bautista	Lieberezn	Orlov
Evelyn	Gerd	Frye	Pasternak
Basil	Lieke	Selby	Volkov
Brad	Mariana	Baldwin	Ionescu
Sinclair	Dragos	Greene	Vasilescu
Whitney	Serafima	Fleming	Brankovic
Miles	Aleksei	Neville	Filpovic
Nigel	Timofei	Van Beck	Dahl
Quinton	Liouba	Moreau	Nilsson
Agatha	Teodora	Herriot	Ljungman
Giselle	Stojan	Bordelon	Dragomirof
Yolande	Viggo	Martel	Burakgazi
Annette	Greta	Valenti	Dimitriou
Marcel	Kismet	Agostini	Spiros
Rachele	Abdulkadir	Villaverde	Cardozo

If someone reads the Grimoire, they have to roll a test of Charisma. If they succeed, they gain the intimate knowledge of the answer of one question they hold dear. If they fail, their spirit is teleported in the city of the Elder Gods for 1d6 seconds, then 1d6 minutes, then 1d6 hours, then 1d6 days, for each successive failed test. Spending more than a few minutes equals death.

## The fireshot

During the trip, a fireshot will be heard. No clue can be found. But someone is missing after that. Who? Is that only a trick for someone to hide?

## The refugee

Someone is hiding in one of the baggage cars. It's a refugee from a country at war. Hungry and scared,

## RANDOM MENU GENERATOR

### FIRST COURSE

1. Oysters
2. Soup with Italian pasta
3. Duo of salmon
4. Asparagus soup

### MAIN MEALS

1. Turbot - green sauce
2. Chicken chasseur

3. Fillet of beef
4. Fillet of sole meuniere

### DESSERTS

1. Chocolate pudding
2. Vanilla panacotta
3. British cheeseboard
4. Cinnamon compote

Always served with wine

that person may have seen some strange activities during the journey though.

## The illness

Someone is sick: vomiting and diarrhea as symptoms. A doctor diagnose cholera. A quarantine is then pronounced: nobody can leave the train. But people are dying really quickly. Poison? Curse?



1. McQuinn is terribly unlucky but if he has been in India, he has never stolen any jewel. He is prone to command and his rifle will cause trouble (during the border control in Budapest or simply during any moment of tension).

2. Merle is naturally curious and will always spy on anybody. He knows absolutely anything that will happen anywhere in the train. He has no interest in the occult but may see the Eldritch Grimoire as a weapon best given to his own masters.

3. Brooks will be troubled with the Grimoire so close. She perceives the psychic disturbance that the tome generates. She will have nightmares and will probably act crazy. Such a precious item of power can tempt her. She hides a small fortune into her bag.

4. Boganic has one goal but he is greedy. He will seduce Nagelbacker enough to make him confess that he possesses the Grimoire. He will try to kill him and to steal the eldritch tome, given the right occasion.

5. The Countess may be an abomination, an undead, a creature of terrible power, maybe a witch. She will stay close to the Grimoire and try her luck during any disaster, escaping into the night or the snowstorm, never to be seen again.

6. Nagelbacker has no precise idea about the nature of the Grimoire. But he is sure of one thing: the tome is of great value.

7. Brahm's was used as an expert by Nagelbacker to make sure that the tome was authentic. Since then, Brahm's dreams about the Grimoire and of a strange city with strange colors. He is sure that the Grimoire can lead him to this city. And there he could have all the answers he is seeking.

8. Foscarelli will hit on any lady, talk incredibly loud, and probably interrupt, half-drunk, the deal with Nagelbacker. He isn't dangerous, but he talks too much, and someone else won't help but hear him, to be sure.

9. One of the service grooms is a counter-spy, trying to prevent the exchange of secret documents between Merle and Boganic. But he has no idea about the identity of the foreign spy that Boganic would meet. And his best guess is Nagelbacker because he seems to hide something.

10. One of the waiters hates black roses. He will get rid of any black rose during his service. So, either he will be seen with a black rose by the PCs. Or, as he is also a jerk, he will put any black rose on the table of a customer he dislikes.