

STRANGERS ON THE TRAIN



DIVERS PERSONAGES AVAILABLE FOR THE KEEPER'S
PURPOSES, OR AS NEW INVESTIGATORS.

PASSENGERS

The non-player-characters in this book are not integral to the scenarios, unlike those in the "Return" chapter. The characters here are interesting people with whom to rub shoulders, to facilitate keeper sub-plots, to remind the players that their investigators are not the only travelers on the Orient Express, and, if be needed, to press into service as player-characters following unfortunate fatalities or insanities.

Five non-player-characters are staff for the Orient Express. That number does not present the actuality or even the proportion of occupations aboard the Simplon-Orient Express, nor even represent their tasks; these are characters for the keeper to turn to when he or she needs. Orient Express staff are uniformly intelligent, competent, dedicated to service,

and highly motivated. Those who are not already have been transferred or dismissed. Staff characters played too broadly will not be believably employed by an organization of such high standard.

Service itself should not be exaggerated, but should be constant. All Orient Express staff comply with orders: fine service demands anticipation of needs and the satisfaction of dreams; in the best relationships, served and servant become like lovers, between whom respect and integrity replace the lineations of desire.

In concept, such intimate pampering starts both from the regard of equals and from the oppression of hirelings and slaves. Whether such service, even when freely rendered, should in itself exist at all is beyond the scope of these pages.

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ENTOURAGE

RICHARD MONTALOU, Age 33, Assistant Chef

STR 13 CON 10 SIZ 13 INT 12 POW 13
DEX 13 APP 11 SAN 65 EDU 16 HP 12

Damage Bonus: +1D4.

Weapons: Kitchen Knife 80%, damage 1D6

Skills: Bread 85%, Sauce 90%, Soufflé 88%, Soup 80%.

JEAN RENOUT, Age 28, Pastry Chef

STR 12 CON 13 SIZ 12 INT 11 POW 15
DEX 13 APP 10 SAN 70 EDU 9 HP 13

Damage Bonus: none.

Weapon: Kitchen Knife 75%, damage 1D6

Skills: Prepare Ingredients 88%, Sharpen Knife 85%, Garnish 75%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:

ENTOURAGE

KEEPER'S CHARACTERS:

NOTES:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:

PAUL DeGUERRE (Staff)
Age 49, Chef de Cuisine

STR 14	CON 16	SIZ 12	INT 14	POW 16
DEX 13	APP 12	SAN 80	EDU 16	HP 14

DAMAGE BONUS: +1D4.

WEAPONS: Kitchen Knife 85%, damage 1D6+1D4
Thrown Bottle 78%, damage 1D3-1+1D4

SKILLS: Brasserie 88%, Bread 94%, English 29%, Poulet 93%, French 70%, Italian 35%, Légume 90%, Mandarin Chinese 21%, Omelette 96%, Poisson 92%, Psychology 51%, Sauce 99%, Sharpen Knife 92%, Soufflé 99%, Soup 89%, Viande de Boucherie 90%, French Wine 96%.

A renowned chef, DeGuerre is a thin, agile man of great deftness and decision, who has found Zen-like beauty in the limitations of his tiny rolling kitchen. Even though defended by sharply-waxed mustaches, his enormous professional pride is brittle, and some trips

leave him glowering with sullen rage. However he can hear almost any personal insult and walk away unaffected. Among gourmet and gourmand circles in Europe DeGuerre is considered one of the best chefs in the civilized world.

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EMILE DUCHAMPS (Staff)
Age 33, Conductor

STR 12	CON 13	SIZ 15	INT 13	POW 17
DEX 14	APP 16	SAN 85	EDU 15	HP 14

DAMAGE BONUS: +1D4.

WEAPONS: none.

SKILLS: Bon Mot 65%, Be Charming 75%, English 30%, French 65%, German 50%, Listen 43%, Oratory 68%, Psychology 54%, Ski 76%, Spot Hidden 56%, Swedish 54%.

Duchamps is a conductor. A friendly and engaging man in his early thirties. His handsome good nature wins him general approval everywhere. The most extreme passenger demand or rudeness merely brings to the surface more charm and more adeptness. He

is calm and collected throughout his shift, always ready to assist the passengers needs. Duchamps fantasizes of being a movie star, and is fascinated by Biff Baxter, but prefers the admiration he garners as a conductor aboard the famous Orient Express.

ENTOURAGE

KEEPER'S CHARACTERS:

NOTES:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:

ENTOURAGE

KEEPER'S CHARACTERS:

NOTES:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:



PIERRE MARCHAND (Staff)
Age 37, Conductor

STR 9 CON 11 SIZ 13 INT 14 POW 7
DEX 15 APP 10 SAN 35 EDU 15 HP 12

DAMAGE BONUS: none.

WEAPONS: Fist/Punch 65%, damage 1D3.

Kick 25%, damage 1D6.

SKILLS: Dutch 32%, English 63%, French 70%, Hide 52%, Listen 58%, Spot Hidden 67%.

Marchand is a conductor. A thin, quiet man of great aplomb, he keeps to himself. At night, he is at his station at one end of a first-class coach, ready to respond to calls, immersed in pulp magazine tales of adventures in France's African colonies. Marchand is not a

good conversationalist, as he prefers to observe people from a distance. He fancies himself a student of human nature, and remembers in unusual detail passengers' behavior and the events of each night.

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LORENZO BERCÉ (Staff)
Age 22, Ambitious Waiter

STR 15 CON 11 SIZ 13 INT 14 POW 16
DEX 13 APP 12 SAN 55 EDU 15 HP 12

DAMAGE BONUS: +1D4.

WEAPONS: none.

SKILLS: Dance 26%, English 50%, French 39%, Italian 41%, Project Voice 31%, Sing 18%, Tell Joke Badly 67%, Time Food 88%, Understand Intent 89%, Work Unobtrusively 77%.

Banned in London theatrical circles for unmentionable indiscretions, Harold Smith (of Leighton Buz-zard, Beds.) changed his name and began besieging various Parisian producers for jobs, though the tips are nowhere as good as on the Orient Express. Alas, neither the Smith nor the Bercé versions have talent that interests audiences, though the Bercé model does make an excel-

lent waiter. One investigator is the namesake of a well-known Parisian showman; Bercé haunts that investigator, hoping for a job in the Paris theater. Alone with him or her, Bercé indefatigably dances in sinks, kisses mops, and croons on one knee.

ENTOURAGE

KEEPER'S CHARACTERS:

NOTES:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:

ENTOURAGE

ARMAND CHAVELLE, Age 28, Assistant

STR 13 CON 10 SIZ 11 INT 12 POW 10
DEX 12 APP 12 SAN 50 EDU 12 HP 11

Damage Bonus: None.

Weapons: None.

Skills: Assist Rene 78%, Fast Talk 26%, Flatter 30%.

RICARDE ALLOU, Age 25, Another Assistant

STR 10 CON 13 SIZ 10 INT 15 POW 15
DEX 12 APP 10 SAN 75 EDU 11 HP 12

Damage Bonus: None.

Weapons: None.

Skills: Assist Rene 35%, Fast Talk 70%, Flatter 62%.

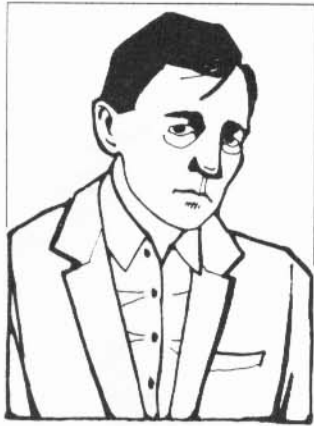
OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:



FRANKLIN MYERS

Age 37, American Antiquarian

STR 11 CON 9 SIZ 13 INT 14 POW 10
DEX 10 APP 12 SAN 23 EDU 16 HP 11

DAMAGE BONUS: none.

WEAPON: .32 Revolver 30%, damage 1D8

SKILLS: Archaeology 41%, Cthulhu Mythos 15%, English 70%, Evaluate Manuscript 74%, German 51%, History 60%, Latin 65%, Library Use 70%.

SPELLS: Contact Tsathoggua.

This American antiquarian is a nervous, twitching man, and with good reason. A copy of Von Junzt's terrible *Unausprechlichen Kulden* came into his hands a year ago. In retrospect unwisely, Myers read the tome and then attempted to contact Tsathoggua using a spell in the book. Since then hideous dreams have troubled his sleep, leaving him now at breaking point. In Hungary he hopes to find the Black Stone mentioned by Von Junzt, and thereby throw off this curse.

He carries the tome in a locked briefcase chained to his wrist. In his compartment at night he bars the door and

jams valises against it, even though it is a shared compartment. He tosses and turns in his sleep, muttering fragments of German and older languages, and frequently wakes screaming from Sanity-shaking dreams.

Myers may succeed, or the minions of Tsathoggua on his trail may reclaim the book—that's up to the keeper. If the investigators don't offer aid, one morning in his bed is discovered a wrinkled, crumbling bag, punctured by scores of holes, with bones rattling inside—Franklin's skin (1/1D4 Sanity Loss).

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RENE CLEMENT (STAFF)

Age 50, Senior Conductor

STR 11 CON 17 SIZ 10 INT 12 POW 9
DEX 8 APP 10 SAN 45 EDU 13 HP 14

DAMAGE BONUS: none.

WEAPONS: none.

SKILLS: Bargain 55%, Bulgarian 44%, Courtesy 75%, English 31%, Fast Talk 65%, Flatter 60%, French 60%, German 25%, Italian 40%, Spot Hidden 52%.

Clement is senior conductor, tall and stern, with thinning hair which he oils and combs back flat atop his head. His strong cologne is his sole luxury. Clement will not actually pry into the luggage of passengers, but the existence of all those secrets within suitcases and trunks and hat boxes fascinate him endlessly.

Occasionally he obliquely engages passengers in conversation about unusual luggage, or that which is oddly balanced, or unusually heavy baggage. In this he means no harm nor intrusion, but his impulse to voyeurism remains strong.

ENTOURAGE

KEEPER'S CHARACTERS:

NOTES:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:

ENTOURAGE

FI FI DULOUVRE, Age 33, Bored Prostitute

STR 12 CON 10 SIZ 10 INT 12 POW 9
DEX 15 APP 12 SAN 45 EDU 9 HP 10

Damage Bonus: none.

Weapons: Switchblade 69%, damage 1D4
.22 Revolver 55%, damage 1D6

Skills: Manipulate 85%, Prostitution 78%, Spot Hidden 62%.

JACQUES ARTUAD, Age 44, Bored Manservant

STR 14 CON 10 SIZ 14 INT 11 POW 11
DEX 10 APP 9 SAN 55 EDU 6 HP 12

Damage Bonus: 1D4.

Weapons: none.

Skills: Be Surly 80%, Clean 40%, Do Laundry 15%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:



FRANÇOIS LaVERGE

Age 26, Broken-Hearted Lover

STR 13 CON 10 SIZ 14 INT 16 POW 10
DEX 11 APP 14 SAN 24 EDU 13 HP 12

DAMAGE BONUS: +1D4.

WEAPON: Fist/Punch 50%, damage 1D3+1D4

SKILLS: Admire Mallarmé 55%, Credit Rating 45%, Discuss Racine 71%, English 27%, French 90%, German 55%, Jump 25%, Library Use 65%, Smoke Gauloise 80%, Write Essay 70%.

Asomber young French intellectual, dressed in fine suits of black or charcoal gray, he sits quietly in the salon or the dining car, staring wistfully out the window, reading the same page of *La Chair et le sang* again and again. He repels attempts at conversation with half-hearted, half-mumbled responses or with sullen glares. If pushed he might say that he is not feeling very happy and would like to be left alone. If pressed

any further he clutches at the investigator's hand or coat, imploring "Why did she do it?"

The particulars of M. LaVerge's story are left to the keeper. Somewhere along the journey, he may jump off the hurtling train, a suicide perhaps witnessed by an investigator, unless a female investigator first takes him under her wing.

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JEAN POURVOIS

Age 55, French Manufacturer

STR 16 CON 10 SIZ 11 INT 14 POW 10
DEX 17 APP 9 SAN 50 EDU 12 HP 11

DAMAGE BONUS: +1D4.

WEAPONS: none.

SKILLS: Bargain 43%, Design Fashionable Goods 65%, English 30%, Evaluate Leather 80%, French 70%, German 38%, Run Factory 78%, Turkish 30%.

Msr. Pourvois' Parisian shop produces fine leather goods. Pourvois often travels to Italy or Turkey to examine and purchase hides of fine leather. Dressed simply in somber plain suits, the curly haired man sits idly over his coffee, sitting alone whenever possible, rubbing together leather samples or biting them into

strange shapes. If he becomes aware that he is being observed, Pourvois merely smiles smugly, and winks in salute. He is an irrepressible fondler of women, and no female attractive to him goes unmolested in the narrow corridors of the train.

ENTOURAGE

CYBELLE FRANCIS, Age 26, Assistant Medium

STR 10 CON 14 SIZ 9 INT 13 POW 16
DEX 11 APP 15 SAN 80 EDU 12 HP 12

Damage Bonus: none.

Weapon: .22 Derringer 60%, damage 1D6.

Skills: Assist Seance 57%, Contact Dead 12%, Occult 20%.

MARGORIE ENDICOTT, Age 42, Maid and Confidant

STR 13 CON 11 SIZ 10 INT 10 POW 14
DEX 11 APP 10 SAN 70 EDU 9 HP 11

Damage Bonus: none.

Weapons: none.

Skills: Converse 76%, Clean 52%, Decorate Arcanely 52%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:

ENTOURAGE

ALICE O'MALLEY, Age 43, Doting Nurse

STR 11 CON 14 SIZ 10 INT 12 POW 13
DEX 12 APP 13 SAN 65 EDU 18 HP 12

Damage Bonus: none.

Weapons: none.

Skills: First Aid 75%, Pharmacy 45%, Treat Disease 85%.

JIM ALLEN, Age 19, Devoted Servant

STR 16 CON 14 SIZ 12 INT 8 POW 12
DEX 12 APP 10 SAN 60 EDU 3 HP 13

Damage Bonus: +1D4.

Weapons: Fist / Punch 70%, damage 1D3

Skills: Defend Doreen 53%, Fetch 85%, Run Errand 65%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:



MADAM ARCANA

Age 22, Medium from Marseille

STR 9 CON 15 SIZ 11 INT 12 POW 19
DEX 10 APP 13 SAN 95 EDU 10 HP 13

DAMAGE BONUS: none.

WEAPON: .22 Single Shot (Derringer) 32%, damage 1D6

SKILLS: Brew Bouillabaisse 90%, English 25%, Fast Talk 67%, German 35%, Occult 35%, Oratory 35%, Psychology 40%.

SPELLS: Contact Dead.

Madam Arcana, a.k.a. Blanche Goulart, is a plump, cheerful woman in her fifties. A widow, she was left comfortably well-off by her husband, Captain Édouard Goulart, but lacking in companionship. She attended a seance to contact her lost love. In succeeding, she discovered that she herself was gifted; if the keeper wishes, Capt. Goulart is her present beloved spirit guide.

At Édouard's instruction, she adopted Madam Arcana as a professional name. Despite the pose, she is a genuine

medium, one sometimes overwhelmed by the emotions and insights sent through her to clients. Consulting investigators receive vague warnings of the perils which lie before them, but the warnings become understandable only in retrospect. Dire things, she warns, "large, dark, and deadly shadows" hover about them. Some keepers might use her predictions to aid investigators who are having trouble with clues, or to forewarn them against specific dangers.

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DOREEN O'BANNON

Age 33, Irish Invalid

STR 11 CON 8 SIZ 12 INT 15 POW 9
DEX 8 APP 4 SAN 31 EDU 15 HP 10

DAMAGE BONUS: none.

WEAPONS: none.

SKILLS: Diagnose Disease 10%, English 75%, Hide 42%, Treat Disease 10%.

Dressed in black from head to foot, including a hat and veil and long satin gloves, Miss O'Bannon speaks to no one while on board. She is the only child of J. Michael O'Bannon, a wealthy Irish shipping magnate. Doreen suffers from a disfiguring skin rash which

covers her entire body, and she is traveling to or from some mineral springs in Turkey in order to effect a cure. In her room one would find jars full of strange-smelling creams and yards of bandages. A nurse accompanies and attends her, and a young servant procures her meals.

ENTOURAGE

AMY VAN PATTON, Age 27, Fellow Social Climber

STR 12 CON 11 SIZ 13 INT 11 POW 9
DEX 12 APP 13 SAN 45 EDU 12 HP 12

Damage Bonus: 1D4.

Weapons: none.

Skills: Gossip 69%, Giggle 47%, Evaluate Social Class 50%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:

ENTOURAGE

MATILDA SIMPSON, Matronly Maid

STR 11 CON 10 SIZ 9 INT 14 POW 8
DEX 12 APP 13 SAN 35 EDU 16 HP 10

Damage Bonus: none.

Weapon: Slap 62%, damage 1D3-2

Skills: Browbeat 76%, Report to Daisy's Mother 83%,
Follow Daisy 32%.

SAM MILLER P. I., Secret Bodyguard

STR 14 CON 11 SIZ 15 INT 12 POW 11
DEX 13 APP 10 SAN 55 EDU 12 HP 13

Damage Bonus: +1D4.

Weapon: .45 Automatic 70%, damage 1D10+2

Skills: Be Discrete 71%, Report to Daisy's Mother 65%, Hide 68%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:



KAY MONTAGUE

Age 29, Social Climber

STR 11 CON 10 SIZ 16 INT 11 POW 10
DEX 7 APP 12 SAN 50 EDU 12 HP 13

DAMAGE BONUS: +1D4.

WEAPONS: none.

SKILLS: Dreaming 21%, English 55%, Evaluate Class 65%, Evaluate Clothes 65%, Evaluate Jewelry 70%, Fast Talk 23%, Play Piano 24%, Play Tennis 3%, Spot Hidden 31%, Write Copy 45%.

Miss Montague's passion is for high social position, of which she currently has none. She enjoys being with the best people; she travels on the Orient Express whenever she can. She strongly desires to be treated as a friend by any first-class passenger, although her life as an advertising copywriter in London does not fund a first-class berth. How can she gain cachet, or title, or money, or at least mention? Cocaine and alcohol have not proved to be solutions. Marriage is one way, blackmail

another, theft yet a third. Who can predict what might seem opportune? She is tall and gawky, and sometimes desperate. Her quick tongue sometimes betrays her dreams, for to guard against her erratic perceptions, she too quickly snubs anyone who seems not cast from the right mold.

If her snobbish veneer can be pierced and her attention removed from herself, she is nonetheless a good-hearted, usually well-meaning woman.

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DAISY CANNON

Age 22, American Heiress

STR 9 CON 13 SIZ 11 INT 13 POW 14
DEX 12 APP 11 SAN 70 EDU 15 HP 12

DAMAGE BONUS: none.

WEAPONS: none.

SKILLS: Credit Rating (Apparent) 40%, English 65%, Listen 61%, Occult 26%, Play Tennis 51%, Psychology 34%, Ride 40%, Ski 42%, Swim 58%.

An American heiress and socialite, Miss Cannon is an opposite to Kay Montague. Plagued by money and status, she wishes ordinary comforts without obligation, and to mingle with people whose lives are purified by genuine emotion. Dulled by the high life but frightened of the unknown, she has booked upon the Orient Express in second-class. This solution, pointless to most, satisfies her. On the Express she can meet people safely and anonymously, hear their stories and, if especially moved, dis-

patch appropriate monies to them by wire from her London solicitors.

Her open charm and friendliness compensate for a plain appearance and undistinguished dress. She has some interest in the occult as an escape, dabbling with fortune-tellers and especially mediums: there is nothing quite so thrilling as a good seance.

ENTOURAGE

MRS. MARGARET BANNER, Age 30, Faithful Wife

STR 11 CON 12 SIZ 9 INT 13 POW 9
DEX 12 APP 13 SAN 40 EDU 12 HP 11

Damage Bonus: none.

Weapons: none.

Skills: Make Smalltalk 75%, Oil Painting 26%, Act Cultured 5%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:

ENTOURAGE

ALLEN CARMICHAEL, Age 28, Temporary Manservant

STR 13 CON 11 SIZ 9 INT 10 POW 10
DEX 11 APP 10 SAN 50 EDU 9 HP 10

Damage Bonus: none.

Weapons: none.

Skills: Order Meals 57%, File Train Data 31%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:



HOMER BANNER

Age 33, American Journalist and Writer

STR 15 CON 13 SIZ 17 INT 13 POW 18
DEX 9 APP 14 SAN 90 EDU 12 HP 15

DAMAGE BONUS: +1D4.

WEAPON: Fist/Punch 50%, damage 1D3+1D4

SKILLS: Credit Rating 35%, English 65%, First Aid 73%, History 53%, Library Use 42%, Oratory 34%, Pharmacy 17%, Treat Poison 34%, Treat Disease 24%.

A freelance writer for various U.S. publications, Banner could ill-afford a first class ticket, but felt that the best way to travel Europe was aboard the Simplon-Orient Express. He records his impressions of the nations, peoples, and the famous train at the same time. A tall, balding, garrulous man with a large adams-apple, Banner is ignorant and quite naive at times, but people rarely take advantage of his genuinely good nature.

He is a skillful writer, and adept at First Aid, dating from his hospital service during the Great War. His North Carolina country lore includes many home remedies which always seem to work, if he can find the right ingredients. His rumpled suits bulge with pencils, tiny notebooks, and folded sheets of long-hand manuscript. He is amazingly lucky.

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WALTER PARTRIDGE

Age 40, English Train Buff

STR 10 CON 11 SIZ 10 INT 11 POW 9
DEX 11 APP 10 SAN 45 EDU 12 HP 11

DAMAGE BONUS: none.

WEAPONS: none.

SKILLS: Accounting 48%, English 55%, History 30%, Read Railroad French 27%, Train Lore 90%.

He is a train buff—a walking timetable of services, an encyclopedia of engine types, gauges, and track lengths. His employ is as an accountant in Yorkshire. Partridge is a small man, quiet but full of intense energy which burns brightest when he expounds upon trains. Americans find that the English dialect he then speaks is nearly incomprehensible.

Having saved for years to travel on the greatest of services, the Orient Express, he spends all his time looking at the train and fittings, and discussing operational details

with any staff within hailing distance. When stops are made, Partridge has no idea whether he is in France or Turkey: he runs up and down the platform to inspect the engine or to watch the servicing of an undercarriage. He carries sheaves of dull train data stuffed in accordion files. This crushing bore's consuming passion will not allow him to talk about anything other than trains (or accounting). Nonetheless, on those two topics he can be a helpful resource. He knows nothing about the Orient Express which cannot be learned from staff aboard the train.

ENTOURAGE

DR. ANTONIO VISCONTI, Age 42, Traveling Companion

STR 12 CON 16 SIZ 10 INT 14 POW 12
DEX 13 APP 10 SAN 60 EDU 21 HP 13

Damage Bonus: none.

Weapons: none.

Skills: Biology 58%, Diagnose Disease 62%, First Aid 60%,
Pharmacy 60%, Treat Disease 65%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:

ENTOURAGE

GERTRUDE ROSEWATER, Age 48, Maid

STR 10 CON 11 SIZ 9 INT 13 POW 10
DEX 12 APP 11 SAN 50 EDU 9 HP 10

Damage Bonus: none.

Weapons: none.

Skills: Catch Charlotte Or Emily 55%, Clean 77%, Feed Cats 61%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:



DR. VINCENZO GASPARI

Age 45, Italian Doctor

STR 12 CON 11 SIZ 14 INT 16 POW 10
DEX 15 APP 8 SAN 50 EDU 21 HP 13

DAMAGE BONUS: +1D4.

WEAPONS: none.

SKILLS: Biology 55%, Chemistry 27%, Credit Rating 50%, Debate 45%, Diagnose Disease 77%, First Aid 86%, French 40%, Italian 80%, Latin 50%, Oratory 45%, Pharmacy 51%, Psychology 49%, Spot Hidden 53%, Treat Disease 74%, Treat Poison 38%.

As the associate dean of medicine at a prestigious north-Italian school of medicine, he regularly attends medical conferences and makes individual visits to learn new techniques and treatments. The Orient Express service is both quick and reliable, but despite his

considerable wealth, Gaspari is currently travelling second-class. He feels that a first-class ticket is something of a waste. He is tall, middle-aged, somewhat formal; he is a fine doctor and genuine humanitarian.

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LADY MARGARET BRAMWELL

Age 62, English Aristocrat

STR 8 CON 10 SIZ 9 INT 11 POW 11
DEX 9 APP 12 SAN 55 EDU 13 HP 10

DAMAGE BONUS: none.

WEAPON: Charlotte and Emily; see reverse.

SKILLS: Credit Rating 70%, English 55%, French 20%, Gossip 65%, Pamper Feline 93%, Play Bridge 71%.

CHARLOTTE, Siamese Cat

STR 4 CON 6 SIZ 4 POW 17
DEX 21 Move 9 HP 5

WEAPON: Claws 65%, damage 1D2

SKILLS: Hiss At Intruder 75%, Refuse To Eat 88%.

EMILY, Siamese Cat

STR 5 CON 5 SIZ 4 POW 15
DEX 19 Move 9 HP 5

WEAPON: Claws 75%, damage 1D2

SKILLS: Hiss At Intruder 70%, Refuse To Eat 94%.

Contrary to the policy of the line, Lady Margaret has secreted her two dearest companions in her compartment: Charlotte and Emily are high-strung Siamese cats. Diamond-collared, spoilt rotten, and nasty; they are noisy when not being pampered. They enjoy raking ankles, ripping silk stockings, and snagging silk cravats. Small missing valuables can usually be found in their bedding; missing passports and visas might be found shredded in their sandboxes (one for each, of course). Though available for comic relief, keepers might also choose to do something horrible to one or both of the conniving felines.

ENTOURAGE

JACQUES POURET, Age 24, Apprentice Chef

STR 12 CON 11 SIZ 13 INT 12 POW 9
DEX 13 APP 10 SAN 40 EDU 16 HP 12

Damage Bonus: 1D4.

Weapon: Chef's Knife 35%, damage 1D6

Skills: Gastronomy 55%, Taste 50%, Plan Menu 35%.

HENRI GESPARDE, Age 35, Attentive Servant

STR 14 CON 13 SIZ 10 INT 8 POW 15
DEX 12 APP 13 SAN 75 EDU 4 HP 12

Damage Bonus: none.

Weapons: none.

Skills: Serve Meal 62%, Be Helpful 62%, Taste 5%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:

ENTOURAGE

KEEPER'S CHARACTERS:

NOTES:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:



YVES ROSTANDE

Age 47, French Restaurateur

STR 9 CON 10 SIZ 18 INT 13 POW 8
DEX 8 APP 11 SAN 40 EDU 14 HP 14

DAMAGE BONUS: +1D4.

WEAPON: Chef's Knife 50%, damage 1D6

SKILLS: Accounting 30%, Bargain 65%, Bulgarian 45%, Chemistry 15%, Credit Rating 60%, Debate 56%, English 10%, French 75%, Gastronomy 90%, German 30%, Italian 53%, Listen 45%, Psychology 55%, Serbian 35%, Taste 90%, Wine Lore 90%.

Rostande owns a restaurant well-regarded by *Guide Michelin*. Widely travelled and versed in several languages, Rostande seeks novel ethnic foods in many out of the way places throughout Europe. He frequently travels via the Simplon-Orient Express to sample the cuisines of the Balkan peninsula, and to enjoy the sweet delights of the Express' dining service.

Rostande is a great fan of Paul DeGuerre the Chef de Cuisine. He can usually be found in the dining car intently sampling the latest dish. Whenever possible Rostande corners DeGuerre to discuss the finer points of the daily menu. Rostande is a large, portly man, painstaking in everything he does and everything he says.

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RONALD LAKEBY

Age 33, Anglo-French Cat Burglar

STR 12 CON 11 SIZ 13 INT 15 POW 13
DEX 18 APP 16 SAN 65 EDU 15 HP 12

DAMAGE BONUS: +1D4.

WEAPONS: none.

SKILLS: Appraise Valuables 80%, Climb 76%, Credit Rating 15%, English 75%, Fast Talk 73%, French 75%, German 30%, Greek 39%, Hide 71%, Italian 35%, Jump 70%, Linguist 40%, Listen 65%, Mechanical Repair 87%, Psychology 67%, Sneak 79%, Spanish 45%, Spot Hidden 59%.

Lakeby is a lucky and successful English-French cat burglar, a self-styled "upper-class thief." He plies his surreptitious trade aboard the Orient Express from time to time, but is always careful to make his thefts off the train (so as to establish an alibi and not to eliminate his mode of escape).

He has charm and speaks skillfully a half-dozen languages. If the investigators appear wealthy, or particularly naive, Lakeby will soon make their acquaintance. The Orient Express acts as a net which gathers together wealthy potential prey, and from among which he chooses his next victims.

ENTOURAGE

VLADIMIR VESLENKA, Age 32, Devoted Lover

STR 14 CON 16 SIZ 12 INT 12 POW 14
DEX 13 APP 16 SAN 70 EDU 14 HP 14

Damage Bonus: +1D4.

Weapons: 9 mm Automatic 70%, damage 1D10

Skills: Adore Seregena 83%, Protect Seregena 65%.

MARIE RIMBAUD, Age 28, French Secretary

STR 10 CON 13 SIZ 10 INT 15 POW 13
DEX 12 APP 12 SAN 65 EDU 16 HP 12

Damage Bonus: none.

Weapons: none.

Skills: Prepare Correspondence 74%, Schedule 86%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:

ENTOURAGE

KEEPER'S CHARACTERS:

NOTES:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:



SEREGENA ANDROKOVNA RANKENBERG Age 24, Romanov Princess

STR 11 CON 10 SIZ 11 INT 15 POW 16
DEX 10 APP 13 SAN 80 EDU 15 HP 11

DAMAGE BONUS: none.

WEAPON: .22 Deringer Pistol (2B) 35%, damage 1D6

SKILLS: Credit Rating 55%, English 25%, French 50%, Oratory 56%, Russian 75%, Listen 45%, Intrigue 88%, Politics 58%.

An emigre since 1917, this White Russian noblewoman always travels with a retinue. The retinue includes one lover (handsome, fit and willing to die for her), one female secretary (French), two maids, a footman, and a pair of whining Borzois which must be endlessly exercised up and down the corridor of the Second

Class coach, much to the chagrin of the Second-Class passengers.

A charming but shrewd woman (she has after all survived a spectacularly vicious epoch), the Princess would be withdrawn and aloof at first, but finally a good ally and perhaps friend, unless politics intrudes.

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THE SECRET AGENTS

ROMAN PETROV, Age 36, Cheka Agent

STR 15 CON 16 SIZ 16 INT 14 POW 14
DEX 13 APP 13 EDU 9 SAN 70 HP 16

Damage Bonus: +1D4.

Weapons: .45 Automatic 80%, damage 1D10+2

Fist/Punch 75%, damage 1D3+1D4

Grapple 60%, special damage

Ice Pick 45%, damage 1D4+1D4 (impales)

Skills: Climb 63%, Dodge 52%, English 20%, Jump 58%, Listen 61%, Spot Hidden 49%, Russian 70%, Throw 46%, Track 34%.

Roman Petrov is an agent of the Soviet Cheka (the precursor of the NKVD and later the KGB); Nikolai Vasiliev is a White Russian counter-revolutionary. Petrov is polite and makes intelligent small-talk. Vasiliev is agreeably intimate, but a habitual thief.

Vasiliev is bound for Constantinople (or Paris, if heading west) to negotiate counter-revolutionary deals—Petrov has orders to liquidate him. Each man knows the other well enough to recognize him. When they board the train, each is ignorant of the other's presence. Both have excellent cover identities. Either or both can be responsible for creating diversions or unusual events.

NIKOLAI VASILIEV, Age 41, Czarist Agent

STR 17 CON 11 SIZ 14 INT 11 POW 12
DEX 10 APP 14 EDU 15 SAN 60 HP 13

Damage Bonus: +1D4.

Weapons: Pistole '08 (Luger) 55%, damage 1D10

Fist/Punch 60%, damage 1D3+1D4

Grapple 50%, special damage

Skills: Climb 52%, Dodge 46%, English 35%, Jump 53%, Listen 41%, Spot Hidden 57%, Russian 55%, Throw 33%.

ENTOURAGE

MR. J. B. BRAMWELL, Age 42, Biff's Manager

STR 11 CON 10 SIZ 16 INT 14 POW 15
DEX 9 APP 9 SAN 75 EDU 16 HP 13

Damage Bonus: 1D4.

Weapon: .38 Revolver (In Luggage) 58%, damage 1D6

Skills: Identify Real Talent 13%, Spot Potential Movie Star 75%, Lie Convincingly 88%, Promote Talent 65%.

MISS PENELOPE BARNES, Age 26, Social Secretary

STR 12 CON 15 SIZ 12 INT 10 POW 11
DEX 12 APP 16 SAN 55 EDU 12 HP 14

Damage Bonus: none.

Weapons: none.

Skills: Sharpen Pencils 89%, Ride Coat-Tails 76%, Schedule 24%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:

ENTOURAGE

MR. ALBERT SWANSON, Age 37, Underwriter Companion

STR 10 CON 12 SIZ 12 INT 15 POW 9
DEX 11 APP 11 SAN 45 EDU 18 HP 12

Damage Bonus: none.

Weapons: none.

Skills: Assess Insurance Risks 72%, Draw Up Policy 55%, Detect Forgery 80%, Evaluate Jewels 77%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:



BIFF BAXTER
Age 31, American Movie Star

STR 17 CON 16 SIZ 17 INT 10 POW 13
DEX 13 APP 16 SAN 50 EDU 9 HP 17

DAMAGE BONUS: +1D6.

WEAPONS: Fist 65%, damage 1D3+1D6

45 Colt Revolver 75%, damage 1D10+2

.30 Carbine 45%, damage 2D6+3

SKILLS: Acting 19%, Credit Rating 50%, English 45%, Evaluate Livestock 45%, French 7%,
Lariat 70%, Look Sincere 85%, Ride 79%, Stand & Model 80%.

Baxter is an important movie star in the United States, and he, his wonder-horse Lightning, and their thrilling episodes have lately become favorites in France and Rumania. All of Baxter's successful films are westerns. Though handsome and dashing, he has a voice alarmingly inappropriate to his image—keepers may have fun inventing exactly what kind. He worked as a cowboy for several years,

and actually performs his own stunts. Baxter is big and fit, but not very smart or well-educated, and alarmingly out of place in First Class. His horse is in its own van, and an agent or factotum for Baxter can be among the other Strangers; all are on a European visit intended to underwrite a new distribution syndicate for Biff Baxter westerns from Marvel Cinema Corp.

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HUMPHREY ENDERLY
Age 52, Insurance Agent

STR 12 CON 17 SIZ 10 INT 15 POW 11
DEX 9 APP 12 SAN 85 EDU 16 HP 14

DAMAGE BONUS: none.

WEAPONS: none.

SKILLS: Accounting 71%, Art History 45%, Bargain 44%, Credit Rating 45%, Debate 56%,
Evaluate Jewels 45%, Law 52%, Listen 75%, Make Maps 25%, Psychology 59%,
Spot Hidden 64%.

Enderly is a British insurance agent. He is a small, vigorous man with a deep tan and the British love of foreign places. Greece and Turkey are particular favorites of his, as he prefers dry and desolate climes.

Constantinople is his destination. There Enderly is planning to meet with a wealthy client about insuring rare

jewels for a museum tour of Europe. He is no stranger to long journeys by train and he seems relaxed and almost bored in even the most exotic locale. His profession accustoms him to the rigors of travel, wherein he investigates strange matters, disappearances, forgeries, thefts, and fakeries of all kinds.

ENTOURAGE

ARMAND APPLGATE, Age 45, Butler, Head of Staff

STR 11 CON 10 SIZ 12 INT 14 POW 12
DEX 12 APP 13 SAN 60 EDU 18 HP 11

Damage Bonus: none.

Weapon: Fist / Punch 65%, damage 1D3

Skills: Marge Servant Staff 84%, Be Attentive 68%.

MISS KAREN LINDON, Age 36, Cowed Head Nanny

STR 12 CON 16 SIZ 10 INT 13 POW 14
DEX 14 APP 12 SAN 70 EDU 15 HP 13

Damage Bonus: none.

Weapons: none.

Skills: Attend Roger 74%, Appease Roger 65%, Control Roger 12%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:

ENTOURAGE

TOMAS INFUEGO, Age 23, Man Servant

STR 11 CON 10 SIZ 9 INT 14 POW 8
DEX 12 APP 17 SAN 35 EDU 16 HP 10

Damage Bonus: None.

Weapon: .38 Revolver 67%, damage 1D10

Skills: Attend Andre(a) 68%, Be Charming 74%.

MISS CARMINA FERRARA, Age 31, Maid

STR 10 CON 12 SIZ 11 INT 8 POW 12
DEX 16 APP 17 SAN 70 EDU 9 HP 12

Damage Bonus: none.

Weapon: .22 Automatic 67%, damage 1D6

Skills: Serve Andre(a) 68%, Be Prompt 55%, Clean 55%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:



ROGER WHIPPSNADE, LORD PALFREY

Age 9, Brat Peer of the Realm

STR 10 CON 14 SIZ 8 INT 11 POW 9
DEX 10 APP 9 SAN 45 EDU 5 HP 11

DAMAGE BONUS: none.

WEAPONS: none.

SKILLS: Bully 36%, Complain 67%, Credit Rating 95%, English 55%, French 6%, Latin 8%, Nag 53%, Pout 88%, Spend 57%, Whine 61%.

Roger Lord Palfrey is the young heir to the Duchy of Derbyshire. He is atrociously spoiled, and daily insists upon ice-cream and pheasant in the dining car. He is outspoken and rude, inquiring in the most tactless manner of any oddities shown by fellow passengers. A phalanx of beleaguered servants and secretaries smooth the way before and behind him.

Roger is never fully content unless he is spending money. His stateroom is cluttered with discarded toys, curios, and other spoils from his shopping trips in cities en-route. Roger is extravagant. He expects only the best of everything and usually gets it. His equally spoiled mother waits to greet him in whatever city the keeper chooses.

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ANDRE / ANDREA STEFANI

ANDRE STEFANI, Age 28, Italian Adventurer

STR 14 CON 12 SIZ 14 INT 13 POW 15
DEX 13 APP 18 SAN 75 EDU 13 HP 13

DAMAGE BONUS: +1D4.

WEAPONS: none.

SKILLS: Chat Amusingly 80%, Dodge 65%, English 45%, Fast Talk 72%, Flirt 75%, French 55%, German 45%, Italian 65%, Oratory 56%, Play Backgammon 64%, Seduce 87%, Sing 61%, Sneak 49%.

ANDREA STEFANI, Age 28, Italian Adventuress

STR 13 CON 12 SIZ 11 INT 14 POW 15
DEX 15 APP 18 SAN 75 EDU 15 HP 12

DAMAGE BONUS: none.

WEAPONS: none.

SKILLS: Chat Amusingly 80%, Dodge 65%, English 45%, Fast Talk 72%, Flirt 75%, French 55%, German 45%, Italian 65%, Oratory 56%, Play Backgammon 64%, Seduce 87%, Sing 61%, Sneak 49%.

This stranger is always of the sex opposite to the investigator upon whom he or she wishes to prey. An investigator may be seduced by this character, form a strong romantic bond with him or her, be fleeced of a small or large amount of money, and then be dumped for another passenger. Other investigators notice that Andre / Andrea dines with a different person each night of the trip. Jealous husbands or wives, jilted lovers, or private investigators may pursue the gigolo character, who in turn may look enough like a second investigator that farcical situations arise—especially if these pursuers are not too intelligent.

ENTOURAGE

ÇÜRÜGÜ YARAYI, Age 37, Faithful Turkish Bodyguard

STR 16 CON 14 SIZ 17 INT 8 POW 8
DEX 14 APP 10 SAN 40 EDU 6 HP 16

Damage Bonus: + 1D6.

Weapons: .45 Automatic 74%, damage 1D10 + 2
Heavy Epee, sharpened 83%, damage 1D6 + 1

Skills: Follow Orders 62%, Dodge 62%, Glare Menacingly 75%.

YOLCULUK TUTUYOR, Age 26, Turkish Butler

STR 11 CON 15 SIZ 10 INT 13 POW 12
DEX 11 APP 14 SAN 60 EDU 14 HP 13

Damage Bonus: none.

Weapons: Fist/Punch 46%, damage 1D3.

Skills: Attend Mr. Mahtuk 70%, Manage Travel Plans 83%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:

ENTOURAGE

MR. ROGER DIPCOTT, Age 27, Personal Secretary

STR 14 CON 12 SIZ 14 INT 11 POW 12
DEX 12 APP 17 SAN 60 EDU 16 HP 13

Damage Bonus: +1D4.

Weapons: Fist / Punch 70%, damage 1D3
Fencing Foil 62%, damage 1D6

Skills: Please Lorna 88%, Amuse Lorna 54%, Take Dictation 12%.

GERTRUDE WENTWORTH, Age 60, Elderly Maid

STR 7 CON 9 SIZ 11 INT 13 POW 15
DEX 7 APP 8 SAN 75 EDU 16 HP 11

Damage Bonus: none.

Weapons: none.

Skills: Listen 8%, Spot Hidden 1%, Attend Lorna 45%, Sleep 96%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:



KERIM MAHTUK

Age 41, Turkish Financier

STR 11 CON 12 SIZ 9 INT 18 POW 14
DEX 16 APP 15 SAN 70 EDU 15 HP 11

DAMAGE BONUS: none.

WEAPONS: none.

SKILLS: Accounting 89%, Arabic 55%, Bargain 75%, Bulgarian 35%, Credit Rating 85%, Debate 64%, English 40%, Persian 35%, Fast Talk 45%, French 45%, German 40%, Greek 40%, Italian 40%, Oratory 20%, Read Balance Sheet 85%, Rumanian 50%, Timing 70%, Turkish 90%.

Mahtuk is a Turkish patriot and financier, and among the most important economic leaders of Europe. He goes frequently to London, Paris, and Berlin on missions for his country. Capitalizing on his skills as an investor and banker, he is now fabulously wealthy. Handsome, small, and quick, Mahtuk has a steel trap of a brain and a good eye for profitable investment.

A conservative man, he prefers the same berth, the same seat in the dining car, and always orders the same meal when he dines, all provided with relish by the staff of the Orient Express, who admire passengers who want the best and who have the taste, culture, and sophistication to know what the best truly is.

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LORNA CAMBELL-BARNES

Age 39, Wealthy American Widow

STR 13 CON 16 SIZ 12 INT 14 POW 17
DEX 15 APP 13 SAN 65 EDU 15 HP 14

DAMAGE BONUS: +1D4.

WEAPONS: .22 Rifle 70%, damage 1D6+2. 20-gauge Shotgun 60%, damage 2D6/1D6/1D3
9mm Automatic 80%, damage 1D10 Fencing Foil 40%, damage 1D6 if sharpened

SKILLS: Accounting 30%, Credit Rating 85%, Debate 55%, English 70%, French 65%, History 52%, Library Use 60%, Occult 15%, Psychology 55%, Ride 76%, Swim 45%.

She an American, the millionairess widow of industrialist John Barnes, who died in a shooting accident three years ago. She likes luxurious travel and accommodations; naturally her favorite transport is the Simplon-Orient Express. A brusque, pithy woman of sensible humor, she is beautiful and discreet, especially if her current partner is aboard the Express. She prefers to travel

alone or in the company of her attentive private secretary, Roger Dipcott.

She is an excellent horsewoman, a fine shot with rifle and shotgun, and a knowledgeable collector of European and Arabic illuminated manuscripts. In season, her Paris salon overflows with gesticulating, expostulating, drunken intellectuals.

ENTOURAGE

MRS. AMANDA JOHNS, Age 32, Weary Mother

STR 11 CON 10 SIZ 9 INT 14 POW 8
DEX 12 APP 13 SAN 35 EDU 16 HP 10

Damage Bonus: none.

Weapons: Hairbrush (for paddling Simon) 96%, damage 1D2-1
Slap 78%, damage 1D3-2

Skills: Punish 65%, Catch Simon 22%, Solitaire 73%.

MISS MARY BAXTER, Age 38, Tortured Nanny

STR 12 CON 13 SIZ 12 INT 11 POW 15
DEX 13 APP 10 SAN 70 EDU 9 HP 13

Damage Bonus: none.

Weapons: Hickory Switch 72%, damage 1D3-2

Skills: Catch Simon 70%, Ignore Simon 56%, Dodge 55%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:

ENTOURAGE

MR. ALBERT RUMSFORD, Age 42, Devoted Servent

STR 10 CON 13 SIZ 10 INT 10 POW 10
DEX 8 APP 9 SAN 50 EDU 12 HP 12

Damage Bonus: none.

Weapons: none.

Skills: Dress Mr. Herring Promptly 62%, Pack Luggage 89%, Run
Errands 75%.

MISS ANNABELLE HAWKINS, Age 38, Mrs. Herring's Maid

STR 12 CON 14 SIZ 10 INT 12 POW 10
DEX 15 APP 14 SAN 50 EDU 9 HP 12

Damage Bonus: none.

Weapons: none.

Skills: Clean 76%, Attend Mrs. Herring 67%.

OTHERS:

KEEPER ENTRIES

SPECIAL KNOWLEDGE:

SPECIAL SKILLS:

SPECIAL ITEMS:



SIMON JOHNS

Age 6, Horrid English Child

STR 9 CON 10 SIZ 5 INT 6 POW 17
DEX 15 APP 13 SAN 85 EDU 1 HP 8

DAMAGE BONUS: -1D4.

WEAPON: Catapult (Slingshot) 44%, damage 1D2-1

SKILLS: Annoy 67%, Deface 37%, Dodge 62%, English 30%,
Hide 80%, Listen 87%.

He is formidable. He is horrifying. He is six years old. His idea of a good time is stink bombs, firecrackers, ink on doorknobs, and frogs in baths. Simon is traveling on the Express with his weary mother to meet his father, a diplomat posted in Venice. Having just started school this year, he is easily identifiable by the green blazer and cap he proudly wears.

In the game, Simon might be used to set up scares that can be defused when the investigators find out he is the cause, or to spook the investigators with naively pertinent questions. Alternately, Simon may be a source of information, invisible

as he to the world of adults—invisible enough, that is, to balance a bucket of ice atop of a half-open door, and to skulk unseen until the trap avalanches down upon the victim.

In a train corridor, someone might notice a sequence of dancing figures scrawled on the wall in differently-colored crayons. These crude drawings have arms and legs sprouting straight out of the bases of the heads (Simon's art work). At another time a green blur rounds a corridor corner and head-butts an investigator in the stomach, winding him or her. Simon leaps up and dashes off, crying "Ice-cream and jelly and a punch in the belly!"

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COLONEL and MRS. HERRING

COL. ANDREW HERRING (Ret.)

Age 67, British Army

STR 12 CON 16 SIZ 11 INT 9 POW 11
DEX 15 APP 13 SAN 85 EDU 10 HP 14

DAMAGE BONUS: none.

WEAPON: .45 Revolver 60%, damage 1D10+2

SKILLS: Camouflage 15%, Credit Rating 50%,
Drink Excessively 55%, English 45%, Military Drill 75%,
Protect Pension 78%.

MRS. AGNES HERRING

Age 66, Wife

STR 8 CON 11 SIZ 11 INT 13 POW 8
DEX 11 APP 11 SAN 40 EDU 12 HP 11

DAMAGE BONUS: none.

WEAPONS: none.

SKILLS: Acquiesce 55%, Be Exploited 77%, Be
Prompt In Dressing 29%, English 65%, Fetch 68%,
Paint Watercolors 47%.

Impeccably dressed, he struts around the train with his ineffectual wife on his arm. Having served in India and South Africa, he nonetheless complains loud and long about the "filthy bastard wogs," particularly if any of the investigators are non-white. At dinner he demands roast meat and well-done steak instead of any foreign muck; at table, except in a Simplon-Orient Express dining car or in a good British club he continually laments the greasiness of the food and the suspicious amount of garlic in it.

FAMOUS FACES ABOARD

1890 - 1900

GEORGE NAGELMACKERS — the Belgian creator and founder of the Orient Express. He traveled upon the line to witness its service and to insure its efficiency and comfort.

SIR ROBERT BADEN-POWELL — English founder of the Boy Scout movement and British hero of the Boer War. Baden-Powell traveled on the Express posing as a butterfly collector; in reality he spied for the British. He was made baronet in 1922, baron in 1929.

OPPER VON BLOWITZ — correspondent for The Times of London. He was present on the inaugural run of the Orient Express. Von Blowitz was noted for interviewing statesmen and the famous of the age. Born in 1824, he came from a Jewish Bohemian background. He was a rotund man with whiskers worn in the resplendent mid-Victorian fashion.

LEOPOLD II OF THE BELGIANS — Prince of Saxe-Coburg and cousin of Queen Victoria, Leopold was a close friend of Nagelmackers. Leopold's frequent womanizing in the comparative privacy of his special Orient Express car nonetheless led to much gossip and scandal.

After 1900

GUSTAV MAHLER — since most of his symphonies were scored too massively to be often produced, this composer was best-known in his lifetime as a conductor, especially of the Imperial Opera in Vienna. He frequently enjoyed Express service en route to concerts.

BARON FERDINAND ROTHSCHILD and ALFRED De ROTHSCHILD — members of the renowned House of Rothschild, whose influence in European banking and finance was unrivalled during most of the 19th century. By the turn of the century, other banks and consortiums had become richer and more powerful, but not more famous.

AGA KHAN — Indian multi-millionaire and playboy, racing doyen and spiritual head of the Ismaili Muslim.

COSIMA WAGNER — Richard Wagner's widow, and the daughter of Franz Liszt, she is responsible for the original funding of the Festspielhaus at Bayreuth, and consequently for the continuing existence of the famous Wagnerian festival.

After 1920

AGATHA CHRISTIE — famous English novelist of crime and detection. She would be most noted for *The Murder of Roger Ackroyd*, published in 1926. She traveled aboard the Orient before her second marriage and then afterwards, with her new husband, Max Mallowan.

MAX MALLOWAN — a British archaeologist, frequently took the Orient Express to Constantinople or Athens, and from there continue to points in the Middle East. He married Agatha Christie, and she shared many of his journeys with him, including the one that inspired *Murder on the Orient Express*.

GRAHAM GREENE — this English novelist would become a great figure in contemporary English letters, in many ways the literary heir to Joseph Conrad. In the 1920s, Greene was best known for *Man Within*, but it would be his best-seller about the Orient Express, *Stamboul Train*, that marked his true success.

DAME NELLIE MELBA — well-loved Australian opera coloratura, for long the prima donna of the Royal Opera at Covent Garden. Peach melba and melba toast are named after her.

SIR BASIL ZAHAROFF — armaments king and millionaire, the mystery man of Europe, probably the man for whom the phrase 'merchant of death' was coined. Despite his notoriety among pacifist circles, Zaharoff was an Allied agent during the Great War, and subsequently granted the Legion of Honor by France, and knighted with high honors by the British crown. He always traveled in compartment No.7 aboard the Express. He was the service's most regular V.I.P. until he retired to Monte Carlo in 1926.

MARSHAL JOFFRE — commander of the French armies during the Great War, journalists often called Joffre 'conqueror of the Marne.' A dining car receipt still exists upon which the Marshall wrote his complete satisfaction with the service accorded him aboard the Orient Express.

DIAGHILEV'S BALLET RUSSE DANCE COMPANY, or the ZEIGFIELD GIRLS, or INTERNATIONAL CIRCUSES — theatrical companies often went via an Orient Express service to engagements throughout Europe.