

Pestilence / Late January
Dr. Fyodor Filin
Trigger: *Open if you see item (0012)*

Pestilence / Late January *Dr. Fyodor Filin*
Open if you see item (0012):

A curious potion. You smell some familiar herbs in them. Worm-wood, perhaps? You can spend a minute studying it in order to gain the Make Potion ability card

1.
fold
back
here;

3. staple here

Pestilence / Late January
Dr. Fyodor Filin

Trigger: *Open if you see
item (0013), (0014) or
(0015)*

2. fold back here

Pestilence / Late January

Dr. Fyodor Filin

Open if you see item (0013), (0014) or (0015):

It's a useless mix of gruel and painkillers

Pestilence

Late January

Dr. Fyodor Filin - The Supernatural

Each page is a memory/event packet with a separate trigger.

staple binding along here

Pestilence/Late January

Open this if your belief score reaches 1

What a funny little town. You're not sure how to explain what you saw, and like any good scientist, you are not content in letting mysteries remain mysteries. Perhaps studying the "supernatural" more deeply will give you greater insight to the town and the source of the plague

staple binding along here

Pestilence/Late January

Open this if your belief score reaches 2

You had a dream the night before the plague. Which is rather odd, since you're fairly certain you were bleeding to death that same night. Perhaps it had been a near-death experience. The warm darkness, the softness of your childhood bed, and the smell of old books, all gone in a sudden burst of light—it does sound like a near-death experience. Victoria must have some incredible healing talents that you are not aware of. Perhaps you should inquire about it.

staple binding along here

staple along here

Open this if your
belief score
reaches 1

fold:
back:
here:

staple along here

Open this if your
belief score
reaches 2

fold:
back:
here:

Pestilence/Late January

Open this if your belief score reaches 3

staple binding along here

You recall hearing of earth spirits that once nourished the earth. The townsfolk used to sacrifice bulls and humans to the earth to heal their sick. You dismissed it as superstition at first, but recent events make you wonder. Could this disease be a revenge of the land? Sounds terribly ridiculous when you put it that way. You are a doctor, not an environmentalist. You can't fix the land right now even if it is the cause of the plague. Best leave that to the army. For now, you'll focus on helping the infected.

Pestilence/Late January

Open this if your belief score reaches 4

staple binding along here

You have a broad, rigorous mind, but all these inexplicable happenings are stretching it quite thin. What would you not do for some good old whiskey?

Due to stress, you are a bit more irritable than usual. Complain about the town to three people

Pestilence/Late January

Open this if your belief score reaches 5

staple binding along here

This Klara child strikes you as rather odd. You feel a kindred spirit, as if she were a sister. It can't be true. You're an only child. The child is likely using some form of hypnotism, or perhaps even magic. You're rational, not obstinate. You might be willing to accept the supernatural if you see more proof. But until then, keep an eye on the child.

staple along here

Open this if your
belief score
reaches 3

fold:
back:
here:

staple along here

Open this if your
belief score
reaches 4

fold:
back:
here:

staple along here

Open this if your
belief score
reaches 5

fold:
back:
here:

Pestilence/Late January

Open this if your belief score reaches 6

staple binding along here

So many people in the shelter make the hair stand on your skin, even Victoria. Only Nadya and Alexandra feel normal.

Pestilence/Late January

Open this if your belief score reaches 7

staple binding along here

Fuck this. You need a drink.

Consume every alcoholic substance on your person. Even the rubbing alcohol. Especially the sweet, 97 percent proof rubbing alcohol.

Pestilence/Late January

Open this if your belief score reaches 8

staple binding along here

It just keeps coming. What the hell is going on? You never asked for this. You only wanted answers. Are there answers on the other side? Or is there simply madness?

staple along here

Open this if your
belief score
reaches 6

fold:
back:
here:

staple along here

Open this if your
belief score
reaches 7

fold:
back:
here:

staple along here

Open this if your
belief score
reaches 8

fold:
back:
here:

Pestilence/Late January

Open this if your belief score reaches 9

staple binding along here

You remember now. You dreamed of Death that night. You were in the applewood kitchen from your childhood, tinkering with your grandmother's samovar, trying to recall the taste of black tea and blueberry jam on a winter evening. Death called it a gift. You were his enemy for so long, yet he held no grudges. He was gracious enough to let you have this moment before you had to leave with him. You refused to die, but he only laughed. You cannot recall his appearance or if he even had a body to laugh with. You simply remember the twisting, nails-in-the-heart feeling of being laughed at—an all too familiar feeling that set your mind on fire.

A flash of light broke the scene. You were sinking into warm sand, yet you felt no panic. The earth was a goose down blanket, and the wind, a lover's voice. You closed your heavy eyes, and woke up with Victoria by your side.

Were you truly dead? Did you defeat Death somehow? Did Victoria help you? Your wounds closed awfully fast, and the recent events are forcing you to consider resurrection as a possibility. What has become of you? What is going on? So many others have died and not come back. Why you?

Pestilence/Late January

Open this if your belief score reaches 10

staple binding along here

Hypnotism, resurrection, spirits and plagues. It makes no sense. But it has to. You're a seeker of truth. But perhaps you need time. Perhaps this is too much. Perhaps you need a different place to process this, somewhere that isn't surrounded by death and disease. Yet, yet...

Pestilence/Late January

Open this if your belief score reaches 11

staple binding along here

Was this your fault? Were all these deaths a result of your refusal to die?

staple along here

Open this if your
belief score
reaches 9

fold:
back:
here:

staple along here

Open this if your
belief score
reaches 10

fold:
back:
here:

staple along here

Open this if your
belief score
reaches 11

fold:
back:
here:

Pestilence/Late January

Open this if your belief score reaches 12

staple binding along here

This is too much. All this death. All this magic. Your work. Your life. Which is the lie? Which is the truth? What is your fault? What is God's? You can't deny what's in front of you, yet you can't explain anything. What is happening? What is *wrong* with this town? This is hopeless. What good are you as a scientist if you can't explain anything? How can you fight what you can't understand?

You are suffering a catastrophic mental breakdown. Discard your research notebook on curing the plague; you are too stressed to make progress on it or share your results. Your belief score cannot go down and your breakdown will last the entire rest of the game. Roleplay accordingly.

staple along here

Open this if your
belief score
reaches 12

fold
back
here

1.
fold
back
here

3. staple here

Pestilence / Late January
Grigoriy Kain

Trigger: *Open t + 1 hour
into game*

2. fold back here

1.
fold
back
here

3. staple here

Pestilence / Late January
Grigoriy Kain

Trigger: *Open t + 2 hours
into game. If you are killed
beforehand, pass this onto
a random PC*

2. fold back here

*Pestilence / Late January**Grigoriy Kain****Open t + 1 hour into game:***

You don't like to think about it much, but ever since your miserable liar of a lover left, you developed a taste for good old firewater. Not the cheap stuff, but the fine ones. You're a connoisseur, not an alcoholic. Still, you get these cravings every now and then.

If you don't consume alcohol in the next 30 minutes, you will receive -1 hit to CR for the rest of game.

*Pestilence / Late January**Grigoriy Kain****Open t + 2 hours into game. If you are killed beforehand, pass this onto a random PC:***

You just received communication from the army. They've heard about the outbreak in the shelter, and they will not evacuate survivors before shelling if more than half the people within the shelter are infected. Shelling will commence in an hour. You have to restore the health of the shelter before that if you want the army to rescue you!

Pestilence / Late January
Alexandra Kaina
Trigger: *Open if you see item (0012)*

Pestilence / Late January *Alexandra Kaina*
Open if you see item (0012):

A curious potion. You smell some familiar herbs in them. Worm-wood, perhaps? You can spend a minute studying it in order to gain the Make Potion ability card

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Pestilence / Late January
Alexandra Kaina

Trigger: *Open if you see item (0013), (0014) or (0015)*

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Pestilence / Late January

Alexandra Kaina

Open if you see item (0013), (0014) or (0015):

It's a useless mix of gruel and painkillers

3. staple here

Pestilence / Late January

Victoria Kaina

Trigger: *Open when you see the character with badge 24873*

1. fold back here

2. fold back here

*Pestilence / Late January**Victoria Kaina****Open when you see the character with badge 24873:***

That headache again! Is Alexandra in danger? Or is she planning something nefarious? You don't want to take risks if it is the former. Tell Alexandra to be careful and ask them to cut out whatever evil they might be planning.

Pestilence / Late January
Klara
Trigger: *Open if ritual sacrifice is completed and its target had gamma score of 2*

Pestilence / Late January

Klara

Open if ritual sacrifice is completed and its target had gamma score of 2:

You feel the power surging back to you. Gain the Faith Healing, Return to Earth and Salvation ability cards. When you are bound to a body, you have +4 CR

1. fold back here;

3. staple here

Pestilence / Late January
Klara
Trigger: *Open if ritual sacrifice is completed and its target had gamma score of 1*

2. fold back here

Pestilence / Late January
Klara
Trigger: *Open if ritual sacrifice is completed and its target had gamma score of 3*

Pestilence / Late January

Klara

Open if ritual sacrifice is completed and its target had gamma score of 3:

They took your family! The anger and will flooding through you are so strong no magic in the known world can force you to heal. Gain the Return to Earth ability card. When bound to a body, you have +4 CR

Pestilence / Late January

Klara

Open if ritual sacrifice is completed and its target had gamma score of 1:

You feel a spark of energy and then nothing. What a waste.
You need a better sacrifice.