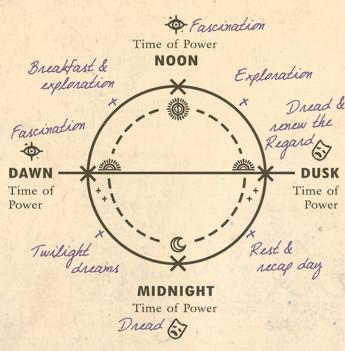
GAME RUNNER'S JOURNAL

Use this journal through the game to keep track of events, player states and artefacts found.

Checkboxes track the information your group has found so far. Players don't need to find everything, but you might guide them towards a missed artefact if they need a bit of help...

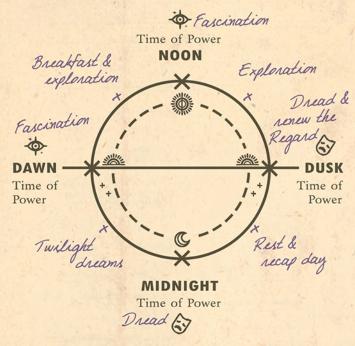
DAY 1: MOHARREM-BEY Artefact Anthracite (a letter from Loretta) Artefact Bentonite (a page from a - Fascination newspaper, dated Friday 28th June) Time of Power NOON Breakfast & Artefact Corundum (a postcard from Exploration exploration Loretta to Moishe) Dread & renew the Fascination Artefact Dolemite (a forged birth certificate) 0 DAWN DUSK Artefact Epidote (a telegram to Audrey Time of Time of about lightships) Power Power Artefact Feldspar (a page from a Rest & newspaper, dated Saturday 29th June) Twilight recap day dreams Artefact Glass (Gwendolen's notes on the MIDNIGHT Lighthouse) Time of Power Dread Gy Artefact Hyalite (extracts from Alexandria: A History) Artefact Ilmenite (extract from The Silver **NOTES** Book) Artefact Jasper (a special edition of The Egyptian Gazette)

DAY 2: THE FRENCH QUARTER



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Artefact Lead	l (Moishe's not	tes)
Artefact Man Everett Lapido		t card from
NOTES		
NOTES	CONTRACTOR OF THE PARTY OF THE	Court Carlot
in the second		

DAY 3: PHAROS



NOTES	
Artefact Roumanite (a letter from Gwendolen)	
Artefact Quartz (a letter from Audrey)	
Artefact Pyrite (notes on an ancient lullaby)	
Artefact Obsidian (note on a child of two Long)	vo
Artefact Niobium (a photo of the Howards)	