

THE VANISHING  
CONJURER

[The Olde Cheshire Cheese Pub] exit E, Howard Horne, chair, hearth (topis)  
sit on chair. i { fedora, clothes, trenchcoat (worn + open) } { lighter, lock pick } { hat (revolver)  
ask H abt one. E need help sp. H worked for West Side 20 yrs ago (Vanderbilt);

now he has prosthetic but has problem i one: Philip Leclair  
ask H abt Philip 'Leclair the Great'; he's good; he has plans for a new trick 'The Vanish';  
to get it to work H told P to go to magic club Inner Brotherhood of Magicians for help;  
P was asked to join + going well but -; P on the verge of doing a revolutionary stage magic;  
last time P was seen. Inner topics: brotherhood, apparatus, magic

~ vanish = P's equipment is now used by The Amazing Karl @ The Chancellor Theater.  
Ethen H Lewis e.g. [Rowfant Rd] pub 'The Devonshire' D; Philip's address, ~~Down~~  
U stairs.

U -> [Pickety handys] door to flat E. unlock door with lockpick. (put lockpick in coat)

E -> [Philip's flat] bed, trunk, bed E. (close door) bed is clean.  
unlock trunk with lockpick. open trunk { case, manual, cards, top hat, stage clothes }  
x manual (101 Magic Tricks - you can now 'perform card tricks', ~~but~~ if you have cards)

W -> [Garden Gate] Howard Karl, gate E, sidewalk N/S, hedge.

e -> [Fastidious Garden (near the gate)] main house N, but front door in wing E. window N.  
x window. look through window. (someone passing i take) listen to window ('Stupid rabbit!')

e -> [Fastidious Garden (near the front door)] x plaque (The Inner Brotherhood of Magicians -  
Cheng hui Shu - Proprietor) knock on door. { servant inside going into stage clothes }

e -> [Entrance Hall] portraits, desk i visitor's book, 4 door, servant Zhang Wei.  
search book (Karl Weiss) ask Zhang abt Karl. ~ Zhang, ~ Cheng, ~ Leclair.

U -> X { only member's magazine belongs } sign book (alias: Abdul Mohammed)

S -> [Reception Room] sofa, armchair, vases, end table. z Li Qiang enters  
{ please perform a trick } take cards. perform card trick. { welcome as a 1st level member.  
Use library + practice room. 2nd floor off-hands for now }

c of 6th → [Kitchen] hi, stove (with), sink, etc.; windows E+N, doors W+S  
ask hi abt heclain (unfortunate) ask hi abt Weiss (2nd level member)

S → [Party]. / N of 6th → [member lounge] journals, newspapers, S, N, W.  
Vigil Wemyss (pipe + paper) ~ Karl E thief, steel's tricks, for upcoming charity

show, the track on 2nd floor in locked room is proof

N → [Practice Rm] books, pipe / W of lounge → [First level library] books, windows S,  
doors N, W, E, neg. W of FLL → [Practice Room (2)] box that speaks,

Deary "Master Magic" Paul practicing <sup>the subtle</sup> magic trick (cloth bag)

N of hls → [End of Hw] doors N, S, stairs W.

W → [West end of Hw] door S + stairs U, Wang Ping (guard)

S → [Bathroom] pipes visible, mirror. open mirror (opinion 'Dr. Quark's Cure-All Restorative')

/ N of 66 of Hw → [Inner Den] lockers for members.

x lockers. open locker (locked) { case - "PBL" } x plans  
(Weiss catches y.) + makes a grab for the plan) kick Weiss (high-kinesthetic PC)

K says that P found a book of C's that is it, he could do real magic.

K told C, + never saw P again. ask Weiss about Chay. { lies magic is real } K goes.

// the saw box has blood in it, as if it was real. // nicholas is locked.

// membership card is now in bathroom (it has V's name on it)

show membership card to Wang. U → [North end of Upper Hall] D, S, door E+W

W (locked), G [Second level library] couch, books.

workbook mahogany door is locked. W [The locked Rm] crate, crowbar, beam on ceiling.  
take crowbar. pry crate with crowbar. (3 large steel slabs) x beam (silhouette of a man)

x slabs (can be configured into an arch config; glyphs) / S → [Upper Hall] N/S, doors E/W

W [Study door locked]. G (bathroom door locked). S [South end of Upper Hall]

W [Servants Dorm] ten beds, trapdoor. U [Dr] lightbulbs [Altar] cupboard, altar, curtain

has image of drained man. x altar (hooded + tied; end of video)