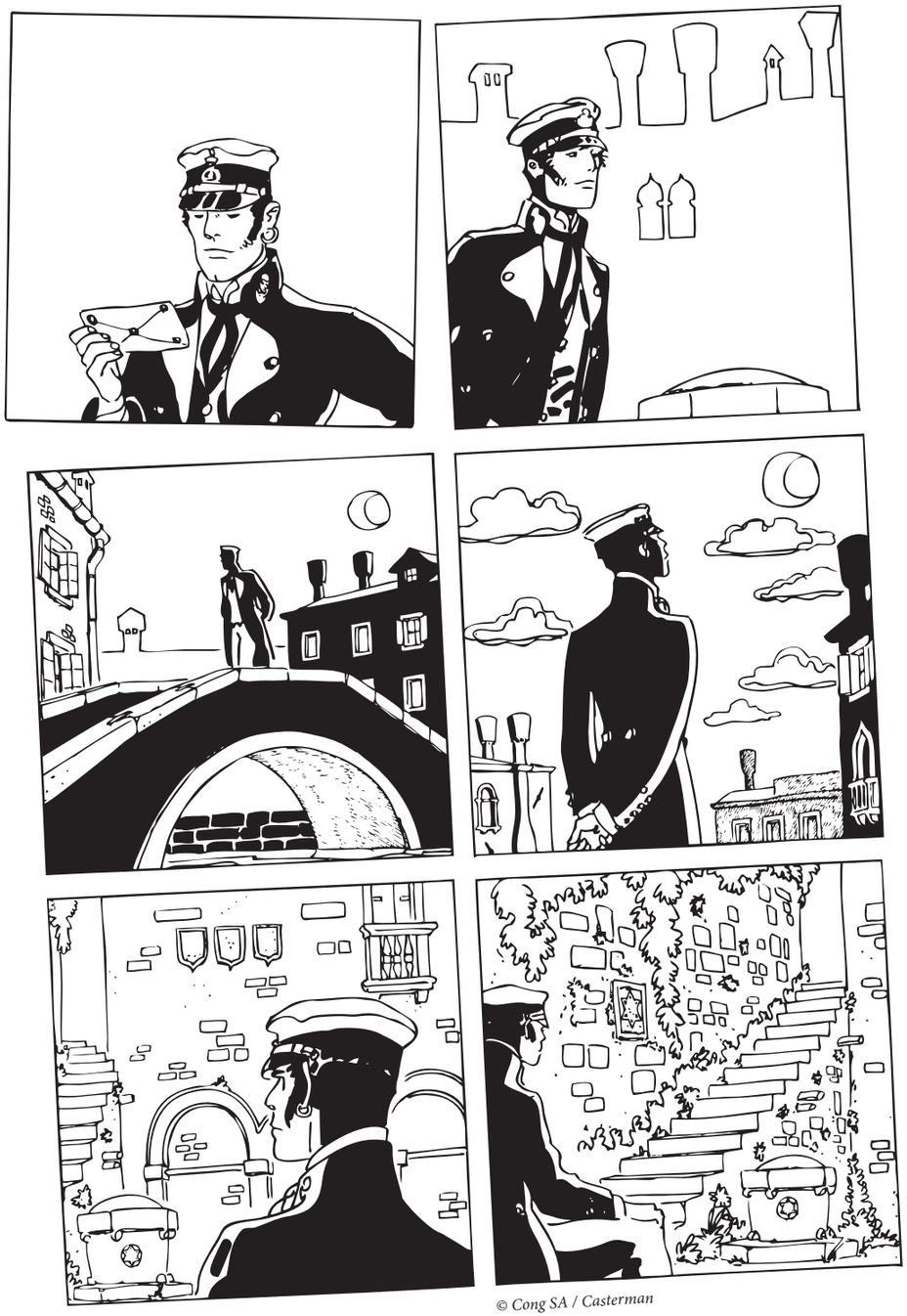


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# THE SECRETS OF VENICE

## *from "Fable of Venice"*

***Fable of Venice*** **takes place in 1921 and is divided into four chapters. The background of the story is the rise of facism in Italy in the aftermath of the First World War. In this book, Hugo Pratt shares some of his childhood memories and, as he often does, takes the reader into a true adventure novel.**
**Under the watchful eyes of the god Abraxas, the masonic lodges and the facist militias, Corto Maltese, who came to Venice to solve a riddle given to him by his friend Baron Corvo, is tracking down the "Clavicle of Solomon", a legendary emerald. In this story, full of suspens and unexpected events and which will eventually end in a dream, Corto will let us discover mysterious women, fallen aristocrats, "Blackshirts", and magical places of Venice.**



### TEONE

*Astronomer, astrologer and mathematician, this master of the occult sciences is also a Brother of the masonic lodge Hermes. He is the father of Hipazia.*



### LOUISE BROOKSZOWYC

*Better known as "the Beauty of Milano", this friend of Little Silver Foot takes care of a wounded Corto. She will eventually leave to work in Buenos Aires…*



### UMBERTO STEVANI

*A young facist, member of the Blackshirts of Venice. He made a career in the facist party before joining the resistance in 1943.*



BEPI FALIERO



HIPAZIA



SCHULZ



### BOEKE

*Son of Little Silver Foot, this "madman" and his mother help Corto in his researches. He is secretely in love with Hipazia.*

**Can also be placed on the storyline board of adventure A (base game).**



### MELCHISEDECH

*This jewish scholar of the "Old Ghetto" of Venice, of Spanish ancestry, was an expert on the Kabbalah.*

**Can also be placed on the storyline board of adventure C (base game).**



### GABRIELE D'ANNUNZIO

*Historical figure of this adventure, this italian poet is a hero of World War One. For a while, he was a nationalist but eventually abandoned the facist ideology. He died in 1938.*



LITTLE SILVER FOOT



A RIFLEMAN



BOSELLI



A FREEMASON



## THE QUEST ON THIS ADVENTURE

SOME PLACES IN VENICE CAN REVEAL HIDDEN TREASURES…

***WHEN THE GAME IS OVER,*** EACH "CHARACTER" CARD PLACED ON A SPACE WITH GOLD COINS IS WORTH THAT MUCH GOLD TO THE PLAYER CONTROLLING IT.



*In this example,* ***the blue player*** *gains* ***3 gold****,* ***green*** *and* ***yellow*** *gain nothing.*



### *ADVENTURE CARDS*

- **13 "character" cards**
- **3 "object" cards**
- **1 "advantage" card**
- **2 "Corto" cards**
- **1 "Rasputin" card**