Planchette

Horrifying Tales From The Dead I

by Drac von Stoller

Published: 2011

During the 1800s the "Planchette" was a popular game in the parlor's which consisted of a board of wood with a pencil attached and two wheels. Then the curious players would place the tips of their fingers on the board of wood, and if they were lucky, the spirits would guide the movement of their hands creating words on the paper directly underneath the board. Now that we know the meaning of the phrase Planchette, this is where the story begins.

Karen Viselli and John Deadman were curious about the Legend of the Talbot family's misfortune surrounding the game Planchette that became a family tradition on stormy nights. But their family tradition was about to take a tragic turn for the worse that would cause each family member to have to pay with their own lives for conjuring up a demonic presence. Karen and John were both determined to find the Planchette game at the Talbot's Mansion.

Legend has it that after the last Talbot family member died one of the servants at the Castle either tried to destroy the game by tossing it into the fireplace or hid it somewhere in the mansion or the family crypt. The most bizarre thing is that each family member's body was drained of blood, and their eyes were missing.

Karen said, "John, if we were to find the Planchette game we could stand to make a lot of money and become famous. Just think if their blood stains are on the game, Wow!! That would be awesome, don't you think so, John."

"Sure, that sounds great, but that's not going to happen to us were never that lucky," said John.

"John, don't be such a doubting Thomas, who knows this might be the break we're looking for to get us out of the dumps were living in," said Karen.

"My hunch is and don't quote me on this, but I think the Planchette game is somewhere in the family crypt, what do you think?" Karen asked.

John replied, "I think the game is in the mansion somewhere in a secret passageway leading to another secret room that only Mr. Talbot knew about."

"Well, since we think the game is in two different places, then John, you search the mansion, and I'll search the family crypt," said Karen.

"Sounds good to me," said John.

John and Karen got their flashlights, and as they both were headed off to their destination Karen said, "John, let's meet back at the study in the mansion with our findings around midnight. John, my watch says six o'clock, let's not waste any more time. I can't wait until our friends see our story in the newspaper. I can count those Benjamins now," said Karen.

"Don't count so fast, we haven't found one piece of evidence right now," said John.

"Don't you worry; one of us is bound to find something, just have a little faith," said Karen.

"Okay, fine, I'll do as you say, who knows you may be right," said John. "See you around midnight, Karen."

"Good luck, John," said Karen.

As Karen and John headed off to their destinations, the only thing that their friends would be reading about in the newspaper is two teenage kids were reported missing without a trace. If the Talbot's didn't survive the demonic presence that drained them all of their blood and eyes missing what makes John and Karen think they're the ones to solve the mystery surrounding the Planchette game.

As John went exploring in the mansion, he said to himself, "If I were Mr. Talbot the best place to have a secret passageway would be in the study behind one of the bookcases." John headed down the stairs to the study, and just as his foot touched the last step, he heard what sounded like a low pitch demonic voice telling him to get out, or he would die. The voice was so faint that he just thought he heard things and just pressed on towards the study hoping he would be the one, not Karen that finds the Planchette game and get all the credit for solving the mystery.

As John's hand clutched the door handle the door flung open, and a force pushed John into the study, and the door slammed shut. John doesn't scare so easily, but this got John a little scared, and he was starting to think maybe this wasn't such a good idea after all, but John was in too deep, and there was no turning back. The demonic voice led John to the bookcase, where the secret passage was. John paused for a moment and said: "Maybe, I'm hearing things because Karen and I had a little too much to drink just a couple of hours ago, but I could have sworn that a strange voice led me to this bookcase." John shook his head and started pulling books out from the shelves thinking this would open the secret passage behind the bookcase but to no avail. The demonic voice intervened and told John to turn the candle holder on the wall to the right, and this would open the bookcase exposing the secret passage to Mr. Talbot's mysterious past. Just as the voice instructed John, the bookcase opened as he turned the candle on the wall. John just froze and couldn't believe he heard a voice and that voice did lead him to the secret passage in Mr. Talbot's study.

John entered with caution but knew time was at hand and didn't want to come out empty. John turned on his flashlight and went into Mr. Talbot's secret room. As John got further inside the room, the door slammed shut, and the bookcase closed as tight as a coffin. But that didn't scare John because his mind was set on finding the Planchette game. As John searched and searched for the game, he shined his flashlight where the painting on the wall was hanging and lifted the art off the wall and noticed a wall safe was behind the picture. "This has to be where the game was hidden all of these years," said John.

Again, the demonic voice told John the combination to the safe, and so he turned the knob to the right to 6 then back to the left to 6 and then back to the right to 6. John had no idea the combination the demonic voice told him to use was the mark of the beast 666. John turned the handle on the safe and heard a click then the safe opened up and low and behold a piece of the puzzle both John and Karen had been searching for was right before his eyes. John reached in and pulled out a piece of paper that was part of the game Planchette just as Karen envisioned, and blood stains were present on the paper. John's heart was pounding out of his chest and said to himself, "I can't wait to show this to Karen, she will probably drop to her knees, but if we don't find the pencil and wood piece that completes the game, then this bloodstained piece of paper means nothing." John rolled up the bloodstained paper and clutched it in his hand and hurried back to the secret passage door to show Karen what he had found but little did John know that Karen wouldn't get the chance to celebrate what they both longed to see.

Meanwhile, Karen was searching in the Talbot's family crypt for any clue that would lead her to the Planchette game. Just as Karen was about to give up her eyes were fixated on Mr. Talbot's coffin and said to herself, "There's no way he would have buried the secret along with him but would he." Karen glanced over in the corner by one of the family's crypt and noticed a rusty crowbar lying on the floor. Karen rushed over with excitement and picked up the crowbar and clutched it in one hand and hurried back to Mr. Talbot's crypt. Karen raised the crowbar and said: "Please let me find the Planchette game inside Mr. Talbot's coffin." Karen wedged the crowbar between the top of the concrete slab and had just enough strength to pry open Mr. Talbot's coffin. A pillow of smoke surrounded Karen's body that was a demonic presence, but Karen was too excited about finding the Planchette game that nothing was going to get in her way.

Karen's eyes just about popped right out of her head when she looked down and seen what was in Mr. Talbot's hands. "Oh my God—I can't believe what I see—it's the wooden piece and pencil that goes with the Planchette game. Wait a minute—something is missing—the bloodstained paper; it's got to be in here somewhere." Karen was looking everywhere inside Mr. Talbot's coffin but to no avail no sign of the bloodstained paper.

Then all of a sudden, a force lifted Karen off the ground and threw her body into the tomb where Mr. Talbot's dead body resides. Karen was screaming to the top of her lungs pleading to let her out, but the demonic presence wouldn't allow that to happen.

The smoke that surrounded Karen entered Mr. Talbot's body, causing Mr. Talbot's dead body to come alive. The demonic voice in Mr. Talbot's dead body said: "Karen, you didn't think it would be that easy to walk away with Mr. Talbot's Planchette game now did you!" Karen was trying to break the hold of the demon's grip, but it was no use. Then Mr. Talbot's eye sockets were glowing bright red, and Karen couldn't look away from the glowing red eyes. Karen's blood curtailing screams could not be heard from the outside world. Karen's eyes were burning out of there sockets until they were no more, then Karen's lifeless body went numb, and the demon proceeded to drain Karen's blood from her body.

John finally arrived with his good news to share with Karen, but it was too late she was dead. As John approached the crypt where Karen's lifeless body was lying inside Mr. Talbot's coffin, he shouted: "Karen—get out of the coffin— I've got some good news to share with you." There was no response from Karen, and then John shook her body with not as much as a whimper. John turned her body over slowly and said, "No!! No!! What have you done to Karen—where are her eyes? No!! No!!No!!"

The demonic voice answered, "They're mine now, and I drained all of her blood like the rest of the Talbot family members that should have left well enough alone." The demonic voice said, "Mr. Talbot used the Planchette game to summon up one of his ancestor's that sold his soul to the devil thinking this would make him immortal but I the demon didn't want to be disturbed so this is what happened to Mr. Talbot and his family and Karen. Now that you know the secret, you will soon join Karen and the Talbot family in the crypt for eternity."

Mr. Talbot's demon-possessed body leaped out of the coffin blood dripping from his mouth that came from Karen's body, grabbed John with a grip of steel. Again, as was done to Karen, the demon stared into John's eyes, and John yelled: "My eyes are burning! Oh my God, you're killing me!" The demon drained John's blood out of his body like all the rest. The demon gathered up the pieces to the Planchette game and returned to the coffin never to be disturbed. As for John and Karen, they died along with the Talbot's secret.

martinere