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NIGHT'S BLACK AGENTS

THE HARKER INTRUSION

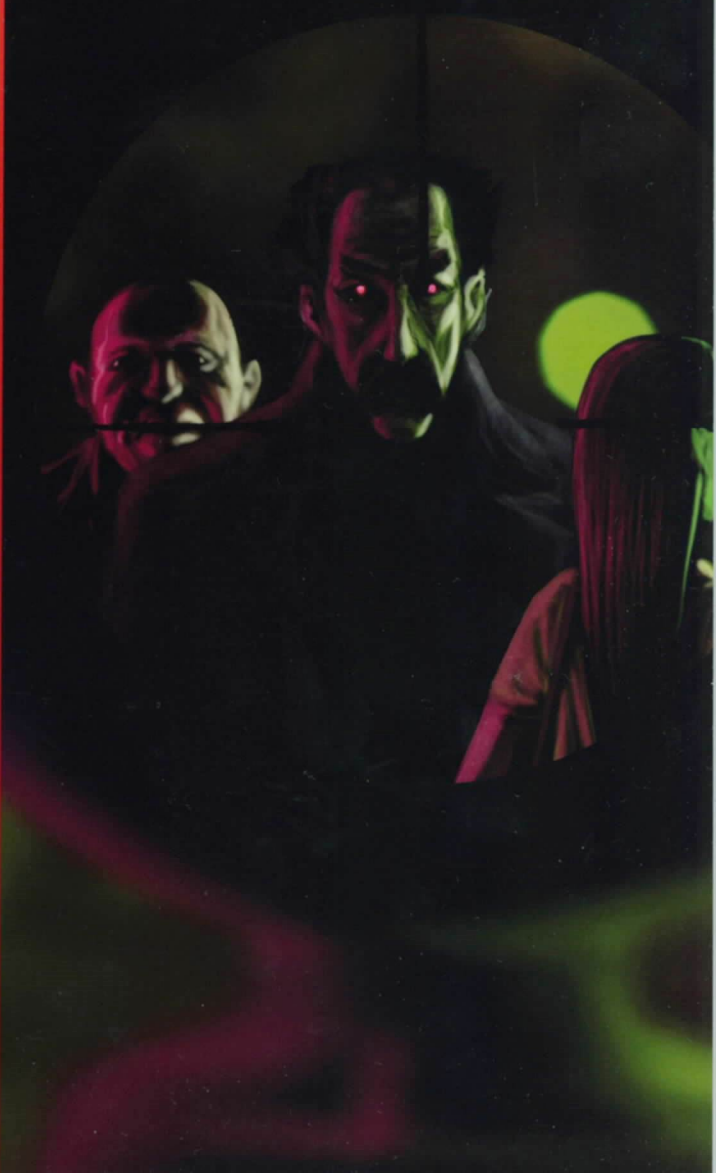


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NIGHT'S BLACK AGENTS

THE HARKER INTRUSION

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YOU LIVE IN THE SHADOWS.

Maybe you were a spy, before you got burned or turned or just plain burnt out. A criminal, perhaps. A mercenary. Or maybe you once tried to bring secrets into the light — you might have been a journalist once, or a researcher who

delved a little too deep. You know too much to go back into the daylight.

You know about the vampires. You know there are inhuman monsters pulling humanity's strings from the darkness. You know they feed on the innocent. You know they're monsters, and they have to be stopped. So, with a few others like you that you can trust, you mount your own shadow war against the undead.

Welcome to *Night's Black Agents*, the thriller game of spies versus vampires. Think *Bourne* if *Treadstone* was run by vampires. This adventure gives you a quick taste of the GUMSHOE system that powers the game, and the sort of high-explosive action, cinematic coolness, and creeping paranoia you can expect from a campaign.

NIGHT'S BLACK AGENTS PLAYER CHARACTERS are called Agents. They're burned spies, ex-criminals, former special forces, and the like. They have, shall we say, a very particular set of skills. They're not part of any organization or agency — in this game, you're on your own against the vampires. They are, however, very, very good at what they do.

There are two sorts of abilities in GUMSHOE. There are General abilities, things like Athletics and Hand-to-Hand and Shooting, where the outcome is uncertain. You roll a die (d6) when using a General ability. There are also Investigative abilities, used for obtaining information and leveraging expertise. Investigative abilities get the Agents to where they need to be and let them find out what they need to know; General abilities keep them alive long enough to use that information!

INVESTIGATIVE ABILITIES —

Investigative abilities are specialized fields of knowledge and talents. Most people have 0 points in the vast majority of Investigative abilities; as a highly trained Agent, you've got points in a few of them, but not all. That's why you work as part of a team.

You never roll for these abilities — if there's a clue to be found, you automatically find it if you have the right ability. For example:

- With **Streetwise**, you instantly spot the guy out of place in the dive bar.
- With **Accounting**, one quick look at the auction house's records lets you trace the buyer of the cursed statue back to an account in Switzerland.
- With **Forensic Pathology**, you find tell-tale scratches on the victim's wrists. Whoever held her down as he drained her blood was wearing a sharp, bulky ring made of iron.
- With **Architecture**, you spot the secret door in the vampire's castle.

GUMSHOE uses these clues to ensure that the Agents always have a clear path to follow. This is a thriller game, not a mystery — you follow the clues into danger, dramatically defeat or escape the peril, then beat up the bad guys until they drop more clues. Rinse and repeat as you fight your way up the enemy conspiracy.

You can also spend points from Investigative abilities for special benefits, plot twists, or bonuses to General ability rolls.

- "Hey, can I spend a point of **Streetwise** to be on good terms with the doorman of the bar, so he'll take my side and back me up if there's trouble?"
- "Hey, can I spend a point of **Accounting** to siphon off some cash from this gangster's account? We'll need to buy more guns later."

- "I need to bluff my way into the morgue — can I spend **Forensic Pathology** to convince everyone I belong there?"
- "I'm going to spend a point of **Architecture** to find a good sniper's nest — could I get 3 points of **Shooting** for that?"

GENERAL ABILITIES —

General abilities work differently. When testing a General ability, you spend any number of points from your pool in that ability and roll a d6. If the d6 result + the number of points spent exceed a Difficulty Number set by the GM, you succeed. A Difficulty of 3 or 4 is average; 5 or more is hard.

For example, say you're in a high-speed car chase through the streets of Paris, with the gendarmes on your tail. You need to make a **Driving** test, and you guess the Difficulty is going to be at least 5. You have a Driving pool of 8; you spend 3 points from that pool (so you've got 5 points left for future Driving tests), and roll a d6. You add the result of the roll onto the points you spent to work out your result.

- Climbing a sheer wall topped with broken glass: Athletics
- Repairing a snowmobile's engine in a blizzard: Mechanics
- Hacking into a secure computer server: Digital Intrusion

- Breaking into a guarded research facility: Infiltration

CHERRIES

Having 8 or more points in a particular General ability grants a special talent called a **cherry** — if a pre-generated character qualifies for a cherry, it's on the character's sheet.

CHASES

In chases, the gap between runner and pursuer is called the Lead. It usually starts at 5. At 0, the runner gets caught; at 10, the runner escapes. Both sides make tests using the appropriate ability (Athletics, Driving, or Piloting usually). If the pursuer succeeds and the runner fails, the Lead drops by 2; if the character trying to flee succeeds and the chaser fails, the Lead increases by 2. If both succeed or both fail, the Lead changes by 1 to favor the character who rolled better; ties go to the runner. Cool stunts can raise the Difficulty for both sides; spending suitable Investigative abilities drops the Difficulty for one side only (*"I spend a point of Urban Survival to take a shortcut through the pedestrianized market"*).

COMBAT

In combat, the Difficulty to hit a foe is called the Hit Threshold — it's 3 for most people, 4 if they've got Athletics 8 or more, and 5 or more for certain supernatural creatures. Cover can also boost Hit Threshold by +1.

Attack with Shooting for firefights; with Hand-to-Hand for, well, hand-to-hand combat, and Weapons for knives, swords, stakes, frying pans, rolled-up newspapers, and other lethal implements.

On a hit, roll 1d6 for damage and add a modifier based on the weapon, adding +2 for firearms attacks at point-blank range.

- Fist, kick: -2
- Knife, baton, improvised weapon: -1
- Heavy club, machete, small firearm: +0
- Sword, axe, shotgun, 9mm pistol or other heavy firearm: +1
- Sniper rifle or other very heavy firearm: +2

SPECIAL COMBAT MOVES

Only available if you've got 8+ in the appropriate ability.

- Autofire: Spend 3 Shooting to "buy" an extra damage roll, assuming your target's caught in the open. Vampires are never caught in the open.
- Called Shot: Increase your foe's Hit Threshold by +2 to boost your damage by +2.
- Jumping In: Spend 3 Shooting / Weapons / Hand-to-Hand to go next in the current round if you haven't acted already.
- Smash: Spend 2 extra Hand-to-Hand to slam your foe into a hard surface, if there's one available, for +0 damage.
- Technothriller Monologue / Martial Arts: Once per fight, talk about what awesome martial art technique you're using, or lovingly describe the precise firearm you're cradling like a child. Refresh 3 points in the appropriate ability.

HEALTH & STABILITY

Health measures how much hurt you can absorb and keep going; Stability measures mental stress. Damage comes straight off Health — if you're shot for 6 damage, reduce your current Health by 6. For Stability, the "damage" depends on the situation. Seeing a supernatural creature causes a Stability loss of 3; watching that supernatural creature kill your loved one is a loss of 7 or 8. You get to make a Stability test against Difficulty 4 to resist the loss, so you can get lucky and come through a traumatic event without losing Stability.

Both Health and Stability work the same way. You're functional until you hit 0 in that ability. From 0 to -5, you're in trouble: all your Difficulty Numbers increase by 1, and, if it's your Health, then you've got to make a Health test to stay conscious. The Difficulty is based on your current Health score — if you're at Health -3, then it's Difficulty 3.

For Health or Stability tests, you can spend points from the relevant ability to boost your die roll.

From -6 to -11, you're either too badly hurt to move, or too shattered to act, but you might recover. At -12 or below, you're either dead or incurably insane.

Most NPCs are taken out when they hit 0 Health; monsters and significant bad guys might work like Agents at the Director's discretion.

Every point of Medic spent restores 2 Health; Shrink does the same for Stability.

COVER, NETWORK & PREPAREDNESS

These abilities work differently to the others.

Your Agent has a number of established false identities and covers. Spending Cover lets you bring one of these into play. Instead of trying to sneak into the exclusive casino, you spend a few points of Cover and declare that you spent a summer undercover as a rich playboy. Instead of trying to forge a passport, spend Cover and walk through security at the airport with a smile. The more points of Cover you spend, the better the cover identity stands up to investigation.

Network lets you bring in contacts and allies from your old life. Need a trustworthy arms dealer, or a place to hide in Istanbul, or a friend in the Berlin police, or an expert in Etruscan archaeology? Spend Network and you can create a suitable contact from your past. The more points of Network you spend, the more useful or reliable the contact is.

Finally, if you need a piece of equipment in a hurry — a thermal camera, a zipline, a bottle of holy water, a few pounds of C4 — then use Preparedness. This works like the other General abilities — spend points and add them to a d6 roll against a Difficulty set by the Director. If you succeed, you always had that item with you, ready to be pulled out when needed.

REFRESHES

Athletics, Driving, Hand-to-Hand, Piloting, Shooting, and Weapons refresh to full after 24 hours of game time. Other General abilities and Investigative abilities refresh at the end of a scenario.

ABILITY QUICK REFERENCE —

Most of the abilities are self-explanatory — you know what Archaeology or Shooting does. A few deserve a little extra explication.

Diagnosis: Assessing injuries, identifying medical conditions and ailments, acting as a doctor. It overlaps a bit with **Forensic Pathology**, which specializes in analyzing crime scenes and conducting autopsies.

Human Terrain: Practical anthropology; the study of social structures and the power dynamics that underlie them. You've studied different religions and cultures, and can determine what strings to pull to manipulate people.

Languages: Having 1 point in Languages gives you two extra languages that you're fluent in, while 2 points gives you five extra languages. You don't need to decide on these in advance — you can declare you speak Serbo-Croat when you run into a Croatian assassin and need to taunt him in his native tongue, or reveal your secret mastery of Ancient Etruscan when you open the tomb of the ancient Etruscan demon.

Occult Studies: You're an expert in religious and magical beliefs from around the world. You can identify objects and rituals connected with those belief systems. This doesn't give you any supernatural powers, nor are you certain at the start of the campaign what's real and what's nonsense.

Vampirology: The study of vampires — both real ones and their Hollywood shadows. You can identify the signs of a vampire attack, you've studied vampire lore from around the world, and you know the methods and tools traditionally used to hunt them. Like **Occult Studies**, though, most of what you know is just theory and folklore that you've never tested in battle. Actual vampires may not match the myths...

Bullshit Detector: The ability to read body language and other clues to tell when someone's lying. It's not infallible, so expert con artists or other rare individuals can fool you, as can those brainwashed by vampires, but it works on most people. A spend lets you guess at why they're lying — running a scam, trying to cover something up, or external coercion?

CopTalk: You know how to talk to cops — you can appear to be a trustworthy, reliable citizen, or fool them into thinking you're a cop (although you'll have to use **Cover** or **Forgery** if you need documentation). You can talk your way out of minor infractions.

High Society: You know how to appear wealthy, and can bluff your way into exclusive events and parties. You can be impeccably dressed or glamorous with a moment's preparation. You also know how to blend in with such company.

Tradecraft: You're a trained spy, and know all the tricks and lingo of international espionage. You can arrange covert meetings, use dead drops and cut-outs, and gather rumors. You're at home in the clandestine world, and know too many secrets for anyone's comfort.

Data Recovery: Extracting data from a hard drive or other media. Use it to find traces of deleted files, to get a crystal-clear image of a face from blurry security camera footage, or a voice sample from a crackling telephone recording, or to rapidly pull all the important documents from a server before you're discovered. It doesn't cover actually gaining access to the computer (that's **Digital Intrusion** or **Infiltration**, depending on how you do it) or making the recordings (that's **Photography** or **Electronic Surveillance**).

Electronic Surveillance: Planting listening bugs, phone taps, hidden cameras, and other surveillance gear — as well as finding and countering such devices.

Traffic Analysis: This ability lets you discern patterns in data — you could, for example, intercept encrypted radio traffic and guess what an enemy organization is doing based on their communications activity, or cross-reference a serial killer's attacks with phases of the moon, or determine gaps in a security team's patrol schedule.

Urban Survival: Knowing how to move in a city — spotting short cuts or escape routes, noticing when things are out of the ordinary, reading the movements of crowds, finding good places to hide.

HEAT

Heat tracks how aware local law enforcement is of the Agents. The Agents start at Heat 1. Committing crimes and drawing attention (usually by blowing things up) raises Heat. Minor crimes like assault, car theft, fleeing arrest, or being caught using false documents raises Heat by 1. A car chase, explosion, or shoot-out in a dangerous part of town raises Heat by 2. Causing the same sort of trouble in a business or tourist district raises Heat by 3 or 4, as does killing a police officer.

Heat drops when the Agents lie low for a while, or when they change jurisdiction (moving from, say, Morocco to London drops Heat by 2).

Having too much Heat causes problems, turning the Agents into wanted fugitives. It causes contacts to switch sides or sell the Agents out, it makes getting illegal items harder, and it means that the bad guys aren't the only ones hunting the player characters. Heat is bad.

THE DRACULA DOSSIER

"The Harker Intrusion" works as a short introduction to the upcoming *Dracula Dossier* campaign.

Bram Stoker's classic novel isn't a novel — it's the heavily redacted after-action report of an attempt, called Operation Edom, to recruit Dracula as an asset in 1894. After that plan went disastrously wrong, they had Bram Stoker write up their case notes, and released a version of those notes as disinformation. The original, complete notes they kept, and subsequent generations of analysts added more notes as Edom tried again and again to gain control of Count Dracula. In 1940, they tried to deploy Dracula against the Nazis. In 1977, they discovered that Dracula had his own networks of agents and spies. And in 2011, they finally managed to turn Dracula into a deniable weapon in the fight against terror — but is Edom really in control of the vampire, or has Dracula turned his former enemies into unwitting minions?

In the campaign, the player characters obtain an un-redacted copy of *Dracula*, and use it as their map to taking down both Operation Edom and the Count's conspiracy. This prequel adventure explains how they got that copy.

THE SUPERNATURAL

Night's Black Agents gives the Director a toolkit for making supernatural monsters, as well as a blasphemous selection box of preconstructed undead types. Want classic Count Dracula-style vampires? We've got you covered. Want weird mutant monsters infected with a genetically engineered variant of the Marburg virus, or blood-drinking alien stones? Want Renfields, ghosts, ghouls, werewolves, zombies, and Mayan death bats? They're all in the rulebook.

In this adventure, we're using something closer to the popular conception of vampires, but we're going back to Bram Stoker's novel for inspiration. There, for example, daylight didn't hurt Count Dracula; it merely stopped him from using some of his supernatural powers.

THE HARKER

INTRUSION

THIS SHORT *NIGHT'S BLACK AGENTS* DEMO GIVES a taste of how a larger mission plays out. It's also a lead-in to the epic *Dracula Dossier* campaign if you want to go down that dark, vampire-haunted labyrinth.

The player characters are the usual mix of burned spies, ex-criminals, and other shady types that populate the underworld.

- **Morgan**, ex-mercenary wet worker
- **Burroughs**, ex-MI5 wheel artist
- **Ali**, ex-Turkish asset handler
- **Green**, ex-MSF medic
- **Varoutte**, ex-DCRI black bagger
- **Henley**, ex-Scotland Yard bagman

The characters are built on 20 Investigative points. If you have fewer than five players ...

NUMBER OF PLAYERS	ADDITIONAL INVESTIGATIVE POINTS FOR EACH
4	+2
3	+4
2	+12

As it's a one-shot, each PC has reduced Cover and Network.

We kick off in the middle of the action — there's an American freelance journalist, **Olivia Liu**, who's on the run from the bad guys. They're going to get to her first. And she's in Marrakesh.

Summarize the following points to your players:

- You all know and trust each other — to one degree or another.
- You know there's a conspiracy out there in the underworld. You don't know how big it is, other than *big*. You don't know exactly how old or how well connected it is, and you don't know who's running it. You do know, though, that they're bad guys, and that some of the conspiracy's leaders aren't human.
- A few days ago, someone sent you a packet of information by encrypted email — enough to show that the source knows more about the conspiracy than you do, and is willing to work with you, if you prove that you've got the skills needed.
- There's a journalist named **Olivia Liu**. She's on the run in Marrakesh, in Morocco, and the bad guys are after her. You've got to get to her first.

(If the players — being paranoid spies — do a little digging, then **Traffic Analysis** works out that the email comes from London. **Cryptography** suggests that it's using civilian-grade encryption — pretty good, but not great. **Tradecraft**, **Criminology**, or **Vampirology** confirms that the little bits of intel in the package are genuine, but it's clearly chicken feed, just enough to prove the mysterious contact knows what he or she is talking about. There's no time to dig in further, though, without putting Olivia Liu's life in further jeopardy.)

GUNS IN MOROCCO

If they're flying in, then they probably won't be able to bring any illegal items like firearms through customs (they could try a Difficulty 4 **Conceal** test to smuggle a handgun through, or spend a point of **Streetwise** to bribe a security guard), so, if they want weapons, they'll need to find a dealer in Morocco or improvise. If they come in another way (across from Spain in a speedboat, or by land from North Africa), then they can carry more gear. The Agents are experienced spies, so getting a basic pistol is trivial. Bigger, more exotic weapons require more effort.

THE MARRAKESH EXTRACTION

LEAD-OUTS: The Gibraltar Triangulation,
The London Connection,
The Romania Exhumation

Marrakesh, Morocco. Narrow medieval alleyways, covered souks selling everything from Berber carpets and spices to computers and electronics, taxis and trucks careening at breakneck speeds through the crowds, the smells of sweat and hashish and meat from the street-food stalls. Entertainers in brightly colored robes performing for tourists. Faces peering down and laughing from high windows above the little streets. The echoing call of the muezzin, summoning the faithful to prayer.

Tell the players that they've traced Liu to the tourist area around Jemaa el-Fnaa, the great market square in the heart of the city. There are plenty of cheap hotels and hostels in the streets near there. The area is crowded with both locals and tourists, and there's a heavy police presence.

WHAT'S GOING ON?

As the game begins, the bad guys are closing in on Olivia Liu. She's just left her hotel, and is going out to meet a contact of hers, a Turkish fixer named **Hasan Safet**, who's going to smuggle her out of Morocco. The bad guys have her under observation, and intend to capture her once she's off the streets. They intend to force her to reveal her source — the same mysterious person who just sent the Agents that data packet.

To save her, the Agents need to intercept her before the bad guys take her out.

The game starts in the late afternoon. It'll be sunset before long — and once the sun goes down, the Agents lose their best weapon against the Special Operatives (p. 26).

FINDING OLIVIA LIU

Give any of the player characters with **Criminology** or **Urban Survival** the following information for free:

- The Moroccan police are notoriously tough on anyone who threatens the vital tourist trade. If the conspiracy is about to kidnap or eliminate Liu, they'll bring in someone from outside

Morocco, a hired assassin or one of their own operatives. They won't use a local hitter. So, look for someone out of place — they might be the assassin.

- That said, they're probably using locals to find and track her.

The Agents can easily track Olivia Liu's hotel — the Riad Rouge (a *riad* is a large house built around a courtyard; many of them have been converted into hotels). Let them suggest how they find the place. Possible options include:

- **Streetwise** or creating a 1-point **Network** contact to hit the streets.
- **Cop Talk:** She complained to the tourist police when some local youths were following her. The police took her details, including the address of her hotel.
- **Urban Survival / Tradecraft:** Reading the flow of the crowd. That guy over there is obviously watching the street; those two there are working together. They're keeping that riad under surveillance.

Alternatively, lurking at the Marrakesh airport with **Tradecraft** or **Notice** lets the Agents spot the Special Operatives (p. 26) when they arrive. They could also anticipate their arrival by hacking into airlines with **Digital Intrusion**, and using **Data Recovery** or **Traffic Analysis** to spot the passengers traveling from Bucharest via London, and whose tickets were purchased that morning. Once they're on the trail of the Operatives, the Agents can trail them as they hunt Liu down.

Once they find the Riad Rouge, anyone with **Urban Survival** spots two young Moroccans sitting on motorcycles across the street from the main entrance. They're clearly local hired goons, watching the front door. There's a third motorcycle next to theirs. Meet **Adil** and **Ibrahim**; the third member of the team, **Jalloun**, is inside breaking into Olivia Liu's hotel room.

Offer the players a bonus clue if they make a 1-point **Notice** spend. If one of them accepts, that Agent spots a third watcher in a cafe at the end of the street; this third man is white and untanned,

suggesting he only just arrived in Morocco, and he's wearing an earpiece. He's obviously running the show on the ground here. This guy is **Hartness**. He flew in from England earlier that day.

- The players could use **Filch** to steal Hartness' radio. It's Difficulty 6, reduced to 3 if they spend a point of a suitable Investigative ability like **Flirting**. Or, of course, they could just beat him up with **Hand-to-Hand** (Difficulty 4) and grab the radio, but that's going to attract both Heat from the Moroccan authorities and more bad guy goons. Hartness isn't combat trained, so the Agents can take him down easily.
- With the radio, the Agents can eavesdrop on the enemy with **Traffic Analysis**. Using **Interrogation** on Hartness gets the same information — Liu left the hotel a few minutes ago, and is heading toward the old Jewish quarter, the Mellah. They're going to eliminate her before she gets there.
 - Offer the PCs a choice — they can keep interrogating Hartness, or go after Liu. If they keep interrogating Hartness, he says that the Gibraltar station authorized the snatch operation — Liu is a journalist who's in contact with a secret source, and someone within MI6 wants that source. The Agents can follow this **core clue** to "The Gibraltar Triangulation" (p. 27). However, this delay raises the bad guy's Lead in the chase scene by 2 (p. 25).

GETTING INTO THE HOTEL

Openly: If the Agents head through the front door, they can get Liu's room number from the clerk with a quick bribe (a 1-point **Negotiation** or **Streetwise** spend) or by distracting him and checking the registry. If they bribe him, he'll shut the door and prevent Adil and Ibrahim from following the PCs; otherwise, the two goons from outside follow the Agents in, leading to a fight scene in the corridor outside Liu's room.



Covertly: Alternatively, the Agents can use a 1-point **Architecture** or **Urban Survival** spend to get into Liu's room before Jalloun gets there; this lets them search the room and ambush Jalloun without anyone noticing.

HOTEL ROOM FIGHT

Liu's hotel room is small, cool, and dark; cockroaches scuttle away into the shadows when any light gets in. If the Agents are the first people here, they can search it before Jalloun shows (plus possibly Adil and Ibrahim, if they saw the Agents enter). If they're not the first people here, then they need to take Jalloun down first. He's a street thug hired by the bad guys, and thinks he's a lot more badass than he actually is.

Adil and Ibrahim, if they show up, are better armed. Adil has a knife; Ibrahim's a black belt in Muay Thai kickboxing.

GENERAL ABILITIES: Athletics 4,
Driving 3, Hand-to-Hand 4
(Ibrahim: Hand-to-Hand 8),
Health 6, Weapons 4
(Adil: Weapons 6)

HIT THRESHOLD: 3

ALERTNESS MODIFIER: +0

STEALTH MODIFIER: -1

DAMAGE MODIFIER: -2 (fist),
-1 (knife). Ibrahim can use called
shots to try for extra damage.

Encourage the players to avoid killing. Killing means corpses; corpses draw more Heat. Instead, take advantage of the cramped conditions and improvised weapons to hand, like:

- grabbing the blanket off the bed and tangling someone up in it
- pulling the towel rail off the wall and using it as an improvised weapon (-1 damage)
- kicking someone off the balcony so they fall into the central courtyard
- throwing a handful of cockroaches into a foe's face
- using that sturdy suitcase as a bludgeon (-1 damage)

If they grab one of the trio, they can **Interrogate** him into talking. They're working for Mr. Hartness; Jalloun was hired in Gibraltar two days ago — not by Hartness, by some other Englishman — and recruited the other two when he came home to Marrakesh. This is a **core clue** pointing to "The Gibraltar Triangulation."

SEARCHING THE ROOM

A quick search of the room reveals the following:

- A scribbled note with the address here in Marrakesh for someone called Hasan Safet. It looks like it was written hastily, as if someone dictated the address to Liu over the phone and she then left in a hurry. It's the only lead the PCs have for finding her.
- A 1-point **Streetwise** spend (or taking Safet as a **Network** contact) means the Agent recognizes the name. Safet's a fixer — not necessarily a criminal, but he can get you pretty much anything, legal or illegal, as long as you don't ask questions. He's a good guy, but he

knows some very bad people.

- Travel documents and other pocket litter, like receipts and ticket stubs from Romania.
- **(Core Clue)** Information about a new industrial mining project in the Carpathian Mountains, and photographs of what looks like a construction site. With **Research** or **Data Recovery**, the Agents can work out the location of this dig site in Romania, leading to "The Romanian Exhumation" (p. 29).
- More printouts of documents about vampire folklore, buried bodies, and Wallachian warlords. The format of these files looks familiar — they came from the same mysterious source that sent the PCs here to rescue Liu!

THE CHASE

Right now, Olivia Liu is making her way through the streets of Morocco to Hasan Safet. All around her, unseen, the agents of the conspiracy close in. The technique is called a "floating box" — they've got a dozen pairs of eyes on her, ahead and behind, watchers trading off with one another so she never realizes she's under surveillance. They're waiting for the right moment to unleash the inhuman operatives who are actually going to capture her.

This works as a chase scene — the Agents are pursuing the bad guys. Unlike a regular chase, though, it's not a direct contest of speed. The bad guys are trying to sneak, using **Surveillance**. The Agents, well, how are they planning on catching up with Liu? Are they:

- playing cat-and-mouse with the bad guys, trying to counter or eliminate the watchers so Liu can escape? In this case, they're using **Surveillance**
- sprinting through the streets or parkouring over rooftops with **Athletics**?
- stealing a car or motorcycle and using **Driving**?

The bad guys have a collective Surveillance pool of 10 and an Athletics pool of 6.

The bad guys' Lead starts at 4 (or 6 if the PCs were delayed at the hotel). If the Lead reaches 10, then the bad guys are able to abduct Liu before the Agents find her. If the Lead reaches 0, then the Agents catch up with Liu before the bad guys' Special Operatives arrive.

In each round of the chase, the bad guys and one player character make ability tests against Difficulty 4. If one succeeds and the other fails, the Lead changes by 2. If both fail or both succeed, the Lead changes by 1 in favor of whoever rolled better. The Agents can spend suitable Investigative abilities to drop the Difficulty by 1 for one round.

If the Lead drops to 3, then the bad guys panic and switch to using Athletics, trying to physically block the PCs from reaching Liu. More disposable goons try tackling the Agents, or cutting them off, or attacking them in melee.

After five rounds, if the chase is still ongoing, then the Special Operatives arrive.

ENDING THE CHASE

If the bad guys get to Lead 10, then Liu's doomed. The Agents race around a corner, and she's gone, never to be seen again. The conspiracy goons watching her melt away into the crowd. If the Agents never got the clues from Liu's hotel room, then her contact Hasan Safet can tell them that Liu was investigating a mining operation in Romania before she fled to Morocco — he doesn't know what was going on there, but it must have been something ... unholy. It's the only lead left to the PCs, and it goes to "The Romania Exhumation."

If the Agents get the Lead down to 0 before the Special Operatives show up, then they can grab Liu, **Reassure** her that they're on her side, and run. The Special Operatives pursue the Agents — the Agents' starting Lead in this case is 6, and they're clear when they get to 0.

THE JACK

GENERAL ABILITIES: Athletics 12, Driving 5, Hand-to-Hand 14, Health 12, Shooting 12, Weapons 12

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +1

DAMAGE MODIFIER: -1 (fist, kick), +1 (tonfa or 9mm)

ARMOR: -1 vs. bullets

OTHER POWERS: Vampiric Speed (spend 2 Athletics or Health for an extra attack or +2 Hit Threshold for one round)

BANES: in indirect sunlight, he suffers a penalty to all attacks (raise opponent's Hit Threshold by +2). Direct sunlight removes the effects of the Seward Serum, dropping his Hand-to-Hand, Shooting, and Weapons by 4, canceling his Vampiric Speed, and reducing his Hand-to-Hand and Weapons damage by -1.

THE SORCERESS

GENERAL ABILITIES: Aberrance 8, Athletics 6, Driving 4, Hand-to-Hand 6, Health 10, Weapons 6

HIT THRESHOLD: 4

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +2

DAMAGE MODIFIER: -2 (fist), -1 (knife)

OTHER POWERS: Control Weather (spend 2 Aberrance to summon up mist, cloud, storms, etc.), Mesmerism (spend 2 Aberrance and roll a die; on a roll of 4 or more, the target PC must make a Stability test using 2 + the die roll as the Difficulty to resist the sorceress' mental command), Summoning (spend 2 Aberrance to call up a horde of rats)

BANES: in indirect sunlight, she suffers a penalty to all attacks (raise opponent's Hit Threshold by +1, reduce Mesmerism difficulty by -1). She cannot use her powers at all in direct sunlight.

THE SPECIAL OPERATIVES

There are two of them. Both of them are still technically human. One of them is a Jack — a British special forces soldier, strength and reflexes amped up on vampire blood. The other's a Romanian sorceress; she's gifted with supernatural powers of mesmerism and psychic influence. Both are dressed in casual street clothes, so they look like tourists. **Vampirology** notices the way they avoid direct sunlight when they can — they're photosensitive.

The plan was for the Jack to grab Liu, then for the sorceress to compel the journalist into revealing her source. Now that the Agents are interfering, the new plan is to eliminate the Agents, then grab Liu. They wait until the Agents reach the narrow, shadowy alleyways of the Mellah, then attack. The Jack intercepts the lead Agent and starts smashing the character into the walls; the sorceress waits for one of the Agents to draw a weapon, then tries to use her mind-control powers to force that character to turn the weapon on the other PCs. They'll retreat if reduced to 0 Health, or if the PCs take advantage of

their photosensitivity and bring the fight into open sunlight.

DEBRIEFING LIU

Once the Agents are clear of their pursuers, they can question Olivia Liu. (They also get to refresh Athletics, Driving, Hand-to-Hand, Piloting, Shooting, Weapons, and any three other General abilities.) She reveals the following information:

- She's a journalist, investigating corporate corruption. She was contacted by a mysterious source, who sent her information about the Romanian mining industry, mixed in with lots of weird stuff about vampires. The intel was good, so when the source asked her to check out a particular mining company, she did so. She followed the company to a new exploratory dig in the Carpathian Mountains, and it turned out the mining operation was a cover for something else — she doesn't know what they were digging up.
- When they spotted her, the guards at the dig site tried to shoot her. She's

been on the run ever since. She's had terrible nightmares every night since then, too — dreams of a pale man with red eyes, haunting her.

- **Archaeology (Core Clue):** Looking at Liu's photos, it looks like they're excavating the remains of a medieval castle. Combine "medieval castle in Transylvania" with "vampires" ... it could be bad. Very bad. It appears they're still searching for something, so there's still time to stop them by going to Romania with, say, a few blocks of C4 explosive. Time for "The Romania Exhumation" (p. 29).

- **Data Recovery (Core Clue):**

Searching through the files sent by Liu's source, you're sure he or she is based in London. Tracking down the source means "The London Connection" (p. 28).

- She doesn't know who the bad guys pursuing her are. Hasan Safet told her that he'd seen a lot of activity in the British outpost of Gibraltar, though, so that might be worth checking out in "The Gibraltar Triangulation" (below).

CONTACTING THE SOURCE

The Source's data packets include a way for Liu or the characters to contact the Source by encrypted email. Whoever the Source is, he or she doesn't check email promptly, so it can take hours or days to get a response. If the Agents try checking in after "The Marrakesh Extraction," the Source responds twenty-four hours later, asking them to check the Romanian site.

THE GIBRALTAR TRIANGULATION

LEAD-IN: The Marrakesh Extraction

LEAD-OUTS: The London Connection,
The Romania Exhumation

Some of the conspiracy agents encountered in Marrakesh came from Gibraltar, so it's worth checking out. The main purpose of this optional scene is to provide extra context and background for enthusiastic players, and to provide alternate clues pointing to the Romania and London scenes.

Gibraltar is one of the few remaining outposts of the British Empire, a rocky headland off the coast of Spain that's home to some thirty thousand people. For most of its history, Gibraltar was a strategic asset, home to a naval base that controlled access to the Mediterranean. While its value as a military stronghold has declined compared to its importance in tourism and finance, it's still home to a small naval squadron, an infantry regiment — and quite a lot of spies, as Gibraltar is a major hub in the UK's SIGINT (signals intelligence) network.

A 1-point **Tradecraft** (or 0-point if the Agent is ex-British Intelligence) or **Network** spend gets a rumor that there is a secretive MI6 operation running a satellite station on the Rock. The office

is in an old WWII-era tunnel bored into the side of the rock; data cables and pipes run along whitewashed stone walls, and the only light comes from dusty bulbs hanging from the ceiling. It's a maze of twisty tunnels locked off with rusting steel gates. Getting in there requires a Difficulty 4 **Infiltration** test.

Inside, it's clear that the office was recently shut down (**Military Science**: maybe they thought the Liu operation drew too much attention); nearly everything's been stripped out, boxed up, and put on a plane for England. The Agents might get a glimpse of one of the handlers from Marrakesh, like Hartness, driving off to the nearby Gibraltar airport. However, a thorough search of the place turns up a box of printouts that never found their way to the shredder.

- **Research:** Some of these files are old — whatever this operation is, it's been running for more than a century! You do find the project's name, though — it's called OPERATION EDOM.
- **Traffic Analysis:** There's a lot of traffic about "boxes," "assigns," "jacks," and "targets." At a guess, they're using — or working with — vampires as deniable assets.

- **Archaeology (Core Clue):**

They're digging up something in the Carpathian Mountains, using a mining operation as cover — at the site of a ruined fortress.

That can't be good. This leads to "The Romania Exhumation."

- **Cryptography (Core Clue):**

They're on the trail of whoever sent you that data packet, trying to track the source down. It looks like they're getting close — you should warn your source. See "The London Connection."

No Escape: If the Jack from Marrakesh is still alive, then he shows up here. There's a *clang* as one of the heavy steel gates swings shut and locks, and then the lights go out — he can see in the dark. He stalks the Agents through the lightness tunnels with the intent of tearing them apart with his vampiric strength. This time, the only way to stop him is to kill him.

- The darkness raises the Hit Threshold for Hand-to-Hand or Weapons by +1, and Shooting by +2.
- Forcing a locked gate open requires a Difficulty 6 **Athletics** test.

THE LONDON CONNECTION

LEAD-INS: The Marrakesh Extraction,
The Gibraltar Triangulation,
The Romania Exhumation

LEAD-OUT: The Romania Exhumation

Who is the mysterious Source in London? Call him Harker. It doesn't matter if he's actually a descendant (Legacy, in *NBA* jargon) of the original Jonathan and Mina Harker, or he's just using that famous name as a nom de guerre.

It doesn't matter because he's going to die very soon.

MAKING CONTACT

The Agents can make contact with their Source using the encrypted email in the original packet (**Data Recovery**) or by tracing his IP using intel obtained from Gibraltar. Either way, the Source introduces himself to the Agents, and agrees to meet them in person. Harker claims to have obtained a dossier of vital information about Operation Edom, and believes that the Agents are better able to make use of it than he is. He tried to play spymaster, but after nearly getting Olivia Liu killed, his nerve has gone. **Bullshit Detector** confirms that this is a genuine offer — he's lost confidence in himself, and needs someone to take the burden of this mysterious dossier from him.

He knows he's being watched — he's kept on the move for the last week, and he's exhausted. He tells the characters to meet him at a church in Plaistow, East London — the Church of St. Joshua — to make the handoff. He doesn't give the Agents much time to get there, so they've got to make do with whatever gear they have with them (or use **Preparedness**).

- **Architecture:** It's a Victorian Gothic church, an unsightly mess of spires and gargoyles. Looks medieval, but is only around 150 years old.
- **Vampirology:** You'll cross several rivers on the way there, not just the Thames. Consecrated ground surrounded by water — Harker knows that vampires are after him.
- **Tradecraft or Shrink:** This is sloppy. This is messy. Harker's got a death

wish. Get what you can from him, then get away before he burns you.

IT IS THE MAN HIMSELF

As the Agents approach the church, **Outdoor Survival** spots a large bat circling around the spire. The area around the church is relatively empty. There's a single car parked just outside, in the gravel car park by the graveyard; that must be Harker's. The door to the church is ajar, and light streams out of it across the stones. In contrast to the Mediterranean heat of Morocco and Gibraltar, there's a chill in the evening air that cuts to the bone.

If the Agents enter the church immediately, they find the corpse of a priest. His throat has been torn open, and his back broken across the altar. The door leading up to the bell tower is open.

If some or all of the Agents stay outside, they see Harker emerge onto a ledge at the top of the bell tower, clutching a briefcase. He looks pale, terrified, hunted. There's something behind him, a deeper darkness in the shadows. Red eyes gleam — and Harker takes a step forward, into empty air.

He falls. If the Agents parked outside the church, then he smashes into the hood and windscreen of their car, shattering the glass. Otherwise, he smashes into the jagged gravel. Either way, he's dead instantly.

Another man steps out onto the ledge. He's tall, with a black moustache and ruddy features. An ugly scar blazes red on his forehead — almost as red as his eyes, which glow with an unearthly light for an instant. Then he's gone, melting away into the sudden thick fog that descends as if from everywhere and nowhere. The church is suddenly shrouded in icy mists.

Military Science or Vampirology:

Every instinct screams at you to run. Whatever that thing was, it's far beyond you right now. Grab the briefcase and run!

If there are Agents in the church, then Harker's briefcase got caught on a gargoyle as he fell. They've got to race up the bell tower, climb down to the gargoyle, grab the briefcase, and escape. If everyone's outside, then Harker keeps hold of the briefcase as he falls, and they can recover it

from his corpse. Either way, if the players don't take the hint — no, not hint, the incredibly blatant and clear signal to run, then they'll be trapped in the church when the Edom kill team shows up.

THE KILL TEAM

Two black vans with tinted windows race to the church. Each van contains a four-man armed response squad from Edom, with orders to recover the Dossier and capture Harker and anyone else involved. If they cannot capture, they have orders to shoot to kill. Edom intends to disguise the operation as a raid against a jihadi terrorist cell, so the local police have been warned to stay out of the way.

This is a car chase, or possibly a car chase punctuated by a shootout. The Agents need to get a Lead of 7 to escape into London; however, Dracula's freezing fog increases the Agent's Difficulties — but not those of their pursuers — by +1. The Agents need to drive through a thick, almost Victorian fog at high speed while being chased by armed guards, and possibly with a dead man still spread-eagled across the front of their car.

A 1-point **Streetwise** or **Urban Survival** spend lets an Agent know about a suitable place to dump the car and escape (a lockup garage, an underground car park, a derelict industrial estate). Dracula won't pursue the Agents — he has his own agenda, and part of it involves distracting Edom with a hunt for the stolen Dossier.

Any Agents captured by Edom are dead meat — if they're lucky, they'll be rendered to an interrogation site that doesn't officially exist and never seen again. If they're unlucky, well, Edom needs to provide a lot of blood for its special assets...

KILL TEAM

GENERAL ABILITIES: Athletics 8,

Driving 6, Hand-to-Hand 5,

Health 7, Shooting 7, Weapons 4

HIT THRESHOLD: 4

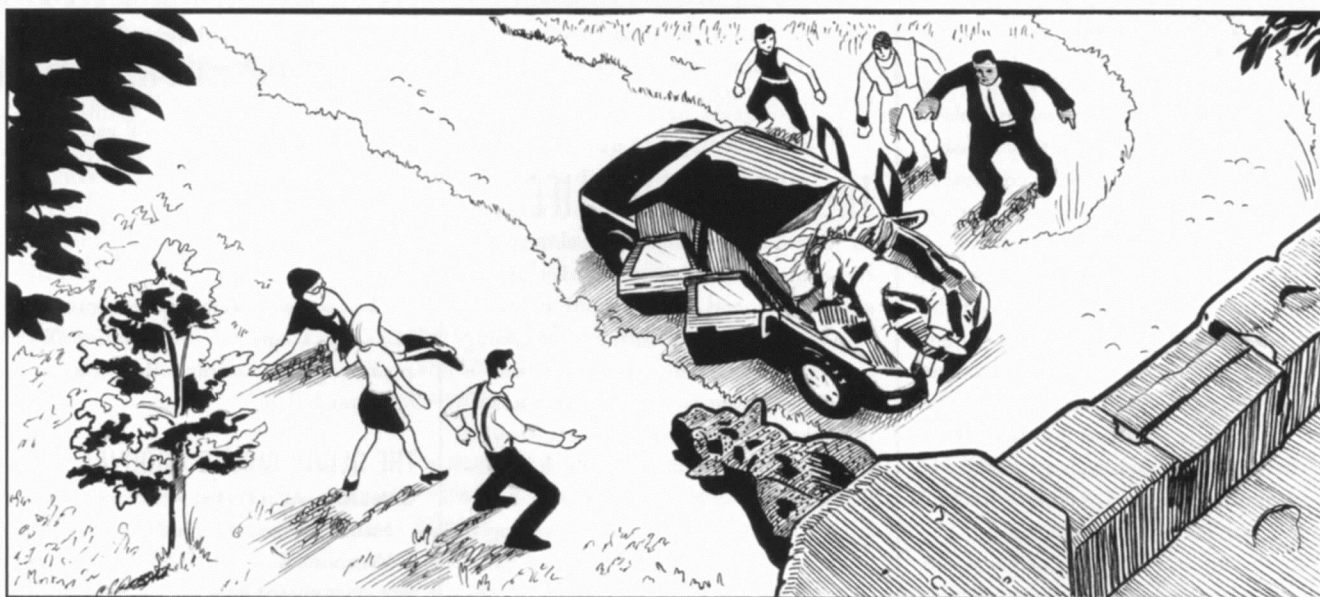
ALERTNESS MODIFIER: +1

STEALTH MODIFIER: +1

DAMAGE MODIFIER: -2 (fist),

-1 (combat knife), +0 (assault rifle)

ARMOR: -1 vs. bullets



THE DRACULA DOSSIER

Once they're clear of their pursuers, the Agents can check out the Dossier. The briefcase contains a pile of disorganized papers and printouts, an old first-edition

copy of *Dracula* — the one with the purple title and lurid yellow binding — that's covered in scribbled annotations, and several passports, as well as bundles of cash in multiple currencies. Going through all

the documents will take time, but the Agents immediately spot (**core clue: Research**) which documents Harker was working on before he fled. It leads to Romania ...

THE ROMANIA EXHUMATION

LEAD-INS: The Marrakesh Extraction,
The Gibraltar Triangulation,
The London Connection
LEAD-OUT: The London Connection

The monastery at Salard was founded by Cistercian monks in the middle of the 11th century, and disbanded in the 13th by the local lord — with unseemly, even alarming, haste. The monastery was abandoned for some years until it was buried in a landslip triggered by an earthquake. Now, someone's digging it up.

The monastery site is up in the mountains, off the main roads. The Agents can get there by flying into Cluj-Napoca or Târgu Mures and then taking a car. As they have more time to prepare for this part of the mission, they can obtain illegal weapons or equipment more readily than they could in Morocco.

GROUNDWORK

Before the Agents hit the dig site, investigation turns up some useful clues. If a player can justify it, a different ability might give the same information. For example, intercepting communications with **Traffic Analysis** or studying people with **Human Terrain** might glean the same insights as **Military Science**.

- **Archaeology:** This isn't any sort of competent archaeological excavation — they're digging right through the ruins, looking for something buried beneath. They're clearly in a hurry.
- **Vampirology:** The monastery was shut down suddenly, as if something evil had taken hold there. Might that something still be buried beneath the ruins?

- **Military Science:** It looks like mostly local muscle again — probably organized crime or hired mercs out of the Ukraine — but the guys in charge remind you of the EDOM agents you ran into in Morocco.
- **Photography:** If the Agents didn't take out the sorceress in Morocco, then a telephoto lens catches a glimpse of her. It looks like she's directing the dig team with a dowsing rod or wand.
- A 1-point **Diagnosis** or **Notice** spend spots a cooler box of the sort used to transport blood products. Someone's got about twenty units of blood on standby — that's a lot of blood.

THE EXCAVATION

The “mining operation” used explosive charges to cause a landslide, gouging a black wound in the hillside. Now, they’re using a combination of earthmoving equipment and men with shovels to dig down further. Large lumps of rock (**Architecture** or **Archaeology** identifies them as chunks of masonry, probably the remains of the old monastery) jut out like white bones from the mud. Plastic sheeting protects the current excavation from the elements. Off to one side are a few portable cabins and tents. A mud track leads up the hillside from the nearest road, but that track is always watched by armed guards.

At the dig, there are around a dozen armed guards, about the same number of laborers and engineers, three Edom officers (a translator, an archaeologist, and a diplomat) — and, if the Agents didn’t take her down in Morocco, the Romanian blood sorceress, who seems to be butting heads with the Edom officers. **Human Terrain** or **Vampirology** guesses their disagreement is over the nature of whatever they’re looking for; she seems to have an almost religious reverence for the process, while they act more like a bomb disposal team.

The Agents can sneak in with **Infiltration** (Difficulty 6, although Investigative spends can drop the Difficulty). Failing to infiltrate alerts the guards. Use the stats for the Kill Team on page 28 for the guards.

Capturing and using **Interrogation** (**core clue**) on one of the Edom officers reveals that Edom are on the trail of

whoever leaked the location of the dig site to Liu; if the Agents don’t warn their contact, he’s doomed. See “The London Connection,” p. 28.

THE BLOOD IS THE LIFE

At a suitably dramatic moment while the team are observing the dig site or sneaking around, the excavation breaks into an underground chamber containing a metal coffin. This coffin contains a slumbering vampire. Edom’s mission here is to reawaken the vampire once they’ve taken proper precautions. The sorceress demands they open it immediately, but is argued down by the Edom archaeologist — they’ll wait until the following dawn before bringing down the blood from the storage container to revivify whatever’s in the coffin. This gives the Agents a brief window to take out the monster before it’s awoken.

Possible options:

- Stealing explosives and blowing up the coffin — **Filch** (Difficulty 4 once the PCs have infiltrated the camp) or **Preparedness** (Difficulty 6) to obtain the explosives, then **Explosive Devices** (Difficulty 6) to plant them.
- Poisoning the blood packs with holy water — **Preparedness** (Difficulty 6) or a **Vampirology** spend to have the water to hand, then **Conceal** (Difficulty 4) to spike the packs without leaving any traces.
- Breaking open the coffin, cutting off the monster’s head, and filling its mouth with garlic — **Mechanics**

(Difficulty 6) to cut the coffin open without being seen, then a **Stability** test (Difficulty 6) to withstand the ancient horror’s baleful gaze, and finally **Weapons** or **Medic** (Difficulty 4) to finish the monster off. If any of these tests fail, the PCs attract unwanted attention.

If, by some horrible mischance, the PCs aren’t able to stop Edom from awakening this vampire, then they’re in for a tough fight.

THE NEWLY WOKEN VAMPIRE

GENERAL ABILITIES: Aberrance 10, Hand-to-Hand 10, Health 14, Weapons 8

HIT THRESHOLD: 6

ALERTNESS MODIFIER: +2

STEALTH MODIFIER: +2

DAMAGE MODIFIER: +0

(fist) or +1 (bite)

ARMOR: -1 (tough skin)

FREE POWERS: Drain, Infravision

OTHER POWERS: Spider Climb

(spend 1 Aberrance to cling to a sheer surface), Strength (spend 2 Aberrance for a +1 damage bonus, smash down barriers, throw foes), Vampiric Speed (spend 2 Aberrance to jump in or make an extra attack)

DREADS: It takes an Aberrance test, Difficulty 6, for the vampire to approach a foe brandishing a crucifix or garlic. Even if he succeeds, the vampire must then make a Health test (also at Difficulty 6) to do anything other than smash the object it dreads.

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting	—	—
Archaeology	—	—
Architecture	—	—
Art History	—	—
Criminology	1	—
Diagnosis	—	—
History	—	—
Human Terrain	—	—
Languages	1	—
▪	▪	▪
▪	▪	▪
▪	▪	▪
Law	1	—
Military Science	1	—
Occult Studies	1	—
Research	—	—
Vampirology	1	—
▪	▪	▪
▪	▪	▪
▪	▪	▪

INTERPERSONAL

Bullshit Detector	1	—
Bureaucracy	—	—
Cop Talk	1	—
Flattery	—	—
Flirting	—	—
High Society	—	—
Interrogation	1	—
Intimidation	2	—
Negotiation	1	—
Reassurance	—	—
Streetwise	1	—
Tradecraft	1	—
▪	▪	▪
▪	▪	▪
▪	▪	▪

TECHNICAL

Astronomy	—	—
Chemistry	—	—
Cryptography	—	—
Data Recovery	1	—
Electronic Surveillance	1	—
Forensic Pathology	—	—
Forgery	—	—
▪	▪	▪
▪	▪	▪
▪	▪	▪
Notice	1	—
Outdoor Survival	1	—
Pharmacy	—	—
Photography	—	—
Traffic Analysis	1	—
Urban Survival	1	—
▪	▪	▪
▪	▪	▪
▪	▪	▪

MORGAN

DESCRIPTION You were an assassin, until they sent you up against a man who wouldn't die. Now, you hunt the monsters, redeeming yourself by destroying things that shouldn't exist.

BACKGROUNDS: Wet worker

DRIVE: Slayer

PREVIOUS PATRON: Best not to ask.

SOURCES OF STABILITY

- **SYMBOL** Lucky silver bullet with your name on it
- **SOLACE** Girlfriend in Paris, Natalie
- **SAFETY** A villa you own in Morocco

COVERS

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-
-
-
-

NETWORK CONTACTS

▪	—	—
▪	—	—
▪	—	—
▪	—	—
▪	—	—

WEAPONS/ARMOUR/GEAR

▪	MOD	—
▪	—	—
▪	—	—
▪	—	—
▪	—	—
▪	—	—

HIT THRESHOLD [4]

SPECIALS

SHOOTING MOS: Automatically succeed on one Shooting test

PARKOUR: Refresh 3 Athletics points with a cool description of action

OPEN SESAME: Open basic locks for free

TECHNOTHRILLER MONOLOGUE: Refresh 3 Shooting points with a cool description of your weapons

PORTRAIT

GENERAL ABILITIES

Athletics	10	—
Conceal	—	—
Cover	5	—
Digital Intrusion	—	—
Digui	4	—
Driving	2	—
▪	▪	▪
▪	▪	▪
Explosive Devices	—	—
Filch	—	—
Gambling	2	—
Hand-to-Hand	4	—
Infiltration	8	—
Mechanics	4	—
Medic	4	—
Network	5	—
Piloting	—	—
▪	▪	▪
▪	▪	▪
Preparedness	—	—
Sense Trouble	4	—
Shooting	10	—
Shrink	—	—
Surveillance	4	—
Weapons	4	—
▪	▪	▪
▪	▪	▪

HEALTH

10	9	8	7	6	5	4	3	2	1
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0	1	2	3	4	5	6	7	8	9	10	11	12
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STABILITY

8	7	6	5	4	3	2	1
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0	1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	---	----	----	----

INVESTIGATIVE ABILITIES

GREEN

ACADEMIC

Accounting	—	—
Archaeology	—	—
Architecture	—	—
Art History	—	—
Criminology	—	—
Diagnosis	1	—
History	—	—
Human Terrain	1	—
Languages	1	—
▪	▪	
▪	▪	
▪	▪	
Law	—	—
Military Science	—	—
Occult Studies	1	—
Research	1	—
Vampirology	1	—

INTERPERSONAL

Bullshit Detector	1	—
Bureaucracy	1	—
Cop Talk	—	—
Flattery	—	—
Flirting	1	—
High Society	—	—
Interrogation	1	—
Intimidation	—	—
Negotiation	—	—
Reassurance	1	—
Streetwise	—	—
Tradecraft	1	—

TECHNICAL

Astronomy	—	—
Chemistry	2	—
Cryptography	—	—
Data Recovery	—	—
Electronic Surveillance	—	—
Forensic Pathology	1	—
Forgery	—	—
▪	▪	
▪	▪	
Notice	1	—
Outdoor Survival	1	—
Pharmacy	2	—
Photography	1	—
Traffic Analysis	—	—
Urban Survival	—	—

DESCRIPTION You volunteered as an aid worker in some of the most dangerous parts of the world. You uncovered evidence of an unseen force that seemed to feed on human misery, an international conspiracy that promoted atrocity and suffering. It has to be uncovered and destroyed.

BACKGROUNDS: Medic

DRIVE: Mystery

PREVIOUS PATRON: Médecins Sans Frontières (MSF)

SOURCES OF STABILITY

- **SYMBOL** A crucifix, given to you by a missionary
- **SOLACE** Your family, especially your young niece
- **SAFETY** Family holiday home in Spain

COVERS

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NETWORK CONTACTS

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WEAPONS/ARMOUR/GEAR

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MOD

HIT THRESHOLD [4]

SPECIALS

ATHLETICS MOS: Automatically succeed on one Athletics test

PARKOUR: Refresh 3 Athletics points with a cool description of action

QUINCEY MORRIS' BOWIE KNIFE: Throw Weapons without penalty

PORTRAIT

GENERAL ABILITIES

Athletics	8	—
Conceal	4	—
Cover	5	—
Digital Intrusion	—	—
Digui	—	—
Driving	2	—
▪	▪	
▪	▪	
Explosive Devices	—	—
Filch	—	—
Gambling	—	—
Hand-to-Hand	4	—
Infiltration	4	—
Mechanics	—	—
Medic	8	—
Network	5	—
Piloting	—	—
▪	▪	
▪	▪	
Preparedness	6	—
Sense Trouble	2	—
Shooting	4	—
Shrink	8	—
Surveillance	4	—
Weapons	8	—

HEALTH

					8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

STABILITY

.					8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting	—	—
Archaeology	—	—
Architecture	—	—
Art History	—	—
Criminology	1	—
Diagnosis	—	—
History	—	—
Human Terrain	1	—
Languages	1	—
▪	▪	—
▪	▪	—
▪	▪	—
Law	1	—
Military Science	1	—
Occult Studies	—	—
Research	—	—
Vampirology	—	—

INTERPERSONAL

Bullshit Detector	1	—
Bureaucracy	1	—
Cop Talk	2	—
Flattery	1	—
Flirting	—	—
High Society	1	—
Interrogation	—	—
Intimidation	—	—
Negotiation	—	—
Reassurance	1	—
Streetwise	2	—
Tradecraft	1	—

TECHNICAL

Astronomy	—	—
Chemistry	—	—
Cryptography	—	—
Data Recovery	—	—
Electronic Surveillance	1	—
Forensic Pathology	—	—
Forgery	—	—
▪	▪	—
▪	▪	—
Notice	1	—
Outdoor Survival	1	—
Pharmacy	—	—
Photography	—	—
Traffic Analysis	1	—
Urban Survival	1	—
▪	▪	—
▪	▪	—
▪	▪	—

BURROUGHS

DESCRIPTION You specialized in pulling MI6 friendlies and assets out of danger. A year ago, a man bled to death in the back of your car, and whispered that there were vampires pulling the world's strings. You've gone rogue to find out the truth.

BACKGROUNDS: Wheel Artist

DRIVE: Patriotism

PREVIOUS PATRON: MI6

SOURCES OF STABILITY

- SYMBOL SIS ID card
- SOLACE A congresswoman in Washington you can trust
- SAFETY Childhood home

COVERS

▪

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▪

▪

▪

NETWORK CONTACTS

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▪

WEAPONS/ARMOUR/GEAR

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▪

▪

HIT THRESHOLD [3]

SPECIALS

DRIVING MOS: Automatically succeed at one driving test

GRAND THEFT AUTO: Spend 1 Driving to automatically steal any standard vehicle

GRAND THEFT AERO: Spend 1 Piloting to automatically steal any standard boat or plane

SWISS ARMY PREP: Use Mechanics as Preparedness for home-made gadgets

GEAR DEVIL: Refresh 3 Piloting or Driving with a cool description

COMBAT INTUITION: You use your Sense Trouble rating, not pool, for initiative

PORTRAIT

GENERAL ABILITIES

Athletics	4	—
Conceal	—	—
Cover	5	—
Digital Intrusion	—	—
Diguipe	—	—
Driving	10	—
▪	▪	—
▪	▪	—
Explosive Devices	2	—
Filch	—	—
Gambling	—	—
Hand-to-Hand	2	—
Infiltration	2	—
Mechanics	8	—
Medic	4	—
Network	5	—
Piloting	8	—
▪	▪	—
▪	▪	—

Preparedness	4	—
Sense Trouble	8	—
Shooting	4	—
Shrink	—	—
Surveillance	4	—
Weapons	4	—

HEALTH

					8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

STABILITY

					8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

INVESTIGATIVE ABILITIES

ALI

ACADEMIC

Accounting	1	
Archaeology		
Architecture		
Art History		
Criminology		
Diagnosis		
History	1	
Human Terrain	1	
Languages	1	
▪	▪	
▪	▪	
▪	▪	
Law		
Military Science	1	
Occult Studies		
Research	1	
Vampirology	1	

INTERPERSONAL

Bullshit Detector	2	
Bureaucracy	1	
Cop Talk	1	
Flattery	1	
Flirting	1	
High Society	1	
Interrogation		
Intimidation	1	
Negotiation	1	
Reassurance	1	
Streetwise		
Tradecraft	1	

TECHNICAL

Astronomy		
Chemistry		
Cryptography	1	
Data Recovery		
Electronic Surveillance		
Forensic Pathology		
Forgery		
▪	▪	
▪	▪	
Notice		
Outdoor Survival		
Pharmacy		
Photography		
Traffic Analysis	1	
Urban Survival		
▪	▪	
▪	▪	
▪	▪	

DESCRIPTION You worked for the Turkish national intelligence agency, running spies into Russia and the former Soviet bloc. Four of your operatives got killed in a single night, and you realized you'd gotten too close to something big. You were forced out of the agency — you want back in, but you need proof of the existence of a vampiric conspiracy to make them believe you.

BACKGROUNDS: Asset Handler

DRIVE: Restoration

PREVIOUS PATRON: Millî İstihbarat

Teskilatı (MIT)

SOURCES OF STABILITY

- **SYMBOL** Your laptop
- **SOLACE** Brother, still an agent with MIT
- **SAFETY** A hotel room in London, rented under a false name

COVERS

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-
-
-

NETWORK CONTACTS

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-
-
-
-
-
-

WEAPONS/ARMOUR/GEAR

MOD

-
-
-
-
-
-
-

HIT THRESHOLD [3]

SPECIALS

SURVEILLANCE MOS: Automatically succeed at a Surveillance test.

POURTRAIT

GENERAL ABILITIES

Athletics	4	
Conceal		
Cover	8	
Digital Intrusion	8	
Diguipe	2	
Driving		
▪	▪	
▪	▪	
Explosive Devices		
Filch	5	
Gambling	4	
Hand-to-Hand	6	
Infiltration	4	
Mechanics		
Medic		
Network	10	
Piloting		
▪	▪	
▪	▪	
Preparedness	2	
Sense Trouble	5	
Shooting	6	
Shrink	8	
Surveillance	8	
Weapons		

HEALTH

									4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

STABILITY

									4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

INVESTIGATIVE ABILITIES

VAROUSTE

ACADEMIC

Accounting	—	—
Archaeology	—	—
Architecture	I	—
Art History	I	—
Criminology	I	—
Diagnosis	—	—
History	—	—
Human Terrain	I	—
Languages	—	—
▪	▪	—
▪	▪	—
▪	▪	—
Law	I	—
Military Science	—	—
Occult Studies	—	—
Research	I	—
Vampirology	I	—
—	—	—
—	—	—

DESCRIPTION DCRI had a warrant to bug a Romanian company, and you led a team of four into their offices at night to wire the place. There was a monster there — it killed the rest of your team and left you for dead. Next morning, the offices were empty, burned, leaving no proof except the scar where it bit you and the corpses of your men.

BACKGROUNDS: Black Bagger

DRIVE: Revenge

PREVIOUS PATRON: Direction Centrale du Renseignement Intérieur (DCRI)

SOURCES OF STABILITY

- **SYMBOL** Scar on your left hand, from the monster's teeth
- **SOLACE** The widow of one of your fellow agents
- **SAFETY** Your former home in Paris

COVERS

-
-
-
-
-

NETWORK CONTACTS

-
-
-
-
-

WEAPONS/ARMOUR/GEAR

MOD

-
-
-
-
-

HIT THRESHOLD [4]

SPECIALS

INFILTRATION MOS: Automatically succeed on an Infiltration test

PARKOUR: Refresh 3 Athletics points with a cool description of action

OPEN SESAME: Open basic locks for free

NO SLIPUPS: Spend Filch on a 2-for-1 basis after rolling the die

PORTRAIT

GENERAL ABILITIES

Athletics	8	—
Conceal	4	—
Cover	5	—
Digital Intrusion	4	—
Diguipe	2	—
Driving	—	—
▪	▪	—
▪	▪	—
Explosive Devices	2	—
Filch	8	—
Gambling	—	—
Hand-to-Hand	6	—
Infiltration	8	—
Mechanics	2	—
Medic	—	—
Network	5	—
Piloting	—	—
▪	▪	—
▪	▪	—
Preparedness	4	—
Sense Trouble	2	—
Shooting	6	—
Shrink	—	—
Surveillance	4	—
Weapons	2	—
—	—	—
—	—	—

HEALTH

					8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

STABILITY

					8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

INTERPERSONAL

Bullshit Detector	I	—
Bureaucracy	—	—
Cop Talk	—	—
Flattery	—	—
Flirting	—	—
High Society	—	—
Interrogation	I	—
Intimidation	I	—
Negotiation	I	—
Reassurance	—	—
Streetwise	I	—
Tradecraft	I	—
—	—	—
—	—	—

TECHNICAL

Astronomy	—	—
Chemistry	—	—
Cryptography	—	—
Data Recovery	I	—
Electronic Surveillance	I	—
Forensic Pathology	—	—
Forgery	I	—
▪	▪	—
▪	▪	—
Notice	I	—
Outdoor Survival	—	—
Pharmacy	—	—
Photography	I	—
Traffic Analysis	I	—
Urban Survival	I	—
▪	▪	—
▪	▪	—
▪	▪	—
—	—	—
—	—	—

INVESTIGATIVE ABILITIES

HENLEY

ACADEMIC

Accounting	2	
Archaeology		
Architecture		
Art History		
Criminology		
Diagnosis		
History		
Human Terrain		
Languages	1	
▪	▪	
▪	▪	
▪	▪	
Law	1	
Military Science		
Occult Studies		
Research	1	
Vampirology		

INTERPERSONAL

Bullshit Detector	1	
Bureaucracy	1	
Cop Talk	1	
Flattery		
Flirting	1	
High Society		
Interrogation	1	
Intimidation	1	
Negotiation	1	
Reassurance		
Streetwise	1	
Tradecraft	1	

TECHNICAL

Astronomy		
Chemistry		
Cryptography	1	
Data Recovery	1	
Electronic Surveillance	1	
Forensic Pathology		
Forgery	1	
▪	▪	
▪	▪	
Notice	1	
Outdoor Survival		
Pharmacy		
Photography		
Traffic Analysis		
Urban Survival	1	
▪	▪	
▪	▪	
▪	▪	

DESCRIPTION You're a gamekeeper turned poacher turned ... well, the metaphor breaks down. You worked for Scotland Yard, investigating financial crime and money laundering, until you went to the private sector. You knew K&B were dodgy, but you had gambling debts and you were tired of losing. It was only when you were on the inside that you realized how dodgy K&B were — they were a front for something terrible, something with minions everywhere.

You blew up their offices in Canary Wharf and vanished into the criminal underworld, determined to bring them to justice.

BACKGROUNDS: Bagman

DRIVE: Atonement

PREVIOUS PATRON: K&B Financial Services

SOURCES OF STABILITY

- **SYMBOL** Your gun
- **SOLACE** The barman in the King's Arms
- **SAFETY** Scotland Yard

COVERS

-
-
-
-

NETWORK CONTACTS

-
-
-
-
-

WEAPONS/ARMOUR/GEAR

-
-
-
-
-

HIT THRESHOLD [4]

SPECIALS

EXPLOSIVE DEVICES MOS: Automatically succeed on one Explosive Devices test

PARKOUR: Refresh 3 Athletics points with a cool description of action

PERFECT HOLDOUT: Flawlessly hide one small object around your body

PORTRAIT

GENERAL ABILITIES

Athletics	8	
Conceal	8	
Cover	5	
Digital Intrusion	8	
Diguiise	2	
Driving	2	
▪	▪	
▪	▪	
Explosive Devices	2	
Filch		
Gambling	2	
Hand-to-Hand	4	
Infiltration	2	
Mechanics		
Medic		
Network	6	
Piloting		
▪	▪	
▪	▪	
Preparedness	4	
Sense Trouble	6	
Shooting	6	
Shrink		
Surveillance	5	
Weapons	2	

HEALTH

					8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

STABILITY

					8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12



AT LAND'S EDGE

13th Age is a d20 game of battle, treasure, group storytelling and heroic adventure. This introduction to the game includes pre-generated characters and a full adventure for the GM and 3-6 players.

You set off with a fair wind behind you and the blessings of the Icons lighting your way. You hoped for an easy voyage.

That was before the unnatural storm shipwrecked you.

That was before a gigantic living dungeon rose out of the ocean and vomited a swarm of monsters.

That was before everything went wrong.

Now you've got to—quite literally—salvage the situation. Reunite your crew, repair the ship, plumb the mysteries of this strange island, and escape before the living dungeon returns. You're right on the precipice of doom here, in *At Land's Edge*.

At Land's Edge is a stand-alone adventure but also acts as a prequel to *The Eyes of the Stone Thief*, our monstrous living dungeon campaign.



PEL13AN01



Pelgrane Press

NIGHT'S BLACK AGENTS

THE HARKER INTRUSION

Once, you were a spy. From Moscow to Melbourne, London to Lagos, you worked behind the scenes. Black operations. Deniable missions. Surgical strikes. Now, you know there's a secret behind all the secrets. You know who's really pulling the strings.

Vampires. The actual, no-kidding blood-sucking undead.

When you found out, they destroyed you. Wiped out your old networks, blackened your name, left you broken and burned.

But you're still alive. You've found allies, others like you. And you're going to kill the dead.

In *The Harker Intrusion*, a mysterious tip-off sends you to Morocco. There's a journalist there. She knows too much, and won't see the dawn unless you save her. With six pregenerated player characters and a quick-start version of the award-winning *Nights Black Agents*' GUMSHOE rules, this adventure has everything you need to go hunting vampires...

